



The Way Back

LSJ 220

By David Samuels

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

Amthydor's recent troubles have left the city devastated, and the Kingdom of the Shining Coast vulnerable. People are stepping up to help, some of them unexpected. A 1 round Legends of the Shining Jewel scenario for heroes of levels 1-7 (ATLS 1-9)

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCs

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

he recent battle with the blood beasts and the arch devil took a toll on Amthydor and the rest of the Kingdom of the Shining Coast. There isn't an inhabitant of the city that hasn't been touched by the devastation in one form or another. The Legion lost its giant eagles as well as a good number of men and women. Every district other than the Castle District, where King Raphe Torestyn and his family live, suffered damage – the extent of which varied from district to district.

Just as almost every individual was affected in one way or another, there is no ONE plan on how to fix it. Everyone in the city is working on trying to help with this situation in his or her own way. In addition to the normal damage to the city, the city's economy took a hit as well with people losing their jobs, and families losing their providers. The noble families, the Diamond Legion, the temples, and the Society of Entertainers and Providers are just some of those putting their money and time to work for the benefit of the Kingdom.

Introduction: The PCs will meet at the Hall of Venturers and have the chance to perform duties for several of those individuals, some of whom are actively recruiting people to be part of their organizations.

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Encounter 1: Noble Families

Encounter 2: Druids' Grover

Encounter 3: Port District

Encounter 4: Soup Kitchen

Encounter 5: Elder Intervention

Encounter 6: Trade Route

Encounter 7: Diamond Legion

Encounter 8: Price Check

Conclusion: There is 1 conclusion

LSJ 219 Being a Hero

Captain Ephraim Kyle at the docks

Dorinda Maccalister at Hall of Venturers

Sgt. Tamaranda at Diamond Legion

Prelude to an Introduction:

Today started off like almost every day since the skirmish with the blood beasts has, bleak and dreary. It almost seems like the gods deserted the

Kingdom of the Shining Coast, as if they couldn't be bothered to lift a finger to stop the onslaught that the Kingdom suffered. So many innocent people lost their lives. As you're trying to figure out what you want to accomplish today, a young brown-haired human boy no more than 8 years old heads towards you. In one of his hands he's holding a rolled-up piece of parchment while his other hand is holding the hand of a young brown-haired human girl approximately 6 years old who keeps trying to break free of his grip. He turns to face her. "Please Lee, we need to do this so that you can eat." He turns his attention towards you. "Are you an adventurer? I was told to find some adventurers and give them a message."

Allow the PCs to confirm that they're adventurers.

"Cool. The lady asked us to find 4 to 7 people and give them this piece of paper and then send them to the Hall of Venturers. She said that the paper meant that they wouldn't need to stand on the long line."

Please pass them Player's Handout 1

It's possible that the PCs might have a suspicious mind and decide to check for magic - a *detect magic* spell will reveal that there is no magic. If they decide to check it for traps, a **Perception DC 0** will reveal that there aren't any traps.

When they look at the parchment they will see the following message:

Adventurer

Would you like the chance to earn some money? If so, please report to the Hall of Venturers and show them this note. It will keep you from having to wait in line.

Dorinda

Who are you?

"My name is Michael, and this is my sister Lee."

What is the lady's name?

"Dorinda, I think."

Why are you and your sister doing this? /Why are you bringing your sister with you?

"Our parents were killed by those monsters and she's all that I have left. It's my job to make sure that nothing happens to her. It's easier to do that if she's

with me because then I can make sure that she's eating and sleeping."

☛ **Isn't this a dangerous job for someone your age?**

"It can be dangerous, but I need to make sure that Lee can eat. My parents raised us to take care of our own needs."

☛ **How long have you had this job?**

"For about three months, ever since our parents were killed. I needed to make sure that there was money to pay for Lee's food."

☛ **Don't you eat?**

"I don't need as much food as she does, I'm 8. She's still growing."

☛ **Why don't you get food from one of the city's soup kitchens?**

"My parents raised us to take care of our own needs. Besides, there are others that need the food and shelter more than we do."

☛ **What did your parents do?**

"They were Legionnaires. They helped keep the people of the city safe before those monsters killed them."

☛ **Where do you live?**

"In the house that we lived in with our parents. The Legion raised the money from people that wanted to honor our parents."

After 10 minutes real time max, or if players are starting to get bored continue

"We need to get going. I need to find the rest of the people that the lady is looking for so that I can make sure that my sister gets something to eat."

It's possible that the PCs might decide to help them either by offering them money, offering to help Michael find a better job, or offering to adopt them. If so, please keep track of that and specifically which PC(s) made the offer. In either case, they will thank the PCs for the offer, but they feel that they'd be letting their parents down if they accepted the PCs help or allowed themselves to be adopted.

If the PCs make a **Diplomacy check, DC 25**, the children will reluctantly agree with what the PCs want to do. PCs that roleplay the argument and mention that their parents would want to know that they were taken care of, aren't

dishonoring their parents but honoring their wishes will gain a +2 bonus to the check for each person involved in the roleplaying.

Note: If the PCs offer money in exchange for the parchment Michael will have no issue with that. He knows that people sometimes tip messengers, so he wouldn't look at that as a handout.

Introduction

You travel through the streets of the city until you reach the Hall of Venturers. The mood in the city is both somber and subdued. Normally you would find children in the streets playing, but the ones that you see appear apprehensive and distrustful. Almost as if they're waiting for the next bad thing to happen. As is normally the case, there is a line at the Hall of Venturers, but unlike other times the adventurers on line aren't discussing previous adventurers. They're talking about friends and acquaintances that have made the ultimate sacrifice and ways that the city could honor their memory. Some of the names being mentioned as making the ultimate sacrifice are Melton Dadderhoff, the former head of this organization, Alaric Grimm, former head of the Diamond Legion. A young auburn haired bespectacled man with his hair in a ponytail emerges from the door and starts surveying those waiting in line. He looks in your direction and then motions for you, as well as (# of PCS -1) others to follow him. As you head towards him you here others in line grumbling "Sure, we've been waiting in line all morning trying to find work and they grab people that don't need work instead. It's the same old story money goes to those that don't need it rather than where it can do the most good."

Following the man through the door he leads you past a desk and down the hallway, to a door with a nameplate that says "Melton Dadderhoff". He knocks on the door and then opens it and motions for you to enter.

Entering the room, you see a table and (# of PCs +1) chairs. There is a portrait of a distinguished human man who appears to be in his mid to late forties. The man that led you here say "Miss Dorinda had that portrait done of Mr. Dadderhoff done before his last birthday. Now, it's a way for us to remember and honor him." A silver-haired bespectacled human woman who appears to be in her maid to late thirties quickly enters the room, "Thank you Charles. I think that by having the portrait hanging in his office, it's like Melton was watching over those we send out on missions. Before we get down to business, I'd like to

ask for a moment of silence in remembrance of Melton Dadderhoff the former head of this organization, and Mindy Bounderby his young protégé, both of whom were killed by those creatures.

After a brief pause she will continue

Thank you for coming. I'm guessing that the fact that you're here means that you're ready to earn some money. We have a series of tasks that need to be done to start the city back on the road to recovery. We're asking you to do some of those tasks for us. Now I know that you must have some questions, so please ask them and I'll do my best to answer them."

assigned task, whether it's your group or one of the others they'd get the next task in order. If we didn't have people return here for the next task we could have several people working on the same task while other tasks don't get done. This way we'll know the status of each task and can adjust things if needed."

☛ So, about the bringing supplies, or escorting people bringing supplies, are you trying to say that there could be danger involved?

"Yes. With our resources limited there are people that unfortunately have had to go without certain things. If they see those things coming they might want to go and get what they've been previously denied."

☛ Can't they just teleport the food here?

"Ideally yes, but it's not always easy to control the food while on is doing the spell and if they get distracted who knows where they'll wind up. Also, most of the city's spellcasters are currently busy trying to undo the damage that those creatures caused."

☛ How are the businesses getting food?

"I'm not sure, they might have their own sources. Unfortunately, most of the food businesses have had the amount of food that they have available each day reduced."

☛ Can't they just create items to produce the food?

"Ideally yes, but those from what I've been told those types of items take time to create and the person creating them needs to have prepared all of the necessary spells."

☛ Doesn't the city have magic items that can produce the food?

"I know that there was a gypsy woman who sold items like those to several members of the adventuring community. I do not know whether any of those adventurers are currently in the city, or if she sold any of those items to others within the city. Also from what I've seen adventurers can be somewhat fickle, while items that they have might work they're always looking for the next greatest magic item that they can afford. It's possible that some of those items might have been traded to the marketplace towards other items and if so I cannot guarantee what the marketplace might've done with them."

☛ What does this pay?

"We're going to try something different with regards to payment. Rather than quote you an amount up front, we're going to pay you based on each task that you complete."

☛ So, you're saying that we could do these tasks for you and not earn anything?

"No, you'll earn a minimum of 25 gold each. Each task that you undertake and successfully complete will earn each of you an additional 25 gold."

☛ How will we know when a task is completed? / How do we get the next task?

"Once you finish a task you'll report here to get your next task. For some tasks you'll know when you've completed them and will be bringing something back, or someone will tell you that you've completed it. Before you ask, when you return back here you won't need to wait in that line."

☛ What sort of tasks will they be?

"Some might involve bringing supplies, or escorting people carrying supplies to a location. Right now, Amthydor is in an unfortunate situation to say the least. Besides the death and destruction associated with the battle with those horrific creatures, food is in short supply and with the harbor destroyed it can't come that way. That leaves the land trade routes as the only avenue to receive trade goods, including food, from. Unfortunately, food hasn't come to us from that route and we'd need to know why?"

☛ Why do we need to return here to get the next task?

"Your group is not the only one that's been assigned to work on these tasks. When a group finishes their

☛ If we can find any of those magic items that can produce the food, should we try to acquire them?

“Yes, and if you’re successful the city will reimburse you for the cost of obtaining the item.”

☛ Is there a limit how much the city is willing to pay for the item?

“We will not pay more than the item is actually worth. If you commit that much towards the item, we will reimburse you for the value of the item, unless you wanted to donate it to the city.”

Some important things to note: If the PCs possess a magic item that creates food (i.e. an *everful bowl of ice cream*) and want to either sell or donate it to the city they can. The city will buy it for full value. If a PC wanted to loan the item to the city, Dorinda would accept that.

☛ But if they attempt to steal the items and are caught they’d be in worse shape than they currently are?

“While you are correct, no one ever said that people pushed to the brink of becoming criminals based on circumstance would be thinking logically.”

☛ But that would be stealing?

“I’m not sure that’s how they see it. If they see people get something that they can’t, they’ll want to get that thing at the first opportunity. I’m not saying they’d definitely try to steal it, but we need to guard against that possibility.”

☛ Would they still be bound by our laws, even during this time?

“Yes, the reason doesn’t change the fact that they’re still trying to commit a crime?”

☛ What is the penalty for stealing?

“The same as it’s always been, the loss of a limb.”

☛ Would the city really remove one of their limbs for attempting to get something that they would’ve been able to get if we’d had an adequate supply?

“Amthydor is nothing if not a lawful city, and a lawful capital city of the kingdom. It’s possible that because of the extenuating circumstances the criminal might not lose a limb but that would be up to the courts to decide.”

☛ What would our first task be?

“You’d need to go to the Nobles District. Several of the noble families are donating food and other items

to help the rest of the population during this crisis. You’ll escort them back here where we can sort the items to see which items go to the temple of Lucor to be utilized in their soup kitchen and which if any go to the temple of Pietos to be used in the homeless shelter that they operate.”

☛ How do we get into the Noble’s District? / Don’t we need a pass to enter the Nobles’ District

“You’d need a pass to enter the Noble’s District which I took the liberty of arranging for you. It’s only good for 24 hours, and will disintegrate after that time.”

She will hand the most lawful looking PC the pass into the Nobles’ District.

☛ Which noble families are donating items?

“All of the families are donating items; the type of donation varies by family. We needed to divide them up into groups as all of the families headed here together would be too much for anyone to safeguard.”

☛ Which noble families are we escorting?

“You will be tasked with escorting members from Noble Houses Mour, Gaines and Caudwähler back here.”

☛ Why aren’t they using their guards? / Don’t the noble families already have their own guards?

“They do have their own guards, however most of the families lost some of their guards as well as some other members of their household staff during the recent skirmish. I wouldn’t be surprised if some of them started recruiting people to join their households in a guard position.”

☛ Why isn’t the Legion escorting them?

“Unfortunately, the Legion suffered heavy casualties during the battle with the blood beasts, losing more than half of its officers. I believe that they are recruiting people as well.”

☛ What specifically is the Legion looking for?

“Someone willing to obey the law, that will put the interests of the city ahead of their own. They need to open minded and have compassion for the less fortunate.”

After about 15 to 20 minutes real time please read the following”

“I think that you should start out on your first task, otherwise you won’t be making much money today.”

Besides I need to brief the next group of heroes. May the gods watch over you and keep you safe.”

- When the PCs are ready to head to the Nobles’ District **GO TO Encounter 1 (page 7).**

ENCOUNTER 1: NOBLE FAMILIES

You leave the Hall of Venturers on your way to the Nobles’ District. Hopefully doing these tasks will provide for the less fortunate while allowing you to earn some money. The looks on the face of those that you pass in the street are as dour and depressing as they were when you headed to the Hall of Venturers. Unfortunately, the tasks you’re undertaking are nothing more than a temporary measure and won’t have any long-term effects on the crisis facing the city. If the city is going to recover from this predicament, a more permanent solution needs to be found. It takes about 20 minutes, but you finally reach the gates to the Nobles’ District. There are 2 guards at the gate and after inquiring why you’ve come to the Nobles District and checking your pass they allow you entry into the district, and provide the directions to your destinations. Traveling through the district you can see that it was hit hard from the recent battle. You arrive at your first destination, the home of noble family Mour. High Lady Mour and two of the house servants, both of whom are carrying crates, emerge from the home.

“Greetings. I’m High Lady Valencia Mour, and these are two of my house staff. Are you the ones tasked with taking us to the Hall of Venturers? If so, whom will we be traveling with?”

Allow the PCs to answer the questions. It’s possible that the PCs have questions for her, if not, she and her staff will join up with the PCs heading towards the next destination.

- ☛ **What sort of items are you supplying?**

“Food, clothing, blankets are what we’re supplying. Anything that can be used to help make life easier for the people of this great nation.”

- ☛ **We were told that your house suffered casualties in the battle with the blood beasts? / How badly was your house hit by the blood beasts?**

“We lost the roof of our house as well as the back wall. In addition, two-thirds of the house guard and half of our servants were killed. The thing is that the damage to the building is repairable, the members of our

household that were lost are irreplaceable. It’s true that we’ll be filling those positions again, no one can ever replace those that lost their loves and the place they hold in our family’s heart.”

- ☛ **Why are you and your family donating items to help the people?**

“We nobles are nothing more than residents of this nation that have had good fortune based on circumstance. We care about the other members of this nation, and know that were out circumstances reversed they would care about us.”

- ☛ **Do all the noble families get along with one another?**

“No, we’re just like normal people we have opinions, and everyone always believes that they’re right and the others are wrong. However, what happened is bigger than any of us and for the good of Amthydor we had to put the needs of Amthydor before our own needs.”

- ☛ **Do all the noble families care about the people of the nation?**

“Yes, although sometimes we nobles need to be reminded to show that compassion. Unfortunately, in the past there were several times where one or more families got caught up in their own personal agendas.”

- ☛ **We understand that you might be looking to hire new house guards, is it possible that you might consider some of us?**

“Anything is possible, though now is probably not the time to discuss that.”

After a couple questions are asked, or once the PCs ask about employment High Lady Mour will suggest that they work on dealing with the task at hand. There will be time for additional questions later.

We should probably meet up with the other families donating supplies so that we can get them where they need to go. Any additional questions can be dealt with once we’ve gotten the supplies where they need to go?

The trip from Noble House Mour to Noble House Caudwähler only takes about 5 minutes. When you arrive there the door to the manor opens and Lady Consul Inustria Caudwähler emerges followed by 3 servants, each of whom is carrying a crate.

“Greetings. I’m Lady Consul Inustria Caudwahler, and these individuals are some of my house staff. Are you the ones tasked with taking us to the Hall of Venturers? If so, whom will we be traveling with?”

Allow the PCs to answer the questions. It’s possible that the PCs have questions for her, if not, she and her staff will join up with the PCs heading towards the next destination.

☛ **What sort of items are you supplying?**

“Food, clothing, blankets are what we’re supplying. Anything that can be used to help make life easier for the people of this great nation.”

☛ **We were told that your house suffered casualties in the battle with the blood beasts? / How badly was your house hit by the blood beasts?**

“We lost the roof of our house as well as the back wall of our family home. In addition, two-thirds of the house guard and half of our servants were killed. The thing is that the damage to the building is repairable, the members of our household that were lost are irreplaceable. It’s true that we’ll be filling those positions again, no one can ever replace those that lost their loves and the place they hold in our family’s heart.”

☛ **Why are you and your family donating items to help the people?**

“We nobles are nothing more than residents of this nation that have had good fortune based on circumstance. We care about the other members of this nation, and know that were our circumstances reversed they would care about us.”

☛ **Do all the noble families get along with one another?**

“Absolutely not. We have our own agendas, our own drives, but we’re ordinary people in that we have opinions and we all know that we’re right and the others are wrong. However, what happened is bigger than any of us and for the good of Amthydor we had to put the needs of Amthydor before our own needs.”

☛ **Do all the noble families care about the people of the nation?**

“Yes, although sometimes we nobles need to be reminded to show that compassion. Unfortunately, in

the past there were several times where one or more families got caught up in their own personal agendas.”

☛ **We understand that you might be looking to hire new house guards, is it possible that you might consider some of us?**

“Anything is possible, though now is probably not the time to discuss that.”

After a couple questions are asked, or once the PCs ask about employment, Lady Consul Caudwahler will suggest that they work on dealing with the task at hand. There will be time for additional questions later.

We should probably meet up with the other families donating supplies so that we can get them where they need to go. Any additional questions can be dealt with once we’ve gotten the supplies where they need to go?

It takes about 15 minutes for you to reach Noble House Gaines. When you arrive there the door to the manor opens and High Lady Kiandra Gallastan-Gaines emerges followed by 4 servants, each of whom is carrying a crate.

“Greetings. I’m High Lady Kiandra Gallastan-Gaines, and these individuals are what’s left of my house staff. I’m guessing that you’re our escorts to the Hall of Venturers? Since we’ll be traveling together who are you?”

Allow the PCs to answer the questions. It’s possible that the PCs have questions for her, if not, she and her staff will join up with the PCs heading towards the next destination.

☛ **What sort of items are you supplying?**

“Money. In addition to helping people obtain food and lodging items, items will need to be repaired and many people lost their jobs. Those things all cost money so we’re supplying the funds to help those people and make them as whole as possible”

We were told that your house suffered casualties in the battle with the blood beasts? / How badly was your house hit by the blood beasts?

“We lost the roof of our house as well as the back wall of our family home. In addition, two-thirds of the house guard and half of our servants were killed. The thing is that the damage to the building is repairable, the members of our household that were lost are irreplaceable. It’s true that we’ll be filling those

positions again, no one can ever replace those that lost their loves and the place they hold in our family's heart."

- Why are you and your family donating items to help the people?

"We nobles are nothing more than residents of this nation that have had good fortune based on circumstance. We care about the other members of this nation, and know that were out circumstances reversed they would care about us."

- Do all the noble families get along with one another?

"Absolutely not. We have our own agendas, our own drives, but we're ordinary people in that we have opinions and we all know that we're right and the others are wrong. However, what happened is bigger than any of us and for the good of Amthydor we had to put the needs of Amthydor before our own needs."

- Do all the noble families care about the people of the nation?

"Yes, although sometimes we nobles need to be reminded to show that compassion. Unfortunately, in the past there were several times where one or more families got caught up in their own personal agendas."

- We understand that you might be looking to hire new house guards, is it possible that you might consider some of us?

"Anything is possible, though now is probably not the time to discuss that."

After a couple questions are asked, or once the PCs ask about employment, High Lady Kiandra Gallastan-Gaines will suggest that they work on dealing with the task at hand. There will be time for additional questions later.

High Lady Gaines looks at everyone and says, "If we're all together now, we should probably head to the Hall of Venturers so that they can begin putting these things to good use." The other nobles nod in agreement with her.

Your entourage fully assembled, you begin the trip back to the Hall of Venturers. You reach the gates of the district and pass the guards who wish you luck with your mission. As you're traveling through the streets you notice a small group of people coming towards you. The group consists of 2 young women

and 3 children all appearing to be under the age of 5. One of the women puts up her hand and says "Stop. Turn whatever you're carrying over to us and no one will get hurt!"

A Perception DC 5 will reveal that the women aren't carrying any weapons and that the children are crying, probably because they're hungry.

- You don't want to do this?

"Do what? Look out for our children? A mother's job is to care for her children and our children need food."

- There are other ways to get food for your children? / Do you really want to steal the food, knowing what the penalty for stealing in the city is?

"We've tried doing this the "correct" way. The city has let us down again. No matter what they say no one ever looks out for the little people like us."

- These supplies are going to help people like you?

"Yeah right. I was turned away from the Soup Kitchen. They claimed that they ran out of food, but they keep giving it to the same people every day. If there really is a limited supply of food, it should be distributed in such a way that everyone can get some. Maybe not every day, but at least at some point."

- You're saying that you tried the Soup Kitchen?

"Yes, we were turned away from the soup Kitchen run by the temple of Lucor as well as from ever other temple or shrine within the city that we tried to get help from. I can understand the Soup Kitchen having a limited amount of food, but the priests at the temples should be able to create food."

- Not every priest can create food?

"So, you're making excuses for them. Guess you had no problem getting food just like the nobles you're escorting."

If you take these supplies than you're putting other people in this situation that you're in. You're claiming how unfair things are but you're forcing them to go through what you're going through right now?

"Your words do have some merit, but they don't help our situation. Our children need food."

The PCs have several options available to them:

- 1) They can pull out a weapon. As soon as a weapon is drawn they will leave the area. **Note:** If the PCs should draw weapons to get them to move along the Legion will immediately show up to prevent the situation from escalating. They will warn the PCS that violence should only be an option as a last resort, while offering to escort the people to the soup kitchen to make sure that they get food once the supplies that the PCs have make it there
- 2) They can attempt a **Diplomacy DC 15** or an **Intimidate DC 20**. They would need to If they role-play with the women they can get a +2 modifier to the check for each person involved in the interaction and trying to help. Some possible questions and corresponding answers are listed above.
- 3) They can offer the women some food from their belongings. If they don't, High Lady Mour will offer them some bread and cheese.

Once the women are dealt with the entourage can make it to the Hall of Venturers without any further incident. They will immediately be ushered into the room to see Dorinda. She will thank them and have her assistant Charles escort the nobles and their servants to another room.

Keep track of the tasks that the PCs have completed, and when they ask for the next task choose one that they haven't done and go to the appropriate encounter

- When the PCs are ready to head to the Druids' Grove **GO TO Encounter 2 (page 10).**
- When the PCs are ready to head to the Harbor **GO TO Encounter 2 (page Z).**
- When the PCs are ready to head to the Soup Kitchen **GO TO Encounter 3 (page Z).**
- When the PCs are ready to head to the Trade Route **GO TO Encounter 4 (page Z).**
- When the PCs are ready to head to the Homeless Shelter **GO TO Encounter 1 (page Z)**

ENCOUNTER 2: DRUIDS' GROVE

You head back into the Hall of Venturers and meet with Dorinda. She explains "You've completed your first task without incident. Your next task is to head to the Druids' Grove and provide them some help. While the main grove is outside the city walls, the one in the Temple District will be more than adequate for what's needed. The druids are working on gathering supplies to help the city feed its inhabitants and repair

damage that was done during the fight. When you arrive, the druids can explain exactly what they need you to do."

☛ **How did the city get food previously?**

"We grew food in addition to getting some for our trading partners via both land and water routes."

☛ **Where was the food grown?**

"Some of it was grown in a part of the Druid's Grove, both inside the Temple District and outside the gates."

☛ **Why can't the city just create enough food and other supplies to help everyone?**

"The amount of food that a priest, or druid, can create is limited. It also means that they wouldn't be able to have their normal allotment of spells some of which could still be useful."

☛ **Why can't you create magic items to produce food?**

"Creating a magic item takes time, money and the necessary spells. Again, it means that the city's spell casters wouldn't be able to have our normal allotment of spells some of which could still be useful, they also wouldn't have the time to tend to our people."

When the PCs are ready to head to the Druids' Grove please continue

You leave the Hall of Venturers and begin your quest to the Druid's Grove. It takes less than a half-hour to get to the Temple District. Along the way, you pass people who look like they've been kicked in the teeth. The once proud people of Amthydor were handed a vicious blow recently, and while some have started to rise up from that, others have succumbed to the feelings of hopelessness and despair. Reaching the Temple District, you travel north to the northwest district wall. While the Grove of the White Heart isn't an official shrine that is recognized by the Quorum of Faith, it is a location people gather in within the city for one reason or another. There is a copse of trees next to a small pond, the trees are missing branches and still have some blood stains. The animals in the grove are a little more apprehensive as you enter the grove. A halfling atop a riding dog emerge from within one of the trees. "welcome to the Grove, well the no frills version. The main grove is outside the city's walls,

but this will do. Did Dorinda send you here to help? The riding dog barks. “You’re right Chuckles, of course she did. Now, if you’re going to help what skills do you have?”

Allow the PCs to list the skills that they possess. While this is a sanctuary for the animals, Brianna and the other nature goddesses,

If the PCs offer to help with the tree cutting or milking the cows he will eagerly accept. Nolan will lead them to the back of the grove where there are # of PCs cows and then instruct them on proper hand placement and milking techniques. He will also instruct them on the proper way to hold the axe to efficiently put more of their strength into the blow. Any PC that offers to help with the fishing will be led to the pond where Nolan will give them tips on the proper bait to use and the correct way to bait the line. When they’re ready to attempt the check please go to the skill check section.

🗨 **How did the city get food previously?**

“We grew food in addition to getting some for our trading partners via both land and water routes.”

🗨 **Why can’t you just create enough food and other supplies to help everyone?**

“The amount of food that a priest, or druid, can create is limited. It also means that we wouldn’t be able to have our normal allotment of spells some of which could still be useful.”

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“Creating a magic item takes time, money and the necessary spells. Again, it means that we wouldn’t be able to have our normal allotment of spells some of which could still be useful, nor would we have the time to tend to our people.”

If the PCs offer to help with the tree cutting or milking the cows he will eagerly accept. Nolan will lead them to the back of the grove where there are # of PCs cows and then instruct them on proper hand placement and milking techniques. He will also instruct them on the proper way to hold the axe to efficiently put more of their strength into the blow. Any PC that offers to help with the fishing will be led to the pond where Nolan will give them tips on the proper bait to use and the correct way to bait the line.

Skill checks

GM Note: To prevent the encounter from bogging down, each PC only gets one chance at each check.

A **Handle Animal check** will tell how much milk the PCs are able to get. The higher the DC attained the more gallons of milk that they will get. If the PCs roleplay the tips that Nolan gave them, allow them a +2-circumstance modifier to the result of their check.
DC 5 3 gallons **DC 10** 7 gallons **DC 15** 10 gallons
DC 20 15 gallons **DC 25** 20 gallons

A **Strength check** will tell how much wood the PCs are able to get from striking the tree. The higher the DC attained the more pounds of wood that they will get. If the PCs roleplay the tips that Nolan gave them, allow them a +2-circumstance modifier to the result of their check.
DC 5 3 lbs. of wood **DC 10** 7 lbs. of wood
DC 15 10 lbs. of wood **DC 20** 15 lbs. of wood
DC 25 20 lbs. of wood

A **Profession (fisherman), Profession (sailor) or Survival check** will tell how much fish the PCs are able to get from fishing in the pond. The DCs are cumulative so they would get the amount from the DC attained plus all lower DCs. If the PCs roleplay the tips that Nolan gave them, allow them a +2-circumstance modifier to the result of their check.
DC 5 3 fish **DC 10** 7 fish **DC 15** 10 fish
DC 20 15 fish **DC 25** 20 fish

Once all 3 things, have been attempted, or the players start to become bored Nolan will come back with a floating cart. If the PCs should ask the cart has been outfitted with *wheels of the Zephyr* which work like *horseshoes of the zephyr*. There is room in the cart for all the items that the PCs were able to get themselves as well as an additional 10 lbs. of wood, 15 gallons of milk and 20 fish.

Note that if the PCS didn’t do one of the tasks (i.e. fishing, milking, or chopping) increase the amount Nolan is giving of that item to be what DC 25 would have given them.

After 25 minutes real time max, or once the players start to get bored read the following.

“I think that you should start back to the Hall of Venturers with these supplies. The faster that they get to Dorinda the faster that they can be used where they’re needed most. Good Luck with your other tasks. Amthydor is in good hands with people like you trying to get her back on her feet.”

Once they commit to leaving the Druid's Grove continue:

You leave the Druid's Grove headed back to the Hall of Venturers to drop off the supplies and receive your next task. The streets are filled with people with dour looks on their faces, some of whom are gaunt and wearing dirty disheveled clothing. Several of those people look up as you approach, and upon noticing you their expressions become hopeful as they start heading in your direction. As they get closer you can tell that they haven't eaten or bathed in at least a few days.

They start calling out to you "Please help us. The city turned its back on us. We need food and clean water."

It's possible that the PCs might offer some food, either from their own supplies or from what they got from the grove. It's also possible that they might talk with the people to try to get an idea what the issue is. If the PCs wish they can make a **Diplomacy DC 15** or an **Intimidate DC 20** to convince them to give the system one more chance. All PCs actively involved in roleplaying with the people can attempt to aid the check.

Note: If the PCs should draw weapons to get them to move along the Legion will immediately show up to prevent the situation from escalating. They will warn the PCS that violence should only be an option as a last resort, while offering to escort the people to the soup kitchen to make sure that they get food once the supplies that the PCs have make it there.

What sort of help do you need?

"Food, and water, we haven't had any for the past 3 days. The city abandoned us and hasn't provided us with any assistance for the past 3 days."

Why do you say that the city abandoned you?

"We'd been stuck under a collapsed building for several days, with no food or water, and no one came to rescue us. We had to dig ourselves out and it took 3 days. The city has plenty of Legionnaires and more than enough food. We know that they have food reserves, and that they get more food daily from other nations."

That's not entirely true: The Legion and the city were decimated by the battle with the blood beasts, the harbor has been damaged, so food

can't come that way and its possible that the land routes might also have been compromised?

"So, you're saying that the city doesn't have the resources to take care of its citizens?"

They're working on that right now. Lots of things were damaged when those creatures attacked, but we're on the way to recovery. Have you tried the soup kitchen?

"Yes. They keep choosing the same people over and over. The city should have some sort of plan to prevent that from happening."

Are those people getting there earlier than you? / Do those people have children?

"That shouldn't matter. Everyone needs food and water, and if you don't give some to people for days some of them will die. I could see giving to children before adults, but the adults still need food."

We're taking supplies to the Hall of Venturers to go to the soup kitchen. If you head to the soup kitchen they should have food soon.

"It's no use. They'll just give it to other people again."

Once the situation has been dealt with, continue with the text below.

It takes about 15 minutes for you to reach the Hall of Venturers. The trip is uneventful although you notice that some of the city's merchants have closed their businesses early because of the shortage of supplies."

When the PCs arrive back at the Hall of Venturers, Charles will be waiting outside to take control of the supplies that the PCs brought with them. He will have them brought to meet with Dorinda.

When the PCs are ready to head to the Harbor District **GO TO Encounter 3 (page 13).**

When the PCs are ready to head to the Soup Kitchen **GO TO Encounter 4 (page 14).**

When the PCs are ready to head to the Diamond Legion **GO TO Encounter 6 (page Z).**

When the PCs are ready to head to the Trade Route **GO TO Encounter 7 (page Z)**

ENCOUNTER 3: HARBOR DISTRICT

You're escorted in to see Dorinda who acknowledges that you've completed another task and then begins

speaking “Your next task is to head to the Harbor District and provide them some help. The harbor itself was severely damaged and until that damage is repaired and the docks rebuilt, we’re cut off from our trading partners as well as nations we’ve allied with and sworn to protect. Before you ask, the individual at the dock coordinating the resources will let you know what’s exactly expected of you. “

requests of you won’t be too time consuming and you’ll be able to get bac here quickly so that you find out your next task. You can’t help but notice that there are twice as many people on line waiting to enter the building, and that they all have dour and anxious looks on their faces.

It takes just under an hour for you to reach the Port District. The closer that you get to the harbor the more buildings you pass that are either destroyed or partially damaged. Some of the buildings are missing their roofs, some have holes in their sides, and there are piles of dust where other buildings once stood. You can see for the most part the signs of what affected those buildings: fire, electricity, water, sound and earth based spells. It’s obvious from the piles of dust where several buildings once stood that those buildings were targeted by disintegration spells. There are also a few instances of streets being closed because buildings collapsed blocking their access.

Reaching the docks, you can’t help but notice that some sections of the docks are missing while others were affected by earth, fire, or electricity, or air based spells. The people that you’ve passed along the way are in devastated and in some cases despondent.

Continuing forward you see the person who’s obviously in charge. He’s barking orders and coordinating resources. He looks up as you approach. I’m Captain Ephraim Kyle, who might you be?”

Who do we need to see?

“With the extent of the damage, and loss of life, that the city recently underwent, Captain Ephraim Kyle of the Diamond Legion is supervising the effort while doing crowd control there. With the docks damaged we also need to make sure that no injuries occur.”

Will we be brining anything back here to you like we did from the Grove or with the nobles?

“As the debris that you’re dealing with will be probably be dealt with there, you wouldn’t be brining any of that back here. Captain Kyle will give you a piece of parchment to indicate that you’re done with that task.”

So, Captain Kyle will tell us when we’re done? / If we need to stay there the whole day that will cut into our earning potential. How is that fair?

“You won’t need to stay there for the whole day. Captain Kyle will let you know when you’re done and give you something to bring back here so that I can give you your next task. He will also be utilizing the skills of several groups of adventurers, not just your group.”

What do you need us to do?

“We need to clear the harbor of debris so that shipping can resume without the ships getting damaged. For that to happen we also need to restore the docks so that they’ll have someplace to moor while they’re unloading and delivering. You would search the harbor for dangerous debris and help to remove it from the harbor. You would also help repair some sections of the docks that were badly damaged.”

How long do we need to do this for?

“That is entirely up to you. All I ask is that you do this to the best of your ability.”

Do you know anything about what the task might be? / Do we need to bring anything special with us?

“The only thing I know about the task is that it will involve clearing the harbor and rebuilding the docks. I do not know exactly how or any of the details.”

After about 5 to 10 minutes real time please read the following”

“I think that you should start out on your next task, otherwise you won’t be making much money today. Besides I need to brief the next group of heroes. May the gods watch over you and keep you safe.”

You leave the Hall of Venturers and head out towards the Port District. Hopefully Captain Kyle’s

Why is it so important to get this taken care of as quickly as possible?

“Amthydor is a Coastal city. We do a lot of trade using our ships, and the ships also allow us the ability to help defend other nations within the kingdom. With our ships unable to sail, other nations might choose to take advantage of the situation and attack parts of the kingdom. I can already think of one nation that would be vicious enough to do that, the nation of D’Gar”

DC 5 they find 10 lbs. of debris, half of which is good and can be reused

DC 10 they find 20 lbs. of debris, half of which is good and can be reused

DC 15 they find 30 lbs. of debris, half of which is good and can be reused

DC 20 they find 50 lbs. of debris, half of which is good and can be reused

DC 25 they find 80 lbs. of debris, half of which is good and can be reused

Bringing the debris out of the water will require a strength check, although spells like *levitate* will work. The PCs can aid each other, but each PC can only make one check.

NOTE the DCs below have already been modified to account for things being lifted out of the water still have the weight of the water to contend with. In addition, because the PCs would be able to move through the water, they can organize the debris so that everything removed from the water would be reusable.

Strength check DC

DC 5 they can lift 20 lbs. of debris

DC 10 they can lift 40 lbs. of debris

DC 15 they can lift 60 lbs. of debris

DC 20 they can lift 80 lbs. of debris

DC 25 they can lift 100 lbs. of debris

Repairing the dock. The PCs would be placing the piece of wood to be used on top of missing section and then nail that to the surrounding sections. A **Profession (Carpenter) DC 10, Profession (Laborer) DC 10** or **Strength DC 15** will secure the piece of wood to the section.

Once each PC that wishes to, has attempted to repair the docks, and/or remove the debris from the harbor, Captain Kyle will pass them a piece of parchment to bring back to Dorinda. The parchment will indicate whether the PCs attempted either of the two parts to this task. If at least one PC attempts either of those tasks, the parchment will indicate that they have completed the task, otherwise Captain Kyle will inform them that he can’t say that they completed the task successfully.

After 25 minutes real time max, or once the players start to get bored read the following.

“I think that you should start back to the Hall of Venturers, so that I can deal with the next group of adventurers. This piece of parchment will indicate to her that you’ve done what was expected of you.

☞ **Why would they do something like that?**

“D’Gar has tried to conquer us on at least one occasion and they’ve launched several other plots to harm our people over the years. Now, rather than speculate about D’Gar I think we should concentrate on the task at hand.”

☞ **Is there a benefit to doing this longer?**

“Yes and no. While it won’t earn you any additional money, it will help us with the task at hand either clearing the debris or repairing the docks.”

☞ **How do we see/move underwater?**

“I can loan you some items to help you see, breathe and move while in the water.”

☞ **What if we find valuables in the water? / Can we keep any valuables that we find?**

“Unfortunately, not, those valuables probably belonged to people that lost their lives during the skirmish. Returning them to their families might help their loved ones get some sort of closure. Remember that the primary goal here is to clear the harbor so that ships can enter without destroying their hull, it’s not about profit.”

As the PCs might have problems with the water, either movement or sight based, the Captain will loan them magic items to let them move through, breath and see underwater.

GM Note: To prevent the encounter from bogging down, each PC only gets one chance at each check, other than the strength check to life the debris out of the water which they can all work on together.

A perception check will tell how much debris the PCs are able to find. The higher the DC attained the more debris they will get. Please note that the amount listed for each DC already includes the lower DCs

Perception check DC

Good Luck with your other tasks. Amthydor needs more people willing to put the needs of the city first to help her get back on her feet.”

When they leave the harbor, please continue with the following

You leave the harbor headed back to the Hall of Venturers to get your next task. The streets are filled with people with apprehensive looks on their faces, almost as if they don't know whom they can trust and are waiting for the next boot to drop. As you move through the city's streets, they quickly move aside giving you a wide berth.”

The PCs will have an unimpeded trip back to the Hall of Venturers where they will be met by Charles who will usher them in to see Dorinda.

- When the PCs are ready to head to the Hall of Venturers **GO TO Encounter 8 (page 15).**

ENCOUNTER 4: SOUP KITCHEN

You arrive back at the Hall of Venturers and are quickly ushered in to meet with Dorinda. You've completed another task, so, the money is starting to add up. I suppose that you're ready for your next task. You'll need to go to the Soup Kitchen and assist them helping the less fortunate. They will let you know when you're done and then you can head back here, richer for your efforts.

Leaving the Hall of Venturers you make your way through the Commoners' District towards your destination, the soup kitchen run by the temple of Lucor. The sadness in the district is evidenced by the pained and hungry looks its inhabitants have on their faces. Women look at you with disdain trying to figure out why the gods have shined upon you and your friends while neglecting them and their families. The men eye you with envy trying to put a value on your clothing and equipment and then wondering if they will ever see money like that in their lifetimes.

It's not hard to find your destination, as the long line of people is an indicator. A man in priest's robes bearing the livery of Lucor steps through the door and asks the people to be patient as the soup kitchen has run out of supplies. He informs them that they are working on getting more here ASAP. People start shouting "It's just like the Temple of Lucor, if they have to give something away they

always run out as they're never willing to spend money.!" Another says that they probably have the food inside there but are just waiting for poorer quality food to be delivered here so that they can give us the poorer quality food while saving the good food for the nobles and the adventurers. It's not like they'd ever go without to provide food for those that are less fortunate than them. “

If the PCs decide to speak with the priest, they will find him inside the soup kitchen overseeing the dispensing of food. If they speak with him they can learn the following information.

☛ **Why does the temple operate the soup kitchen?**

“The poor people in the city need to be taken care of and the temple of Lucor can do it more economically than the other temples in the city. We know how to make the tough decisions, decisions that allow us to maximize the number of people we can help”.

☛ **Why doesn't the temple provide the soup kitchen with enough food to help everyone?**

“The city only has so much food and because of the battle with the blood beasts we have a greater demand of people needing food than ever before. The fact that the harbor was destroyed, and nothing has come from the trade route in a couple days hasn't helped the situation.”

☛ **How do you determine who gets the food when there are so many people that need food?**

“It's not a pleasant task making that decision. Especially knowing that because of our decisions people can die. We do our best to make sure that everyone gets at least one meal a day but with this many people needing help, the current state and temperament of the city it's not easy.”

☛ **Can't the temple just provide additional funds to get more food to feed the people?**

“In an ideal situation yes, but this is hardly an ideal situation. If there was more food readily available, we would be working on trying to get access to it for our people.”

☛ **Can't we get food from other nations?**

“That's not an easy task. We could work on getting food from other nations or we could work on trying to get the city back on its feet so that we can take care of all our people. While we want to do both, the King can't fully back either of those options. We

have been working on getting food from other nations using our portals but there's only so much aid that they have to give. Also, while the Amthydor, the capital of the Kingdom of the Shining Coast suffered considerable damage during the battle, we weren't the only nation on Raia that was attacked."

The PCS will need to come up with an argument to present to the crowd and then follow that up with either a **Diplomacy DC 20** or an **Intimidate DC 25**. Each PC involved in the discussion can take part in the check.

☛ **No one has given up on you. The King is working in fixing things?**

"It's one thing to say but how do we know that's true."

☛ **How do you know it's not? It's only been about a week since the battle.**

"Nothing's changed. **IF** the king was really trying to fix this he would have done so sooner."

☛ **Even with magic, the damage that was caused will take longer than a week to correct. Perhaps you should give more time before you rush to judgement?**

"You make a good argument, but hunger and poverty trumps reasoning."

☛ **It might take time for you to see the results. That doesn't mean that the king or anyone has given up on you?**

"It's one thing to say but how do we know that's true."

If the PCs diffuse the situation the priest will give them a piece of parchment to take back to Dorinda, and wish them luck on their future tasks.

➤ When the PCs are ready to head to the Hall of Venturers **GO TO Encounter 5 (page 17)**.

ENCOUNTER 5: ELDER INTERVENTION

After diffusing the situation, and getting the parchment from the priest stating that you finished this task, you left the soup kitchen to head back to the Hall of Venturers to get your next task. As your heading down one of the streets you see an elderly woman pushing a cart. She stumbles, falls down, picks herself back up and then cries out "why are you tormenting me Lucor? Haven't I suffered enough? You took my home, my children, my grandchildren, and my pets. When will it finally be enough? This is all that I have left. It's not fair"

☛ **Is there anything else that you can do?**

"Do any of you have food that you'd be willing to donate towards helping the city, or perhaps any items that create food? We'd pay you for it of course."

If any of the PCs offer to sell their food items, the priest of Lucor is willing to pay up to the full value for them, or up to 1.5 times the actual value for items that continuously produce food.

☛ **So, what do you need us to do?**

"We're expecting some food to be delivered here shortly, but if you look at the line there's more people on line than the amount of food that we'll be getting. With tensions as high as they are it's possible that there could be problems. We need you to prevent it from escalating."

After the PCs have spoken with the priest for 5, or 10 minutes, a group of figures will materialize inside the soup kitchen. Some of those inside the kitchen will be momentarily surprised, by the appearance. The individuals inform the priest that they are messengers from the Amthydor Messenger Service. Miss Dorinda sent them because of their unique ability to show up somewhere unnoticed.

After surveying the items that Dorinda sent over, the priest steps out to address the people and says "We've just received a new shipment of food. To be fair to everyone, I'm asking those that haven't had anything to eat in the past 24 hours to move to the front of the line. I know that some of you have been standing on line for hours, but we need to make sure that Amthydor doesn't lose any one else because of hunger. Once all of those that haven't eaten have been fed we can start feeding the rest of you on the line until this shipment of food runs out. " "So, this is just a temporary solution. You haven't fixed the issue. The gods haven't fixed the issue. The gods don't care about us. The king doesn't care about us"

The priest looks at you and says, "you're on"

The woman notices you approach. “Has Lucor sent you to torment an old lady?”

Allow the PCs the chance to roleplay with the woman.

☛ **Would you consider selling any of them to us?**

“I might, it depends which items you’re interested in?”

Please keep track of the offers that the PCs might make, especially if they try to take advantage of her. The Mystical Marketplace would only pay half the value of the item. If the PCs try to pay lower than that she will take the money, but they’ll get a special cert at the end of the module,

Once the PCs have dealt with her she will leave and allow them to go the Hall of Venturers, continue with the text below

Having finished dealing with the old woman you make your way to the Hall of Venturers. Charles meets you outside and escorts you past the line and in to see Dorinda. The people waiting on line appear disillusioned and upset that you’re being allowed to skip the line. Once you’re inside the building, Charles leads you to meet with Dorinda who assigns you your next task.

➤ If the PCs haven’t been to the trade route **GO TO Encounter 6 (page 18).**

ENCOUNTER 6: DIAMOND LEGION

This encounter has different possible uses: 1) If the PCS go to the Diamond Legion, or 2) If they decide to question Captain Kyle or the Legionnaires that might show up in Encounters 1 or 2 if they draw weapons. If used for the 2nd option, please omit the paragraph about heading to the Diamond Legion office.

You head to the local Diamond Legion office and upon entering the building find yourselves standing in front the desk. The desk sergeant, a dwarven woman named Tamaranda looks up from her paperwork, looks you over and then says, “Welcome. How can the Diamond Legion help you this fine day?”

☛ **Who are you?**

“My name is Sgt. Tamaranda.”

☛ **Is the Diamond Legion hiring?**

“It is possible, or will be shortly.”

☛ **Why is the Legion hiring?**

“We’re stretched pretty thin right now. During the battle with the blood beasts we lost about 40% of the Legionnaires and one whole sub-division, the Eagle

☛ **Who are you?**

“My name is Minerva.”

☛ **Why are you so upset?**

“I’ve lost everything due to this recent attack on the city. I lost my children both 2 and 4 legged, my home and most of my belongings. All I have left are the clothes I’m wearing and what’s on this cart. Most of the items on the cart belonged to my children.”

☛ **Why don’t you go to the homeless shelter or soup kitchen to get assistance?**

“I’ve worked for everything my whole life. I’m not going to start taking handouts now.”

☛ **It’s not a sign or weakness to need assistance?**

“That’s your opinion.”

☛ **You said that your son and daughter were killed. What job did they do before they were killed?**

“My son was a legionnaire and my daughter was an assistant to one of the councilors at the League of Thaumaturgical Studies. Their son, my grandchild, was only 4 years old.”

☛ **Your son and daughter had a child??**

“Yes, my daughter is actually my daughter in law.”

☛ **What’s in the cart?**

“My belongings, or rather what’s left of them. I’ve no place to live so I need to bring them with me wherever I go.”

☛ **Can we see them?**

“Yes”

Please pass the PCs Player’s Handout 2

☛ **If you sell some of those items, you may have enough money to live on?**

“They belonged to my son and daughter, so I’d hoped to hold on to them. You are correct though that if I sold some of the items I might gain enough to live on.”

riders lost all its' giant eagles and most of its officers."

What does being a Legionnaire pay?

"You're never going to get rich working for the Legion or any other public service job. That's not why people join the Legion. The Legion is a calling, sort of like why someone becomes a priest. It's a chance to help people while giving something back to the community."

What are the qualification to join the Legion?

">Look, I know that you're busy working on tasks to earn money from the Fraternity of Venturers. There will be time to discuss this later."

What can you tell us about the Trade Route?

"The Trade Route extends from Amthydor to Freereign and beyond. Since the battle we haven't received any goods via that method. Unfortunately, we haven't had the manpower to investigate it."

So, we'd be doing you a favor for checking this out?

"Yes, you'd be doing the city a favor but no we're not going to add any payment other than what the Fraternity is paying you."

Can we keep any valuables that we find?

"Possibly. Depends whether they were stolen from someone or whether they belong to people from the missing caravans. I'm not sure whether she told you or not but, but you're only gathering information on what happened, fighting people unless it can't be helped. If you fight people and die your checking this out doesn't actually help us."

After about 10 minutes time she will suggest that the PCs leave and work on finding out what's going on with the Trade Route continue with the text below.

Having finished speaking with the Legionnaire you head out to your next destination. Hopefully the information you gained will be of some use to you."

ENCOUNTER 7: TRADE ROUTE

You follow the directions to the trade route that you were given and after about an hour and a half riding the horses provided by Dorinda, you reach your destination. There are fallen trees blocking the path.

Allow the PCs the chance to make a Perception check with the resulting DC revealing the amount of information they find. They will get the information for the DC attained and lower:

DC 5 The tree was deliberately cut by a blade.

DC 10 The trees were deliberately placed to block the path.

DC 15 The brush along the path show signs of people previously hiding there.

DC 20 There are tracks leading off the path to the west. It looks like whatever, or whoever, made the tracks is dragging something, or someone behind them.

DC 25 There are drops of dried blood on the other side of the trees. A **Heal DC 5** will reveal that there isn't enough blood loss to indicate that someone died here.

DC 25+ATL There are both foot and hoof prints heading to this tree but none heading away from it.

The PCS have several options available to them:

1. Remove the trees blocking the path. A combined Strength of 30 can move the tree to the other side of the path. A combined Strength of 35 will allow them to move both trees at the same time. They can also use their horses to move the trees.
2. They can follow the tracks into the forest. The tracks will lead to a copse of trees, which the PCs can talk to. A Perception DC 30 will enable the PCs to spot tracks heading further into the forest and to a small cave. If the PCs go to check out the cave they will find the remains of 2 horses which appear to have been eaten, and 4 humans that were tortured and then killed. They will also find a map of the overland trade routes.

Information that can be learned from the trees:

- There were several large two legs that dragged some other two legs and four legs through here.
- They passed by here 3 sun cycles ago, and dragged their prey to ma cave. Smoke came from the cave, and screams.
- The large two legs flew away from there earlier this sun cycle.
- Cyrene has not watered the forest during the past four sun cycles.

If the PCs give the trees water, the trees will thank them, and give them the blessings of Ayla.

If the PCs have been to Encounters 1,2,3,4,and 6 **GO TO Conclusion (page 20).**

ENCOUNTER 8: PRICE CHECK

You leave the Hall of Venturers on your way to the Commoner's District and the Soup Kitchen when you see a group of people gathered at a street corner. As you approach you see people walking away from there carrying food, but having a somewhat angry look on their faces. You hear 2 people talking about how it's a shame that the city can't provide for its inhabitants allowing despicable people like this to take advantage of the situation.

At the number of people at the corner starts to thin you see a man sitting at a table passing out what appears to be food in exchange for money. As the crowd thins further you notice a sign with a list of items and prices and the prices have just changed. The crowd thins dramatically as you see disgusted individuals walking away from the area.

Allow the PCS the chance to deal with him

☛ Who are you?

"My name is Mortimer"

☛ Why do your prices keep changing?

"When opportunity knocks you need to seize the moment."

☛ You're exploiting a situation and cashing in on people's suffering?

"You act like that's a bad thing."

☛ It's not a good thing?

"I'm not hurting anyone."

☛ You don't think profiting off the unfortunate hurting anyone?

"No, it's called being a good businessman."

☛ You do realize that you're committing a crime, or possibly several crimes?

"It's not a crime. It's not my fault that these people are dealing with unfortunate circumstances."

☛ Do you have a permit?

"No, but you don't need one when you're performing a service."

☛ Without a permit you're breaking the law, you are aware of that aren't you?

"It doesn't matter, the Legion has more important things to deal with."

☛ You're not performing a service. You're guilty of 2 crimes operating without a permit and price gouging?

"If you were performing an actual service, and didn't keep changing your prices to maximize the money you're getting from those you're cheating it might be possible to overlook this."

☛ Where do you get your food from?

"I have magic items that produce them."

☛ Instead of offering them to the city to help with the crisis you're trying to exploit the food shortage. You're evil.

"The city can go get its own magic items."

Allow the PCs the opportunity to make a Diplomacy or Intimidate check. The DC will reveal what the results will be

The following modifiers will apply:

+2 for each person involved in the roleplaying (this +2 is automatic, they don't need to roll to see if they aid the attempt)

+2 if any of the PCS are a Legionnaire or a noble

+2 to the attempt if any PC mentions that as he's committing a crime the Legion can seize his items and imprison him

DC 15- He will accept that he's doing something hurtful

DC 20 -He will promise to stop doing this and to not to do this again

DC 25 -He will offer to return the money

DC 30 - He will offer his magic items to the city

➤ When the PCs are ready to go to the Soup Kitchen **GO TO Encounter 4 (page 15).**

CONCLUSION

You head back to the Hall of Venturers to collect your payment from Dorinda. After thanking you for your help, Dorinda says that she's arranged some rewards for you.

THUS ENDS “THE WAY BACK”

TIME UNIT COST: 1

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
Help Michael and Lee	50	50	100	100	100
Don't cheat the elderly woman	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	750	1000	1500	2100	3200

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

TREASURE SUMMARY

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

Encounter 1

- Potion of Cure Light Wounds, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal)
- Encounter 2

Miscellaneous

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

Etc.

PLAYER'S HANDOUT #1

Adventurer

Would you like the chance to earn some money? If so, please report to the Hall of Venturers and show them this note. It will keep you from having to wait in line.

Dorinda

PLAYER'S HANDOUT #2

<u>Item</u>	<u>Value</u>
Amulet of Natural Armor +1	2000 gp
Brooch of Shielding	1500 gp
Cloak of Resistance +1	1000 gp
Handy Haversack	2000 gp
Hat of Disguise	1800 gp
Ring of Climbing	2500 gp
Ring of Feather Falling	2200 gp
Ring of Protection +1	2000 gp
Ring of Sustenance	2500 gp

CRITICAL EVENT SUMMARY **THE WAY BACK**

Convention: _____

Date: _____

Do Not Return After _____

Author's Email Address: _____

List questions that ask what PCs did at critical plot points. A sample follows:

1. What was John Doe's status at the end of the module? (Circle all that apply)

Dead Injured Friendly Unfriendly

2. How did the heroes treat John Doe? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him

Accepted him Befriended him

3. What was Jane's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

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

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