



Babysitter's Club

LSJ 225

By David Samuels

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

It isn't every day that you get a personal request from the Queen. Hopefully this means that she and the king appreciate your abilities? A 1 round Legends of the Shining Jewel scenario for 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

The recent battle with the blood beasts as well as the potential for a war with D'Gar, and the quest for the godbuilder have convinced King Torestyn that previous alliances and enemies need to be reevaluated. To that end, King Torestyn has reached out to Vanyr, a nation with whom Amthydor has previously had an adversarial relationship with, to see if there were things that could be done to either get them to agree to help us during those situations, or to not hinder us

LSJ 225 Being a Hero

Queen Alissa Torestyn at the castle

Fan Ye Wu at the Jade Palace

Captain Ephraim Kyle at the legion branch office

Nolan and Chuckles, druid's grove

Gaeric Dolmur at Dolmur Brothers Smithy

Talmor Reeve at Reeves Bowery

ADVENTURE SUMMARY

With the potential for a war with D'Gar looming on the horizon, King Torestyn is looking at the possibility of recruiting other nations as potential allies or swaying them not to side with D'Gar. He has arranged for an ambassador (or envoy if you don't want to use the term ambassador) to come to Amthydor and listen to what he has to say. He's even convinced the ambassador to bring her family to check out Amthydor.

Introduction: The PCs will meet with Queen Alissa Torestyn, and be briefed on their assignment...

Encounter 1: The Jade Palace - The PCs will take the ambassador's family out to eat.

Encounter 2: Tasha's Trinkets. PCs will take the ambassador's family to buy souvenirs

Encounter 3: Brother's Dolmur Smithy. The PCs will accompany the ambassador's family to an armory

Encounter 4: Reeve's Bowery. The PCs will accompany the ambassador's family to a bowery.

Encounter 5: Opportunity Knocks the PCs will accompany the ambassador's family to Opportunity Knocks.

Encounter 6: Druid's Grove the PCs will bring the ambassador's family to the druid's grove.

Encounter 7: Soup Kitchen. The PCs will bring the ambassador's family to a soup kitchen

Encounter 8: Interlude The PCs will deal with this after having visited 2 encounters.

Encounter 9: Diamond Legion The PCs will take the ambassador's family to the Diamond Legion

Encounter 10: Temples. The PCs take the ambassador's family to one of the city's temples

Encounter 9: Combat. After having been to 4 encounters the PCs will deal with some people wishing the ambassadors family harm

Conclusion: There are two different conclusions based on the PCs actions.

INTRODUCTION

The summons that you received this morning was quite clear. Report to the castle for a meeting with Queen Alissa Torestyn. The messenger even brought you an elegant adventuring ensemble to wear while meeting with the Queen.

PCs examining the clothing will notice that it is both fully functional and stylish and an **Appraise DC 10** will indicate that it is worth between 200 and 300 gp.

When the PCs are ready to continue to the castle, please continue

Making your way through the city streets the signs of the battle with the blood beasts, and devils, still linger, even three weeks later. While the walls to all the districts, other than the Castle District, were removed to rebuild other areas of the city and shore up the walls to the harbor, the buildings in most of the affected districts were repaired enough to make them habitable.

It's obvious that the Kingdom's priority was to do the most good for as many people as possible, and then make additional repairs wherever needed.

One of the more noticeable things is that the mood on the streets of the kingdom, is beginning to improve and shows signs of

hope. When you have damage on the scale that the blood beast battle did, recovery within the city, especially personal recovery, can take time.

You continue travelling through the nation's streets until you reach the Castle District, and soon after the castle itself. The castle guards after inquiring about your reason for being at the castle, and after checking your weapons, allow you entry to the castle. They lead you to a small audience chamber with 2 thrones and (number of PCS) chairs and instruct you to be seated. The guards then take positions in the room between you and the thrones.

Once you have taken your seats, the door to the room opens and 2 armed women enter the room taking up positions next to the thrones. After the women take their positions, Queen Alissa Torestyn enters the room followed by 2 attendants. It's obvious from looking at her pronounced baby bump that the queen and her husband will soon be welcoming a new member into the royal family. Once she has been seated one of her attendants claps her hands and a table with beverages appears. One of her attendants starts passing beverages out to you, and once you've all been given a beverage, Queen Alissa clears her throat and begins speaking "Thank you for coming. I'm going to get right to the point so please refrain from asking any questions until I'm finished. You'll have time to get your answers at that point. The kingdom needs your help. We've learned that D'Gar is either currently, or will shortly be, mobilizing their forces, for an assault on this kingdom. They want to conquer our kingdom, because we've previously thwarted their efforts at conquering both Amthydor and other nations of Raia, and that cannot be allowed to happen.

During normal times we could easily defeat D'Gar, but these aren't normal times. The recent battle with the blood beasts, decimated part of the kingdom and left other areas vulnerable. Now if D'Gar were to attack us themselves, knowing our defensive capabilities as well as the abilities of our resident adventurers I'm confident that "WE WOULD FIND THE WAY TO DEFEAT

THEM? We've heard from several sources that D'Gar is mobilizing their forces now to capitalize on our perceived vulnerability. To help them they've begun recruiting potential allies. The threat of a possible war with D'Gar is just one of the potential threats that we must deal with and examining past relationships with other nations for the possibility of forming new alliances is how kingdom's go forward protecting themselves.

☛ What country/nation is the King meeting with?

"He is meeting with the ambassador from Vanyr."

☛ What other threats is the nation concerned with?

"There is also the threat of a powerful being known as Cruciatus who was inadvertently birthed by Ardra, goddess of life, and he has expectations of becoming a god in his own right. In addition, it was discovered that there exists an item of tremendous power that had been split into several pieces, some of which have been discovered. Although each of the pieces is powerful on its own, once assembled the item is said to have the ability to topple a god. That's a story for another day, as it doesn't have any bearing on why you're here."

☛ Isn't Vanyr a nation that we've had less than friendly relations with?

"In the past Vanyr hasn't been an ally of ours if that's what you're asking. However, if the fate of Raia is at stake we're going to try every possible way to save our people."

☛ What happened in the past to cause friction between Amthydor and Vanyr?

"Besides Vanyr previously trying to conquer u's, there was an incident years ago, 8 I believe, where someone attempting to frame a powerful figure for treason, duped a girl from Vanyr into taking part in this plan. The girl wound up with documents, given to her by someone impersonating that individual, that detailed the strengths and weaknesses of the Diamond Legion. That information if it got

into the wrong hands, could've at the very least caused problems for Amthydor with our enemies, of which Vanyr was near the top of the list."

☛ What happened to her?

"Since Vanyr was one of our enemies we couldn't just release her with that information, so she's been residing in our prison for the past 8 years. The King has set her free and sent her back to Vanyr with a delegation of heroes from Amthydor."

☛ Was an enemy?

"Times change and in doing so cause you to reevaluate your relationships with others."

☛ Was it wise to release her? / Why release her now?

"The information that she had, is no longer relevant due to both the passage of time and the attacks on the city by both the devils and the blood beasts"

☛ How much did things change?

"That's a discussion for another time, we've got something more pressing to deal with."

☛ What do you need us to do?

"The ambassador's family accompanied her here. Her family wants to see some parts of our city, and we're hiring you to travel with them, both as guides and bodyguards."

☛ How come they didn't bring their own bodyguards?

"They put their faith in Amthydor, and the fact that if anything should happen to them then the hope of an alliance, or neutrality, between our nations is dead. Now this also affords an opportunity to prove that anyone that visits the kingdom should be able to feel safe during their visit to our kingdom."

☛ So, they conserve their resources, and we do all the work?

"That's correct."

☛ Wouldn't legionnaires be better suited for this opportunity?

"Ideally yes, but the Legion is currently spread thin, so this is a chance for you to help."

☛ How many people will we be escorting?

"Three people, the ambassador's husband as well as her son and daughter."

☛ How do we refer to the ambassador's family? / Is there anything special to do when we meet them?

"You can refer to them by their first names. If you're referring to whether you need to bow or curtsy when you meet them, you don't."

☛ What if they can't agree on where to go?

"They have agreed that if that should happen that you'd be the ones deciding where they went."

☛ What is the REAL reason for their visit?

"Are you saying that my explanation of why they're here isn't GOOD ENOUGH for you?"

She will wait to see whether the PCs decide to apologize for their question

If the PCS apologize

"I do understand, I was an adventurer, so I know that sometimes they tend to think that people are holding things back from them. As I said, the main reason that the ambassador's family is here is because the King is trying to get Vanyr to ally with us if either D'Gar or Cruciatus decide that they're ready to take over the kingdom and the rest of Raia. If the ambassador's family tells her that the people in the kingdom are just like them and are willing to let bygones be bygones, it can go a long way to helping with the decision at hand."

If the PCS don't apologize

"I am extremely disappointed in the quality of adventurers that we have within this kingdom. Unfortunately, there isn't time to

summon another group, so you'll need to get your act together.

Remember that the king and I are counting on you, and if you fail it could result in many people dying.

While I'm not condoning your questioning of authority I can understand you wanting to be sure that information wasn't being withheld from you. As I said, the main reason that the ambassador's family is here is because the King is trying to get Vanyr to ally with us in case either D'Gar or Cruciatius decide that they're ready to take over the kingdom and the rest of Raia. If the ambassador's family tells her that the people in the kingdom are just like them and are willing to let bygones be bygones, it can go a long way to helping with the decision at hand."

☛ How much does this pay?

"That would depend on you and how well things go."

☛ What does that mean?

"The more places that the ambassador's family gets to visit, the better your reward would be depending on the experiences of the ambassador. Your primary task is to keep the ambassador's family safe."

☛ Can you give us an idea of how much money that might be?

"You will be paid a minimum of (25 gold x ATL played). That's total not per person."

If the PCS attempt to haggle, the queen will have a gleam in her eyes and with a **Diplomacy DC 15** is willing to pay the group 50 gold x ATL However, if they do not haggle and are successful she will pay them 100 gold x ATL

☛ Would we be paid in cash, or items?

"Either, or possibly both. Regardless of which form your payment takes you may keep the clothes that you're currently wearing."

☛ Do you have any items that we can borrow?

"Unfortunately, we don't."

☛ While they're here, do the ambassador's family need to adhere to our laws?

"Yes, they would need to adhere to our laws."

☛ What do we do if they don't?

"Try to diffuse the situation as best you can, and the King and I will deal with it."

☛ So, we should try to prevent them from getting arrested?

"Yes, arresting them would reflect negatively on what we're trying to accomplish, especially with the history of the Vanyran woman spending time in our prison. Please try to prevent the situation from escalating, and then the King and I can deal with it during negotiations."

☛ Are you expecting trouble, and if so how are we supposed to deal with it?

"One of the things I learned during my adventuring days was that you always need to be prepared for trouble. Because the ambassador's family is from Vanyr, there are some people within the kingdom that harbor resentment towards them because of Vanyr's previous dealings with Amthydor."

☛ Since you want us to act as "guides" does that mean that you have a list of places you'd like us to show them?

"Yes, we do, although if you have other places in mind feel free to take them where you're comfortable. You're acting as their guides so if they ask your opinion of a business in the city it needs to be someplace that you would feel comfortable recommending."

☛ So, if it's a choice between some place on this list and some place that we're comfortable going to we should go where we're comfortable?

"Yes, the most important thing is that you need to have confidence in whatever place you take the ambassador's family to."

☛ Can we see the list of places that you have for us?

“Yes.”

Please pass them Player’s Handout 1

☛ Is it possible that they might want to one of the temples?

“That’s entirely possible.”

☛ What deities do they worship in Vanyr?

“Belatrix, Cyrene, Destine, Dymora, Lucor and Mordana.”

☛ Do any of those deities have temples within Amthydor?

“Yes, Cyrene, Destine, Dymora, and Lucor all have temples within Amthydor. It’s also possible that they might decide to visit a temple of a deity that they don’t worship to see how other religions in other nations operate. Unfortunately, they cannot go to the temple of Dymora as it’s currently closed.”

☛ Why is the temple of Dymora closed?

“Alleged activity by the temple leading up to the battles with the devils 3 weeks ago.”

☛ What sort of places would they be interested in going?

“The ambassador didn’t say what types of businesses that her family wished to visit. She said that her family wanted to patronize some of our businesses. She didn’t say which ones so either they’ll tell you, or you can recommend based on what they want to buy.”

☛ So, the choices of where we take them are either from the list you’re giving us, or places that we’re comfortable with?

“Yes and no. It’s possible that the ambassador’s family might wish to visit a specific place within the city if that’s the case that’s the place to take them.”

☛ If the ambassador’s family wants to go somewhere do they pay for what they want?

“No, you would pay for it.”

☛ What if we don’t have enough funds to cover the cost of what they want?

“We will give you a write to give to the merchants advising them that the king will cover the costs of what the ambassador’s family buys.”

☛ What if we want to purchase something?

“If you want to buy something other than a meal from one of the restaurants that you take the ambassador’s family to you’re on your own.”

☛ So, you’ll cover their purchases but not ours? That doesn’t seem fair.

“We’re not paying them for their visit, while we’re paying you to accompany them. If there’s something that you want from one of the places that you visit, you can make an agreement with them to come back and pay for it after you’ve gotten paid for your services.”

☛ Can they buy weapons or armor?

“There is no problem with them doing so, even though Vanyr has attacked us before, these individuals weren’t personally responsible and allowing them to purchase these items would show that we’re trying to move on from events in the past.”

☛ Why are you hiring us to guard the ambassador’s family?

“The king is trying to negotiate an agreement with the ambassador from Vanyr. Not everyone within the city is happy that he’s doing so. In fact, it’s possible that some people might attempt to harm the ambassador’s family to prevent them from reaching an agreement.”

☛ Are you expecting trouble?

“No, but the mark of a good leader is to be prepared for anything that might go wrong to enable a better response to such cases.”

☛ Are there any places that are off limits to them?

“No, the reason for this visit is to help them see that we’re not that different from them. That should help them understand that we want the same things for our people as their leaders do. After giving it some additional thought, since the ambassador’s family includes 2 young children, you may not take them to the Guiled Cage, it isn’t age appropriate for the ambassador’s children, and she might not take to kindly to finding out her husband went there.”

☛ What about the Legion?

“We’d prefer that the Legion not be suggested, however, if they ask to speak with some Legionnaires that’s fine. The reason for this is that based on their previous dealings with the Legion and the fact that someone from their country spent 8 years in our jails we think it’s best not to bring those memories up, especially while we’re trying to form an alliance with their country.”

☛ So, it’s okay if they want to speak to the Legion?

“Yes.”

☛ Do you have a preference over whether they speak with legionnaires on the street, or at one of the local branches?

“Either one is fine, the only difference in responses would be that in the street the answers would most likely come from a patrol officer, while at a legion office the answers would probably come from a ranking officer.”

☛ Patrol officer, or ranking officer? What’s the difference between their answers?

“A ranking officer could give more in depth answers about the legion while the legionnaire on the street would probably be limited in their responses to what they have experienced as a legionnaire.”

☛ So, in the event of a confrontation, how are we supposed to handle it?

“Hopefully, you’d be able to diffuse the situation without anyone coming to blows,

but if a battle can’t be avoided, you would need to protect the ambassador’s family to the best of your ability.”

After either 15 minutes real time, or the players start to get bored continue with the following

The door to the room will open and an attendant will escort 3 individuals into the room. The individuals; a bespectacled red-haired hazel-eyed male human in his late 20s to early 30s, a red-haired green-eyed human girl who appears to be in her teens and a red-haired hazel-eyed human boy who appears to be about 8 years old. All 3 of them are dressed in simple traveling clothes. “Allow me to introduce the ambassador’s family: her husband Frederic, her daughter Selina, and her son Adrian. Frederic, Selina and Adrian, these individuals are your guides to the kingdom. They will escort you where you need to go. Now, I think that you should figure out where you wish to go and then head out there. I have some other duties that I need to deal with. May the gods guide your choices and keep you all safe.”

When the PCs ask where they want to go, Frederic the ambassador’s husband, will mention that they haven’t eaten yet and that should probably start with some place to eat. He will mention that in his talks with Queen Alissa, she said that there was a place called the Jade Palace that has really good food.

- If the PCs head to the Jade Palace GO TO Encounter 1 (page 9)
- If the PCs want to go to Tasha’s Trinkets GO TO Encounter 2 (page 10)
- If the PCs want to go to the Brother’s Dolmur Smithy GO TO Encounter 3 (page 12)
- If the PCs want to go to Reeve’s Bowbery GO TO Encounter 4 (page 13)
- If the PCs want to go to the Opportunity Knocks GO TO Encounter 5 (page 3)
- If the PCs want to go to the Druid’s Grove GO TO Encounter 6 (page 3)
- If the PCs want to go to the Soup Kitchen GO TO Encounter 7 (page 3)
- If the PCs have been to two places after the introduction GO TO Encounter 8 (Page)

- If the PCs want to visit the Legion GO TO Encounter 9 (Page)
- If the PCs want to visit the Temples GO TO Encounter 10 (Page)
- If the PCs have been to four places after the introduction GO TO Encounter 11 (Page)

ENCOUNTER 1: **JADE PALACE**

If the PCs would prefer to take the ambassador's family to a different restaurant, feel free to do so just modify the encounter to be for that restaurant.

You arrive at the restaurant known as the Jade Palace, unlike some of the other businesses that you've passed on your way here, this building seems to have escaped major damage. Run by a couple from the land of Daiguo, it has a reputation for being very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties gnaw at your stomachs and make your mouth water.

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

Allow the PCs to answer his question, and then he will lead. He will not answer any questions unless the PCs, and the ambassador's family.

After you answer his question, he leads past two large jade dragons and through a highly ornate restaurant with silk fans adorning the walls with scenes of creeks with bridges, flowers or stylized dragons. While there are many tables with chairs at normal levels, there are also silk cushions on the ground around low square tables. The wood gleams against the green of the cushions and table cloths.

Frederic and Fan Ye Wu will have a brief conversation amongst themselves. PCs that make a **Perception (Listen) DC 10** will be able to tell that they're talking about the fact that the

ambassador's family is from Vanyr. Fan Ye Wu tells Frederic that he's glad that they're here and hopes that the King and the ambassador are successful in negotiating an alliance. The questions, and answers listed below, are in case the PCs decide to ask him any questions.

☛ **Why do you have such a limited menu?**

"Life in kingdom has not back to normal, so supplies we use not all available right now."

☛ **If that's the case how can you sell all the food on your menu?**

"We borrowed magic items from gypsy woman, and had others created for us, to help us get food to hungry."

☛ **If the food is magically created why are you charging so much for the items on your menu?**

"Since fight three week ago more people than usual need food. Not all of them able to pay so we have those that able to pay more than normal to help others. While food be free, other things not be. Workers cost money, and we open longer than before."

☛ **Are any the other restaurants within the city doing this as well?**

"Yes, Dauntless Dolphin do same thing. Bialtor Doogen and wife eat here before you come here."

☛ **Why would they eat here if they have their own restaurant?**

"They eat here and relax. When Dolphin open they super busy."

After 10 minutes real time, or the PCs start to get bored continue with the situation below

The ambassador's son, being a bored 8-year-old, will toss some food at one of the PCs, and then he and his sister will both laugh. If the PCs don't say something, he will do this one more time. If the PCs don't say something at this point, the owner of the restaurant will. The Q and A below is just a sample of what might be discussed, but don't let that control the encounter.

- ☛ **Why are you throwing food? / Do you know how many people across Raia are going hungry while you're wasting food?**

“He’s just trying to lighten things up. You grownups take things so seriously”, the ambassador’s daughter says. “Hey, I can speak for myself” the ambassador’s son says “it’s just like my sister said, I’m trying to lighten things up. Serious is boring. Grownups can be boring.”

- ☛ **Why are you bored?**

“I’m here instead of being home with my friends and we haven’t done anything fun yet” the young boy says.”

Please don’t waste food while you’re in Amthydor

“Are you going to tell us how to act the whole time that we’re here?”

- ☛ **No, but if you want to show people a different side of people from Vanyr, it might be a good idea to avoid doing things that could upset them.**

Frederic says “That makes sense. Do you think that will make them more receptive to us and the possibility of an alliance between Amthydor and Vanyr?”

- ☛ **No one can say for sure, but the chances are better than if you did do something that might upset them.**

Frederic says “Again, there is truth in that.”

After another 5 minutes time, or once they get Frederic, and the rest of the ambassador’s family to agree to do their best not to do things to upset other people, Fan Ye Wu will encourage them to leave so that they can seat other customers. He will give them a bag of food to go if they wish.

If the PCs ask Frederic where he and his children wish to go next he will mention that they’re interested in acquiring souvenirs, seeing some animals, visiting a soup kitchen and purchasing weapons and/or armor. He does not care which of those places they go to first.

- If the PCs want to go to Tasha’s Trinkets GO TO Encounter 2 (page 10)
- If the PCs want to go to the Brother’s Dolmur Smithy GO TO Encounter 3 (page 12)
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ENCOUNTER 2: **TASHA’S TRINKETS**

You travel through the Merchant’s District, noticing that many of the buildings in the District were destroyed, most of them by acid. You see an occasional building that’s still standing but does have a hole in its wall. You arrive at the location for Tasha’s trinkets and notice that it’s a small single-story shop. Inside the shop you see that some of the shelves are filled with trinkets, tunics, snow globes and crystal figurines. Some of the figurines have gems attached to them. A red-haired human woman with her hair in a bun emerges from behind a purple curtain. “I am Tasha, thank you for visiting my humble shop. How may I help you?”

- ☛ **We need to get some souvenirs for this man and his family to take back home.**

“We do have the best souvenirs in the kingdom, I know that’s not saying much but it is true. Where is he from?”

- ☛ **He’s from Vanyr. What sort of souvenirs would you recommend?**

“We have a variety of really nice ones available, let me get a list what’s currently available for you.”

She will return with Player’s Handout 4

If the PCS don’t offer any suggestions, the ambassador’s son wants a tunic and her daughter wants a snow globe. The ambassador’s husband will **ask to purchase one of everything.**

☛ **Why are you selling crystal figurines and not Cobblespring’s Crystal and Glass Emporium?**

“Jori Cobblespring’s shop was destroyed by the recent attacks, so I’m selling some of his figurines to help him get back on his feet.”

☛ **Didn’t he have insurance for his business?**

“Yes, but the sheer magnitude of damage to the area’s businesses is going to take a while to for the merchants to get back on their feet. At least Jori managed to find a temporary location to create his masterpieces and even managed to take on some apprentices to help him recreate his inventory.”

☛ **Why does Jori need apprentices? / How is he paying for those apprentices?**

“With the recent battles that we experienced several people within the city lost their source of income, so Jori’s teaching them skills to help them get back on their feet. Even though he doesn’t have a permanent location, he’s making money from the items that I sell in my shop.”

After 10 minutes real time, or the PCs start to get bored continue below

Selina, the ambassador’s daughter, being a rebellious teenager will attempt to pocket one of Tasha’s snow globes Allow the PCs a **Perception DC 10** to notice this. If the PCs don’t say something Tasha will call her on it, and demand that she empties her pockets.

Selina will protest that they’re only calling her out because Tasha is trying to embarrass her because she’s from a different country. Frederic,

the ambassador’s husband, will call this an outrage.

A successful **Diplomacy DC 20** will allow the PCs to convince her father that they’re not trying to pick on his daughter. Perhaps an item accidentally bumped into something and it fell into her pocket.

A successful **Diplomacy DC 25** will allow the PCs to convince either Tasha, not to press charges if either the daughter puts the item back, or someone pays for it (100 gp). Arguments that could work are that the that these people aren’t from here and that the king is trying to negotiate with the country that they’re from. The king would really appreciate it if you could look the other way this one time

To the ambassador’s daughter **Stealing, or rather acquiring items that you didn’t purchase or earn is against the law. People do go to prison, or have a hand removed for doing so. We’d prefer that not happen to you**

“Please don’t send my sister to jail. She just misses home” the ambassadors son says. “I think that they’re just trying to scare me” Salina says. “It wouldn’t look good for them if they sent me to prison while my mom’s trying to negotiate a treaty with our home”

So you decided to do this because you wanted to put your mother in a difficult position and try to stop our kingdom from working out a treaty from Vanyr? / I guess you know better than your mother or the leaders of both nations. If any lives are lost because you sabotaged the work your mother is trying to do, it would be your fault. “Are you going to tell us how to act the whole time that we’re here?”

She looks to her father for help with tears in her eyes.

Her father looks at her, then looks at the PCs and Tasha before speaking **“You got yourself into this situation, you need to get yourself out of it. You know what you need to do Selina!**

Neither I nor your mother condone this behavior.”

If the PCS make a **Diplomacy DC 15**, they can convince her to apologize and offer to pay for the item she took.

If the PCS make a **Diplomacy DC 20**, they can convince Tasha not to press charges against Selina. Tasha will agree especially if she pays for the item and then leaves her shop..

☛ Please don't steal anything while you're in Amthydor

“I think my daughter learned her lesson.”

Remember that if you want to show people a different side of people from Vanyr, you shouldn't do things that could upset them.

“That's a valid point. My children will do better, won't you children?”

Both of his children nod their heads and sheepishly say “Yes father”

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ENCOUNTER 3 **DOLMUR BROTHERS** **SMITHY**

As you walk through the streets, you notice several instances of nobles bringing materials to groups of people working to rebuild the Adventurer's District. One of the only shops standing in the district is the Brothers Dolmur Smithy. The roof is badly damaged and you can see holes in the walls that appear to have been recently patched. The ring of hammer against steel and anvil identifies the Dolmur Brothers' Smithy even before the carefully lettered sign above the arched stone entrance. A stout dwarf, his neatly braided beard marking his age in early adulthood, sets aside the panel of flexible leather backing that he is laboriously covering in tight-fitting metal scales “G'day to ye.”

This is Gaeic Dolmur, the younger of the two brothers. Because they naturally specialize in armor for the smaller races (dwarves, gnomes and halflings) his attention will naturally focus on PCs of those races.

GM Note: If there are no PCs of those races, he will turn his attention to the ambassador's son. Who will delight in having attention turned to him

“Welcome. If yer looking for the finest armor available for the short or stout ye've found it here. The right armor can save yer life. So what'll it be? Chain? Banded? Splint? Perhaps plate?”

☛ We're showing some visitors to the city around and they were interested in visiting one of our premier armor smiths. The queen recommended your business

“She and the king are nice people. Princess Jocelyn is good people too. Where are these visitors from? What sort of armor are you looking for?”

☛ **What sort of armor do you have?**

“You name it and we either have it in stock or can make it. Before you ask, unfortunately because of the recent battles armor made from special materials is unavailable at this time.”

Please pass the PCs Players' Handout 3

☛ Do you do all of the work here yourself?

“My brother helps me, that’s why the business is called Brother’s Dolmur Smithy. In addition, we do have some helpers to help us at crunch time and have never missed a deadline.”

☛ Do you do magic armor here as well?

“Yes, we can do magical armor and have on several occasions. However, with the current state of the kingdom, creation of magical armor, or enhancing magical armor further has been put on hold as most of the city’s casters have been dealing with other things. That applies to the city’s weapon smiths as well. Once things in the kingdom start to return to normal, I expect that magic armor and weapons will be able to be created or enhanced again. ”

☛ The people we’re showing around are from Vanyr?

“Vanyr, they’ve caused us trouble in the future. I’m guessing that the fact that they’re visiting the kingdom means that the king is up to something to greater protect the kingdom and its people.”

☛ The king is working on an alliance between the kingdom and Vanyr. Do you have a problem with that?

“No. While conflicts between nations are always good for business, the recent skirmishes with the devils and the blood beasts took a toll on the kingdom and many lives were lost. If the king is able to work out an alliance it would save many lives, which is more important than my making a profit.”

☛ Would your brother, or any of your other workers have a problem with the king working on an alliance with Vanyr?

“No, what’s best for the kingdom is what’s best for us.”

☛ Do you think Amthydor should be friends with Vanyr?

“Yes.”

☛ Do you think that we can trust them?

“I’ve always believed that trust is earned by actions and lost the same way. I know that they’ve also been involved in the search for the pieces of that magic item just like we have, and if we’re able to work out this alliance it could help make sure that the item doesn’t fall into the wrong individuals hands.”

After 15 minutes real time, or the players start to get bored, Dolmur will tell them that he needs to get back to work, and hope that their mission is successful.

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ENCOUNTER 4

REEVE’S BOWYERY

Talmor Reeve specializes in missile weapons that are the envy of archers across the Free Lands.

Angular features hint at an elven ancestor and calloused fingers betray the man who greets you as a bowman. He sets aside the white feather that he is carefully trimming

for fletching. “Good day to you. Which of my fine weapons will serve your need?”

This is Reeve. Rumored to be an unacknowledged relation of Amthydor’s elven noble House Kailin.

☛ **We’re not here to make a purchase at this time. We’re showing some visitors to the city around and they were interested in visiting one of the kingdom’s premier weapon smiths.**

“Where are they from? Is there a chance that they might be interested in purchasing weapons?”

☛ **They’re visiting from Vanyr, is that a problem**

“I don’t have a problem. Do the king, or the Diamond Legion, know that they’re here?”

☛ **The Queen hired us to take them around the kingdom introducing them to some of our finer places.**

“Why are they visiting? I’m guessing that since the king knows that you’re in the city, it’s okay to sell them weapons. What sort of blade are you interested in, light or heavy?”

☛ **What sort of blades do you have?**

“You name it and I can make it. Custom orders are our specialty. I can make them as intricate, or unique as you’d like. Before you ask, unfortunately because of the recent battles weapons made from special materials are unavailable at this time.”

Please pass the PCs Players’ Handout 6.

After allowing the ambassador’s husband to look over the list of weapons available, Reeves will ask if anyone is interested in making any purchases?

If the PCS don’t express any interest, Frederic will mention wanting to get a masterwork longbow and shortbow for his daughter and son respectively.

Do you do all of the work here yourself?

“I have a dedicated staff, most of whom have been with me for many years. Our work is

guaranteed and if you’re not happy with our service for any reason we’ll work with you to make you happy.”

☛ **Do you do magic weapons here as well?**

“Yes, we can do magical weapons and have on several occasions. However, with the current state of the kingdom, creation of magical weapons, or enhancing magical weapons further has been put on hold and most of the city’s casters have been dealing with other things. Once things in the kingdom start to return to normal, I expect that we’ll be able to do so again.”

☛ **The king is working on an alliance between the kingdom and Vanyr. Do you have a problem with that?**

“No, while conflicts are good for business, there’s almost always the chance of innocents being harmed sort of like they were during the battles with the blood beasts and the devils. The king needs to look out for all of the people of the kingdom, and if he thinks that an alliance will help with that I’m all for it.”

☛ **So you don’t have a problem with the king working on an alliance with Vanyr?**

“That’s correct.”

☛ **Do you think Amthydor should be friends with Vanyr?**

“Yes.”

☛ **Do you think that we can trust them?**

“Can’t the same be asked of any individual?”

After 10 minutes real time, the PCS start to get bored, or a purchase has been made, Reeve’s will mention that he needs to get back to the orders that he needs to get completed. He will tell the ambassador’s family that he hopes that this visit is everything they were hoping it was.

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ENCOUNTER 5: **OPPORTUNITY KNOCKS**

The following will be the same regardless of which of the city's schools the PCs go to. The differences would be the names of the people and school which are not included. For reference, Opportunity Knocks is located in the Commoners' District, other schools are typically in the Academy District.

You arrive at your destination and the sounds of laughter can be heard coming from within the building. You see a matronly looking human woman standing at the entrance to the building

Upon noticing you she says "Welcome to Opportunity Knocks, my name is Carmela Anders. What brings you here today?"

☛ **We're here showing some guests to the kingdom around, and they wanted to check out one of our schools.**

"That's nice. Where are they from?"

☛ **They're from Vanyr. Does that make a difference?**

"Unfortunately, given our history with Vanyr, and what the kingdom's children have gone through I'm willing to answer your question but ask that you not talk to any of the children. We don't want to upset them in any way."

☛ **So, you're not prejudiced against Vanyr like other people in the city? / You don't hold a grudge against Vanyr for their attempts to conquer Amthydor?**

"Look, I'm not going to say that I'm happy to hear that they're from Vanyr, but what's happened before is history, something we can learn from."

☛ **Why do you think that talking to the children might upset them?**

"It might remind them of how their parents, or other loved ones, died in the devil invasion."

☛ **If we promise not to upset the children, can we talk to them?**

"Yes."

☛ **How have you been affected by the devil invasion/ battle with the blood beasts?**

"Unfortunately, the ones most affected by those battles were the kingdom's children and their families. Many children within the kingdom lost either one, or both, of their parents."

☛ **How are those children adjusting to life after the devil invasion/ battle with the blood beasts?**

"It's been a difficult time for them, and some of them are starting to return to what we consider the new normal. The occasional bouts of laughter coming from within the building are proof of that. Their fellow students have been extremely supportive in trying to help them get through this."

☛ **What do you mean by the new normal?**

"The children have already been through more than most people experience in life. In order for the 3 children to come out of their

shells and essentially be children again we needed to provide a place where they could let their guard down, someplace where they feel safe again”

☛ **Are you the only school doing this?**

“No, this is being done throughout the kingdom.”

GM Note: If the PCs wish to speak to the children, she will make them promise not to mention Vanyr. She will then ask them to wait outside and before disappearing inside and coming back with 3 children: a dark-haired female halfling, a red-haired human boy, and a purple-haired female gnome. Before speaking the children will greet the ambassador’s children and ask if they’re going to be attending this school. The ambassador’s children will reply that they’re not from here, but that they hope that the children would be willing to speak with them. The children will agree and will share the following information

From the Children

Red haired human boy

- His name is Miles
- His mom was killed by one of the devils and his dad was killed fighting the blood beasts. His parents were both Legionnaires, and the people that they worked with keep coming by to check on him
- He has been staying with his grandma
- The teachers here are very nice and have been helping him get through this bad time
- His friends have been trying to help but aren’t sure what to say.

Dark-haired female halfling

- Her name is Amber
- Her mom was one of Queen Alissa’s personal guards and was killed trying to keep the Queen safe. She doesn’t know where, or for that matter, who her dad is, he left her mom before she was born.

- She has been staying with one of her teachers. Her mom had no family in Amthydor
- Everyone here is very nice to her, even the boys which is surprising cause they’re boys.

Purple-haired female gnome

- Her name is Maggie
- She’s one of the lucky ones, as both of her parents survived the recent troubles that the city dealt with.
- She has been trying to help the other students, but it’s not easy.
- She likes this school because the people here care about other people. Several of her classmates have lost members of their family due to the devils or those creatures, and the teachers have been trying their best to make things as normal as possible for them.

After 15 minutes real time, Miss Anders will mention that the children need to get back to their studies. She will tell the ambassador’s family that she hopes that their visit is an enjoyable one.

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ENCOUNTER 6: **DRUIDS' GROVE**

You head to the Druids' Grove in the Temple District. It takes you longer than usual to reach your destination. The thing that you notice while traveling through the streets is that finally, after about 3 weeks is people are starting to come out of their shells and start to embrace life again.

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 most noticeable thing in the grove is that life in the grove seems to be recovering. Trees that were once covered with blood stains and had branches missing have been cleaned and are showing signs of those branches sprouting again. The animals in the grove, previously timid and apprehensive, are frolicking in the grove. Animals of many different types co-existing peacefully with one another in this location.

A halfling atop a riding dog emerges 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. I'm Nolan and this is my friend Chuckles. What brings you to the grove today?"

☛ We're showing some people around the kingdom and decided to come here?

"Where are the from? His riding dog growls at the halfling who then says, "I'm sorry, Chuckles told me that it was rude of me to ask where they're from."

☛ They're from Vanyr. Does that make a difference?

"No, as a former adventurer I was curious. It's a good thing that they're here. Does that mean that relations between the kingdom and Vanyr have improved?"

☛ Not yet, but they're working on it. The king is trying to negotiate an alliance with Vanyr?

"That would be nice. At the very least it would help prevent people from dying in needless battles, battles which could be prevented."

☛ So, you don't have an issue with the prospect of an alliance between the 2 nations?

"Nope, and neither does Chuckles."

While the PCs are busy talking with Nolan, the ambassador's children are trying to play with the animals in the grove. After a few minutes, the children will come up to their father and tell him that they'd each like an animal from the grove:

☛ My children want an animal from here so how much will it cost?

"They're not for sale. We do not sell the lives of the animals living here."

☛ But my children want them, and my children will not be disappointed. So, I repeat, how much will it cost?

"Whether they want one or not, it doesn't change the fact that they're not for sale."

Allow the PCs the chance to notice, without a check, that both the ambassador and Nolan are starting to get annoyed, and it looks like the situation might escalate and could possibly come to blows.

While Nolan won't sell any of the animals from the grove, he can be persuaded to allow the ambassador's family to adopt the animals for free. All Brianna is concerned with is that the animals find their forever homes.

A **Diplomacy DC 10+ATL** will convince Nolan of that idea, while a **Diplomacy DC 15+ATL** will convince the ambassador's family to accept that offer and they will promise to properly care for the animals. Nolan will offer to get the animals ready for the trip back to Vanyr while the PCs are showing the ambassador's family through the city.

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

You head out towards your next destination and see a couple of people, a man a woman and a child, in the street eyeing you suspiciously as you pass.

A **Perception DC 15+ATL** will allow the PCs to notice the following, and act upon it

Suddenly, the child pulls out a sling and gets ready to shoot a stone at the ambassador's husband.

If the PCs made the check, they can take an action before the child fires at the ambassador's husband.

If the PCS were unable to make the Perception check, the child will hurl the stone at the ambassador's husband which will land at his feet. The child will then pack up the sling and attempt to leave the area with his parents. A Perception DC 20+ATL will enable the PCs to determine the direction that the stone came from and notice the child putting the sling away. In the event that the PCs don't notice this, 2 legionnaires will show up and attempt take the child into custody. The child is crying hysterically, and his parents are screaming at the top of their lungs while trying to free their child from the clutches of the Legionnaires. Ask the PCs what they want to do in this situation

The ambassador's husband wants to have the child arrested, and the legion wants to arrest the child for assaulting the ambassador. If the PCs do nothing, the situation will escalate, and the child's parents will be taken into custody as well for assaulting legionnaires while trying to free their child.

The PCs can attempt to diffuse the situation by talking to both the legionnaires and the ambassador's husband. A **Diplomacy DC 15** will convince the ambassador's husband not to press charges against the child, while a **Diplomacy DC 20** will convince the legionnaires to release the child and his parents. The reason for the higher DC with the legionnaires is because they witnessed the

child's action and were the subject of the parent's ire.

If the PCs wish to speak with the child and its parents before convincing anyone what action to take the child will tell them that he's sorry for what he did. His parents, and his grandparents, always told him how bad people from Vanyr are so he just wanted to convince them to leave Amthydor before someone got hurt. He wasn't trying to hurt the ambassador's family, just to convince them to leave the kingdom. The parents will mention that they'd been brought up to fear Vanyrans because of their attacks against Amthydor through the years. They didn't expect their son to shoot at the the ambassador's husband and are truly sorry for that.

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ENCOUNTER 7: **SOUP KITCHEN**

You make your way through the city's streets towards your destination the soup kitchen operated by the temple of Lucor in the Commoners' District. You can still see the parts of the District where even three weeks after the battles, a good portion of the damage done by the blood beasts and devils remains. There are dozens of people

currently waiting on line to enter the soup kitchen. There is a sadness that fills the air and the faces of those that you see waiting on the line convey both sadness and hunger. Several of the people are talking about how things have been improving since the devastation that hit the city but there is still much more that needs to be done for those here and others throughout the city. They also mention how it seems like the gods are starting to remember their worshippers, worshippers who are suffering because for a time the gods had forgotten about them and allowed carnage to be inflicted on the city.

People look at you, and your obvious good fortune with both disdain and hopefulness. A man in priest's robes bearing the livery of Lucor steps through the door and asks the people to be patient as they have enough food for all of those assembled, and more is currently on its way here. “

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 is still being rebuilt and that a good portion of the ships moored there at that time were destroyed. Even the trade routes, haven't yielded the level of food that they previously had because a good portion of the kingdom is still recovering from the attacks.”

☛ 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 with the resources that we have available at the moment. We have been working on getting food from other nations using our portals but there's only so much aid that they must 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.”

☛ 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 3/4 value for them, or full value for items that continuously produce food.

IF the PCs attempt to haggle with him, he is willing to go up to full value for normal food items and 1.5 times face value for food items that continually make food,

☛ **So, what do you need us to do?**

“If you want to get in line and help serve the people food so that those that have been distributing it can get a much-needed break, that would be appreciated.”

If the PCs agree to that, he will explain to them what to do. And how to do it. Once the players start to get bored, the priest will have someone come to relieve them so that they may continue with their mission

It's possible that the PCs might ask him questions regarding how he feels about Vanyr, if so, please use the answers from the temples encounter (Encounter 7).

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Encounter 8: Interlude

As you're going about your business you happen upon a battle taking place in the streets ahead. A group consisting of a female half-ogre, a male half-orc and a female half-elf are battling a group of 6 humans. One of the humans says, "the kingdom is for humans only. Normally, your kind would have two choices leave the city on your own or die by our hands – but I'm not feeling so hospitable

so prepare to be vanquished, as he swings his sword at the half-orc and misses. The half-orc yawns and then strikes his foe with the palm of his hand and the foe stops moving. It looks as if this situation is going to escalate further when a squad of legionnaires steps out of the shadows and takes control of the situation.

After talking to the combatants, the legionnaires approach you to get your statement. The ambassador's family will let the PCs deal with that, but once they're done will have questions for the officers.

The ambassador's son will begin questioning the legionnaires, if the PCS don't

☛ **Do you have a problem with people from Vanyr?**

“While I don't personally have a problem with people from Vanyr, I know that several legionnaires and other people within the kingdom lost friends and loved ones during Vanyr's attempts to conquer Amthydor. Why are you asking?”

☛ **These people, indicating the ambassador's family, are visiting from Vanyr. / The King is trying to work out an alliance with Vanyr. Would that be a problem for you?**

“No, and it wouldn't be for any other legionnaire. Our job is to follow the king's orders whether we agree with them or not.”

☛ **Wy did you stop them from fighting, it was just starting to get interesting?**

“Fighting in the streets of the kingdom is against the law.”

☛ **Why were they fighting?**

“During a time that we're not proud of, a group of zealots known as the “Humans for Amthydor” emerged in Amthydor. These zealots believed that humans are far superior to the other races on Raia and that those races did not belong in Amthydor. Amthydor's adventurers in conjunction with the Diamond Legion managed to them, and their backers, down. Unfortunately, it was discovered that the “Humans for Amthydor” had several splinter groups that had been

hidden within the kingdom, and this group of humans were one of those groups.”

☛ What can you tell us about the group that they were fighting?

“When the main group of the “Humans for Amthydor” were taken down it was discovered that several of the inferior races banded together to try and locate the splinter groups with the hope of bringing them to justice and making Amthydor safe for everyone.”

☛ So those lesser races that you just referred to are the good guys?

“In this case yes, but in the kingdom all races are equal.”

☛ How long have you been legionnaires?

“I’ve been a legionnaire for approximately 3 ½ years.”

☛ Do you like being a legionnaire?

“Yes, I enjoy helping other people and keeping them safe.”

☛ What would you do if you weren’t a legionnaire?

“Don’t know, but I’m glad that I never had to think about it.”

☛ Have you ever killed someone?

“Why are you asking that.”

☛ I’m just curious, have you?

“Yes, but it’s not something I’m proud of. I’d prefer not to talk about that.”

☛ Do you get to beat people up as a legionnaire?

“There are times when in trying to apprehend someone things get physical but beating someone up is not something that other legionnaires and I relish.”

After the ambassador’s son/PCs have asked 5-6 questions, or others at the table start getting bored, the legionnaire will excuse himself saying that he needs to get back to work.

- If the PCs head to the Jade Palace GO TO Encounter 1 (page 9)
- If the PCs want to go to Tasha’s Trinkets GO TO Encounter 2 (page 10)
- If the PCs want to go to the Brother’s Dolmur Smithy GO TO Encounter 3 (page 12)
- If the PCs want to go to Reeve’s Bowbery GO TO Encounter 4 (page 13)
- If the PCs want to go to the Opportunity Knocks GO TO Encounter 5 (page 3)
- If the PCs want to go to the Druid’s Grove GO TO Encounter 6 (page 3)
- If the PCs want to go to the Soup Kitchen GO TO Encounter 7 (page 3)
- If the PCs have been to two places after the introduction GO TO Encounter 8 (Page)
- If the PCs want to visit the Legion GO TO Encounter 9 (Page)
- If the PCs want to visit the Temples GO TO Encounter 10 (Page)
- If the PCs have been to four places after the introduction GO TO Encounter 11 (Page)

Encounter 9 Diamond Legion

You travel through the city’s streets noticing the change in the faces of those that you pass. For the past 3 weeks in the city whenever you passed someone in the streets, there was always a look of hopelessness in their eyes, almost as if they were waiting for the other boot to drop. Today, there’s the look of hopefulness in their eyes, as if the nation is starting to turn the corner on the way to the city’s recovery. After a few minutes, you reach your destination, the local office of the Diamond Legion.

You make your way into the Diamond Legion and notice 2 officers talking at the desk. One of the officers turn to face you and then speaks “Welcome to the Diamond Legion, I’m Captain Ephraim Kyle. What can the Legion do for you this fine day?”

☛ We’re escorting some people around the city, people from another nation and they wanted to speak with the Legion.

“Okay. Where are they from?”

Unless the PCs are asking the questions, the ambassador's husband will ask the questions in this encounter. Those questions will be answered by

🗨️ **They're from Vanyr. Is that a problem?**

"No, and it wouldn't be for any other legionnaire. The Legion is comprised of professionals and it is our job is to follow the king's orders whether we agree with them or not."

🗨️ **You don't agree with the King's plan to make peace with Vanyr?**

"I'm not saying that, it's just that I and several other legionnaires lost friends or family during Vanyr's previous attempts to conquer the city. Even though it may not be easy, we do our best to remain in control of our personal feelings so that they don't affect our duties to the kingdom."

🗨️ **What is the status of the Legion?**

"Adequate"

🗨️ **What does that mean'?**

"We've got enough people for the job at hand, but can always use more"

🗨️ **What is the morale of the Legion like at this point?**

"I'm not going to sugar coat it, it's a difficult time to be a legionnaire. Many legionnaires lost loved ones, or friends during the battle with the devils and the blood beasts, but we know that we have a duty to the kingdom and that people residing there. One of the hardest things for myself and other legionnaires has been the level of devastation certain areas of the city received and knowing that we couldn't help everyone, no matter how much we wanted to. Our resources were limited."

🗨️ **What do you look for in a Legionnaire.?**

"Ideal candidates need to be law-abiding citizens, individuals above reproach. They need to be willing to put the needs of others ahead of their own needs. They need to be

compassionate, familiar with the kingdoms laws, and able to make fair judgements."

🗨️ **Is the Legion hiring?**

"Yes, but even if we weren't actively hiring we still accept applications. You never know when an ideal prospect might stop by, and the nature of this job means that positions can open up unexpectedly, so we need to be prepared for that."

🗨️ **How long have you been legionnaires?**

"I've been a legionnaire for approximately 10 years."

🗨️ **Do you like being a legionnaire?**

"Yes, I enjoy helping other people and keeping them safe."

🗨️ **What would you do if you weren't a legionnaire?**

"Don't know, but I'm glad that I never had to think about it."

🗨️ **Have you ever killed someone?**

"Why are you asking that."

🗨️ **I'm just curious, have you?**

"Yes, but it's not something I'm proud of. I'd prefer not to talk about that."

🗨️ **Do you get to beat people up as a legionnaire?**

"There are times when in trying to apprehend someone things get physical but beating someone up is not something that other legionnaires and I relish."

After the ambassador's son/PCs have asked 5-6 questions, or others at the table start getting bored, the legionnaire will excuse himself saying that he needs to get back to work.

- If the PCs head to the Jade Palace GO TO Encounter 1 (page 9)
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Encounter 10 Temples

GM Note: This is written as a generic encounter because the PCs will receive the same answers regardless of the temple, or shrine, visited. If the PCs wish to visit more than 1 temple, please let the PCs know that they'd get the same information from the other temples.

You reach the Temple District and make your way through the district on your way to (insert name of temple). The streets of the district are filled with people heading into and leaving these places of worship. The kingdom has been through a lot during the past 3 weeks and it's not unusual for people to head to the temples in situations like this to make sure that the deities haven't forgotten them and their suffering.

Arriving at your destination you see that the temples' doors are open, and several acolytes are at the doorway answering questions and directing people accordingly. One of the acolytes notices you and moves towards you. "Greetings, how may we serve you this fine day?"

- ☛ We're escorting some visitors to the city around and they wanted to visit this temple.

"That's great to hear. Was there a specific reason that you came here?"

- ☛ You're not going to ask where we're from?

"No, it doesn't matter. Regardless of which nation you're from doesn't matter."

- ☛ You're not going to ask where we're from?

"No, it doesn't matter. Regardless of which nation you're from doesn't matter."

- ☛ Why are there so many people coming here for help?

"Although the battles with the blood beasts and the devils was a approximately 3 weeks ago, their impact is still being felt. There was such a tremendous need for healing that the injuries were prioritized based on the more immediate need. In fact, we're still seeing people related to that whether its people getting injured trying to help rebuild the city, or people searching for those unaccounted for after the battles."

- ☛ Why don't you prioritize by the persons contributions, or projected contributions, to your land? This way you don't waste resources on people that won't make a difference.

"All life is valuable, not just those that might be able to make a difference in the future. The only ones capable of determining whether a person should be healed are the gods themselves."

- ☛ What would you think of the King trying to work out an alliance with Vanyr?

"Amthydor was attacked by Vanyr in the past resulting in the loss of many lives. If the 2 nations were to form an alliance there wouldn't be any lives lost between those nations which would benefit those on both sides"

- ☛ Do you think that Vanyr can be trusted to keep its word?

"I don't see why not."

After 5 minutes real time, or the players start to get bored, have the acolyte politely say that he needs to get back to helping those in need.

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Encounter 11: Combat 101

You leave your current location heading towards your next destination when you notice a group of people coming towards you. "You're meddling in things that don't concern you. Vanyr needs to side with D'Gar in the upcoming war. No other possibility will be accepted. If you surrender now, we won't have to hurt you.

Please describe to the PCS the villains that they'll be facing based on ATL

ATL 1

Human sorcerer (draconic bloodline) 3

LE Medium humanoid (human)

Init +0; **Senses** Perception +4

AC 15, touch 10, flat-footed 11 (+1 natural, +4 armor)

hp 25 (3d6+9)

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

Defensive Abilities: Resist acid 5; **DR:** Nil;

Immune: Nil; **SR** Nil

Speed 30 ft.

Melee/Full Atk dagger +1 (1d4/19-20) or quarterstaff +1 (1d6)

Ranged nil

Special Attacks claws (2, 1d4, 7 rounds/day)

Sorcerer Spells Known (CL 3rd; concentration +7) *replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15), *mage armor, magic missile, stumble gap* (DC 15)

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

Base Atk +1; **CMB** +1; **CMD** 11

Feats Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Spell Penetration

Skills Acrobatics +1, Diplomacy +6, Fly +5, Knowledge (arcana) +8, Perception +4, Spellcraft +8, Use Magic Device +10

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)

Gear dagger, quarterstaff

Special Abilities Nil

Human brawler 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +4

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 36 (3d10+9)

Fort +5, **Ref** +5, **Will** +1

Speed 30 ft.

Melee/Full Atk handaxe +7 (1d6+4/×3) or unarmed strike +7 (1d6+4) or unarmed strike flurry of blows +5/+5 (1d6+4)

Ranged/Full Atk light crossbow +5 (1d8/19-20)

Special Attacks brawler's flurry, maneuver training (awesome blow +1), martial flexibility 4/day

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

Base Atk +3; **CMB** +7 (+8 awesome blow, +9 grapple); **CMD** 19 (20 vs. awesome blow, 21 vs. grapple)

Feats Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style

Skills Acrobatics +6, Climb +8, Escape Artist +6, Handle Animal +4, Perception +4, Ride +5, Stealth +3, Survival +2, Swim +8

Languages Common

SQ brawler's cunning, martial training

Gear studded leather, handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex)

Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +1/+1 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Martial Flexibility** (move action, 4/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

ATL 3

Human sorcerer (draconic bloodline) 5

LE Medium humanoid (human)

Init +0; **Senses** Perception +6

AC 15, touch 10, flat-footed 11 (+1 natural, +4 mage armor)

hp 39 (5d6+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities: Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft.

Melee/Full Atk dagger +2 (1d4/19-20) or quarterstaff +2 (1d6)

Ranged nil

Special Attacks claws (2, 1d4, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (5/day)—*acid arrow, resist energy, scorching ray*

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

Base Atk +2; **CMB** +2; **CMD** 12

Feats Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Spell Focus (evocation), Spell Penetration

Skills Acrobatics +2, Diplomacy +6, Fly +6, Knowledge (arcana) +10, Perception +6, Spellcraft +10, Use Magic Device +12

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)

Gear dagger, quarterstaff

Special Abilities Nil

Human brawler 5

NE Medium humanoid (human)

Init +2; **Senses** Perception +6

AC 17, touch 14, flat-footed 13 (+3 armor, +2 Dex, +2 dodge)

hp 56 (5d10+15)

Fort +6, **Ref** +6, **Will** +1

Speed 30 ft.

Melee/Full Atk handaxe +9 (1d6+4/×3) or unarmed strike +9 (1d8+4) or unarmed strike flurry of blows +7/+7 (1d8+4)

Ranged/Full Atk light crossbow +7 (1d8/19-20)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC

16), maneuver training (awesome blow +1), martial flexibility 5/day

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

Base Atk +5; **CMB** +9 (+10 awesome blow, +11 grapple); **CMD** 23 (24 vs. awesome blow, 25 vs. grapple)

Feats Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style

Skills Acrobatics +7, Climb +9, Escape Artist +7, Handle Animal +6, Perception +6, Ride +6, Stealth +3, Survival +3, Swim +9

Languages Common

SQ brawler's cunning, martial training

Gear studded leather, handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +3/+3 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things.

Knockout (1/day, DC 16) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (move action, 5/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex)

Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

ATL 5**Human dragon disciple 2/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; **Senses** Perception +8**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)**hp** 57 (7 HD; 5d6+2d12+19)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities:** Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** dagger +6 (1d4+3/19-20) or quarterstaff +6 (1d6+4)**Ranged** nil**Special Attacks** claws (2, 1d6, treated as magic weapons, 7 rounds/day), dragon bite (1d6+2, 20)**Sorcerer Spells Known** (CL 6th; concentration +10)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 14); **1st level** (7/day)—*flare burst** (DC 16), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (6/day)—*acid arrow, resist energy, scorching ray**; **3rd level** (4/day)—*fly, lightning bolt** (DC 18)**Str** 16, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Elemental Focus (acid), Elemental Spell, Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +10, Escape Artist +8, Fly +8, Knowledge (arcana) +12, Perception +8, Sense Motive +3, Spellcraft +12, Use Magic Device +12**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2;

dagger, quarterstaff

Special Abilities: Nil.**Human brawler 7**NE Medium humanoid (human)**Init** +6; **Senses** Perception +7**AC** 21, touch 16, flat-footed 15 (+3 armor, +4 Dex, +2 dodge, +2 natural)**hp** 90 (7d10+35)**Fort** +9, **Ref** +9, **Will** +2**Speed** 30 ft.**Melee** handaxe +13 (1d6+6/×3) or unarmed strike +13 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Full Atk** handaxe +13/+8 (1d6+6/×3) or unarmed strike +13/+8 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Ranged/Full Atk** light crossbow +11 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 19), maneuver training (awesome blow +2, grapple +1), martial flexibility 6/day**Str** 23, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +7; **CMB** +13 (+15 awesome blow, +16 grapple); **CMD** 29 (31 vs. awesome blow, 32 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Pummeling Style, Scorpion Style**Skills** Acrobatics +10, Climb +12, Escape Artist +10, Handle Animal +7, Perception +7, Ride +9, Stealth +7, Survival +4, Swim +12**Languages** Common**SQ** brawler's cunning, martial training**Gear** studded leather, handaxe, light crossbow**Special Abilities** **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.**Brawler's Flurry** +5/+5/+0 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things.**Knockout** (1/day, DC 17) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (swift action, 6/day) (Ex)As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex)Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 7**Human dragon disciple 4/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; **Senses** Perception +8**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)**hp** 79 (9 HD; 5d6+4d12+23)**Fort** +5, **Ref** +4, **Will** +8**Defensive Abilities:** Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** +1 darkwood quarterstaff +10 (1d6+7) or dagger +9 (1d4+4/19-20)**Ranged** Nil**Special Attacks** breath weapon (9d6 acid, 60 ft. line, DC 19, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)**Sorcerer Spells Known** (CL 8th; concentration +13)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench* (DC 15), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst** (DC 17), *mage armor, magic missile, ray of enfeeblement* (DC 16), *stumble gap* (DC 16); **2nd level** (7/day)—*acid arrow, resist energy, scorching ray**; **3rd level** (6/day)—*fireball* (DC 19), *fly, lightning bolt** (DC 18); **4th level** (4/day)—*ball lightning* (DC 20), *fear* (DC 19)**Str** 18, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +11, Escape Artist +8, Fly +10, Intimidate +12, Knowledge (arcana) +14, Perception +8, Sense Motive +3, Spellcraft +14, Use Magic Device +13**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** *potion of bull's strength, potion of eat's grace, potion of owl's wisdom, potion of shield of faith* +2 +1 darkwood quarterstaff, dagger**Special Abilities** Nil.**Human brawler 9**NE Medium humanoid (human)**Init** +8; **Senses** Perception +7**AC** 22, touch 17, flat-footed 15 (+3 armor, +4 Dex, +3 dodge, +2 natural)**hp** 114 (9d10+45)**Fort** +10, **Ref** +10, **Will** +3**Speed** 30 ft.**Melee** +1 mithral handaxe +17 (1d6+8/×3) or unarmed strike +17 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Full Atk** +1 mithral handaxe +17/+12 (1d6+8/×3) or unarmed strike +17/+12 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Ranged/Full Atk** light crossbow +13 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 1/day (DC 21), maneuver training (awesome blow +2, grapple +1), martial flexibility 7/day**Str** 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +16 (+18 awesome blow, +19 grapple); **CMD** 33 (35 vs. awesome blow, 36 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style
Skills Acrobatics +12, Climb +14, Escape Artist +11, Handle Animal +7, Perception +7, Ride +11, Stealth +9, Survival +4, Swim +15**Languages** Common**SQ** brawler's cunning, martial training**Gear** *potion of barkskin* +2, *potion of bear's endurance, potion of bull's strength, potion of eat's grace*; studded leather, +1 mithral handaxe, light crossbow**Special Abilities****Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +7/+7/+2/+2 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Knockout** (1/day, DC 21) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd **Martial Flexibility** (swift action, 7/day) (Ex) As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 9**Human dragon disciple 6/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; Senses blindsense 30 ft.; Perception +8**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)**hp** 123 (11 HD; 5d6+6d12+49)**Fort** +7, **Ref** +5, **Will** +9**Defensive Abilities:** Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft., fly 60 ft. (average)**Melee** +1 darkwood quarterstaff +11 (1d6+7) or dagger +10 (1d4+4/19-20)**Ranged** Nil**Full Atk** +1 darkwood quarterstaff +11/+6 (1d6+7) or dagger +10/+5 (1d4+4/19-20)**Special Attacks** breath weapon (1d6 acid, 60 ft. line, DC 20, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)**Sorcerer Spells Known** (CL 9th; concentration +14)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench* (DC 15), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst* (DC 17), *mage armor, magic missile, ray of enfeeblement* (DC 16), *shocking grasp, stumble gap* (DC 16); **2nd level** (7/day)—*acid arrow, burning gaze* (DC 18), *flaming sphere* (DC 18), *resist energy, scorching ray*; **3rd level** (7/day)—*draconic reservoir* (DC 19), *fireball* (DC 19), *fly, lightning bolt* (DC 19); **4th level** (5/day)—*ball lightning* (DC 20), *fear* (DC 19), *lesser globe of invulnerability***Str** 18, **Dex** 14, **Con** 16, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Elemental Focus (acid), Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration, Toughness**Skills** Acrobatics +5, Diplomacy +11, Escape Artist +10, Fly +12, Intimidate +12, Knowledge (arcana) +16, Perception +8, Sense Motive +3, Spellcraft +16, Use Magic Device +15**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), wings**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2; +1 darkwood quarterstaff, dagger**Special Abilities** Nil.**Human brawler 11**NE Medium humanoid (human)**Init** +8; **Senses** Perception +8**AC** 23, touch 17, flat-footed 16 (+4 armor, +4 Dex, +3 dodge, +2 natural)**hp** 138 (11d10+55)**Fort** +11, **Ref** +11, **Will** +3**Speed** 30 ft.**Melee** +2 mithral handaxe +20 (1d6+9/×3) or unarmed strike +19 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)**Full Atk** +2 mithral handaxe +20/+15/+10 (1d6+9/×3) or unarmed strike +19/+14/+9 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)**Ranged/Full Atk** light crossbow +15 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 2/day (DC 22), maneuver training (awesome blow +3, grapple +2, trip +1), martial flexibility 8/day**Str** 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +11; **CMB** +18 (+21 awesome blow, +22 grapple, +19 trip); **CMD** 35 (38 vs. awesome blow, 39 vs. grapple, 36 vs. trip)**Feats** Blind-fight, Canny Tumble[ACG], Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style, Scorpion Style, Weapon Specialization (unarmed strike)
Skills Acrobatics +14, Climb +16, Escape Artist +13, Handle Animal +8, Intimidate +4, Perception +8, Ride +13, Stealth +11, Survival +5, Swim +17**Languages** Common**SQ** brawler's cunning, martial training**Gear** *potion of barkskin* +2, *potion of bear's endurance, potion of bull's strength, potion of cat's grace*; +1 studded leather, +2 mithral handaxe, light crossbow**Special Abilities** **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.**Brawler's Flurry** +9/+9/+4/+4/-1 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee atk vs. opp whose space you moved through without provoking AoO. **Knockout** (2/day, DC 22) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (free action, 8/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions **Martial Training** (Ex) Brawler levels count as fighter/monk

levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

CONCLUSION

You head back to the castle to brief Queen Alissa and are immediately escorted in to the same room as earlier to speak with her. The queen has changed clothing and her pregnancy is even more obvious now.

“Thank you for accompanying the ambassador’s family. While you were gone, my husband and the ambassador laid the groundwork for an alliance between our two nations and managed to accomplish a lot in such a short period of time.”

She looks at your group, and then at the ambassador’s family and asks **“So how did your mission go?”**.

Allow the PCs to tell her as much about what happened as they wish. Once the PCs finish speaking, she will turn to the ambassador’s husband and ask him if he feels that he accomplished what he wanted to. His answers will depend on whether his daughter was arrested, or he pressed charges against the young boy.

If the PCS diffused the situations, preventing the ambassador’s daughter from being arrested and talking the ambassador out of pressing charges against the young boy, the ambassador’s husband will reply.

“Queen Alissa, you and the king chose wisely in assigning these individuals as our guides and guards I have learned what I was hoping to when we arrived here. While we did have a few issues, mostly caused by my children, your people intervened on our behalf and prevented a bad situation from getting worse. You should be very proud of them. If they, and the people that we interacted with earlier are any indication of how your people feel I think that we can have a beneficial co-existence.”

THUS ENDS “BABYSITTER’S CLUB”

TIME UNIT COST: 1 TU

If the PCS didn’t diffuse the situations, and allowed the ambassador’s daughter to be arrested, the ambassador’s husband will reply.

“Queen Alissa, I know that you’d hoped that you and you and the king had chosen wisely in assigning these individuals as our guides and guards but nothing could be further from the truth. While I did manage to learn some things, they allowed my daughter to be arrested for shoplifting and didn’t even try to speak with your legionnaires on her behalf. While I’m sorry that my daughter attempted to shoplift, the fact that she was arrested and that she’s going to be spending time in your nations prisons just like our poor Engvelyn did years ago means that I’m going to recommend to my wife that Vanyr does not wish to align itself with your nation. In fact, I’m thinking of recommending that she side with D’Gar”

Queen Alissa clears her throat and looks over at your group with a disgusted look on her face. **“I’ll speak with you later!”** She then turns her attention to the ambassador’s husband. **“Please accept my apologies for what happened and give me a moment. I’m sorry that those I had chosen to guide and guard you didn’t do their duties properly. She glances at your group with a look that says please don’t” before continuing “I’m going to get your daughter released.”**

The ambassador’s husband tells the queen **“if you do that, I’m willing to reconsider my thoughts, and at the very least suggest to my wife that Vanyr not take sides with either Amthydor or D’Gar. If your representatives were to apologize, I could recommend to my wife that Vanyr align with Amthydor.”**

Queen Alissa replies **“That is most generous of you”. I’m sure that the people I chose, will do what is right for the good of everyone. Won’t you?”** she asks **glaring at your group.**

Hopefully, the PCs will get the hint and apologize to the ambassador’s husband, If they do apologize, Queen Alissa will then suggest to the ambassador that he wait for his wife in one of the castle’s audience chambers and she will his daughter will be brought there. She will have one of her attendants escort the ambassador’s family to the audience chamber. The queen will then turn her attention back to the PCs

“Thank you for that. I’m sorry that you weren’t able to follow the instructions that I gave you to diffuse situations so that they didn’t escalate. However, as you did apologize to the ambassador’s husband, and

prevented things from escalating I'm going to let you off with a stern warning.

the next 9 days, you will be performing the most menial tasks throughout the kingdom.

THUS ENDS "BABYSITTER'S CLUB"

TIME UNIT COST: 1 TU

If they don't Queen Alissa will apologize to the ambassador's husband on behalf of her self and all of Amthydor. She will then suggest to the ambassador that he wait for his wife in one of the castle's audience chambers and she will his daughter will be brought there. She will have one of her attendants escort the ambassador's family to the audience chamber to wait for his wife and her daughter. Once the ambassador's family has left the room, the Queen will turn her attention to the PCS

"I am extremely disappointed in you. Who in the name of Hyperion do you think that you are. You think that you know better than the king and I. You think that you get to decide the fate of everyone in the kingdom as well as throughout Raia. Well your not, and your actions, and the fact that you can't follow simple instructions, have consequences. For

THUS ENDS "BABYSITTER'S CLUB"

TIME UNIT COST: 10 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
Visit at least 4 locations	50	50	100	100	100
Prevent the ambassador's daughter from being arrested, or the ambassador's husband from pressing charges against the boy	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.

➤ **Queen's Gambit 1 per PC**

Queen Alissa has vouched for you with the druids in the Druids' Grove and they have agreed. The Grove's druids have blessed you with a new addition in the form of an animal from the grove. The animal is a normal animal, of the type chosen below, and is trained as a pet. There is an additional monetary cost of 5 sp per adventure played to cover the care and feeding of your new pet. Your new pet comes already trained and knows the following tricks come, heel, home, perform and play dead. He may not be taught any other tricks.

Dog, cat, lizard, toad rabbit, raccoon.

(Value: varies, CL: varies, Tradable: No, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Gratitude of the Queen 1 per PC**

Queen Alissa has decided to take a chance on you. She is willing to recommend you for entry into the Diamond Legion, League of Thaumaturgical Studies or one of the other metaorgs, but you still need to meet the other requirements.

(Value: varies, CL: varies, Tradable: No, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Heroes of Amthydor Trading Cards** (1 per PC)

In appreciation for your efforts safeguarding the Vanyran ambassador's family to allow the king to concentrate on working out details of an alliance with Vanyr, the Queen has arranged for you to receive a silver tin with 3 cards in it. Each of the cards has an image of a member of the Royal family King Torestyn, Queen Alissa and Princess Jocelyn. Each card can only be drawn once per day and will last for the duration of the encounter (if drawn during combat, it is considered a move action). Only one card may be active at any given time.

King Torestyn: An image appears of the king being dropped by a devil and then rising up to slay the devil. This card grants you the benefits of a *heroism* spell (+2 morale bonus on attack rolls, saves and skill checks).

Queen Torestyn: An image appears of the Queen inspiring the king to greatness in his battle with the devils. This card grants you the benefits of a *good hope* spell (+2 morale bonus on attack rolls, damage rolls, saves and skill checks)

Princess Jocelyn: An image appears of Princess Jocelyn, daughter of the King and Queen, giving hope to the people of the kingdom This card grants you a +3-competence bonus to saving throws
(**Value: 6,500, CL: 14, Tradable: No, Real Value \$0, Rarity: Common, Legality: Legal**)

PLAYER'S HANDOUT #1

Restaurants

Jade Palace

Souvenirs

Tasha's Trinkets

Armor

Brother's Dolmur Smithy

Weapons

Reeve's Bowery

Schools

Opportunity Knocks

Temples

Any

Charity

Soup kitchen of Lucor

PLAYER'S HANDOUT # 2

Jade Palace Menu

Appetizers

Egg Roll	3 cp
Beef on Stick (4)	1 sp
Chicken on Stick (4)	1 sp

Soup

	Small	Large
Egg Drop	5 cp	8cp
Hot and Sour	5 cp	8cp
Wonton	5 cp	8cp

Lo Mein

	Small	Large
Beef Lo Mein	3 sp	5 sp
Chicken Lo Mein	3 sp	5 sp
Pork Lo Mein	3 sp	5 sp
Shrimp Lo Mein	3 sp	5 sp
Vegetable Lo Mein	2 sp	4 sp

Fried Rice

	Small	Large
Beef Fried Rice	3 sp	5 sp
Chicken Fried Rice	3 sp	5 sp
Pork Fried Rice	3 sp	5 sp
Shrimp Fried Rice	3 sp	5 sp
Vegetable Fried Rice	2 sp	4 sp

Beef (with white rice)

	Small	Large
Beef & Tomato	4 sp	6 sp
Beef in Garlic Sauce	5 sp	8 sp
Beef in Orange Sauce	5 sp	8 sp

Chicken (with white rice)

	Small	Large
Chicken & Tomato	4 sp	6 sp
Chicken in Garlic Sauce	5 sp	8 sp
Chicken in Orange Sauce	5 sp	8 sp

Pork (with white rice)

	Small	Large
Pork & Tomato	4 sp	6 sp
Pork in Garlic Sauce	5 sp	8 sp
Pork in Orange Sauce	5 sp	8 sp

Shrimp (with white rice)

	Small	Large
Shrimp & Tomato	4 sp	6 sp
Shrimp in Garlic Sauce	5 sp	8 sp
Shrimp in Orange Sauce	5 sp	8 sp

Veggies (with white rice)

	Small	Large
Veggies in Garlic Sauce	4 sp	6 sp
Veggies in Orange Sauce	4 sp	6 sp

Combo Plate (with fried rice, egg roll)

Beef & Tomato	6 sp
Beef in Garlic Sauce	8 sp
Beef in Orange Sauce	8 sp
Chicken & Tomato	6 sp
Chicken in Garlic Sauce	8 sp
Chicken in Orange Sauce	8 sp
Pork & Tomato	6 sp
Pork in Garlic Sauce	8 sp
Pork in Orange Sauce	8 sp
Shrimp & Tomato	6 sp
Shrimp in Garlic Sauce	8 sp
Shrimp in Orange Sauce	8 sp

Dessert

Pineapple (seasonal fruit)	2sp
Jell-O	3sp
Chocolate Pudding	3sp
Ice cream or sherbet	2sp

PLAYER'S HANDOUT #3

Daiguo

Ruler: Emperor Kong Fei

Government: Empire (Emperor who sits on the throne and supposedly makes major decisions for the country, however, the current emperor is under the thumb of his mother and her advisors, half of whom are eunuchs. The towns and regions are run by bureaucrats who gain their positions by taking tests on obscure knowledge. The calligraphy on these tests matter as much as the right answers.)

Capital: Shoudu

Resources: Grains, minerals, paper, porcelain, crafts

Population: 15,365,000 (humans 77%, high elves 12%, half-elves 5%, dwarves 3% hobgoblins 2%)

Alignment: LE, LN, NE, N

Language: Common, Marric

Deities: Aurelian, Belatrix, Cyrene, Hyperion **Description:** The nation of Daiguo, with its strict caste system, is the parent nation of the breakaway Shoji Republic.

Much of Daiguo's culture is based upon elaborate rituals and complex courtesies. The nation's craftsmen produce fine porcelains and delicate carved gemstones, as well as fine silks. The people of Daiguo are slightly shorter than the average human, with pale honey-gold complexions, black hair and dark eyes.

- **Shoudu:** (Metropolis, 453,890) The Imperial city of Shoudu is nearly as old as human culture on Raia. Grand buildings are topped by elaborately carved statues, and small gardens of exotic flowers and peaceful ponds are a common sight. Life in Shoudu is precise and ordered. Even the oldest buildings are well maintained, the streets are clean, and the everyday tasks necessary to keep things moving smoothly are quickly completed. Everyone works, and those who cannot find regular work are employed by the city to perform menial tasks for the betterment of the community as a whole.

PLAYER'S HANDOUT #4

Trade Dominion of Vanyr

Ruler: The current leader of the Anzhar is Sammon Tyrius

Government: Plutocracy (Anzhar--Ruling Merchant Council)

Capital: Ascor

Resources: Shipping, Grain, Timber, whatever trade goods can be obtained from others

Population: 2,653,100 (humans 99%)

Alignment: LE, LN, NE, N

Language: Common, Corsian, Tasmar

Deities: Belatrix, Cyrene, Destine, Dymora, Lucor, Mordana

Description: Vanyr began as a colony of Thyrgol, in hopes of gaining increased access to new trade markets and additional natural resources. With their parent country 'out of sight, out of mind', the people of Vanyr conveniently 'forgot' their duty to their parent nation and became a power in their own right. Thyrgol, distracted by continuing conflicts with the Havens, who resisted all attempts at takeover, and driving the dwarves and elves from their lands, had little attention to spare for their wayward offspring.

Strong-willed mercenaries, clever merchants and freethinkers with marketable skills forged a new nation, free of allegiances.

Vanyr maintains a strong army, used in the early days of the country to expand its southern and eastern borders by threat and force of arms against the resident elves of the Heartwood, which once stretched all the way to the Tasman Sea, and a large navy for guarding its merchant ships and blockading competing ports. They have also occasionally tested the borders of neighboring Cellor, but that country, long accustomed to dealing with humanoid incursions from its bordering mountains, refuses to be bullied.

Vanyrans live and die by commerce, and think little of other nations who they view as less hard working than themselves, including neighboring Corothia.

Vanyr has made repeated, and repeatedly failed, invasion attempts against Amthydor in the last 230 years, and is known to still plot against the city in an ongoing effort to seize the dominant trade position on the Tasman Sea.

Vanyr's 'nobility' exists in the form of its hereditary merchant council, the Anzhar. Eighteen 'Merchant Barons' hold their seats by virtue of their business acumen, passing their titles on to their descendants. Only in the face of complete financial ruin can a member of the Anzhar lose his place. Vanyrans do not openly display their wealth through jewelry or rich clothing, believing that such frivolous use their fortunes to be a waste of resources better spent in pursuit of even more riches. As a people they tend to have medium complexions, reddish to dark brown hair and green, hazel or brown eyes.

Ascor (Metropolis, 42,870) Though smaller than the port city of Ramallan, Ascor is the true seat of power in Vanyr and the trade center of the nation. Goods traveling between Ascor and the coast are transported on long narrow wagons set upon iron rails and drawn by teams of draft horses. These railed tracks can be kept clear in any weather, and provide for the smoother and more rapid transport of goods.

PLAYER'S HANDOUT 5

Snow Globes 3 sp each

The Royal Family greeting the people of the kingdom

King Torestyn striking down a devil

King Torestyn being struck down and immediately rises back up

Queen Alissa Torestyn and Princess Jocelyn clearing debris from the harbor

Queen Alissa Torestyn inspiring the king before his battle with the Arch devil

Princess Jocelyn helping out in the soup kitchen

High Warrior Vestra speaking to an assembly of Legionnaires

High Warrior Vestra briefing members of the adventuring community

Blue Dragon figurine with glowing eyes

Tunics 1 gp

I survived the blood beast battle and all I got was this stupid tunic

I survived the devil invasion and all I got was this stupid tunic

There's never a gypsy around when you need one

The Royal family greeting their subjects

Dymorans do it with style

Rogues do it with finesse

Destinians criticize you for doing something before you actually do it.

Crystal Figurines 1 gp each

Figurine of the Royal Family greeting the people of the kingdom

Figurine of King Torestyn striking down a devil

Figurine of King Torestyn being struck down and immediately rises back up

Figurine of Queen Alissa Torestyn and Princess Jocelyn clearing debris from the harbor

Figurine of Queen Alissa Torestyn inspiring the king before his battle with the Arch devil

Figurine of Princess Jocelyn helping out in the soup kitchen

Figurine of High Warrior Vestra speaking to an assembly of Legionnaires

Figurine of High Warrior Vestra briefing members of the adventuring community

Red Dragon figurine with glowing eyes

Blue Dragon figurine with glowing eyes

PLAYER'S HANDOUT 6
Dolmur Brothers Smithy

Chainmail	150 gp
Breastplate	200 gp
Splint mail	200 gp
Banded mail	250 gp
Half-plate	600 gp
Full plate	1500 gp

Can also make them masterwork for an additional 150 gold

PLAYER'S HANDOUT 7

Reeve's Bowery

Crossbow, heavy	50 gp
Crossbow, light	35 gp
Longbow	75 gp
Longbow, composite	100 gp
Shortbow	30 gp
Shortbow, composite	75 gp

Can also make them masterwork for an additional 300 gold.

GM PLAY AID #1

ATL 1

Human sorcerer (draconic bloodline) 3

LE Medium humanoid (human)

Init +0; **Senses** Perception +4

AC 15, touch 10, flat-footed 11 (+1 natural, +4 armor)

hp 25 (3d6+9)

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

Defensive Abilities: Resist acid 5; **DR:** Nil;

Immune: Nil; **SR** Nil

Speed 30 ft.

Melee/Full Atk dagger +1 (1d4/19-20) or quarterstaff +1 (1d6)

Ranged nil

Special Attacks claws (2, 1d4, 7 rounds/day)

Sorcerer Spells Known (CL 3rd; concentration +7) *replace energy type with acid adding+2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15), *mage armor, magic missile, stumble gap* (DC 15)

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

Base Atk +1; **CMB** +1; **CMD** 11

Feats Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Spell Penetration

Skills Acrobatics +1, Diplomacy +6, Fly +5, Knowledge (arcana) +8, Perception +4, Spellcraft +8, Use Magic Device +10

Languages Common, Draconic, Terran
SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)

Gear dagger, quarterstaff

Special Abilities Nil

Human brawler 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +4

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 36 (3d10+9)

Fort +5, **Ref** +5, **Will** +1

Speed 30 ft.

Melee/Full Atk handaxe +7 (1d6+4/×3) or unarmed strike +7 (1d6+4) or unarmed strike flurry of blows +5/+5 (1d6+4)

Ranged/Full Atk light crossbow +5 (1d8/19-20)

Special Attacks brawler's flurry, maneuver training (awesome blow +1), martial flexibility 4/day

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

Base Atk +3; **CMB** +7 (+8 awesome blow, +9 grapple); **CMD** 19 (20 vs. awesome blow, 21 vs. grapple)

Feats Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style

Skills Acrobatics +6, Climb +8, Escape Artist +6, Handle Animal +4, Perception +4, Ride +5, Stealth +3, Survival +2, Swim +8

Languages Common

SQ brawler's cunning, martial training

Gear studded leather, handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +1/+1 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Martial Flexibility** (move action, 4/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

ATL 3**Human sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +0; **Senses** Perception +6**AC** 15, touch 10, flat-footed 11 (+1 natural, +4 mage armor)**hp** 39 (5d6+15)**Fort** +3, **Ref** +1, **Will** +4**Defensive Abilities:** Resist acid 5; **DR:** Nil;**Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** dagger +2 (1d4/19-20) or quarterstaff +2 (1d6)**Ranged** nil**Special Attacks** claws (2, 1d4, 7 rounds/day)**Sorcerer Spells Known** (CL 5th; concentration +9) *replace energy type with acid adding +2 to DC and +1 point of damage/die**0 level** (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (5/day) —*acid arrow, resist energy, scorching ray***Str** 10, **Dex** 10, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19**Base Atk** +2; **CMB** +2; **CMD** 12**Feats** Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +2, Diplomacy +6, Fly +6, Knowledge (arcana) +10, Perception +6, Spellcraft +10, Use Magic Device +12**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** dagger, quarterstaff**Special Abilities** Nil**Human brawler 5**NE Medium humanoid (human)**Init** +2; **Senses** Perception +6**AC** 17, touch 14, flat-footed 13 (+3 armor, +2 Dex, +2 dodge)**hp** 56 (5d10+15)**Fort** +6, **Ref** +6, **Will** +1**Speed** 30 ft.**Melee/Full Atk** handaxe +9 (1d6+4/×3) or unarmed strike +9 (1d8+4) or unarmed strike flurry of blows +7/+7 (1d8+4)**Ranged/Full Atk** light crossbow +7 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 16), maneuver training (awesome blow +1), martial flexibility 5/day**Str** 19, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +9 (+10 awesome blow, +11 grapple); **CMD** 23 (24 vs. awesome blow, 25 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style**Skills** Acrobatics +7, Climb +9, Escape Artist +7, Handle Animal +6, Perception +6, Ride +6, Stealth +3, Survival +3, Swim +9**Languages** Common**SQ** brawler's cunning, martial training**Gear** studded leather, handaxe, light crossbow**Special Abilities Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat prerequisites.**Brawler's Flurry** +3/+3 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things. **Knockout** (1/day, DC 16) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (move action, 5/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

ATL 5**Human dragon disciple 2/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; **Senses Perception** +8**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)**hp** 57 (7 HD; 5d6+2d12+19)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities:** Resist acid 5; **DR:** Nil;**Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** dagger +6 (1d4+3/19-20) or quarterstaff +6 (1d6+4)**Ranged** nil**Special Attacks** claws (2, 1d6, treated as magic weapons, 7 rounds/day), dragon bite (1d6+2, 20)**Sorcerer Spells Known** (CL 6th; concentration +10) *replace energy type with acid adding+2 to DC and +1 point of damage/die**0 level** (at will)—*acid splash, detect magic, jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 14); **1st level** (7/day)—*flare burst** (DC 16), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (6/day)—*acid arrow, resist energy, scorching ray**; **3rd level** (4/day)—*fly, lightning bolt** (DC 18)**Str** 16, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Elemental Focus (acid), Elemental Spell, Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +10, Escape Artist +8, Fly +8, Knowledge (arcana) +12, Perception +8, Sense Motive +3, Spellcraft +12, Use Magic Device +12**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2; dagger, quarterstaff**Special Abilities:** Nil.**Human brawler 7**NE Medium humanoid (human)**Init** +6; **Senses Perception** +7**AC** 21, touch 16, flat-footed 15 (+3 armor, +4 Dex, +2 dodge, +2 natural)**hp** 90 (7d10+35)**Fort** +9, **Ref** +9, **Will** +2**Speed** 30 ft.**Melee** handaxe +13 (1d6+6/×3) or unarmed strike +13 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Full Atk** handaxe +13/+8 (1d6+6/×3) or unarmed strike +13/+8 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Ranged/Full Atk** light crossbow +11 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 19), maneuver training (awesome blow +2, grapple +1), martial flexibility 6/day**Str** 23, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +7; **CMB** +13 (+15 awesome blow, +16 grapple); **CMD** 29 (31 vs. awesome blow, 32 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Pummeling Style, Scorpion Style
Skills Acrobatics +10, Climb +12, Escape Artist +10, Handle Animal +7, Perception +7, Ride +9, Stealth +7, Survival +4, Swim +12**Languages** Common**SQ** brawler's cunning, martial training**Gear** studded leather, handaxe, light crossbow**Special Abilities Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat prerequisites.**Brawler's Flurry** +5/+5/+0 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things. **Knockout** (1/day, DC 17) (Ex)Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial****Flexibility** (swift action, 6/day) (Ex) As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 7**Human dragon disciple 4/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; **Senses** Perception +8**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)**hp** 79 (9 HD; 5d6+4d12+23)**Fort** +5, **Ref** +4, **Will** +8**Defensive Abilities:** Resist acid 5; **DR:** Nil;**Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** +1 darkwood quarterstaff +10 (1d6+7) or dagger +9 (1d4+4/19-20)**Ranged** Nil**Special Attacks** breath weapon (9d6 acid, 60 ft. line, DC 19, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)**Sorcerer Spells Known** (CL 8th; concentration +13) *replace energy type with acid adding+2 to DC and +1 point of damage/die**0 level** (at will)—*acid splash, detect magic, drench* (DC 15), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst** (DC 17), *mage armor, magic missile, ray of enfeeblement* (DC 16), *stumble gap* (DC 16); **2nd level** (7/day) —*acid arrow, resist energy, scorching ray**;**3rd level** (6/day)—*fireball* (DC 19), *fly, lightning bolt** (DC 18); **4th level** (4/day)—*ball lightning* (DC 20), *fear* (DC 19)**Str** 18, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +11, Escape Artist +8, Fly +10, Intimidate +12, Knowledge (arcana) +14, Perception +8, Sense Motive +3, Spellcraft +14, Use Magic Device +13**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** ~~*potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith*~~ +2 +1 darkwood quarterstaff, dagger**Special Abilities** Nil.**Human brawler 9**NE Medium humanoid (human)**Init** +8; **Senses** Perception +7**AC** 22, touch 17, flat-footed 15 (+3 armor, +4 Dex, +3 dodge, +2 natural)**hp** 114 (9d10+45)**Fort** +10, **Ref** +10, **Will** +3**Speed** 30 ft.**Melee** +1 mithral handaxe +17 (1d6+8/×3) or unarmed strike +17 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Full Atk** +1 mithral handaxe +17/+12 (1d6+8/×3) or unarmed strike +17/+12 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Ranged/Full Atk** light crossbow +13 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 1/day (DC 21), maneuver training (awesome blow +2, grapple +1), martial flexibility 7/day**Str** 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +16 (+18 awesome blow, +19 grapple); **CMD** 33 (35 vs. awesome blow, 36 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style**Skills** Acrobatics +12, Climb +14, Escape Artist +11, Handle Animal +7, Perception +7, Ride +11, Stealth +9, Survival +4, Swim +15**Languages** Common**SQ** brawler's cunning, martial training**Gear** ~~*potion of barkskin*~~ +2, ~~*potion of bear's endurance, potion of bull's strength, potion of cat's grace*~~; studded leather, +1 mithral handaxe, light crossbow**Special Abilities****Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +7/+7/+2/+2 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Knockout** (1/day, DC 21) (Ex) Declare before attack, if hit then foe is

unconscious 1d6 rds (Fort neg), resave each rd
Martial Flexibility (swift action, 7/day) (Ex) As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 9

Human dragon disciple 6/sorcerer (draconic bloodline) 5

LE Medium humanoid (human)

Init +6; Senses blindsense 30 ft.; Perception +8
AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)

hp 123 (11 HD; 5d6+6d12+49)

Fort +7, **Ref** +5, **Will** +9

Defensive Abilities: Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft., fly 60 ft. (average)

Melee +1 darkwood quarterstaff +11 (1d6+7) or dagger +10 (1d4+4/19-20)

Ranged Nil

Full Atk +1 darkwood quarterstaff +11/+6 (1d6+7) or dagger +10/+5 (1d4+4/19-20)

Special Attacks breath weapon (11d6 acid, 60 ft. line, DC 20, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)

Sorcerer Spells Known (CL 9th; concentration +14) *replace energy type with acid adding+2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench (DC 15), jolt, prestidigitation, ray of frost, scoop, touch of fatigue (DC 15)*; **1st level** (8/day)—*flare burst (DC 17), mage armor, magic missile, ray of enfeeblement (DC 16), shocking grasp, stumble gap (DC 16)*; **2nd level** (7/day)—*acid arrow, burning gaze (DC 18), flaming sphere (DC 18), resist energy, scorching ray*; **3rd level** (7/day)—*draconic reservoir (DC 19), fireball (DC 19), fly, lightning bolt (DC 19)*; **4th level** (5/day)—*ball lightning (DC 20), fear (DC 19), lesser globe of invulnerability*

Str 18, **Dex** 14, **Con** 16, **Int** 14, **Wis** 14, **Cha** 20
Base Atk +6; **CMB** +10; **CMD** 22

Feats Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Elemental Focus (acid), Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration, Toughness

Skills Acrobatics +5, Diplomacy +11, Escape Artist +10, Fly +12, Intimidate +12, Knowledge (arcana) +16, Perception +8, Sense Motive +3, Spellcraft +16, Use Magic Device +15

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), wings

Gear ~~*potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith*~~+2; +1 darkwood quarterstaff, dagger

Special Abilities Nil.

Human brawler 11

NE Medium humanoid (human)

Init +8; Senses Perception +8

AC 23, touch 17, flat-footed 16 (+4 armor, +4 Dex, +3 dodge, +2 natural)

hp 138 (11d10+55)

Fort +11, **Ref** +11, **Will** +3

Speed 30 ft.

Melee +2 mithral handaxe +20 (1d6+9/×3) or unarmed strike +19 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)

Full Atk +2 mithral handaxe +20/+15/+10 (1d6+9/×3) or unarmed strike +19/+14/+9 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)

Ranged/Full Atk light crossbow +15 (1d8/19-20)

Special Attacks brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 2/day (DC 22), maneuver training (awesome blow +3, grapple +2, trip +1), martial flexibility 8/day

Str 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +11; **CMB** +18 (+21 awesome blow, +22 grapple, +19 trip); **CMD** 35 (38 vs. awesome blow, 39 vs. grapple, 36 vs. trip)

Feats Blind-fight, Canny Tumble[ACG], Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style, Scorpion Style, Weapon Specialization (unarmed strike)

Skills Acrobatics +14, Climb +16, Escape Artist +13, Handle Animal +8, Intimidate +4, Perception +8, Ride +13, Stealth +11, Survival +5, Swim +17

Languages Common

SQ brawler's cunning, martial training

Gear ~~*potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace*~~; +1 studded leather, +2 mithral handaxe, light crossbow

Special Abilities **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +9/+9/+4/+4/-1 (Ex)

Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon.

Brawler's Strike (cold iron, magic, silver) (Ex)

Unarmed strikes overcome DR as various things.

Canny Tumble +2 circ bon on melee atk vs. opp whose space you moved through without provoking AoO.

Knockout (2/day, DC 22) (Ex)

Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd.

Martial Flexibility (free action, 8/day) (Ex) As a Free

action, gain a combat feat for 1 min. More gained for greater actions

Martial Training (Ex) Brawler levels count as fighter/monk levels for feat/item

pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

CRITICAL EVENT SUMMARY

BABYSITTER'S CLUB

Convention: _____

Date: _____

Do Not Return After 7/28/18 _____

Author's Email Address: dasamuels@gmail.com

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

1. Which of the places did the ambassador's family visit? (Circle all that apply)

Jade Palace Tasha's Trinkets Reeve's Bowery Brother's Dolmur Smithy
Opportunity Knocks Temple Legion

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

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