



To Wake the Soul

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

As an old threat rears its head once more, a dark secret threatens to tear the city apart. Only the most stalwart heroes can hope to win a battle where the mightiest swords may dull and fail! A one-round LSJ adventure for heroes of levels 3-8.

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This scenario owes inspiration to two other sources. The first is the predecessor to the LSJ campaign, the first of many popular MMRPG campaigns that had a 15-year run under the initials "LC" (I cannot name the sources for legal reasons, but I'm sure you get the idea). The concept was to explain why all of the heroes in the campaign went on the same adventures and got the same magic items. This led me to the second inspiration source, from a campaign setting whose initials are "RL." Amidst the gothic fantasy horror materials for this setting, I found a mad playwright who would draw victims into his mad dramas and gaslight them slowly into madness. This seemed to be a perfect vehicle for my idea.

Unfortunately, time slipped away from me and LC went defunct. During that time, the UCC developed and launched the LSJ tournament series, and eventually my old idea came back to me. I thought it over in the context of the new setting of Raia, and found OGC materials to allow me to recreate the playwright in a new form that better fit our setting.

Regardless, I owe thanks to both sources for providing the ideas that led to this module, even though I can no longer use either of those settings for LSJ.

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.

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

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

LSJ GMEmpowerment Clause

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

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

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

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) 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.

A Note About ATLs and the Power of PCs

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

*To wake the soul, by tender strokes of art;
To raise the genius, and to mend the heart;
To make mankind, in conscious virtue bold
Live o'er each scene, and be what they behold—
For this the tragic Muse first trod the stage.*

- Alexander Pope, Prologue to Addison's Cato

Adventure Background

A famous bard once said, “In art as in life.” All authors have strove to make their tales as vital and real as reality itself, to achieve a “willing suspension of disbelief” in their audience, where they forget reality and lose themselves in the drama upon the stage. Some have achieved greater success than others. And some have gone far beyond that.

Such was the case with Armand Maître-Duperie, a playwright dedicated to his craft to an extreme, some say dangerous, degree. The consummate playwright, he sought to master all forms of fiction...comedy, drama, tragedy...and make each

and every one of his plays the greatest achievement of his life. Needless to say, he was his own worst critic. But he did achieve results that were spectacular. Indeed, his work eventually drew the attention of the Gods themselves.

Illudra, goddess of illusion, was intrigued by Armand’s efforts to create a false reality of the imagination that seemed just like the real thing. Pleased by his devotion, she granted him her favor, and powers that would allow him to do just what he always wanted...create plays so realistic that they were indistinguishable from reality.

Unfortunately, like most mortals, Armand could not deal with such divine power, and what was left of his sanity was lost to his craft. He himself can barely tell the difference now between his fictions and reality. He travels the world of Raia, using his powers to create dramas of his own demented making. He might take over a play that he sees and considers “inferior,” or he might just seize an interesting group of people and put them on center stage without warning.

Such is the case in this adventure, where Armand wishes to see what he can make of adventuring heroes...or rather, what they make of his warped scenarios!

Adventure Summary

The PCs begin the adventure already under the influence of Armand’s powers, although they don’t realize it yet. They were drawn into one of his plays, which is designed to trick them into believing that they are pursuing some old foes, the Broken Triad, and discover three leads to follow in pursuit of the Triad. This bit of legerdemain should, hopefully, prevent the PCs (and the players) from realizing at first that anything is amiss. After all, they were expecting to pursue the Broken Triad at some point in the future!

Introduction – Captain Ardent Vestra summons the PCs to investigate reports of Broken Triad activity in the city. She gives them three leads to

pursue, which can be followed in any order (Scenes 1-3).

Scene 1 – The PCs go to the docks, talk to Olek, and fight some aquatic creatures.

Scene 2 – The PCs go to the cemetery to investigate matters there.

Scene 3 – The PCs go to Hinterdale Manor to find it still has some pests.

Scene 4 – The PCs are magically kidnapped to an arena by the Broken Triad where they face a dangerous beast.

Scene 5 – The PCs finally get what they want...a chance to battle the Broken Triad! Well, not really, but still...

Scene 6 – The PCs confront the mad playwright. He might wear them down and make them his puppet cast members, or they might overcome him, depending on what they do.

Conclusion A – The heroes are successful in escaping Armand's clutches and return to reality (or what passes for it in Amthydor).

Conclusion B – The PCs are overwhelmed by Armand's illusionary tales and temporarily fall under his power. Other heroes rescue them, but they suffer the lingering effects of Armand's manipulations for a time.

Special Rules for this Module

Boxed text is provided in most modules as an aid for GMs to give information to players. Sometimes experienced GMs paraphrase such information to save time, or to make the roleplaying with NPCs seem more natural. In this module, **boxed text** is something more – it is used to represent Armand's narration for his plays to cause the scenes to happen. For this reason, the GM **MUST** read the boxed text as written to cause that effect. The boxed text is specifically written

to sound like narration for a play rather than a message to the PCs, and is exaggerated and flowery in expression. This might strike the players as a bit odd, but most likely they will not question it. If they do...well, it might just be bad writing, right? ;-)

As per Armand's special powers (see GM Aid 2 for his stats), *each time PCs conclude one of his scenes* (including the Introduction), they must make Will saves (DC 23) against his powers or begin to lose some of their individuality in the form of *2 points of Wisdom and Charisma damage*. However, the power of his illusions prevents the PCs (and the players) from realizing this loss by creating the illusion that all of their skills, spells, Will saving throws, etc., are still functioning normally (no penalties), thus preventing them from realizing their plight until it is too late. There is a page of cut-out narrative cards that the GM can hand to players of afflicted PCs each time they lose stat points until they become 'puppet' characters under Armand's direct control.

Note #0 is given out when a PC makes a Will save in order to keep the other players from realizing what is going on. Note #6 is given out to a PC whose Wisdom score is reduced to 0, and Note #7 for a PC whose Charisma score is reduced to 0.

There is also a checklist for each player to fill out and return to the GM at the start of the event which will contain their vital statistics for this purpose, as well as 10 random d20 rolls. These rolls should be used as Will saves to determine how badly each PC is afflicted throughout the module, though excess can be used for secret GM rolls as needed. Each player will also record some secrets about their character on the back of that sheet. Armand will use that knowledge later to convince them that he created them as characters, and the realization should be jarring.

Special Rule about Dying: If a character reaches -10 hp in any of these encounters, she "miraculously" is taken down only to -9 hp and auto-stabilizes (don't explain why, just tell them they're at -9 hit points and stable if you can, or pretend they are dead if you can't). However, she

automatically fails the Will save for that scene and takes 2 points of Wisdom and Charisma damage. When Armand reveals himself, “dead” characters will reappear, alive and well.

Advance Preparation. There are MANY cut-out cards to hand out to players in this module (Private Messages 0-7). It is STRONGLY recommended that the GM cut and sort them in PRIOR to the event, and then paper clip each pile together for easy access and sorting during play. It will save a LOT of time.

Introduction ~ Setting the Stage

It is a lovely spring day as our intrepid heroes make their way towards the Diamond Legion office of Captain Ardent Vestra, the lovely and devoted officer most often associated with the adventurers of the Shining Jewel known as Amthydor! Taking seats in a waiting room at Legion HQ, the adventurers pause to take note of others who have answered the call to action! Courtesies are observed (or perhaps not) as they make introductions.

At this point the PCs should make introductions, or reacquaint themselves. After no more than 5 minutes of roleplayed intros, continue below:

“Ah, excellent! You’re right on time! I knew I could count on adventurers to answer the call in the city’s time of need! Please come in!” offers Captain Vestra. Our heroes are soon seated comfortably and ready (and eager) to hear of their latest mission!

“As you are no doubt aware, the Broken Triad has been active of late. A few months ago it was determined by our agents that the Triad, whose members were recently revealed to be of fiendish origin, was the power and the brains behind a series of bandit raids on our trade routes to the west. They were also connected with trouble in both the Temples District and a certain noble house...ah, but that is old news. You’re here to listen to something new!

“As luck would have it, we’ve had potential sightings of the Triad members themselves at three sites within the city! As usual, our Legionnaires are hard at work with their usual duties, so I need you to check up on these leads and report back to me regarding their veracity.

“Any questions?”

The PCs will no doubt have some...

“Where do we need to go?”

“There are three clues for you to follow up in this investigation. The first will take you to the docks of the Port District to speak to our top construction worker, a giant named Olek. Trust me; you’ll recognize him when you see him! The second lead is a sighting near the abandoned temple of Mordana in the city cemetery; a groundskeeper named Graf Warter claims he saw them. The third sighting was on the grounds of Hinterdale Manor, abandoned since the death of the Hinterdale family during the undead invasion.”

“What can you tell us about the Broken Triad members?”

“They are two men and a woman, all bearing signs of fiendish heritage. We believe they are siblings. The woman appears to have powers to affect the minds of others; one of the men appears to be a fighter, and the other a mage capable of teleportation. The one encounter with them was brief and sketchy at best and we have been unable to determine more about their abilities.

“What about the bandit raids?”

“That situation was resolved to our satisfaction. I do not believe it has anything to do with the sightings you will be investigating.”

SPOILER NOTE: This is a reference to the events of a previous LSJ module still in play. If the players persist, explain that the author is not giving details on this event to avoid spoilers. There isn’t anything more to tell them even if they have played the event already, as there is no relation to the current adventure.

“What about the trouble the Triad caused in the Temples District?”

“That investigation has been closed, the instigators arrested, but I do not believe it has anything to do with the sightings you will be investigating.”

SPOILER NOTE: This is a reference to the events of a previous LSJ module still in play. If the players persist, explain that the author is not giving details on this event to avoid spoilers. There isn't anything more to tell them even if they have played the event already, as there is no relation to the current adventure.

“What about the infant they kidnapped?”

“That investigation is still open, but I do not believe it has anything to do with the sightings you will be investigating.”

“What about the scandal of House Grimm?”

“That investigation is being conducted by our Proctors. I do not believe it has anything to do with the sightings you will be investigating.”

SPOILER NOTE: This is a reference to the events of a previous LSJ module still in play. If the players persist, explain that the author is not giving details on this event to avoid spoilers. There isn't anything more to tell them even if they have played the event already, as there is no relation to the current adventure.

“Who is Olek?”

“Olek is a tremendous giant who came to our city seeking employment. He mostly works dredging wreckage out of the harbor. While his intellect by no means matches his colossal build, he is kind-hearted to a fault and has been a great boon to the city. You will have no trouble convincing him to answer your questions, though you might have to direct his thoughts to the proper path...they tend to wander easily through no fault of his own.”

“What can you tell us about this lost temple to Mordana?”

“Centuries ago Mordana's clergy was part of the city's legal worship in the Quorum of Faith. This ended due to evil acts taken by one of their

priests, a tale too long to go into now. The mummy priest who controlled the undead invasion known as the Culling was based in that lost temple. Though he was destroyed by powerful adventurers, the undead still plague our city. Be cautious going there; even now it can be dangerous.”

“What about Hinterdale Manor?”

“Some supernatural force was discovered to be haunting the manor which was dealt with by a group of adventurers. The menace was dealt with and will not recur.”

SPOILER NOTE: This is a reference to the events of a previous LSJ module still in play. If the players persist, explain that the author is not giving details on this event to avoid spoilers. There isn't anything more to tell them even if they have played the event already, as there is no relation to the current adventure.

“How much will we be paid?”

“I am prepared to offer you 100 gold crowns each to do the investigation, and another 100 if you are able to bring us solid information about the Broken Triad and/or their activities of late.”

GM Note: Since this encounter is all in the sick imagination of Armand, the PCs will not receive this payment at the end of the module, since it never happened in “reality.” Other rewards await the PCs should they succeed.

“Where are these places located?”

“The docks are in the Port District, all the way to the east of the city. Hinterdale Manor is located in the southern part of the Port District...here is a list of directions to get there. The cemetery is in the Tombs District, accessible through a gate at the northwest corner of the Temples District, at the northwest corner of the city proper.”

Before they leave, Vestra has some final words for the PCs:

Before sending the heroes out to perform their tasks, Captain Vestra asks for pause. “I have some items that might aid you. First, here is an official writ, which will give you authority to go to the three locations I mentioned. Any city official or Legionnaire will do their best to assist you.

Also, here are directions to your three destinations, as well as a map of Hinterdale Manor. Finally, here are some potions that might help you if your investigation at the docks leads you underwater,” as she produces one potion of water breathing for each hero. “Please return these if they are not used.”

“That should be it. Good luck!”

Check the PCs’ secret Will saves (DC 23) to avoid losing 2 points of Wisdom and Charisma. Give out Private Note #0 or #1 to afflicted players.

GM NOTE: Since investigation can be lengthy, the PCs will only visit two of the locations before being “kidnapped” by the “Broken Triad” to the arena in scene 4. This will leave more time for the rest of the module.

The players can decide where to go first.

- If they go to the docks and Olek, go to **Scene One**.
- If they go to the cemetery temple of Mordana, go to **Scene Two**.
- If they go to Hinterdale Manor, go to **Scene Three**.

Scene One – The Comic Relief

The sun swings a slow, lazy orbit across the sky, bringing with it a pleasant warmth that adds a spring to the step. Along the way to the Harbor District, the normal odors of the city give way to a sheen of heavy salt and the thick odor of rotting fish.

As others have indicated, it is nearly impossible to miss Olek...standing over 40 feet tall, he wades out into the harbor, carefully dredging the bottom as he seeks out debris that might endanger the ships entering or leaving the harbor. As he pauses for a moment, wiping the sweat from his brow with his arm, he spies the smaller figures approaching the end of the dock. His voice booms out:

“HULLO, HOOMINS! OLEK IS VERY HAPPY TO SEE YOU!”

Whether or not any of the PCs have met Olek before (the adventure “Help Wanted!”), he will greet them with honest cheer and friendship. While not terribly smart, he has a kind heart and has managed to win over many of the residents of Amthydor with his simple charm. His statistics are provided below for the GM’s amusement.

All ATLs

Olek the Tor Giant: Colossal Giant; HD 32d8+448; hp 644; Init +0; Spd 80 ft.; AC 30 (-8 size, +28 natural), touch 2, flat-footed 30; BAB/Grapple: +27/+36; Atk: Giant club +36 melee (4d8+25) or slam +36 melee (2d8+17) or rock +27 ranged (4d8+17); Full Atk: Giant club +36/+31/+26/+21 melee (4d8+25) or 2 slams +36/+31/+26/+21 melee (2d8+17)) or rock +27 ranged (4d8+17); Space/Reach: 25 ft./40 ft.; SA: Rock throwing, Trample 4d8+25; SQ: Darkvision 60’, Damage reduction 5/piercing or slashing, Rock catching, Scent, Tremorsense; AL: CG; SV: Fort +32, Ref +9, Will +9; Str 45, Dex 10, Con 38, Int 7, Wis 10, Cha 8.

Skills and Feats: Climb +17, Intimidate +10, Jump +17, Listen +14, Spot +14, Survival +12; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (giant club), Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 200 feet for a tor giant’s thrown rocks.

While roleplaying with Olek is a lot of fun, sooner or later the PCs will get down to business...

“Did you see the Broken Triad in this area?”

“OH, YES, OLEK SAW DEM. DEY IS DOSE DEVIL-PEOPLE, RIGHT? OLEK SAW DEM, ALL RIGHT! DEY WUZ HANGING OUT ON DAT PIER OVER DERE!” Olek points to one area of the docks. **“DEY WAS TALKING TO SOMEONE IN DA WATER. I COULDN’T SEE WHO CAUSE I WAS ON DA UDDER SIDE, AN’ I COULDN’T SEE THROUGH DA DOCK! BUT I SAW DEM TRIAD PEEPLES REAL GOOD! WHEN DEY WUZ DONE TALKING, DE TRIAD PEEPLES VANISHED! WHOEVER DEY WUZ TALKING TO IN DA**

WATER NEVER CAME UP. I WOULD'VE DONE SOMETHIN', BUT I WAS CARRYIN' A HEAVY WRECK, AN' IF I RAN OVER THROUGH DA WATER, I'DA MADE BIG WAVES WHAT WOULD'VE SUNK SOME SHIPS. I DIDN'T WANNA DO THAT. SO I TOLD THEM DIAMOND PEEPLES ABOUT IT. DAT'S ALL I KNOW."

Olek will make friendly conversation if the PCs wish, but soon goes back to work. The only lead to follow up is the dock. If the PCs try exploring other avenues, they won't get anywhere, though the GM is free to make up details of a wild goose chase.

The PCs can search under the dock, which essentially means wading into the water. Allow Spot checks (DC 16 + ATL) or Listen Checks (DC 12 + ATL) to avoid surprise as the lurking water-breathing beings attack them from under the water's surface. They carry no treasure and can give minimal or no information as detailed under each ATL below.

Before starting combat, read the following:

As you search for clues, strange, slimy humanoids rise up from the depths. "Kill them!" says one in a rasping, hissing voice. "The Three sssspoke of them! They mussst not essscape to talk!"

ATL 2

☛ **Skum (4):** Medium aberration (aquatic); HD 2d8+2; hp 15; Init +1; Spd 20 ft., swim 40 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Base Atk/Grp: +1/+5; Atk: bite +5 melee (2d6+4); Full Atk: bite +5 melee (2d6+4) and 2 claws +0 melee (1d4+2); Space/Reach: 5 ft./5 ft.; SA Rake 1d6+2, SQ darkvision 60 ft., amphibious; AL LE; SV Fort +1, Ref +1, Will +3; Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6.
Skills and Feats: Hide +6*, Listen +7*, Move Silently +6, Spot +7*; Alertness.
Possessions: None.

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. A skum also gains two rake attacks when it attacks while swimming.

Skills: *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Unless the PCs speak Aquan, they will not get far questioning prisoners, if any. Their treasure is not here, and they will not offer it for their freedom. They expect to die, but will not be helpful to the PCs if they are spared or released.

ATL 3

☛ **Lacedon ghouls (4):** Medium undead (aquatic); HD 2d12; hp 18; Init +2; Spd 30 ft., swim 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk/Grp: +1/+2; Atk: bite +2 melee (1d6+1 plus paralysis); Full Atk: bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); Space/Reach: 5 ft./5 ft.; SA Ghoul fever, paralysis, SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +5, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.
Possessions: None.

Ghoul Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid that dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghost.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or

be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

The ghouls will fight until destroyed. They will not reveal anything.

ATL 5

☛ **Lacedon ghasts (4):** Medium undead (aquatic); HD 4d12+3; hp 36; Init +3; Spd 30 ft., swim 30 ft.; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; Base Atk/Grp: +2/+5; Atk: bite +5 melee (1d8+3 plus paralysis); Full Atk: bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); Space/Reach: 5 ft./5 ft.; SA Ghoul fever, paralysis, stench, SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con --, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Possessions: None.

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

The ghouls will fight until destroyed. They will not reveal anything.

ATL 7

☛ **Skrag (1):** Large giant (aquatic); HD 6d8+36; hp 63; Init +2; Spd 20 ft., swim 40 ft.; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; Base Atk/Grp: +4/+14; Atk: claw +9 melee (1d6+6); Full Atk: 2 claws +9 melee (1d6+6) and 1 bite +4 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA Rend 2d6+9, SQ darkvision 60 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +5; Alertness, Iron Will, Track.

Possessions: None.

Rend (Ex): If a skrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a skrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. A skrag only regenerates when mostly immersed in water.

ATL 9

☛ **Skrag (2):** See stats above.

Unless the PCs speak Giant, they will not get far questioning prisoners, if any. Their treasure is not here, and they will not offer it for their freedom. They expect to die, but will not be helpful to the PCs if they are spared or released.

Resolution: If the PCs cannot handle the creatures in battle, Olek will show up after ATL + 3 rounds and plink them, allowing the PCs to continue in their investigation.

Questioning the non-undead survivors by Intimidation (DC 10 + the creature's HD) will reveal that they are forming an alliance with the Broken Triad to raid the waters around Amthydor. In return for a share of the treasure, the aquatic creatures will receive magical aid and backup if needed.

Check the PCs' secret Will saves (DC 23) to avoid losing 2 points of Wisdom and Charisma. Give out Private Note #0, #1, #2, #3 or #4 to afflicted players, depending on how many times they failed this saving throw.

- If the PCs want to check out the graveyard, go to **Scene Two**.
- If the PCs want to check out Hinterdale Manor, go to **Scene Three**.
- If this is the second clue site the PCs have visited, skip the third site and go directly to **Scene Four**.

Scene Two – Grave Humor

The large, iron-wrought fence that surrounds the Amthydor Cemetery looms ominously ahead. The padlock and chains that normally hold the gate shut have been shattered. The gate swings lazily on its hinges, creaking almost as if in pain.

The skies above are heavily clouded, casting shadows everywhere. Passage through the graveyard is swift and silent, save for a low wind that moans eerily.

There is a strange feeling in the air, a notion that something is wrong. But there is only silence...too much silence. Even the normal sounds of small animals and insects are absent from the graveyard this day. There is not a single undead within sight, but they must be somewhere...the only features visible are some nearby withered trees and bushes, and a caretaker's cabin just outside the cemetery.

Inside the cabin is Bern (Commoner 1, standard stats), an old human with poor hearing and a heavy limp. If the PCs are polite and explain that they are investigating the Broken Triad for the city, he will be happy to talk to them. If any PCs attempt to threaten or intimidate him, he will become frightened and unable to speak until another PC

rolls an opposing Diplomacy check to counter the Intimidation, and Bern will insist that the offending PC wait outside while he speaks to the others.

“Did you see the Broken Triad here?/Have you seen anything unusual around here lately?”

“Ah yesh, I did indeed...I wuz out walkin' the rounds yesterday...daytime, of course, I wouldn't be fool enough ta do so at night...t'was near the Tombs Section that I heard voices. Well, I wuz real quiet an' careful...how else d'you think I been doin' this so long and livin' ta tell the tale? Well, I snuck in real quiet ta see what was what, when I spies these four folk wearin' cloaks. They wuz a-talkin' real quiet, an' I tried ta creep in closer to hear more. They musta heard me, cause one o' them started saying magic words, and they all vanished a moment later! But not a'fore I got a good look at 'im...he had these small horns on his head, an' his skin was beet-red! He also had this wicked black goatee. If that ain't fiendish blood a-tellin', then I don't know what is!”

“All I hear'ed them say wuz that they wuz gonna get a lotta recruits here. Ya think they wuz plannin' ta raise 'em as undead? Oi! That would be right awful, wooden' it?”

Bern can direct the PCs towards the Tombs, but he won't go himself. He knows that where adventurers go, trouble usually follows!

As the PCs approach the tombs, they can roll Spot checks (DC 10 + ATL +6) or Listen checks (DC 10 + ATL + 2) to avoid surprise as they are attacked by strange flying creatures!

ATL 2

☛ **Darkmantles (2):** Small magical beast; HD 1d10+1; hp 11; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk/Grp: +1/+0; Atk or Full Atk: slam +5 melee (1d4+4); Space/Reach: 5 ft./5 ft.; SA Darkness, improved grab, constrict 1d4+4, SQ blindsight 90 ft.; AL N; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10. *Skills and Feats:* Hide +10, Listen +5*, Spot +5*; Improved Initiative. *Possessions:* None.

Darkness (Su): Once per day a darkmantle can cause darkness as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds the darkmantle.

Skills: A darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

ATL 3

☛ **Darkmantles (4):** See ATL 2 above for stats.

ATL 5

☛ **Cloaker (1):** Large aberration; HD 6d8+18; hp 50; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; Base Atk/Grp: +4/+13; Atk: tail slap +8 melee (1d6+5); Full Atk: tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2); Space/Reach: 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL CN; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13; Alertness, Combat Reflexes, Improved Initiative.

Possessions: None.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a *hold monster* spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a *mirror image* spell (caster level 6th).

Silent Image: This effect duplicates a *silent image* spell (DC 15, caster level 6th). The save DC is Charisma-based.

ATL 7

☛ **Cloaker (2)**: See ATL 5 for stats.

ATL 9

☛ **Advanced Cloakers (2)**: Large aberration; HD 9d8+27; hp 77; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16; Base Atk/Grp: +7/+16; Atk: tail slap +8 melee (1d6+5); Full Atk: tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2); Space/Reach: 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL CN; SV Fort +6, Ref +6, Will +9; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +12, Listen +13, Move Silently +14, Spot +15; Alertness, Combat Reflexes, Improved Initiative.

Possessions: None.

See ATL 5 for special ability descriptions.

Resolution: If the PCs search around the area of the battle (Search DC 16), they will find a gold coin with the image of four cracked eggs upon it (value 1 gp).

Check the PCs' secret Will saves (DC 23) to avoid losing 2 points of Wisdom and Charisma. Give out Private Note #0, #1, #2, #3 or #4 to afflicted players, depending on how many times they failed this saving throw.

- If the PCs want to check out the docks, go to **Scene One**.
- If the PCs want to check out Hinterdale Manor, go to **Scene Three**.
- If this is the second clue site the PCs have visited, skip the third site and go directly to **Scene Four**.

Scene Three – Setting Piece

Hinterdale Manor is a two story building of grand old design, impressive even in its decrepit state. Ivy nearly covers the reddish stone walls, forming odd swirling patterns accented by white trim. It appears portions of the second floor have collapsed, though the rest of the structure seems stable for now.

For those PCs who came here previously, the manor appears exactly as it was left, perhaps a bit dustier. Give out the Hinterdale Manor map. Let the PCs go to whichever location suits their fancy. The outhouse is empty, though it appears half torn apart.

Unless the PCs go in one of the windows, they will enter the manor at the main entrance's double doors, which are unlocked. Wherever they go in, they will find the same thing. Once they go inside read the following:

The interior of the manor is fairly spacious, done in white marble with rich dusk wood paneling. It widens further in, with grand sweeping staircases of marble rising from the right & left up to was once a central second floor landing. The floor is likewise a blue-veined white marble, now cracked and stained with watermarks.

Sections of the manor have collapsed, including the landing. Cobwebs hang heavily over most of the corners, doorways, and remains of furniture.

Ask for Spot checks (DC 15) when the PCs enter the manor. Success lets one of them spot a piece of paper that was crumpled up and tossed in a cobweb-infested corner. The note reads:

“Go to Hinterdale Manor and determine if the item is still there and note its location. Report back to us immediately. Avoid contact and flee conflict if possible. After you are done we will leave a present for any future intruders.”

At the bottom of the note is the symbol of the Broken Triad (three eggs with cracks along their surfaces). The note is covered with dirt and dust, but is fairly fresh, probably no more than a day or two old.

After the PCs read the note, give them Listen checks (DC 8) to hear scraping and bumping noises coming from behind a nearby doorway. Two rounds later (less if the PCs approach that door), it bursts open as animated furniture attacks them! Note the **hardness** of the objects, which reduces physical damage by **5 points per hit**.

ATL 2

☛ **Small Animated Objects: Footstools (2):** Small construct; HD 1d10+10; hp 15; Init +1; Spd 40 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; Base Atk/Grp: +0/-4; Atk or Full Atk: slam +1 melee (1d4); Space/Reach: 5 ft./5 ft.; SA None, SQ construct traits, hardness 5, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

ATL 3

☛ **Small Animated Objects: Footstools (3):** Small construct; HD 1d10+10; hp 15; Init +1; Spd 40 ft.; AC 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13; Base Atk/Grp: +0/-4; Atk or Full Atk: slam +1 melee (1d4); Space/Reach: 5 ft./5 ft.; SA None, SQ construct traits, hardness 5, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +1, Will -5; Str 10, Dex 12, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

ATL 5

☛ **Medium Animated Objects: High-Backed Chairs (2):** Medium construct; HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk/Grp: +1/+2; Atk or Full Atk: slam +2 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA None, SQ construct traits, hardness 5, darkvision 60 ft., low-light vision; AL N; SV Fort

+0, Ref +0, Will -5; Str 12, Dex 10, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

ATL 7

☛ **Medium Animated Objects: Chairs (3):** Medium construct; HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk/Grp: +1/+2; Atk: slam +2 melee (1d6+1); Full Atk: slam +1 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA None, SQ construct traits, hardness 5, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

ATL 9

☛ **Large Animated Objects: Tables (3):** Large construct; HD 4d10+30; hp 52; Init +0; Spd 40 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk/Grp: +3/+10; Atk or Full Atk: slam +5 melee (1d8+4); Space/Reach: 10 ft./5 ft.; SA Trample, SQ construct traits, hardness 5, darkvision 60 ft., low-light vision; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con --, Int --, Wis 1, Cha 1.

Skills and Feats: None.

Possessions: None.

Construct Traits

Note: A construct possesses the following traits unless otherwise noted in a creature's entry.

—No Constitution score.

—Low-light vision.

—Darkvision out to 60 feet.

—Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects.

—Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Craft Construct feat. A construct with the fast healing special quality still benefits from that quality.

—Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

—Immunity to any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless).
—Not at risk of death from massive damage. Immediately destroyed when reduced to 0 hit points or less.
—Since it was never alive, a construct cannot be raised or resurrected.

At the end of Round One of combat, new combatants join the fray from the cracks in the corners of the room...swarms of spiders!

ATL 2

☠ **Spider Swarm (3)**

ATL 3

☠ **Spider Swarm (5)**

ATL 5

☠ **Spider Swarm (7)**

ATL 7

☠ **Spider Swarm (9)**

ATL 9

☠ **Spider Swarm (12)**

☠ **Spider Swarm (1):** Diminutive animal (swarm); HD 2d8; hp 12; Init +3; Spd 20 ft., climb 20 ft.; AC 17 (+4 size, +3 Dex), touch 17, flat-footed 14; Base Atk/Grp: +1/--; Atk or Full Atk: swarm (1d6 + poison); Space/Reach: 10 ft./0 ft.; SA Distraction, poison, SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int --, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4.

Possessions: None.

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be

nauseated for 1 round. The save DC is Constitution-based.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Vermin Type Traits:

—**Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—**Darkvision:** out to 60 feet.

—Proficient with their natural weapons only.

—Vermin breathe, eat, and sleep.

At the end of Round Two of combat, read the following:

As the battle rages on, there is a sudden rumbling all around...the walls are shaking, cracks spreading as a force like unto an earthquake rocks the manor! Even if the structure survives such punishment, those inside will surely not!

It should be clear that withdrawing from the battle (even if it draws an AOO or two) would be wise. Give the PCs one more round to get out. Anyone who remains after that will take (ATL +2) d6 damage from the collapse (no save for half damage, there is nowhere to go to escape but outside, and the PC didn't take that option).

At the end of Round Four of Combat (or sooner if the PCs get out before that point):

As the tremors rock the manor, it collapses into itself, leaving a massive pile of rubble and dust! There is no sign of the belligerent furnishings, or of the eight-legged swarms. It would appear that this lead, while intriguing, has led to a dead end.

Check the PCs' secret Will saves (DC 23) to avoid losing 2 points of Wisdom and Charisma. Give out Private Note #0, #1, #2, #3 or #4 to afflicted players, depending on how many times they failed this saving throw.

Resolution: Once the manor collapses, there is nothing more to do here except dust off and pick a new destination.

- If the PCs want to check out the docks, go to **Scene One**.
- If the PCs want to check out the cemetery, go to **Scene Two**.
- If this is the second clue site the PCs have visited, skip the third site and go directly to **Scene Four**.

Scene Four – Plot Complication

Frustrated yet unbowed, our heroes resolve to continue their quest. However, fate has other plans for them, as they suddenly find their surroundings fading away...to be replaced by glaring, blinding sunlight! The sound of thousands of voices chanting fill the air, and the scrape of boot upon sand indicates a change of location.

Any PCs who know Infernal can translate the cries: **"Give us blood! Give us souls!"**

As the blindness caused by the sudden sun glare fades, the location becomes clear: the center of a battlefield in a large coliseum! The air is dry and slightly salty, much like one might expect in a desert. Thousands of infernal beings sit in the audience cheering and shouting!

A raised platform indicates the presence of the rulers of these folk, the ones responsible for the events. It comes as no surprise to anyone that the

members of the Broken Triad are seated there, very much enjoying the spectacle!

Feel free to describe the audience, composed of just about every type of demon or devil you can think of!

If anyone should ask, the descriptions of the Triad members matches what has been given in previous appearances in Nobles and other tournaments: two men and a woman with blond hair and blue eyes, unnaturally pointed teeth, and a reddish tint to their skin (infernal heritage of tieflings). One man is heavily armed and armored, the other two apparently unarmored and wearing court-style dress with an infernal theme.

The arena is huge, so the Triad is a good 1000 feet away from the PCs; in addition, they are protected by the effects of a *globe of invulnerability*. Their voices are magically amplified to be heard throughout the coliseum, as are the voices of the PCs.

Let the PCs express reactions if they wish, then continue:

The woman speaks. "Welcome to our little arena. You have proven yourselves to be thorns in our sides for far too long already! Now you may prove your mettle on OUR home ground. Prepare yourselves!"

A grinding sound heralds the raising of a huge barred gate 100 feet away. A gigantic creature roars its rage as it emerges into the intense light of the sun!

A large (or bigger) monster will come out to face the party in battle. Odds are this will be tough since the PCs have already faced two combats. If they fall in battle and don't get back up (i.e. reach -10 hp), pull them aside and read the following:

You're not sure now you know, but you are still alive and stable...the sounds of battle barely reach your awareness. You can only hope that your companions prevail!

ATL 2

☠ **Ankheg (1):** Large magical beast; HD 3d10+12; hp 32; Init +0; Spd 30 ft., burrow 20 ft.; AC 18 (-1 size, +9 natural), touch 9, flat-footed 18; Base Atk/Grap: +3/+12; Atk: or Full Atk: bite +7 melee (2d6+7 plus 1d4 acid); Space/Reach: 10 ft./5 ft.; SA Improved grab, spit acid, SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

Possessions: None.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

ATL 3

☠ **Monstrous scorpion (1):** Large vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (-1 size, +7 natural), touch 9, flat-footed 16; Base Atk/Grap: +3/+11; Atk: claw +6 melee (1d6+4); Full Atk: 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); Space/Reach: 10 ft./5 ft.; SA Constrict 1d6+4, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int --, Wis 10, Cha 2.

Skills and Feats: Climb +8, Hide +0, Spot +4.

Possessions: None.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

Poison (Ex): Injected, Fort DC 14, initial and secondary damage 1d4 Con.

Vermin Type Traits:

—**Mindless:** No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

—**Darkvision:** out to 60 feet.

—Proficient with their natural weapons only.

—Vermin breathe, eat, and sleep.

ATL 5

☠ **Achaierai (1):** Large outsider (evil, extraplanar, lawful); HD 6d8+12; hp 42; Init +1; Spd 50 ft.; AC 20 (-1 size, +1 Dex, +10 natural), touch 10, flat-footed 19; Base Atk/Grap: +6/+14; Atk: claw +9 melee (2d6+4); Full Atk: 2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2); Space/Reach: 10 ft./10 ft.; SA Black cloud, SQ Darkvision 60 ft., spell resistance 19.; AL LE; SV Fort +7, Ref +6, Will +7; Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility, Spring Attack.

Possessions: None.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th). The save DC is Constitution-based.

ATL 7

☛ **Chimera (1):** Large magical beast; HD 9d10+27; hp 86; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19 (-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; Base Atk/Grp: +9/+17; Atk: bite +12 melee (2d6+4); Full Atk: bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach: 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +1*, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack.

Possessions: None.

Breath Weapon (Su): This chimera's breath weapon is a 20-foot cone of acid gas (green dragon head). This breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks. *In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

ATL 9

☛ **10-headed hydra (1):** Huge magical beast; HD 10d10+53; hp 108; Init +1; Spd 20 ft., swim 20 ft.; AC 20 (-2 size, +1 Dex, +11 natural), touch 9, flat-footed 19; Base Atk/Grp: +10/+23; Atk: 10 bites +14 melee (1d10+5); Full Atk: 10 bites +14 melee (1d10+5); Space/Reach: 15 ft./10 ft.; SA --; SQ Darkvision 60 ft., fast healing 20, low-light vision, scent; AL N; SV Fort +12, Ref +8, Will +3; Str 21, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +8, Spot +9, Swim +13; Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Possessions: None.

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an

opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing (see below) and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads (20 for this hydra).

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

Resolution: Check the PCs' secret Will saves (DC 23) to avoid losing 2 points of Wisdom and Charisma. Give out Private Note #1, #2, #3, #4 or #5 to afflicted players, depending on how many times they failed this saving throw.

- If the PCs win, go to **Scene Five**.
- If they lose, go to **Scene Six**.

Scene Five – Crisis Point

Panting and weary, the scents of their blood steaming off the sands, our brave protagonists pause to catch their breaths and assess the damage.

“A very good effort,” says the female member of the Broken Triad. “I believe that you are indeed worthy foes. Take a few moments to prepare yourselves...and then you shall finally get your wish...to face US in mortal combat!”

Don't tell the PCs how long they have to prepare healing, spells, etc. They will actually have three full rounds to prepare before the mage teleports the Triad down to the sands to face them. Of course, the Triad will prepare spells during this time. Roll initiative.

After at least THREE round of combat, if any of the PCs or players complain that the situation is too dire, or an unfair combat based upon how much they have faced already (which it definitely is), or that this just doesn't make any sense, then they have broken through Armand's suspension of

disbelief. Skip directly to Scene Six. This can happen at any time during this encounter, and probably will. Most parties could not face the Broken Triad when fully prepared, and ATL 5+ parties would be hard pressed to defeat them. After several combats that have damaged the PCs and drained their spells, it should seem impossible for the PCs to prevail.

Otherwise, go on to the Grand Melee after three rounds of prep spells as Faldun teleports the Triad down into the arena, starting distance 60 feet. If the players have been itching to face the Broken Triad, here is their big chance! Virtual style, that is...

ALL ATLS

♥ **Kaintur, Male Tiefling Ftr9:** Medium Outsider (Native); HD 9d10+9; hp 93; Init +7; Spd 20; AC 19 (+3 Dex, +6 armor), flatfooted 17, touch:12; BAB/Grp: +9/+13; Atk: +15 scimitar (1d6+6, crit 15-20) or +12 longbow (1d8); Full Atk: +15/+10 scimitar (1d6+6, crit 15-20) or +12/+7 longbow (1d8); SA Spell-like abilities, darkness (as 9th level sorcerer); SQ: Darkvision 60 ft.; AL CE; SV Fort +7, Ref +6, Will +3; Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills: Bluff +4.5, Hide +0, Intimidate +11, Jump +0, Ride +15, Swim -8. *Feats:* Combat Expertise, Combat Reflexes, Improved Critical: Scimitar, Improved Disarm, Improved Initiative, Improved Shield Bash, Leadership, Weapon Focus: Scimitar, Weapon Specialization: Scimitar.

Equipment: MW scimitar, MW chainmail, MW heavy steel shield, longbow.

♥ **Prescin, Female Tiefling Brd9:** Medium Outsider (Native); HD 9d6; hp 50; Init +3; Spd 30; AC 17 (+3 Dex, +4 armor), flatfooted 14, touch 13; BAB/Grp: +6/+6; Atk: +6 shortsword (1d6, crit 19-20), +9 composite shortbow (1d6); Full Atk: +6/+1 shortsword (1d6, crit 19-20), +9/+4 composite shortbow (1d6); SA: Spells., spell-like abilities darkness (as 9th level sorcerer) ; SQ: Darkvision 60 ft.; AL CE; SV Fort +3, Ref +9, Will +7; Str 11, Dex 16, Con 10, Int 14, Wis 13, Cha 16 (20 with *eagle's splendor* cast).

Skills: Appraise +9, Bluff +14, Concentration +6, Decipher Script +7, Diplomacy +18, Disguise +13, Hide +5, Perform (Dance) +12, Perform (Oratory) +18, Perform (Sing) +5, Profession (Courtier) +6, Sense Motive +12, Speak Language +2, Spellcraft +6, Spot +2, Tumble +7, Use Magic Device +12.
Feats: Eschew Materials, Leadership, Negotiator, Skill Focus: Perform (Oratory).

Spells Known (Brd 3/4/1/2): DC 15+ spell Level

0 Level -- daze, detect magic, ghost sound, mage hand, mending, resistance

1st Level -- charm person, cure light wounds, undetectable alignment, unseen servant

2nd Level -- blindness/deafness, eagle's splendor, invisibility, mirror image

3rd Level -- confusion, displacement, geas (lesser).

Equipment: composite shortbow, shortsword, mithral shirt, MW disguise kit.

Precast spells: *Mirror image* and *eagle's splendor* on herself, *displacement* on Kaintur.

☛ **Faldun, Male Tiefling Wiz9:** Medium Outsider (Native); HD 9d4+9 ; hp 47; Init +6; Spd 30; AC 18 (+4 Dex, +4 mage armor), flatfooted 14, touch 14; BAB/Grp: +4/+4; Atk: or Full Atk: +4 club (1d6); SA: Spells, spell-like abilities: darkness (as 9th level sorcerer); SQ: Darkvision 60 ft.; AL CE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 14 (now 18 with *cat's grace*), Con 12, Int 18, Wis 15, Cha 11.

Skills: Bluff +2, Concentration +13, Craft (Alchemy) +9, Craft (Bookbinding) +14, Hide +6, Knowledge (Arcana) +12, Knowledge (Geography) +9, Knowledge (History) +9, Knowledge (Local) +6, Profession (Gambler) +5, Spellcraft +16. *Feats:* Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Enchantment, Spell Mastery (Crushing Despair, Invisibility Sphere, Suggestion, Teleport).

Spells Prepared (Wiz 4/5/5/4/3/1): DC 14 + Spell Level (15+ Spell Level for spells marked with an)

0 Level – Daze* x2, Open/Close, Resistance

1st Level - Charm Person*, Hypnotism*, ~~Mage Armor~~, Magic Missile, Magic Missile, Sleep*

2nd Level - Alter Self, ~~Cat's Grace~~, Locate Object, ~~Mirror Image~~, Hideous Laughter*

3rd Level – Dispel Magic, Fireball, Suggestion*

4th Level – Confusion*, Lesser Geas*

5th Level – ~~Teleport~~ (used to teleport them into battle).

Equipment: MW club, noble's outfit.

Confusion Spell Effects	
d%	Behavior
01–10	Attack caster with melee or ranged weapons (or close with caster if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from caster at top possible speed.
71–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

NOTE: Faldun cast some of his longer-duration spells the moment the PCs appeared in the arena. This is why he has more than 3 rounds worth of precast spells ready at the start of this combat.

☛ **Harvander, Male Animal (Familiar), Lizard:** Tiny Animal ; HD 9d8 ; hp 40; Init + 2; Spd 20, Climb 20; AC 14; BAB/Grp: +0/-12; Atk: + 2 base melee, + 8 base ranged; +2 (1d4-4, Bite); SQ: Low-light Vision (Ex); AL N; SV Fort + 6, Ref + 8, Will + 6; Str 3, Dex 15, Con 10, Int 2, Wis 11, Cha 2.

Skills: Balance +10, Bluff +2, Climb +12, Concentration +13, Hide +10, Listen +3, Spot +3.

Feats: Weapon Finesse.

Resolution: This fight lasts as long as the players are willing to accept and believe that it is happening. It is possible that they will all go down fighting and die a “stage death.” If this happens they fail the latest secret Will save automatically and receive Private Note #1, #2, #3, #4, #5, #6, or #7 depending on how many times they failed this saving throw.

➤ Win or lose, go to **Scene Six**.

Scene Six – Deus Ex Machina

NOTE: This scene will be a bit more freeform than most. Notes are included to cover most basic questions and situations, but you should ad-lib as much as possible rather than reading from the

module text...after all, this guy IS a playwright and actor! Roleplay him as the worst kind of stuck-up, artistic snob. He treats the PCs in the most condescending manner, unless they play up to his ego. Even so, he is not going to be fooled by their antics (unless he fails a Sense Motive check) and will not put himself in a vulnerable position with the PCs around.

The stage the PCs are on is 120 feet long and 80 feet wide. Use this setup on battle mats, and leave space in front of the stage where PCs can escape later (filled with audience seats and a pit orchestra area).

Be very familiar with Armand's statistics and abilities in DM Aid 2 and keep them handy.

A male voice suddenly rings out of nowhere and everywhere at the same time. "No. This will simply NOT do!"

And with that, the scene dissolves around you. You find yourselves on a curtained stage in an indoor theater. Most remarkably, all the damage you have taken is miraculously healed! Even the scars and damage to your clothing and equipment is repaired!

Walking towards you from stage left is a middle-aged human male with a balding pate, brown wisps of hair floating around the sides of his head, and a pointed goatee and mustache. He wears a courtier's doublet and hose. His fingers are splattered with patches of blackness, and he carries a notepad and quill. His face is red with anger as he storms down the stage towards you!

Allow PCs to react to this sudden change of scene.

Following are some likely questions the PCs will have. If anyone tries to attack Armand before they get some hard information, he will use his spells and powers to incapacitate the offender(s) so he can continue explaining his brilliant writing to the party. He is not above using PCs under his complete control to interfere with unruly NPCs.

- **Who are you?** (Note: He will go on with this soliloquy, even ignoring the PCs if need be; this is his background story and he is entitled to a little ranting!)

"I am Armand Maître-Duperie, playwright extraordinaire!"

Armand begins to stride across the stage as if he was born to it. "There was a time when my name would open the doors of kings, the boudoirs of queens...everyone knew my plays and many could quote them by heart! My tales touched something deep inside them..."

"But for all my success, there was one thing I could never do to my satisfaction...a TRUE Willful Suspension of Disbelief...the goal of every author! To convince the audience that what they are experiencing is real, to their mind's eye...as real as their own lives, or more so. Ahh..."

(dramatically read the following poem)

To wake the soul, by tender strokes of art;

To raise the genius, and to mend the heart;

To make mankind, in conscious virtue bold

Live o'er each scene, and be what they behold—

For this the tragic Muse first trod the stage.

(pause for dramatic effect)

"They said it couldn't be done...but I wouldn't listen! I wouldn't give up! I traveled the world...and when that failed to produce results, I traveled OTHER worlds...so many, I can barely recall where I started out!"

"But it was worth it! After years, I FOUND THE SECRET! Now, the secrets of reality are mine to explore...to wield...to use as I see fit!"

Armand breaks into maniacal, hysterical laughter that lasts for several moments before he stops.

➤ **Where are we?**

“Well, I should think it obvious...you are on stage! My stage, to be precise, in a dry run of my latest masterpiece: ‘Revenge of the Triad: A Study of Heroism.’ Ah, I can see the reviews now...”

➤ **You mean we’re actors in your play?**

“Well, that is one way of putting it. You see, I don’t bother recruiting actors anymore. Too hard to get them to fit my image of the play, no matter how talented they are. No no...instead, I CREATE my own characters to my specifications, and grant them a form of temporary life for the duration of my productions!”

➤ **So you’re telling us that we’re nothing more than characters that you’ve created? We’re not real?**

“My, you catch on slowly, don’t you? But then, I wrote you that way.”

➤ **I don’t believe you! I’m a real person, not some cutout character in a bad play!**

“Oh really? Then what do you have to say about...” (Consult that character’s card from the beginning of the module and relate to them one of the secrets that no one else should be able to know. Continue until you are out of material, and tell the player that Armand will continue to tell intimate details about that character’s life until it is plainly clear that he knows EVERYTHING about that character. Don’t take more than a couple of minutes doing this.)

➤ **And all of the adventures we’ve had in Amthydor and across Raia?**

“Guilty as charged,” he says as he takes a bow. “All mine. Did you ever wonder why there were always key elements in these tales that repeated themselves? Or how friends and allies of yours, who were not present when you went on adventures, somehow had the same adventures, or acquired the same items of treasure as you, when you know they weren’t with you at the time? Re-runs, friends. These shows run several times, and I often change the characters each

time to see if the plot comes out the same or different. Of course, no one who realizes this remembers it for long...that would ruin the illusion of continuity!”

➤ **So now what?** (or when the PCs run out of meaningful things to say)

“Now? We continue the play! Well, perhaps not THAT particular play...needs more work...maybe a bit less combat, and “

Pick a Mini-Play from the options below, or prepare up one of your own, using the guidelines in the **Possible Mini-Plays** sidebar. Have the PCs roll Will saves (DC 21) to avoid assuming the persona of each scene’s characters.

From here on in, the module is free-form. Allow a few skill checks for the mini-plays, but try to minimize die rolls and focus on narrating the scene and the PCs’ reactions. If the players seem to be getting bored, cut the scene short and return to Armand. After each scene have them roll Will saves (DC 23) against the **Life Imitates Art** power to avoid losing more stat points.

Make it obvious to the players/PCs that Armand intends to continue manipulating the PCs through one scene after another until he has them all under his control, or helpless to resist him. IF NECESSARY, have Armand grant them a break where all of his control and mindbending is temporarily gone. Give them a fair chance to try to reason their way out of this mess, even if most of them are under his mental control.

Possible Mini-Plays

Armand can narrate to conjure up any plot or scene he wishes. Some samples are presented here; the GM may create others as desired. The key is to minimize die rolls and maximize narration and dramatic tension. These quick scenes should take no more than 10 minutes each.

Gnome Alone: The PCs are burglars doing a house job. Unfortunately they decided to break into the home of a gnomish family, which is filled

with all sorts of harmless (yet embarrassing) traps. Allow PCs who “become” the thieves mentally to make untrained skill checks for thief-type skills for the duration of this scene.

Love Story: The PCs are suitors for the affection of Prince Charming or Princess Beautea, depending on the gender of the majority of the PCs at the table. PCs of the same gender as the love object are trying to help the PCs win his/her love with advice and plans. This should end up a comedy of errors.

Relative Conflict: The PCs are all relatives (even those of different races) to Old Gerald McFinn, the crotchety old millionaire who just passed away. The reading of his will stipulates that the relatives must profess their love for him in order to determine who gets his fortune. Of course, the one who refuses to play up their affection for Old McFinn (even if they say they hated him) gets the prize!

Defeating a Demigod(?)

The PCs are in a bit of a pickle. By this time some of them should have failed a few Will saves and are running out of willpower to resist Armand’s sick tortures and his power to manipulate their reality. What can they do?

There are a few approaches they can take, but they all require the players to take the initiative. If they do so, be fair and give the players some “quiet” moments or lulls, either during or in between scenes, while they try to come up with a plan. Even PCs whose Wisdom or Charisma are 0 can assist (Armand is so certain of his omnipotence that he won’t bother controlling the PCs directly while they are on his stage between acts).

➤ **Plan 1: Everybody Get Him!**

If they just attack him without a plan, Armand will humor the party with battle if that is what they want...but odds are he will mop the floor with them given his spells and powers! Assuming he wins, he will release the PCs from his immobilizing/incapacitating spells, “heal” their

wounds, and send them into his next production. If they actually WIN (highly unlikely in a direct assault with no real planning), he will get a shocked look on his face and vanish in a cloud of smoke, leaving the PCs as they were at the start of the adventure!

➤ **Plan 2: Thinking Outside the Box**

The PCs may realize that, regardless of what happens during Armand’s scenes, they are still on a real stage! They can attempt to disbelieve his illusions (Will save DC 23) while in a scene to access their equipment or get off the stage. They can even try to chop or bash a hole in the stage floor (hardness 5, HP 20) to drop down beneath it and come out around the side!

Setting the stage on fire will push Armand’s temper over the edge, and he will “walk off the set” by vanishing in a cloud of smoke!

Once the PCs leave the stage, Armand’s supernatural powers and mind manipulations no longer affect them, and Armand is forced to resort to his regular assortment of bardic spells. More importantly, his bardic abilities no longer affect those PCs! In fact, the PCs can run away if they wish, and he cannot follow them (he cannot leave the stage)!

If the PCs are mostly off-stage and ready to confront him without being subject to his dirty tricks, he will get a shocked look on his face and vanish in a cloud of smoke, leaving the PCs as they were at the start of the adventure!

➤ **Plan 3: Everyone’s a Critic!**

This plan might be even harder to pull off than a direct assault on stage, but would be satisfying if it works! The PCs might try to ‘critique’ Armand’s work to get him to stop the assaults. Have the PC(s) making the attempt roll one of the following skill checks: Craft (writing or playwriting), Perform (actor, comedy), or Bluff, opposed by Armand’s +11 Will save. If the player gives an impressively roleplayed critique, allow them a +1 to +3 bonus, depending on the quality of their effort (+1 for minimal, +2 for average, +3 for outstanding, in the GM’s opinion).

Three successful wins by the PCs (they do not have to be consecutive, nor do they have to be

from the same PC) will cause Armand to walk off the set in disgust, spouting counter-complaints about the lack of appreciation of modern theater patrons and the willful disrespect of actors for their director! When he reaches the edge of the stage, he vanishes in a cloud of smoke, leaving the PCs as they were at the start of the adventure!

Diplomacy won't work here, nor will any efforts to argue that the PCs want their lives back (as far as Armand is concerned, they HAVE no existence beyond what he gives them, so he honestly doesn't care about that. Give a Sense Motive check (DC 5) to reveal this to the players if necessary, as this tactic just will not work on Armand. Annoying the hell out of him, however, will!

Resolution: It's all or nothing. If the players don't find a way to defeat, outwit, or drive off Armand, they will eventually be worn down and become wooden extras in his productions for a time (20 TU to be precise). However, this is not the end for our intrepid heroes! It will, however, be rather interesting for them for a while...

- If the PCs win, go to **Conclusion A**.
- If they lose, go to **Conclusion B**.

Conclusion A: Denouement

With the disappearance of the strange playwright, you find yourselves alone on the stage in an empty theater. Outside, the streets of Amthydor's Service District await you, just as they were before your strange abduction!

A little footwork and questioning reveals that no one but you seem to recall the events of this day...not Captain Vestra, not Olek, nor anyone else! Apparently the whole thing was just a manifestation of the sick imagination of Armand Maître-Duperie.

Or was it? You recall what he said, about running his plays over and over again, with different adventurers in the title role...you ask around, and discover that most of the heroes of Amthydor just shake their heads at you, and quickly forget what you were talking about. A

very few, however, seem to share your memory of these events...and of facing Armand on-stage...but no one else seems to believe them, or remember anything about it after talking about it!

And then, there's that magic item you found among your belongings that you never had before. You wonder when next you will meet this strange bard...and what will be his encore?

THUS ENDS
"TO WAKE THE SOUL"

Conclusion B: Bit Part

Unfortunately, you were unable to withstand the assaults upon your minds (and your literary taste) by the mad bard. One by one, you gave up your wills to his macabre skits and mad scribblings.

Fortunately, another group of heroes succeeded at driving him off somehow, and you were freed from your fate as bit players in his awful fiction. However, you do not quite feel yourselves yet, and will probably be some time recovering from the damage his madness inflicted upon your psyches.

A little footwork and questioning reveals that no one but you seem to recall the events of that terrible day...not Captain Vestra, not Olek, nor anyone else! Apparently the whole thing was just a manifestation of the sick imagination of Armand Maître-Duperie.

Or was it? You recall what he said, about running his plays over and over again, with different adventurers in the title role...you ask around, and discover that most of the heroes of Amthydor just shake their heads at you, and quickly forget what you were talking about. A very few, however, seem to share your memory of these events...and of facing Armand on-stage...but no one else seems to believe them, or remember anything about it after talking about it!

And then, there's that magic item you found among your belongings that you never had before. You wonder when next you will meet this strange bard...and what will be his encore?

THUSENDS “TO WAKE THE SOUL”

TIME UNIT COST

Conclusion A	5 TU
Conclusion B	20 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Scene 1

Defeating the aquatic threat without help 125 XP

OR

Defeating the aquatic threat with Olek’s help 50 XP

Scene 2

Defeating the graveyard menace 125 XP

Scene 3

Defeating the threats 125 XP

OR

Running away without defeating one or both threats 100 XP

NOTE: PCs can only collect XP from two out of the first three scenes, since they never get to the third one.

Scene 4

Defeating the arena beast 150 XP

Scene 5

Defeating the “Broken Triad” 200 XP

OR

Going down fighting! 200 XP

OR

Disbelieving the scene before the whole party goes down 200 XP

Scene 6

Defeating, escaping, or driving off Armand Maître-Duperie 400 XP

OR

Failing to defeat, escape, or drive off Armand Maître-Duperie 150 XP

Optional Roleplaying Award Up to 100 XP

Total Possible Experience: 1,100 XP

TREASURE SUMMARY

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

Conclusion A only

➤ **Deus Ex Machina** (1 per PC): You have special understanding of the world of Raia that others lack. While limited, it gives you some power to affect your fate, usually for the better. You can invoke this knowledge a total of three times in future LSJ adventures to reroll any d20 roll you wish. You must state your intention to reroll before the effects of the first roll go into effect. You must accept the results of the second roll even if they are worse than the first roll. Each time this power is used, check off one box below. When all three are checked off, this cert is null and void.

(Value: Priceless; Tradable: No; Size: N/A; Rarity: Uncommon; Legality: Legal)

Conclusion A or B

➤ **I Know a Secret!** (1 per PC): The above-named PC knows one of the great secrets of Raia. Unfortunately, almost nobody believes it, or remembers the details afterwards if told the secret!

In-Character: Any PC or NPC who does not also have this cert dismisses your tale as preposterous nonsense, and a moment later forgets the secret, or that you even revealed it! There is no

saving throw or spell resistance that can prevent this effect.

Out-of-Character: You can only discuss the details of the module “To Wake the Soul” with other players who possess this certificate. You are on your honor not to tell anyone else, or the LSJ Gnomes will come after you!!!

(Value: Priceless; Tradable: No; Size: N/A; Rarity: Uncommon; Legality: Legal)

➤ **How Did That Get In Here?:** You’re not sure where or how you picked it up, but you have a new magic item! Check off one of the following boxes in ink to indicate what item you found in your gear. (This cert is void if more than one box is checked off)

Amulet of natural armor +2 (Value: 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Blessed book: This well-made tome is of small size, 12 inches tall, 8 inches wide, and 1 inch thick. This book is durable, waterproof, bound with iron overlaid with silver, and locked. A wizard can fill the 1,000 pages of the *blessed book* with spells without paying the 100 gp per page material cost. This book has no spells in it when found. (Value: 12,500 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Bracers of armor +3 (Value: 10,080 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Cape of the mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination. (Value: 10,080 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Cloak of resistance +3 (Value: 9,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).

Gloves of storing: This appears to be a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to

be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or *dispelled*, the stored item appears instantly. (Value: 10,000 gp, Size: N/A, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Goggles of night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60-foot darkvision. Both lenses must be worn for the magic to be effective. (Value: 12,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Guitar of Sound Effects: This masterwork guitar grants a +2 circumstance bonus on perform checks for Perform (string) skill checks. In addition, it acts as a wand (for bards only) that can, as a full-round action (including the playing of the instrument and vocal accompaniment) cast a *sculpt sound* spell, Caster Level 7th. Check off one box each time the guitar is used to cast this spell to track the charges. When the last box is checked, it becomes a nonmagical masterwork guitar worth 100 gp. (Value: 100 gp + 315 gp/charge, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Monk’s belt: This simple rope belt, when wrapped around a character’s waist, confers great ability in unarmed combat. The wearer’s AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk’s AC bonus. (Value: 13,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Strand of prayer beads (blessing and healing beads): This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the

powers of the prayer beads and how to activate them. The wearer can cast bless once per day, and one of the following spells once per day: *cure serious wounds*, *remove blindness/deafness*, or *remove disease*. Caster level: 13th. (Value: 9,600 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

NOTE: The following certificate goes out only to PCs who either (a) were reduced to Wisdom or Charisma 0 during the course of this module, or (b) reached **Conclusion B**, or both.

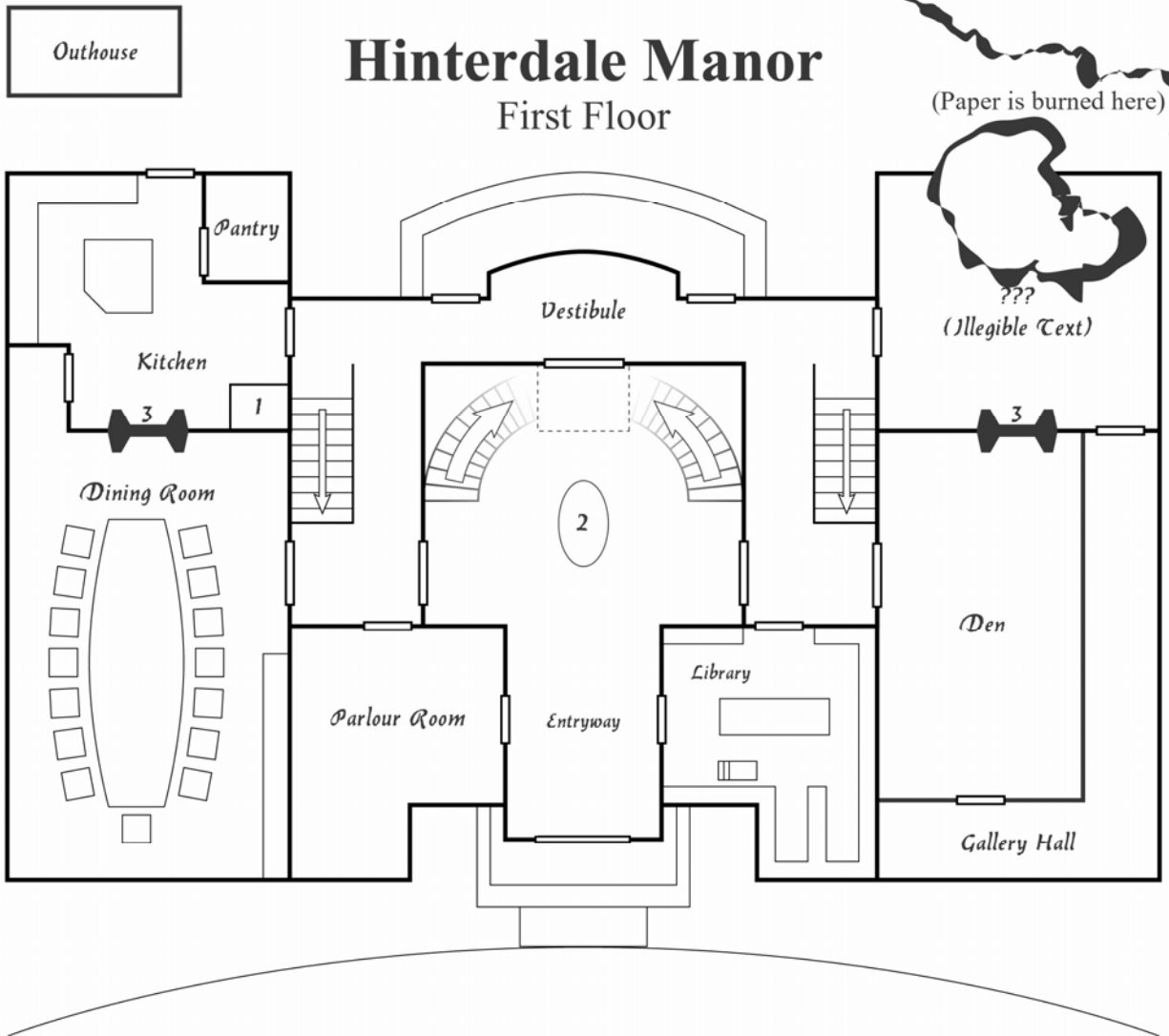
I'm Not Usually Like This!: The above-named character suffered some kind of mental trauma that left her with a temporary personality disorder. She has limited emotional range and expression, acting like a bad stereotype of her normal self. For example, outgoing, social characters might exaggerate their every gesture and statement to an absurd degree. This cert must be presented to every GM at the start of every tournament while it is still valid.

The player has total control over the PC's actions.

Check off one box below at the end of each future LSJ event played. When all the boxes are gone, the PC returns to her normal personality.

(Value: None, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

GM Aid 1: Map of Hinterdale Manor



- 1 - Dumbwaiter
- 2 - Horse Statue
- 3 - Fireplace

GM Aid 2: Stats for Armand Maître-Duperie

Armand Maître-Duperie: Medium Humanoid (Human, Augmented); Brd 18; HD 18d4; hp 76; Init +2 (Dex); Spd 30 ft; AC 13 (+3 Dex), touch 13, flat-footed 10; BAB/Grapple +13/+12; Atk or Full Atk: +13/+8/+3 Melee (GMW Rapier, 1d6, 18-20/x2); SA Bardic music, spells; SQ All the World's a Stage, Chosen of Illudra; AL N; SV Fort +6, Ref +14, Will +11; Str 8, Dex 16, Con 10, Int 16, Wis 10, Cha 20.

Skills: Appraise +3, Balance +10, Bluff +25, Climb -1, Concentration +20, Craft (playwright) +23, Diplomacy +20, Disguise +25, Escape Artist +3, Forgery +3, Gather Information +12, Heal +0, Hide +3, Intimidate +5, Jump -1, Listen +0, Move Silently +3, Perform (act) +26, Perform (oratory) +26, Ride +3, Search +3, Sense Motive +0, Sleight of Hand +23, Spot +0, Survival +0, Tumble +20, Use Rope +3.

Feats: Disguise Spell, Eschew Materials, Spell Focus (enchantment), Spell Focus (illusion), Greater Spell Focus (enchantment), Greater Spell Focus (illusion), Extend Spell, Widen Spell

Spell Slots (4/6/5/5/5/4/3): DC 15 + spell level, or 17 + spell level for spells with an *

0-level (DC 15/17*) – Daze*, Detect Magic, Ghost Sound*, Open/Close, Prestidigitation, Read Magic

1st level (DC 16/18*) – Comprehend Languages, Disguise Self*, Grease, Silent Image*, Ventriloquism*

2nd level (DC 17/19*) – Alter Self, Calm Emotions*, Detect Thoughts, Minor Image*, Suggestion*

3rd level (DC 18/20*) – Crushing Despair*, Dispel Magic, Fear*, Major Image*, Sculpt Sound

4th level (DC 19/21*) – Dominate Person, Greater Invisibility*, Hallucinatory Terrain*, Modify Memory*

5th level (DC 20/22*) – Mind Fog*, Mirage Arcana*, Persistent Image*, Song of Discord*

6th level (DC 21/23*) – Irresistible Dance*, Project Image*, Veil*

Favored of Illudra (Su): Armand's devotion to the creation of illusions that imitate life has attracted the notice of Illudra, the Goddess of Illusion. Armand is immune to the effects of all illusion spells; although he can still perceive their effects, he is not subject to those effects. In addition, Illudra has granted him a number of powers with which to continue his work.

All the World's a Stage (Su): Armand's illusions are so powerful that his illusionary scenes can compel others to believe them to be real. When creatures go through his magically created scenes, they become a part of the story, believing themselves to actually be in the scene or, if affected by a spell that alters their appearance (such as *veil*), to be the character they resemble. A brief but compelling false history and set of false memories accompany this effect, a more powerful version of the *modify memory* spell. If multiple characters are affected by this power, then they share a common "history" in the new setting that is consistent. This is a mind-affecting, language dependent compulsion.

Life Imitates Art (Su): As creatures are drawn into Armand's world of illusion and intrigue, they begin to lose their sense of self, gradually becoming caricatures of their normal selves (unless commanded otherwise by Armand's script). This is a form of magically-accelerated "gaslighting" to induce madness. Each time a victim fails a Will save (DC 23) against Armand's **All the World's a Stage** power (no more than once per scene he creates) he takes 2 points each of Wisdom and Charisma damage. If a character dies a "stage death" (reaching -10 hp while in one of his illusions), then he automatically fails the Will save and takes 2 points of Wisdom and Charisma. The character also "miraculously" auto-stabilizes at -9 hit points, though the players will probably wonder why that happened. When Wisdom reaches 0, the victim loses all self will and is a puppet directed entirely by Armand's will. When Charisma reaches 0, the character acts like a

wooden caricature of their usual self, with no inflection or emotion except that which is “acted” by the victim.

Themes (Su): Armand has the power to add themes to his “plays.” He can create themes as a standard action and dismiss them as a free action. Only one theme may be active at a time. When a theme ends, the ill effects suffered by the victims end as well. Each theme affects the victims as follows:

- *Pantomime*: The entire area is affected with magical *silence*. Communication is only possible with gestures and motions.
- *Farce*: All victims chosen by Armand take a -4 competence penalty on Strength- and Dexterity-based skill checks and Reflex saves.
- *Comedy*: All victims take a -4 competence penalty on skill checks, ability checks, and Will saves. Any time a victim fails a d20 die roll, the result is not only a failure, but a humorous (and humiliating) failure. The GM is encouraged to be creative describing the effects of failed die rolls, relying heavily on slapstick comedy effects.
- *Tragedy*: Affected creatures become potential victims of tragic circumstance. For the duration of the theme, any time one of the victims fails by 5 or more on a d20 roll, he suffers a form of “stage death.” The unlucky being is paralyzed for the duration of the theme and is unable to take any physical action, though purely mental actions (such as casting a spell or manifesting a power with no components) may still be performed. The GM is encouraged to find a creative way to take the affected character out of the scene (tripping and hitting the head to fall unconscious, falling down a pit trap/chute, failing a saving throw against a spell, etc.).

Deus Ex Machina (Su): Armand has mastered one of the oldest plot devices in drama: the last-minute rescue. Once per week, when Armand is reduced to less than 25% of his maximum hit

points, or is incapacitated or trapped, he may trigger this ability as an immediate action, even if it is not his turn or he would be otherwise unable to do so. He may choose any one of the following effects.

- Be restored to full hit points, with all harmful effects *dispelled*.
- *Teleport without error* to any location of his choosing.
- Gain the benefits of *stoneskin* and *transformation*. These effects all behave as if bestowed by a *wish* from a 20th level caster.

Supreme Bardic Knowledge (Su): Armand has the power to look into the minds and memories of anyone who is a current actor in his dramas. He can do this as a free action at any time. Armand uses these secrets to try to convince his victims that he is their creator (after all, who else could have such intimate knowledge about them?), and the victim his creation.

Bardic Knowledge: Armand may make a special bardic knowledge check with a +21 bonus to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. (If Armand has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. Armand may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

DC Type of Knowledge

10	Common, known by at least a substantial minority drinking; common legends of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Bardic Music: 18 times a day, Armand can use his oration or acting to produce magical effects on those around him (usually including himself, if desired). While these abilities fall under the category of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Armand usually uses his powers by orating or acting the narration of his plays. All bardic music effects allow a Will save against Armand's Perform check.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means Armand must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, Armand cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): Armand can use his oration or acting to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 feet of Armand (including Armand himself) that is affected by a sonic or language-dependent magical attack may use Armand's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use Armand's Perform check result for the save. Countersong has no effect against effects that don't allow saves. Armand may keep up the countersong for 10 rounds.

Fascinate (Sp): Armand can use his oration or acting to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear Armand, and able to pay attention to him. Armand must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. Armand can target 7 creatures with a single use of this ability.

To use the ability, Armand makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, Armand cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as Armand continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires Armand to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. *Fascinate* is an enchantment (compulsion), mind-affecting ability.

Inspire Cowardice (Su): Armand can use oration or acting to inspire cowardice in his allies, weakening them against fear and decreasing their combat abilities. To be affected, an opponent must be able to hear Armand orate. The effect lasts for as long as the opponent hears Armand orate and for 5 rounds thereafter. An affected opponent receives a -1 morale penalty on saving throws against charm and fear effects and a -3 morale penalty on attack and weapon damage rolls. Inspire courage is a mind-affecting ability.

Inspire Incompetence (Su): Armand can use his oration or acting to hinder an enemy's success at a task. The victim must be within 30 feet and able to see and hear Armand. Armand must also be able to see the victim.

The victim gets a -2 competence penalty on skill checks with a particular skill as long as he or she continues to hear Armand's oration. Certain uses of this ability are infeasible. The effect lasts as long as Armand concentrates, up to a maximum of 2 minutes. Armand can't inspire incompetence in himself. Inspire incompetence is a mind-affecting ability.

Suggestion (Sp): Armand can make a *suggestion* (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break Armand's concentration on the *fascinate* effect, nor does it allow a second saving throw against the *fascinate* effect.

Making a *suggestion* doesn't count against Armand's daily limit on bardic music performances. A Will saving throw (DC 24) negates the effect. This ability affects only a single creature (but see *mass suggestion*, below). *Suggestion* is an enchantment (compulsion), mind-affecting, language dependent ability.

Inspire Mediocrity (Su): Armand can use oration or acting to inspire mediocrity in a single opponent within 30 feet, granting him or her reduced fighting capability. He can use this ability 4 times a day. To inspire mediocrity, Armand must orate and a target must hear him orate. The effect lasts for as long as the target

hears Armand orate and for 5 rounds thereafter. A creature inspired with mediocrity gains 2 temporary negative levels, a -2 competence penalty on attack rolls, and a -1 competence penalty on Fortitude saves. The negative levels count as regular Hit Dice for determining the effect of spells that are Hit Dice dependant. Inspire mediocrity is a mind-affecting ability (Will save vs. Armand's Perform check).

Inspire Inferiority (Su): Armand can use oration or acting to inspire tremendous inferiority in up to two creatures within 30 feet. To inspire inferiority, Armand must orate and the opponent or opponents must hear Armand orate for a full round. A creature so inspired gains a -4 morale penalty on saving throws and a -4 dodge penalty to AC. The effect lasts for as long as the target hears Armand orate and for up to 5 rounds thereafter. Inspire inferiority is a mind-affecting ability.

Mass Suggestion (Sp): This ability functions like *suggestion*, above, except that Armand can make the *suggestion* simultaneously to any number of creatures that he has already fascinated (see above). *Mass suggestion* is an enchantment (compulsion), mind-affecting, language-dependent ability.

GM Aid 3: Tracking Sheets for PCs

Have each player fill in this sheet for their character. If a player has a cohort at the table, have them fill in one for the main PC and one for the cohort. Use these sheets to track the number of failed saving throws against Armand's powers and ability score damage.

Please fill in the following information and return to your GM before playing.			
Player Name: _____	Race: _____		
Character Name: _____	Alignment: _____		
Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___			
Class(es): _____	Level(s): _____		
Fortitude save modifier: _____	Reflex save modifier: _____ Will save modifier: _____		
If you played any of the following LSJ modules with this character, check the box:			
<input type="checkbox"/> Help Wanted!	<input type="checkbox"/> Lament	<input type="checkbox"/> Night Ransom	<input type="checkbox"/> The Ties That Bind
<input type="checkbox"/> Merchants	<input type="checkbox"/> Temples	<input type="checkbox"/> Nobles	<input type="checkbox"/> Grimm Evidence
Record ten d20 rolls here: _____			
On the back, write a few secrets or tidbits about your PC that only you would know.			
Please fill in the following information and return to your GM before playing.			
Player Name: _____	Race: _____		
Character Name: _____	Alignment: _____		
Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___			
Class(es): _____	Level(s): _____		
Fortitude save modifier: _____	Reflex save modifier: _____ Will save modifier: _____		
If you played any of the following LSJ modules with this character, check the box:			
<input type="checkbox"/> Help Wanted!	<input type="checkbox"/> Lament	<input type="checkbox"/> Night Ransom	<input type="checkbox"/> The Ties That Bind
<input type="checkbox"/> Merchants	<input type="checkbox"/> Temples	<input type="checkbox"/> Nobles	<input type="checkbox"/> Grimm Evidence
Record ten d20 rolls here: _____			
On the back, write a few secrets or tidbits about your PC that only you would know.			

Please fill in the following information and return to your GM before playing.

Player Name: _____ Race: _____

Character Name: _____ Alignment: _____

Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Class(es): _____ Level(s): _____

Fortitude save modifier: _____ Reflex save modifier: _____ Will save modifier: _____

If you played any of the following LSJ modules with this character, check the box:

Help Wanted! Lament Night Ransom The Ties That Bind

Merchants Temples Nobles Grimm Evidence

Record ten d20 rolls here: _____

On the back, write a few secrets or tidbits about your PC that only you would know.

Please fill in the following information and return to your GM before playing.

Player Name: _____ Race: _____

Character Name: _____ Alignment: _____

Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Class(es): _____ Level(s): _____

Fortitude save modifier: _____ Reflex save modifier: _____ Will save modifier: _____

If you played any of the following LSJ modules with this character, check the box:

Help Wanted! Lament Night Ransom The Ties That Bind

Merchants Temples Nobles Grimm Evidence

Record ten d20 rolls here: _____

On the back, write a few secrets or tidbits about your PC that only you would know.

Please fill in the following information and return to your GM before playing.

Player Name: _____ Race: _____

Character Name: _____ Alignment: _____

Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Class(es): _____ Level(s): _____

Fortitude save modifier: _____ Reflex save modifier: _____ Will save modifier: _____

If you played any of the following LSJ modules with this character, check the box:

- | | | | |
|---------------------------------------|----------------------------------|---------------------------------------|---|
| <input type="checkbox"/> Help Wanted! | <input type="checkbox"/> Lament | <input type="checkbox"/> Night Ransom | <input type="checkbox"/> The Ties That Bind |
| <input type="checkbox"/> Merchants | <input type="checkbox"/> Temples | <input type="checkbox"/> Nobles | <input type="checkbox"/> Grimm Evidence |

On the back, write a few secrets or tidbits about your PC that only you would know.

Please fill in the following information and return to your GM before playing.

Player Name: _____ Race: _____

Character Name: _____ Alignment: _____

Str: ___ Dex: ___ Con: ___ Int: ___ Wis: ___ Cha: ___

Class(es): _____ Level(s): _____

Fortitude save modifier: _____ Reflex save modifier: _____ Will save modifier: _____

If you played any of the following LSJ modules with this character, check the box:

- | | | | |
|---------------------------------------|----------------------------------|---------------------------------------|---|
| <input type="checkbox"/> Help Wanted! | <input type="checkbox"/> Lament | <input type="checkbox"/> Night Ransom | <input type="checkbox"/> The Ties That Bind |
| <input type="checkbox"/> Merchants | <input type="checkbox"/> Temples | <input type="checkbox"/> Nobles | <input type="checkbox"/> Grimm Evidence |

On the back, write a few secrets or tidbits about your PC that only you would know.

Player Handout 0: Private Message #0

GM Instructions: Give this card out to players each time their character makes the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene. This is to fool the other players into thinking something evil is going on when it isn't and to keep them from realizing who is afflicted right away. Extra copies are on the next page.

<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>

<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this note.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this note.</p>
<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #0</p> <p>It's another lovely day in the Shining Jewel!</p> <p>Roleplaying Notes: Nothing has changed. Continue as normal. Don't tell anyone what is on this or future notes.</p>

Player Handout 1: Private Message #1

GM Instructions: Give this card out to players the **first** time their character fails the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene.

<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p>Roleplaying Notes: This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p>Roleplaying Notes: This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p>Roleplaying Notes: This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p>Roleplaying Notes: This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>
<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p><u>Roleplaying Notes:</u> This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>	<p style="text-align: center;">Private Message #1</p> <p>You're not sure what it is, but you feel lightheaded, as if you have had too little sleep. It doesn't take too much to shake this off. You probably need a vacation from all of this adventuring you keep doing!</p> <p><u>Roleplaying Notes:</u> This has minor impact on your character. Continue as normal. Don't tell anyone what is on this or future notes.</p>

Player Handout 2: Private Message #2

GM Instructions: Give this card out to players the **second** time their character fails the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene.

Private Message #2	Private Message #2
<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>	<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>
Private Message #2	Private Message #2
<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>	<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>
Private Message #1	Private Message #1
<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>	<p>You don't know what it is, but you are having trouble getting your act together. Clearly you need more rest than you are getting. You keep losing your train of thought and have to fight to get it back. You hope this won't be a problem on the mission!</p> <p><u>Roleplaying Notes:</u> You really could use nap at this point, though that seems unlikely given the current situation. There are no combat effects for this message, it is only for roleplaying.</p>

Player Handout 3: Private Message #3

GM Instructions: Give this card out to players the **third** time their character fails the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene.

Private Message #3	Private Message #3
<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>	<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>
Private Message #3	Private Message #3
<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>	<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>
Private Message #3	Private Message #3
<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>	<p>You must be sick. You feel woozy and have great difficulty focusing on what is going on. You know your party needs you, but it's getting harder to keep up.</p> <p><u>Roleplaying Notes:</u> You begin to talk in short, clipped sentences and you occasionally snap at the other PCs. This won't lead to any kind of real conflict on your part, and you can apologize for your remarks afterwards if you wish.</p>

Player Handout 4: Private Message #4

GM Instructions: Give this card out to players the **fourth** time their character fails the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene.

<p style="text-align: center;">Private Message #4</p> <p>You feel like you are walking in a mental fog. Only sheer willpower is keeping you going. You know you're not doing well, but you cannot quit! People are counting on you.</p> <p><u>Roleplaying Notes:</u> Your temper has passed as all your energy is focused on continuing the mission. You speak in a fairly monotone voice that sounds strained. You suffer a -1 penalty on all skill checks until further notice.</p>	<p style="text-align: center;">Private Message #4</p> <p>You feel like you are walking in a mental fog. Only sheer willpower is keeping you going. You know you're not doing well, but you cannot quit! People are counting on you.</p> <p><u>Roleplaying Notes:</u> Your temper has passed as all your energy is focused on continuing the mission. You speak in a fairly monotone voice that sounds strained. You suffer a -1 penalty on all skill checks until further notice.</p>
<p style="text-align: center;">Private Message #4</p> <p>You feel like you are walking in a mental fog. Only sheer willpower is keeping you going. You know you're not doing well, but you cannot quit! People are counting on you.</p> <p><u>Roleplaying Notes:</u> Your temper has passed as all your energy is focused on continuing the mission. You speak in a fairly monotone voice that sounds strained. You suffer a -1 penalty on all skill checks until further notice.</p>	<p style="text-align: center;">Private Message #4</p> <p>You feel like you are walking in a mental fog. Only sheer willpower is keeping you going. You know you're not doing well, but you cannot quit! People are counting on you.</p> <p><u>Roleplaying Notes:</u> Your temper has passed as all your energy is focused on continuing the mission. You speak in a fairly monotone voice that sounds strained. You suffer a -1 penalty on all skill checks until further notice.</p>
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Player Handout 5: Private Message #5

GM Instructions: Give this card out to players the **fifth** time their character fails the DC 23 Will save against Armand's *Life Imitates Art* power at the end of a scene.

<p style="text-align: center;">Private Message #5</p> <p>You are on your last legs. You feel your will to go on slipping away rapidly, and the crisis is at hand. By all rights, you should be on the ground unconscious. It takes constant effort to stay on your feet, but you must prevail!</p> <p><u>Roleplaying Notes:</u> Only constant focus on action keeps you going now. You suffer a -2 penalty on all skill checks and -1 on all other d20 rolls until further notice.</p>	<p style="text-align: center;">Private Message #5</p> <p>You are on your last legs. You feel your will to go on slipping away rapidly, and the crisis is at hand. By all rights, you should be on the ground unconscious. It takes constant effort to stay on your feet, but you must prevail!</p> <p><u>Roleplaying Notes:</u> Only constant focus on action keeps you going now. You suffer a -2 penalty on all skill checks and -1 on all other d20 rolls until further notice.</p>
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Player Handout 6: Private Message #6

GM Instructions: Give this card out to players whose characters are reduced to a Wisdom score of 0 by Armand's *Life Imitates Art* power. Once this happens, give them Private Message #0 each scene and check only for Charisma damage.

<p style="text-align: center;">Private Message #6</p> <p>You have no idea how or why, but you sense that you are now a mere puppet in the hands of some unknown power. You have no will of your own.</p> <p><u>Roleplaying Notes:</u> For now you will follow the party's lead until your Master reveals himself. All effects of previous Private Messages are gone except #7. You won't tell the others about your new allegiance until Master tells you to do so. Act normally for now.</p>	<p style="text-align: center;">Private Message #6</p> <p>You have no idea how or why, but you sense that you are now a mere puppet in the hands of some unknown power. You have no will of your own.</p> <p><u>Roleplaying Notes:</u> For now you will follow the party's lead until your Master reveals himself. All effects of previous Private Messages are gone except #7. You won't tell the others about your new allegiance until Master tells you to do so. Act normally for now.</p>
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Player Handout 7: Private Message #7

GM Instructions: Give this card out to players whose characters are reduced to a Charisma score of 0 by Armand's *Life Imitates Art* power. Once this happens, give them Private Message #0 each scene and check only for Wisdom damage.

<p style="text-align: center;">Private Message #7</p> <p>You have no idea how or why, but you have become a complete caricature of yourself. Everything you say or do is exaggerated to a ridiculous degree.</p> <p><u>Roleplaying Notes:</u> You have complete control over your actions, but you act like an extreme stereotype of yourself. Your roleplaying is wooden and “one-note” in nature until further notice. All effects of previous Private Messages are gone except #6.</p>	<p style="text-align: center;">Private Message #7</p> <p>You have no idea how or why, but you have become a complete caricature of yourself. Everything you say or do is exaggerated to a ridiculous degree.</p> <p><u>Roleplaying Notes:</u> You have complete control over your actions, but you act like an extreme stereotype of yourself. Your roleplaying is wooden and “one-note” in nature until further notice. All effects of previous Private Messages are gone except #6.</p>
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Critical Event Summary: To Wake The Soul

Please circle or otherwise answer the following questions.

1. What ATL was the PC party (by calculation)? ATL 2 ATL 3 ATL 5 ATL 7 ATL 9
2. What ATL combats did they fight? ATL 2 ATL 3 ATL 5 ATL 7 ATL 9
3. How many PCs did you have at this table? _____

Of those, how many went to 0 Wisdom or Charisma? _____
4. How many NPCs did you have at this table? _____
 (Table Buddy or Cohorts)

Of those, how many went to 0 Wisdom or Charisma? _____
5. Did the heroes pre-empt the fight with the “Broken Triad” by disbelieving the scene?

Yes, right away Yes, after being whomped! No, they ALL went down fighting
6. What was the primary method the PCs used to deal with Armand (if any)?

Just attacked him Tried to get off stage Critiqued him out Other
7. Which Conclusion did the PCs reach at the end of the module? A B
8. Note any other important information on the back of this form (PC arrests, etc.).

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

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



Roster of Heroes: To Wake the Soul

Judge Name: _____

Convention: _____

Date: _____

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

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

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

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

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

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