



# *Ride-Along*

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*By Daniel Lewis*

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

With the Diamond Legion starved for personnel, the time-honored practice of hiring adventurers to bolster their ranks has made a comeback. Perks include: fair pay, honest work, the training and opportunity to join the Legion, and, if you're very lucky, the risk of a violent death on any given patrol.

It keeps the days interesting.

A 1-round adventure for heroes level 1 - 9.

This module is Part 1 of the "Agents of the State" series  
Part 2 is 'Falsely Accused'  
Characters may not play the modules out of order

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## LEGAL TEXT

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## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

## LIFESTYLE IN LSJ

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

## ADVENTURE BACKGROUND

The invasion from the lower planes, courtesy of the archdevil Baramamiuht, his legions of devils, and his flesh-crafted *blood beasts*, saw previously untold devastation and death across Raia. Amthydor was hit hardest, where Baramamiuht himself made an appearance (and was subsequently defeated by the heroes); thousands of civilians were killed, and the standing forces of the Diamond Legion were decimated.

With so few of the Diamond Legion remaining, maintaining peace and order within the Amthydor protectorate has been almost more than they can handle, and larger actions are simply out of the question for lack of resources and manpower. The reconstruction of the city will be a long and expensive process, leaving Amthydor's various official organizations with little in the way of available resources for side projects.

With so much chaos and turmoil in the world, diplomatic relations have taken on an increasing importance. King Torestyn does not want Amthydor to appear weak, but he also cannot afford to antagonize people while his nation is weakened. As such, diplomatic envoys from neighboring countries are well received, as maintaining peace and diplomacy is critical to avoiding Amthydor getting kicked while she's down.

A diplomatic envoy from D'Gar has recently arrived in the city, one Governor Cecil Dumont, and has demanded only the best in terms of personal security. Amthydor's relations with D'Gar have only ever been cool at best, and D'Gar is a militarily powerful nation, so Dumont's request has been granted by the Diamond Legion, in an effort to keep him, and D'Gar, happy.

But with so few of the Legion's forces remaining, they've had to turn to the adventuring community to make up the manpower for a proper security detail. Despite the Legion's strained coffers, the escort for Dumont is considered important enough to scrape together some significant coin for the PCs' payment.

The PCs have no way of knowing it, but Dumont's purpose is far more sinister than a diplomatic visit. He is, in fact, intentionally testing the patience of the Legionnaires and the PCs, trying to find just how much they'll put up with before they snap.

Such information could be a powerful tool of psychological warfare in the future.

## ADVENTURE SUMMARY

**Introduction:** The PCs are invited to the Diamond Legion for a job they are told will pay well.

**Encounter 1:** The PCs meet with their contact at the Legion and their new NPC allies, Sergeant Harriet Ackerman and Corporal Sarah Lashton. The importance of their task, and their pay, is made as clear as possible.

**Encounter 2:** The PCs get a candid briefing from Hack and Slash about what to expect from Dumont.

**Encounter 3:** The PCs meet with Dumont, who manages to insult their professionalism and waste their time, right out of the gate.

**Encounter 4:** The PCs have to guard Dumont's temporary house while he sleeps. A group of attackers try to ambush them, their sights apparently set on Dumont, but they can be questioned afterwards.

**Encounter 5:** Dumont wastes the PCs' time again with a stroll along the Shining Way. He will nearly get into a fight with a merchant, which the PCs have to stop without hurting Dumont (no matter how much they might want to, at this point).

**Encounter 6:** Dumont treats a messenger girl roughly and rudely, which is almost a cardinal sin in Amthydor.

**Encounter 7:** During another walk down the Shining Way, Dumont is accosted by a group of angry civilians, and suffers a trivial wound. Nonetheless, he is angry at his security detail for their "failure" and dismisses them, ending the mod.

**Conclusion A:** The PCs did the job like they were supposed to, and didn't hurt Dumont, no matter how much they might have wanted to.

**Conclusion B:** The PCs didn't hurt Dumont, but they didn't stop the mob at the end either. This is something of a middle ground between doing the job and completely ignoring it, and the results are worse for their NPC allies.

**Conclusion C:** The PCs lost their cool and attacked Dumont. They completely fail the job, the module ends, and the NPCs are punished harshly.

**Epilogue:** The PCs will hear rumors that their NPC allies are in some kind of trouble, but there are no details. It's also a set-up for the rest of the series.

## INTRODUCTION

The opening text was written to display the time immediately following the devil invasion that ravaged all the various nations of Raia, but Amthydor especially. If this is being played at a different time, feel free to alter the descriptive text a little (but not too much) to make it fit.

*It's been a dreary week so far...actually, scratch that, it's been a dreary month. Following the devastation brought down by the archdevil Baramamiuht and his armies, the weather seems to have taken on the same attitude as the people, which is to say sullen, morose, and tired.*

*When it rains, it pours, and when it doesn't, it looks like it will. The sun has made few appearances, and weak ones at that.*

*Work in the city hasn't been much better. With the Diamond Legion nearly destroyed fighting the devils, it's all that the few remaining can do to keep the peace. The laborers work night and day to try to repair the city's shattered skyline, but with so much lost, money is tight all around.*

*The noble houses have stepped up, putting their money where their mouth is to help get the city back on its feet, but the struggle is unmistakable.*

*And as for the adventurers...well...as effective as they are, there are few remaining who can afford them. As such, you've found yourself doing all manner of odd jobs to assist the reconstruction, but the work hasn't been nearly as glamorous, or profitable, as most adventurers are accustomed to.*

*Which is why the note you received this morning catches your attention so well. The script was the simple formality that you've come to expect from the Diamond Legion, stating:*

*"Please come to the Legion station outside the Embassy district today at 10 bells. We have a job that could use your expertise, and I personally guarantee fair pay for a job well done."*

*It is signed by Captain Malcolm Boulderfist.*

10 bells gives the PCs plenty of time to gather their stuff and make their way to the Legion station without a rush.

**Knowledge (Local) DC 15** can identify Captain Boulderfist as a dwarf legionnaire who distinguished himself in combat against the devils.

## ENCOUNTER 1

Captain Boulderfist doesn't mind if the PCs ask questions in the middle of his briefing, but he will get annoyed if they interrupt him repeatedly.

Just provide (or paraphrase) the answers and get back to the boxed text.

Alternatively, there is time at the end for questions.

*The Embassy District in Amthydor is home to all of the official delegations that have been received from foreign nations. Situated equally near the temples, the castle, and the Shining Way, it grants visiting emissaries a commanding view of Amthydor's grandeur and the city's greatest accomplishments of art, architecture, and culture.*

*Or at least that's how it used to be. The devils cared little for whose sovereign territory was whose, and tore into the district's manicured lawns and pristine buildings the same as anywhere else.*

*The reconstruction of this district seems to be proceeding apace, but only the buildings nearest the Shining Way have been rebuilt so far. The Diamond Legion station located near the district's border, on the Shining Way side of the wall, seems to be in perfect order, and you have no trouble gaining entry when you show your notes as proof of your summons.*

*After a surprisingly short wait you are led to the office of Captain Boulderfist, the commanding officer of the detachment. The office is in absolutely perfect order, as is the entire station, you notice, and both the captain and his Legionnaires carry themselves with an air of professionalism and decorum that is unmatched in the rest of the Legion.*

*The captain himself is a monster of a dwarf, his family apparently earning their name by punching mountains into more agreeable shapes. His face is like chiseled stone, and his grip is that of a man accustomed to smashing rocks in his fist, but he doesn't attempt to crush anyone's hand and his voice matches his smile: easy and polite. His common comes out with perfect enunciation, lacking the thick accent common to many regional dwarves,*

*"Ah, good, I'm glad you all could come on such short notice. Welcome to the Embassy District! Apologies for my obscure message, this assignment is rather delicate and I couldn't risk putting the details in a message tube. But first..."*

*He leans out of his office door and addresses a nearby human Legionnaire, who looks like he couldn't be a day older than 18,*

*"Private Ermont, find Hack and Slash and send them to my office, would you?"*

*The private offers a crisp 'Yes sir!' and an even crisper salute, and scurries off, while the captain returns his attention to you,*

"Two of my best Legionnaires, they've already been briefed, and they'll be taking the lead on this job. So...I'm not sure if you're aware, but the King has made it a point to redouble our diplomatic efforts with our neighbors lately.

"Amthydor, beautiful as she is, took quite a beating from the archdevil Baramamiuht and his armies, and we're not in a position to be antagonizing anyone at the moment. So the King wants us to play nice with folks, at least until the reconstruction is done.

"Which brings us to this job: you may or may not remember, but D'Gar once had an embassy here...it was destroyed a while back after a bit of nastiness with some trolls. Well, the D'Garrans are sending an envoy here to restart it: Governor Cecil Dumont, from Felshariz, the capital of D'Gar.

"He's insisted on protection during his visit, but I don't enough soldiers to form a full security detail. So I need you to fill in. The pay's (ATL x 15) gold pieces each, assuming you handle yourselves properly for the full 4 days. What do you say?"

presumably the PCs will accept at this point, but if they insist on getting the job details first, just go ahead with the rest of the boxed text

"Excellent! Now, King Torestyn has granted Dumont our full courtesy, and the protection of diplomatic immunity, for the duration of his stay. You might have heard of 'diplomatic immunity' before, or something like it, but I'll give you the short version:

"Basically it means that Dumont isn't liable for any non-felony crime he might commit while he's here in an official capacity. So as long as he's not bribing officials, attacking people with lethal force, trading slaves, etc. ...we kind of just have to look the other way.

"Speaking of slaves, you should probably understand that slavery is legal in D'Gar, and they make heavy use of it. But even diplomatic immunity doesn't grant Dumont the right to use slaves within the Kingdom of the Shining Coast, so the D'Garrans have graciously agreed to send only paid attendants with Dumont.

"Now, most diplomats are decent people, and it's rare for the 'diplomatic immunity' to get them out of anything more unlawful than public drunkenness, but...Dumont is not most diplomats. We've hosted him once before, and he can be...difficult...which is why I'm pairing you with Sergeant Ackerman and

Corporal Lashton, since they were on Dumont's detail the first time.

"Feel free to chat with them about Dumont before he arrives, I'm sure they can give you plenty of details. I'd just like to add one more thing:

"The King has made it abundantly clear that Dumont's safety, and comfort, are of the utmost importance. So you'll have to be on your best behavior...to ensure that Dumont's stay is just as pleasant as it is safe.

"He's effectively nobility as long as he's here in an official capacity, so just treat him like an honored guest, all the customs and courtesies and all that, and it'll be fine. Some people might find it a bit tiresome, but...that's official decorum for you."

*Captain Boulderfist gives you all a pointed look with that last statement, but before you can continue there is a knock on the door. Two women in perfectly tailored uniforms stand at attention in the doorway, their ranks and nametags making them easy to identify.*

*Both women are powerfully built, and their clipped nails, close-cropped hair, and trim physiques mark them as lifetime professional warriors. Sergeant Ackerman's blond hair has a slight wave to it, and a scar extends from above her right eye down into her cheek, though the eye itself seems to have survived. A patch of flesh on the left side of her neck is scaly and taut, as if it was burned and didn't heal properly.*

*Corporal Lashton's forehead sports a vicious scar from a three-taloned claw that extends up into the line of her auburn hair, which is an unruly mess despite being cut short. A second similar scar extends from her jaw, down her throat, and under the neckline of her uniform.*

*Others may have their prejudices, but both women bear their battle trophies in a way that enhances a sort of rugged beauty, rather than marring it. The captain returns their salutes and motions them inside,*

"At ease. Adventurers, Sergeant Ackerman and Corporal Lashton will be the ones in charge for this assignment, you're to follow their lead and back them up as best as you can."

*Sergeant Ackerman breaks into an easy smile and shakes hands with everyone. Her grip is like iron, and even through your gloves you can feel the calluses of a professional swordswoman.*

"Sergeant Harriet Ackerman, my friends call me 'Hack'," she says with a wink, "This is my partner, 'Slash'."

*Sergeant Ackerman claps Corporal Lashton solidly on the back, as the other woman haltingly shakes everyone's hands and stammers out a greeting,*

"L-L-Lashton. S-S-Sarah Lashton. D-Diamond Legion, C-Corporal..."

*Hack gives her partner a smile and looks at all of you,*

"Eh, cat's got her tongue most of the time. But you won't find a tougher fighter in the uniform. No offense, Captain."

*Captain Boulderfist offers a small chuckle,*

"None taken, Sergeant. So that's the long and short of it, adventurers. Dumont is in charge as long as you're on the job, Hack and Slash are the lead on security, and you all are along for the ride."

"Any questions?"

Hack and Slash are meant to have a sort of Valkyrie-type quality to them, and it should be obvious to the PCs how capable they are.

The PCs can ask questions here, but there's not much else that Captain Boulderfist has to say. Hack and Slash have more information, but the PCs won't get that until Encounter 2.

A **Perception** check **DC 10** will show that Corporal Lashton is not mentally challenged. Her stutter is likely a result of the nasty claw scar through her jaw and neck.

A **Knowledge (Local)** check **DC ATL+15** can identify additional information about D'Gar:

- It is a rugged country, known for producing little in the way of its own manufacturing
- Most of D'Gar's trade comes from raw materials, or goods they have secured in "other ways"
- D'Gar makes heavy use of slave labor, especially in dangerous jobs like mining and mercenary work
- D'Gar is a very militant nation: army service is mandatory for men and encouraged for women
- \*Game-mechanically\*, most residents of D'Gar are Lawful Evil, or something close

☛ **The PCs try to negotiate for more money.**

*Captain Boulderfist shakes his head with a sigh,*

"I'm sorry, but the city's reconstruction is taking quite a toll on our coffers, if you weren't aware. I'm afraid **(ATL x 15)** gold each is simply all I have to offer, and frankly I had to scrape together even that much. I'm sorry, but if that isn't enough to secure your cooperation, then perhaps you should look for work elsewhere."

☛ **'So wait...who's actually in charge during this operation?'**

*Captain Boulderfist furrows his brow,*

"Apologies, I realize now it might not have been entirely clear. Governor Dumont is in charge of himself, so he will dictate where you all will go, and when, and you'll follow his directions while also doing your best to properly protect him."

"As far as how to actually *accomplish* the task of guarding him, Hack and Slash will be the leads. You all just try to keep Dumont happy and make yourselves as useful as possible without getting in the way."

☛ **'When do we start?'**

*Captain Boulderfist nods to his two Legionnaires,*

"Dumont is arriving this afternoon, I believe, and Sergeant Ackerman has his itinerary. You'll meet him at the North gate, escort him to his temporary lodging just outside the embassy district, then I think he has some meetings, etc..."

☛ **'How should we address, or deal with, Dumont?'**

*Captain Boulderfist nods towards Hack and Slash,*

"They'll be able to tell you more, but I always advise anyone dealing with diplomats to just turn up the charm and courtesy. Emissaries have a special place in upper society, and they know it, so it's best to treat them respectfully."

☛ **'What if Dumont breaks some kind of law?'**

*Captain Boulderfist shakes his head sadly,*

"Like I said, unless Dumont commits a *felony*, we can't do anything about it. He's not under arrest or investigation, and the city of Amthydor itself is liable for any associated costs."

"Any other situation, just...< sigh >...just keep an eye on him and make sure nobody gets hurt, *especially* Dumont. Diplomats have a bad habit of thinking they're invincible, but they're not."

"Try and insert yourself into the situation and disrupt it, as best you can, but do not lay a hand on Dumont, or cast any spells on him."

"Now, if he *does* commit a felony, you absolutely stop him, and report to me. I wish I could give you a better answer, but that's the truth of what we deal with in the diplomatic corps."

☛ **'Where will he be staying while he's here?'**

*Captain Boulderfist points vaguely at one corner of his office, as if he was pointing through the wall,*

"It's a sturdy little house not far from here, the Sergeant and Corporal have the address. It's actually the same place he stayed last time, but it was recently rebuilt so it's in quite good shape now."

☛ 'Next question'

Next answer

"

➤ GO TO Encounter 2.

## ENCOUNTER 2

*With your immediate curiosity satisfied, Captain Boulderfist dismisses you all from his office. Sergeant Ackerman and Corporal Lashton lead you through the station, asking you to wait outside the womens' armory while they retrieve their gear.*

The PCs can attempt a **Perception** check at **DC ATL+10**.

On a **Success**, they will notice the other Legionnaires giving Hack and Slash a wide berth, subtly stealing glances at them, and even occasionally muttering under their breath.

The female Legionnaires, especially, seem to be avoiding Ackerman and Lashton, even crossing rooms to avoid walking near them.

If any of the PCs question the Legionnaires about this odd behavior, they will mutter something about Hack and Slash being "bad luck".

A **Sense Motive** check **DC 15** will reveal that to not be the whole truth, but the Legionnaires will not say another word about it no matter what (even the other women).

*After a few minutes, Sergeant Ackerman and Corporal Lashton return from the armory, now armed and armored, and lead out of the station. As you move down the Shining Way, Hack removes her helmet and looks at all of you,*

"Alrighty, now that we're away from the Captain, we can speak a little more freely. We'll want to get to the North gate as soon as we can so that we can meet Dumont's caravan, in case he's early. But first, let me give you the basics about the man himself.

"So, Dumont has a pretty sour attitude, or at least he did last time. He made it fairly clear that he has little to no regard for anyone else's time, and he seems to get a kick out of watching people squirm.

"He's greedy, whines at the smallest things. Expects everyone else to jump to serve him, and be thankful for it, etc. Standard upper-crust society stuff so far.

"Like some of our more stuffy nobles, he likes to act tough and hide behind his rank and station. And he's got a mouth on him; try to ignore his blather, he just does it for attention, to get a rise out of you.

"Unfortunately, *unlike* many of our nobles, he wears his racism, sexism, and classism on his sleeve.

It's...*tiresome*...to say the least. We just try to ignore his comments, and his attitude, and focus on the job.

"In that regard, it shouldn't be much different from any other protection detail you may have done. We just keep an eye on him, stay close --unless he *specifically* tells you to stay away, in which case *be thankful for the break*-- and keep him, and everyone around him, safe from each other.

"Oh, and never lay a hand on him, or cast *any* magic on him, unless the situation is really serious. He is as prickly as they come, and he likes to fire people for the stupidest little things.

"By the way, thank you all again for taking this job; Dumont is a handful, and it would've been way worse if it was just the two of us. Like the Captain said, if there's anything else you'd like to know before we meet with him, ask away."

The PCs have the opportunity to ask more candid questions now, which may give different answers.

☛ 'So, how do you want us to deal with Dumont?'

*Hack takes a deep breath, and lets it out slowly,*

"Stay on your best, most polite behavior around him. He gets annoyed *really* easily, and if he dismisses you from the security detail, I'm afraid you'll have to leave, and the Captain won't be able to pay you.

"Don't bother getting into any verbal sparring matches with him, he'll just fire you for backtalking. If you like, Slash and I can handle talking with him directly, and you can just focus on keeping watch and looking scary.

"If you *really* want to try out your silver tongue on him, that's your choice. Uh...that came out wrong...you know what I mean."

☛ 'The Legionnaires in your station were acting strangely towards you.'

*Slash waves her hand, as if dismissing your words like a bothersome house-fly, but she doesn't meet your gaze,*

"T-T-They do that, they t-talk. It's n-n-nothing, we ignore it and get b-b-back to work."

A **Sense Motive** check DC ATL+15 will reveal that it is *not* 'nothing', and in fact bothers Corporal Lashton quite a bit.

But she absolutely will not say another word about it, no matter what, nor will Hack.

If the PCs try to press the issue, Hack and Slash simply ignore the question entirely.

A **Perception** check DC 10 will show that Corporal Lashton is not mentally challenged. Her stutter is likely a result of the nasty claw scar through her jaw and neck.

☛ What can you tell us about Dumont personally? What's his personality? How does he act?

*Both women give a long sigh, but it's Slash that answers first,*

"He d-d-doesn't care about anyone b-b-but himself, and he's very r-r-rude about it. He thinks he's the o-o-only one who's time m-m-matters, and he doesn't c-c-care if you care."

*Hack nods somberly,*

"He's also not a fan of the working classes, or women, or non-humans, or...ugh...<*sigh*>...he's just really rude and tiresome."

☛ Wait, he hates women? How did you get this job?

*Hack exaggerates her feigned surprise,*

"Oh no, he *loves* the ladies. He's just of the woefully mistaken opinion that that's all they're good for.

"As for us getting this assignment, I guess you could say that we have a...history...of not giving much mind to what other people think. Dumont is a right jerk, and nobody in our precinct can stand him, but Slash and I are the best at ignoring his attitude without dropping the ball on the job."

☛ And he's racist, too? Wonderful...

*Hack gives your group a knowing look,*

"Everybody's a little bit racist, in some way, it's just who we are. In Dumont's case...well, he doesn't really want to listen to what *anyone* has to say, honestly, but if it's coming from a non-human, it just annoys him that much faster.

"Like I said, he's a real charmer. How he got, or keeps, his job is anyone's guess, but...whatever."

☛ Are there any credible threats against him here?

*Slash shakes her head,*

"N-n-not that we know of. But he's g-g-got the sort of attitude that m-m-makes enemies easily, so



we wouldn't be s-s-surprised. Just try to k-k-keep your eyes open."

The PCs can attempt a **Knowledge (local)** check **DC ATL+15**.

**Success** determines that, although they aren't aware of any threats against *Dumont specifically*, the nation of D'Gar is greatly disliked throughout Amthydor.

\*It would take very little for that serious dislike to turn into brash, possibly even violent, action.\*

☛ 'Can we see/inspect the house he'll be staying in during his visit?'

*Slash nods and points towards a residential zone, "Of course, it's in t-t-that neighborhood over t-t-there."*

*The two women lead your group at a brisk pace to a small but well-appointed house in what appears to be a newly-constructed area.*

*The stone-and-brick house has only 1 level, sturdy oak front and back doors with good, new locks, shuttered windows with latches and locks, and the fireplace's flue also locks. There is an ample front and back yard, both large enough to fit two carts with space left over, and the wide streets provide good distance and line-of-sight between the adjoining houses.*

The PCs can attempt a **Knowledge (engineering)** check **DC ATL+10** to determine that the house is newly constructed and quite sturdy (all of the materials have their full hardness and HP).

A **Disable Device** check **DC ATL+15** can show that the locks are all DC 25.

A **Perception** check **DC ATL+15** will show that there are no routes to the house that are hidden the whole way (at least some of the distance must be covered in the open), so a decent perimeter could keep anyone from sneaking up on it unless they were invisible or it was completely dark.

A **Survival** check **DC ATL+10** will show that this time of the month is a nearly-full moon, and the stars have been particularly bright (since many light sources in the city have not yet been rebuilt), so the nights are actually only *dim light* rather than darkness.

The streets are 20' wide, so all the buildings are at least 30' away from each other in any given direction (random arrangement, doesn't matter). The PCs could attempt to set up traps or alarms, if they have those skills. The houses immediately nearby are unoccupied, but other houses in the area host working families.

➤ **GO TO Encounter 3.**

## ENCOUNTER 3

*You arrive at the North gate at just shy of noon, and it doesn't take long for Hack and Slash to confirm with the gate guards that the caravan from D'Gar has not yet arrived. Satisfied that you've at least avoided being "late", you sit down to await his arrival.*

*From this area it's easy to see the effort that's gone into rebuilding the city's outer walls. 40 feet high, 20 feet thick, and studded with regularly spaced towers, the defensive line is manned by most of the Legion's remaining forces, leaving far fewer for the city interior.*

The PCs can attempt a **Perception** check at **DC ATL+20**.

On a **Success**, they notice that the gate guards act similarly towards Hack and Slash as the Legionnaires in the Embassy District station did; that is, they're uncharacteristically short, almost rude, and seem to try to keep their distance from them when they can.

☛ 'What's with those gate guards? How come they're treating you so rudely?'

*Slash shakes her head and dismisses your question with a sigh,*

*"It's n-n-nothing, don't worry a-a-about it."*

*Hack also shakes her head and rolls her eyes a bit,*

*"They're just sore that they have to stand in one place all day while we get to walk around, is all."*

A **Sense Motive** check **DC ATL+15** will reveal that it is *not* 'nothing', and in fact bothers Corporal Lashton and Sergeant Ackerman quite a bit.

Also the PCs are fairly certain that it has nothing whatsoever to do with the guards being stationed at the gate, while Hack and Slash get to go on patrols.

But the pair absolutely will not say another word about it, no matter what. If the PCs try to press the issue, Hack and Slash simply ignore the question entirely.

*After another 5 hours of waiting, and nearly 2 hours behind his own posted schedule, Governor Cecil Dumont and his entourage (a fine carriage and a cart full of boxes) finally pass through the gates. Dumont is accompanied by two men and two women, who all seem to be in the Governor's employ.*

*Hack and Slash quickly lead you all to meet him, before his carriage has made it barely a half a block into the city. They introduce themselves by rank and*

*name, and you all by the most formal titles you can manage, and greet him officially in the name of the city, King Torestyn, and the Diamond Legion. He snorts in barely concealed derision at them,*

"Hmfph...the Legion couldn't spare any men, so I got the look-alikes, eh? Naturally."

*Looking your group over with a critical eye he says,*

"And who are you supposed to be, the baggage handlers? Oh wait, what am I thinking? That's these two," *he quips, indicating Hack and Slash.*

"No, you must be the 'security detail'. Of course. The great Diamond Legion can't be bothered to send *real* men, so they bring in outsiders.

"Well whatever, I'm not paying you, so I don't care. Do your jobs while staying out of my way, I have work to do here that's far too important for----

**"GET OUTTA HERE, YA FILTHY SLAVER!"**

*The shout comes from across the street, followed immediately by a pair of over-ripe tomatoes. One of the fruits hits the side of the carriage, splattering its insides all over the crest of D'Gar painted on the side. The other hits Dumont's driver, though the man barely seems to notice, quickly wiping the pulp from his face and setting the carriage in motion.*

*Hack quickly draws her shield and positions herself in between Dumont's carriage and the rather irate gentlemen slinging expired produce from the far side of the street. Slash runs directly over to the man, though she does not draw her weapons, and seems to be trying to calm him, and those around him, down before the situation escalates.*

**"BRING ME THAT MAN'S HAND!"** *Dumont roars, as the driver attempts to move the carriage through the press of traffic from the gate.*

The PCs can assist, or ignore the situation, as they please.

If the PCs try to help, let them make a **Diplomacy**, **Intimidate**, or **Bluff** check (their choice) **DC ATL+5** to get the angry man (and those immediately near him) to stand down.

Despite Dumont's blustering, nobody will be losing any hands, or even be arrested, though Slash will give him a bit of a talking-to about expressing one's opinions in a more cultured fashion...

A **Perception** check **DC 10** will see that Dumont's clothes are entirely spotless; the one tomato that even came close only touched the driver and his bench.

Once the immediate scene is over (nothing else will happen after the initial tomato salvo), continue below:

*With the angry people calmed down, or at least dispersed, Hack and Slash return with you to Dumont's carriage, which is now parked in front of a nearby inn. Dumont grumbles his disappointment that the man who "assaulted him" will not be dismembered, or even arrested, but the Sergeant and Corporal are able to talk him down well enough.*

"Well now that I've got tomato all over me, I'll need a wash. You all, stay and watch the cart until I'm done." *Dumont says with a huff.*

*Without another word, or even an acknowledgement of anything anyone else says, he climbs out of the carriage and stalks into the inn, which seems placed specifically for travelers who want to walk through the gates and rest immediately.*

*Dumont's retainers scurry about securing the horses and taking inventory of their gear, while Slash takes up a defensive position near Dumont's personal luggage, watching it like a hawk.*

*Hack shakes her head and offers an exasperated sigh,*

"As charming as ever, it seems. Do us all a favor and don't mess with his stuff, or even talk to him, really. We don't need to start trouble with him already.

"The itinerary has him at an evening meeting in the Embassy District, so once he's done with his bath, we'll secure his things in his temporary quarters and then head to the Embassy."

☛ **'Why do you let him treat you like that?'**

*Sergeant Ackerman gives a small shrug,*

"It's just how this job goes. We've been ordered, and you're being paid, to *ensure his safety*, not get butt-hurt at his attitude. How he carries himself is the business of the other diplomats, and I don't really care how they choose to handle him.

**"Just...follow mine and Slash's lead and it'll be fine."**

A **Sense Motive** check **DC ATL+5** will tell the PCs that Hack is already about 1 short-hair away from pulling Dumont's tongue out of his mouth and tying it in a knot, but she and Slash are too professional to break their orders.

*After nearly another hour, Dumont emerges from the inn and makes his way to the carriage, waving irritably at his driver,*

"Well, get a move-on! I have a meeting and I can't be late."

*Without a word, the driver gets the small caravan moving, while Hack and Slash provide directions and hurry to make sure the road ahead is always clear. The procession moves from the North gate to a small but very well-appointed house near the edge of the Embassy District, with a gorgeous view of the bay and the Shining Way.*

*Dumont surveys the house, rolls his eyes, and says with a snort,*

*"Again with this bolt-hole? Classic."*

*The driver hurries down from the carriage and holds the door open for Dumont, while the porters scurry to carry the crates inside. It takes little effort to hear Dumont admonishing them as they work; apparently none of them "have any idea what they're doing", and the women especially "couldn't be more useless if they tried."*

*A short while later Dumont emerges from the house and gets into the carriage, commanding his driver to take them to the gates of the Embassy District, which you will note are barely 2 blocks away. The driver merely ducks his head and gets the carriage moving, arriving at the gates only a few minutes later, where the gate guards request his identification and clearance to enter.*

*Dumont over-enthusiastically clears his throat, and after a moment, Sergeant Ackerman, making sure to face towards you and away from Dumont, rolls her eyes and moves up to the gate guards. In a clear voice she identifies your entire group, making sure that Governor Dumont's name and title are announced both last and loudest.*

*The guards clear you all to enter, and you get your first good look inside the district. Huge patches of previously perfectly-manicured ground have been burned to ash and dirt, while many buildings still lie in piles of rubble, pitted and marred by the devils' fire and acid.*

*The driver makes haste towards one of the only rebuilt structures in the district, a sprawling administrative building adorned with small banners from more than two dozen foreign nations. You can't help but notice that D'Gar's banner is absent, as is Pyrroth's, but Dumont merely mutters to no-one in particular,*

*"Couldn't even be bothered to have a proper embassy built. Remind me why I'm even bothering?"*

*Dumont gets out of the carriage and stalks towards the building, absent-mindedly waving his hand over his shoulder,*

*"You all stay and watch the carriage, I'll be fine in there, it's nothing but guards and diplomats, and you're not invited." He disappears into the building without another word.*

*The attendants busy themselves securing the carriage and horses, and meticulously cleaning every surface of the vehicle. But the instant Dumont is out of sight, the four of them emit a collective sigh of relief and visibly relax.*

*For the first time since you've met them, the attendants finally seem approachable, as they chat amongst themselves during their work. They share a few snacks as they continue their tasks, but you notice that at least one of them always has their eye on the door Dumont entered, clearly watching for his return.*

*Hack and Slash walk a quick perimeter around the area, attempting to make casual conversation, or even just exchange pleasantries, with the guards stationed at the building, but none of them seem interested. Eventually they give up and return to your group at the carriage, relaxing somewhat but remaining alert.*

At this point the PCs can take whatever actions they feel would be most appropriate, such as setting a guard rotation, casting spells, inspecting the area, or asking questions of the attendants, Hack and Slash, or the other guards in the area.

Some might even try to sneak into the diplomatic building, but it won't get them anything interesting anyway.

If the PCs have done everything they want to do, *or they start to look bored or confused*, Dumont will come back out of the building and trigger the boxed text below under the "PCs are ready to proceed" heading.

#### Inspecting the Surrounding Area

A **Perception** check DC ATL+10 will notice a handful of foreign dignitaries coming and going from the administrative building at various times.

They do not appear rushed or threatened, but still, none of them are interested in talking to anybody. They're just going about their business, and have nothing to say to the PCs or the Legion's guards.

A **Perception** check DC ATL+15 will reveal that the entire Embassy District is a secured location.

It has its own wall, the handful of gates are well-guarded, and there are no obvious blind-spots from the streets that someone could use to try to sneak in.

A **Sense Motive** check **DC ATL+10** will come to the conclusion that there are no threats in this area, and sitting in the parking lot watching the car is an utter waste of everyone's time. And Dumont knew that, and probably thought it was funny.

Setting up a Guard Rotation, or Taking Precautions

Let the PCs do whatever they feel like to "secure" the area.

Ask for some skill checks, make some rolls, describe some useless nonsense, whatever you feel like, but regardless, nothing of consequence happens.

Talking to Dumont's Crew of Attendants

Without Dumont's watchful eye over them, the crew of attendants is far more open to talking to the PCs now, and are glad to take their minds off the tedium of basically sitting in the parking lot watching the car.

The group consists of two men and two women, all human adults with similar features (close-cut dark hair and eyes, medium build, no obvious signs of wealth or high-quality equipment).

Jaques Foley is the driver and handy-man, Andrew McHane is a porter and personal assistant, Jessica Alther is the cook and seamstress, and Allison Briet is a porter and groom (horse caretaker).

They initially will not have anything to say to the PCs, being reluctant to even engage in small-talk.

A **Diplomacy** check **DC ATL+10** will get some casual conversation (the PCs are still foreigners, after all), where the PCs can learn the following things without additional checks:

- Dumont is a bit of a taskmaster, but he's at least fair
- Dumont does act a little more harshly towards women, but he still employs them, so obviously it can't be that bad
- Dumont is a wealthy man, and his authority stems from being able to pay his people
- As a Governor in D'Gar, Dumont has some decent authority
- He's a very passionate man, who takes his work, and his rank and station, very seriously, and does not suffer fools easily

A **Sense Motive** check **DC ATL+10** on any (or all) of these facts reveals them to be...less than true. The

crew is feeding the PCs a line, and it's easy to see through it.

**On a Success**, the PCs can easily realize that the crew are quite intimidated by Dumont, and they are speaking nicely of him to avoid retribution.

---If the PCs succeeded at the above Sense Motive check, they can try to get the crew to open up more about Dumont:

A **Diplomacy** check **DC ATL+20** (if they succeeded at the Sense Motive before) can get some more truthful answers out of them:

- Working for Dumont is hellish. He puts ridiculous requirements on his staff, including insane hours and all manner of idiotic tasks and requests
- Dumont's behavior towards women is actually him holding back. At home he's unashamedly sexist, in more ways than one
- Dumont is wealthy, but not nearly as much as he'd like to act like he is. He still has enough to pay his staff, though
- Dumont's authority as a Governor is overblown away from D'Gar. He's not nearly as important as he acts like he is
- Dumont isn't so much "passionate" as he is a bully. He likes to get his way, and pushes around the people under him because he can
- The only reason the crew stays with him is because he does actually pay them fairly (amazing!), but also because if they were to quit, he would likely spread the word that they were unreliable, and they wouldn't be able to find work after that. He's done it before.
- For this same reason (as above), they jump at his every whim, because if he fires them, he'd have them blacklisted too, out of spite. He's done that before, as well.
- Dumont doesn't command loyalty, he *demand*s it. The difference is subtle, but very important.

A **Sense Motive** check **DC ATL+10** will find that these answers are true.

If the PCs get this much information out of the crew, they will clam up afterwards, very clearly fearful of having "said too much".

Speaking with Hack and Slash

A **Perception** check **DC ATL+5** will notice that Hack and Slash seem to be quietly set apart from the other Diamond Legion guards in the Embassy District.

The PCs will notice them occasionally try to strike up casual conversation with the other guards, or pass by them while they're walking a perimeter around Dumont's carriage.

In each case, the other guards are terse with Hack and Slash, almost to the point of low-level rudeness. They give the two women one-word answers to questions, and don't offer any of their own, ignoring any attempts at friendly small-talk.

A **Perception** check **DC ATL+10** will notice that the other guards carefully and subtly ostracize Sergeant Ackerman and Corporal Lashton.

They form little circles of their own buddies to keep the two women out, carefully change their walking paths to avoid walking near them, or make lame excuses to leave when Hack or Slash try to be friendly.

A **Perception** check **DC ATL+15** can hear some of the other Legionnaires mutter something about Hack and Slash being "bad luck" or "sly". The PCs have no idea what they mean, and they provide no answers.

If the PCs want to try to talk to Hack or Slash about the seemingly unfriendly attitude of their fellow Legionnaires, paraphrase the following responses:

Remember that Slash stutters the first letter of every fourth or fifth word.

☛ **'Why do the other Legionnaires seem to dislike you two?'**

*Slash sighs and says,*

**"It's n-n-not that. They're d-d-down because they have to s-s-stay here in the Embassy District all d-d-day, where nothing i-i-interesting ever happens.**

**"We're p-p-patrol Legionnaires. We get to w-w-walk around and interact with p-p-people, and it's way m-m-more interesting than standing guard. These g-g-guys are just being b-b-brats."**

--A **Sense Motive** check **DC ATL+5** will reveal that this is only *part* of the answer, and there's more to it than that. But Sergeant Ackerman and Corporal Lashton won't say anything more about it, no matter what.

☛ **'We've overheard some of the guards mumbling about you two being "bad luck" ?'**

*Sergeant Ackerman gives An exasperated sigh and stares at the ground for a while before answering,*

**"An old superstition. We were the only ones from our unit that survived the devil invasion.**

**"Our division was trying to keep control of the Shining Way near the Academy District. Every other Legionnaire within 10 blocks was killed, including our commander and the rest of our squad.**

**"We held out long enough for the city's cadre of adventurers to get here and take down the archdevil.**

**"We thought we were *lucky*. They disagree."**

--A **Sense Motive** check **DC ATL+5** will reveal that this is the truth, but it's not the whole truth. But they won't say anything more about it no matter what.

☛ **'We overheard one of the guards call you "sly"?''**

*Hack gives an exaggerated eye roll...*

**"They probably think we pulled something to get a better assignment than guard duty, even though...that is what we're doing. They're wrong, and I don't know what they're talking about."**

--A **Sense Motive** check **DC ATL+5** will reveal that this is false. Hack and Slash know what the guards mean by "sly", and whatever it is, it's clearly meant to be some kind of insult. But neither of them will say anything more about it.

#### Questioning the Other Legionnaires

If the PCs want to talk to the other Diamond Legion guards posted around, they won't have much to say.

---If asked about their duties, or the surrounding area, they will say that there's very little to tell. They aren't privy to the conversations that the diplomats have, and the district is generally very quiet.

A **Diplomacy** check **DC ATL+20** will learn that most of the original guards for the district were killed by the devils, and the guards here now only recently started working here. They are very protective of their jobs, and the diplomats, and will not reveal any specifics about any person or country.

A **Sense Motive** check **DC ATL+5** on any of these answers will reveal them to be true and complete.

---If the other guards are asked about their treatment of Sergeant Ackerman and Corporal Lashton, they will either dismiss the question, or they will "um" and "ah" awkwardly for a while before making some excuse about how "it's nothing".

It is certainly not "nothing", but only a **Diplomacy** check **DC ATL+15** or an **Intimidate** check **DC ATL+20** will get more information.

If they succeed, the guards will say that they are bothered by Hack and Slash being "like that". And after a very long, awkward pause, they'll say "...you know...sole survivors...and such."

The whole thing is very awkward, with the guards not doing a very good job of explaining themselves, or being particularly forthcoming.

A **Sense Motive** check **DC ATL+15** will reveal that this is not the truth, but if they are pressed, they will simply say nothing, no matter what.

If the PCs ask them what they meant when they called Hack and Slash "sly", the guards will make some excuse about how those two got a "better assignment" than just standing guard in the very quiet embassy district.

A **Sense Motive** check **DC ATL+15** will reveal that this is not the truth, but if they are pressed, they will simply say nothing, no matter what.

#### Infiltrating the Embassy Building

This should not be one of the PCs' first options, really, and if they're not careful there's numerous ways for them to be spotted and thrown out. Additionally, it's against their instructions, since Dumont specifically told them to stay and watch the carriage.

Even if they are careful, there's really nothing to see, and the effort is sort of a waste.

---First the PC will have to evade Hack and Slash's perception (see Appendix C)

---Second, there are guards all around the perimeter, with limited ways to approach the only door. **Stealth** checks are at a -5 penalty, and the guards all have **Perception modifiers** of +(ATL+10).

---Third, the inside is nothing more than a simple grid layout of square rooms and un-adorned hallways. There are no alcoves, statues, pillars, or other convenient hiding spots, and the whole area is well-lit. There are guards at regular intervals, and they are quite careful not to lose each other's line of sight. **Stealth** checks *inside* the building are at a -10 penalty, and the guards have **Perception modifiers** of +(ATL+10).

---Fourth, they must also follow Dumont without being seen (he's not hard to follow, but he does get his own **Perception** check, see Appendix C).

---The room Dumont goes into has only 1 door to the hallway, and no doors or windows to the outside. It is soundproofed (intentionally, diplomats meet in there), so Perception checks will not reveal anything.

---If Dumont is the one that spots them, he will *fire them on the spot*. That player gets Conclusion C.

---If it was one of the guards that spotted them, they will immediately be thrown out.

#### When the PCs are ready to Proceed

*Dumont finally emerges from the diplomatic building, calmly walking towards the carriage like someone who's just had an utterly average and forgettable day at the office. The attendants' constant vigil pays off, and all of them are able to look both busy and ready to leave before Dumont spots them.*

*Apparently satisfied with their display of readiness, Dumont climbs aboard without admonishing anyone this time, and orders the driver to head back to the temporary house. Hack and Slash once more move ahead to make sure the road is clear.*

*When he gets back, he climbs out of the carriage and snaps his fingers at one of the women and says,*

*"Jessica, dinner. And you," snapping his fingers at Sergeant Ackerman and Corporal Lashton,*

*"I'm spending the rest of the evening here. Make sure I'm not disturbed until I release you. Also I rise at dawn, so be ready to go back to work."*

*Without another word, he turns on his heel and goes into the house, locking the door behind him.*

*The rest of his attendants begin to set up tents in the front yard, and pass around ration bars. Sergeant Ackerman and Corporal Lashton gather you all together to discuss the evening's security preparations.*

Dumont absolutely will not allow anyone to come into the house with him, regardless of the reasons they give.

If they say something about magical intrusion (*teleport* or *dimension door* for instance), he will scoff at them and say that "none of his remaining enemies are that capable", and refuse to let them in anyway.

If they somehow do get in (*stealth* or *invisibility*), the house is completely unremarkable, except for an indoor bathroom, and can be any layout you want (doesn't matter, no enemies will get inside).

#### Setting up a Guard Rotation, or Taking Precautions

Let the PCs do whatever they like to "secure" the area. It could come in handy for Encounter 4-A below.

Let their traps or alarms function just like they would, use the saves and skill modifiers for the enemies

in Appendix A (during Encounter 4-A), it's fine to let the precautions actually work.

Hack and Slash will be amenable to whatever precautions the PCs would like to take, as their own plan mostly involved everyone spreading out and taking shifts to keep watch.

They still very much advise doing that, but if the PCs want to set up something more specific, or put up alarms or traps or whatever, that sounds fine to them.

#### The PCs Try to Confront Dumont Directly

If the PCs attempt to get in Dumont's face, or to "give him a piece of their minds", or directly confront him about his treatment of his people, then either Hack or Slash will stop them.

They will make it *abundantly* clear that any aggressive action against Dumont will mean forfeiting the job (and the payment), and will reflect very badly on Ackerman and Lashton themselves, since they are technically in charge of the operation.

They can remind the PCs that they'll only have to deal with Dumont for 3 more days, if that helps.

If the PCs persist, and do manage to excessively harass Dumont for some reason, **GO TO Conclusion D**

➤ Otherwise, **GO TO Encounter 4-A.**

## **ENCOUNTER 4-A**

*The evening wears on, the attendants gradually go to sleep in the tents on the front lawn, and a whole pile of nothing happens. Just before ten bells, when it has become increasingly obvious that Dumont has simply forgotten about you and gone to sleep, Sergeant Ackerman will gather you all together,*

*"Well, that's one day down, and it went about as well as could be expected. We'll stay here for the night, you all can go home.*

*"But please try to be back here by dawn. If Dumont does actually wake up then, and you aren't here, he might think that his security detail 'ran off', and then Slash and I will take the heat for it."*

*Ackerman and Lashton start to assume overnight guard positions, as you're sure they've done before in the past.*

At this point the PCs can go home, or they can stay and help Hack and Slash keep watch.

#### The PCs Go Home for the Night

They can leave the two Legionnaires to keep watch themselves.

What matters is whether the PCs come back at dawn in the morning:

- If the PCs do ***not*** return precisely at dawn, then **GO TO Conclusion C.**
- If the PCs ***do*** return by dawn, then **GO TO Encounter 4-B.**

#### The PCs Stay and Help to Keep Watch

Sergeant Ackerman and Corporal Lashton will be grateful that the PCs are staying to help, but they refuse to take any shifts off.

As the only Legionnaires in the area (the ones in the Embassy District absolutely cannot leave the premises), they can't afford to let a Legion mission be managed only by adventurers while they're asleep.

Have the PCs make **Perception** checks **DC ATL+15**.

If **any** PC succeeds, use the boxed text under "Perception Success" below.

If **all of the PCs** fail the Perception check, use the boxed text under "Perception Failure".

### Perception Success

*After a few hours of standing watch, your tedium is broken by the soft sound of footsteps from someone trying to be quiet. Your sharp eyes and ears pick them out, though, and a half-dozen assailants slink out of the shadows, clearly realizing their cover is blown.*

*Their leader is none other than the tomato-throwing man from earlier today, and he spits on the ground and looks at you with disgust,*

*"Filthy traitors, protecting this spying scum and his poor slaves."*

*Without even waiting for you to respond, they draw their weapons and charge!*

See below

### Perception Failure

*After a few hours of standing watch, your tedium is shattered by a hail of arrows from the shadows. You don't see who's talking, but a rough, but vaguely familiar, voice says, "Take 'em all down!"*

See below

#### \*ROLL FOR INITIATIVE\*

- See [Appendix A](#) for the enemies' stats.
- See [Appendix C](#) for Hack & Slash's stats.
- Any of the attackers will surrender when they get to 25% health or less
- Hack and Slash will tell the PCs to try to take them alive, as they could very well be Amthydoran citizens, and it's more difficult to question a corpse
- Only the PCs who *succeeded* on the Perception check avoid surprise
- Hack and Slash are not surprised, no matter what
- If the PCs do not take any of the attackers alive, then either Hack or Slash will have one that's disabled, whom the PCs can interrogate

Once the combat is over, proceed with the boxed text under "After The Battle" below

### After The Battle

*You stand amidst the aftermath of the sneak attack and take stock of your surroundings. Dumont's house is entirely dark; apparently whatever noise your fight made didn't wake the temperamental 'diplomat'.*

*Dumont's retainers are huddled under the wagon, but are unharmed. They thank you profusely for ensuring their safety, and set about cleaning up the area and taking stock of their master's goods, clearly too agitated to go back to sleep at this point.*

*Sergeant Ackerman and Corporal Lashton rapidly round up and securely bind any survivors from the fight and prepare to march them over to the Embassy District precinct for processing. But they give you a few minutes to ask the attackers any questions you might have; Hack quietly admits to you that she is useless at interrogations, and Slash nods her own agreement.*

The PCs can question the thugs if they like, but there's not much to know. Their names are unimportant, they won't be making a return appearance.

The PCs can use whatever tactics they choose, but have them make **Diplomacy** or **Intimidate** checks to get information out of them.

Try not to make it "one check gets everything", because that's boring, and these thugs aren't going to answer questions like that anyway.

Maybe something like...one check gets 1/3 of the possible information below, or something like that. Use your imagination, keep it interesting, but don't trivialize the roleplaying.

#### DC ATL+5:

- This group was "organized" by the tomato-throwing man, Robert Carlisle
- These thugs were not hired by anyone, they've banded together on their own out of a mutual distrust of foreigners.
- Their little group has no particular name, but they're definitely *not* the 'Humans for Amthydor'. They aren't racists, they're...enthusiastic patriots

#### DC ATL+10:

- They weren't actually going to kill Dumont, they were just planning to rough him up and "encourage" him to leave.
- They weren't planning to kill anyone, really, they were entirely ready to provide first-aid to the "security detail". But they knew that they couldn't just talk their way past you, they had to make their threats look real.

#### DC ATL+15

- They didn't know that Dumont was coming to Amthydor. They knew that "a representative from D'Gar" was coming. Someone spotted the caravan



## ENCOUNTER 4-B

on the road 2 days ago, and it was easy to deduce what was going on (too few crates for a merchant).

- D'Gar is well known for engaging in slavery and over-land piracy, and these...enthusiastic patriots... don't want Amthydor to have anything to do with that kind of scum.

### **DC ATL+20**

- They believe that Dumont is not here for diplomacy, they think he's here to spy on Amthydor, to take a look at the city's progress in the reconstruction, or maybe squeeze some secrets out of the other diplomats at his meetings.
- They're willing to go into custody and be interrogated by the Legion, but they think that the PCs are making a big mistake defending Dumont. He should just be kicked out and sent packing.

After the PCs are done questioning the thugs, Hack and Slash will take them to the Embassy District precinct and drop them off.

Nothing else will happen for the rest of the night.

*To your mild surprise, Dumont does, indeed, rise with the sun, coming outside to immediately begin berating his attendants for being "layabouts" as they struggle to pull themselves from their sleeping mats and tents. He looks you all up-and-down, snorts, and mumbles something about how you "couldn't keep it down even for one night", before setting Jessica on 'breakfast' with a snap of his fingers and a slap on her rear to "get her moving".*

*Sergeant Ackerman and Corporal Lashton say nothing about his complaint, and Dumont retreats inside to eat, while his servants share ration bars. After breakfast, Dumont declares that he is going for a walk, and that his entire security detail will accompany him, while his attendants watch the house.*

*He strides off for the Shining Way, summoning you all to follow him with a snap of his fingers and pointing at the ground. Harriet and Sarah hurry to catch up with him, their fatigue slowing their steps ever so slightly, and motion for you to follow.*

The PCs can make a **Perception** check **DC ATL+10** to realize that Dumont *did* actually notice that they had a fight in his yard. He just didn't say anything about it, or acknowledge their efforts, or thank them, or anything.

He is quite the spoiled brat, it seems.

➤ **GO TO Encounter 5.**

*You arrive back at Dumont's temporary home slightly before he wakes up. His servants are still asleep in their tents, but Sergeant Ackerman and Corporal Lashton are on watch, alert for any movement, and notice you immediately.*

*You can see spots of blood, dirt, and sweat on their armor and uniforms, however, along with small pools of blood at some points along the nearby sidewalks. It seems you missed some excitement during the night.*

*They greet you as you arrive, and quickly describe a nocturnal attack that they drove off some time after you all left. Apparently the attackers were a bunch of amateurs, and were easily foiled, but they'd appreciate it if you stuck around next time, just in case.*

*The thugs they stopped seemed to indicate that there were others like them: individuals who took serious offense to the presence of a representative from D'Gar, given the nation's reputation for violence and slavery. Apparently these people want to run Dumont out of the city, and are blind to the irony of their unprovoked violence against the diplomat.*

*A few minutes later, and to your mild surprise, Dumont does, indeed, rise with the sun, coming outside to immediately begin berating his attendants for being "layabouts" as they struggle to pull themselves from their sleeping mats and tents. He looks you all up-and-down, snorts, and mumbles something about how you "couldn't keep it down even for one night", before setting Jessica on 'breakfast' with a snap of his fingers and a slap on her rear to "get her moving".*

*Sergeant Ackerman and Corporal Lashton say nothing about his complaint, and Dumont retreats inside to eat, while his servants share ration bars. After breakfast, Dumont declares that he is going for a walk, and that his entire security detail will accompany him, while his attendants watch the house.*

*He strides off for the Shining Way, summoning you all to follow him with a snap of his fingers and pointing at the ground. Harriet and Sarah hurry to catch up with him, their fatigue slowing their steps ever so slightly, and motion for you to follow.*

The PCs can make a **Perception** check **DC ATL+10** to realize that Dumont *did* actually notice that they had a fight in his yard, he just didn't acknowledge Hack and Slash's efforts.

He's quite the spoiled brat, it seems.

➤ **GO TO Encounter 5.**

## ENCOUNTER 5

Have the PCs make **3 Perception checks** at the start of this encounter, and take note of the results.

It won't change how they get the information (assuming they succeed), but it will make the encounter go a little faster, and should make it feel a bit more smooth.

*At this hour of the morning, the Shining Way is barely beginning to assume its usual grandeur. The immense road is lined with all manner of shops, stalls, street vendors, and merchants both legitimate and smarmy.*

*Dumont assumes a casual pace, taking in the sights and sounds of the all-in-one city thoroughfare and open-air market. Though large sections of the Shining Way were destroyed during the devil invasion, Amthydor's inhabitants refused to let the grand highway remain in ruin.*

*Buildings in all levels of reconstruction dot the gigantic, well-paved road, interspersed between structures that were lucky to have survived intact. As you proceed down the incline, away from the Embassy District and towards the Docks, you pass across numerous memorials and statues honoring those lost in the fight against the archdevil Baramamiuht and his legions.*

*The resplendent statues of the raging warrior Andoen Farwanderer, grand sorceress Shyanne Zheer, and the former leader of the Fraternity of Venturers, Melton Daderhoff, keep careful watch over their city, just as these heroes did in life. Numerous buildings along the Way bear plaques dedicated to the Legionnaires who died defending the city, and many new structures pay homage to their names.*

*As you keep pace with Dumont, you notice that many of the usual Diamond Legion security checkpoints along the highway stand empty, and others are manned by only a pair of Legionnaires. They greet you and Sergeant Ackerman and Corporal Lashton cordially, apparently glad to have a moment to share pleasantries with their comrades when Dumont stops for a second to take in a given view.*

A **First Perception** check DC ATL+15 will let the PCs notice that Dumont doesn't seem to be paying much attention to the various shops and stalls that are built up along the Shining Way, even though the whole point of the Shining Way is to serve as a huge open-air market.

Rather, he seems to be looking more at the buildings that are in various states of repair or reconstruction.

If he is questioned about it, he'll simply reply that there's no way *not* to see such sprawling construction projects. A **Sense Motive** check DC ATL+15 will reveal this to be only *part* of the truth, but Dumont will say no more.

A **Second Perception** check DC ATL+20 will also reveal that Dumont is paying a bit too much attention to the number of Legionnaires stationed at the various checkpoints along the Shining Way.

There's no way to tell for certain, but he could be counting them, or mentally taking note of their gear, or even trying to pick out what *they* are watching closely.

If he is questioned about it, he'll simply remark that he's glad to see that the markets are supervised, but also that there are fewer guards here than there would be in a D'Garran city. A **Sense Motive** check DC ATL+15 will reveal this to be only *part* of the truth, but Dumont will say no more.

A **Third Perception** check DC ATL+10 will let the PCs notice that the guards stationed along the Shining Way are treating Hack and Slash much more politely than the ones in the Embassy District.

If the PCs asked Hack and Slash about the other guards' treatment of them while they were in the Embassy District (see near the end of Encounter 3), then this should seem a little strange...

If Hack and Slash were guarding the Shining Way when their unit was killed, then why do the guards on the Shining Way treat them politely, while the guards in the Embassy District are the ones being overly rude?

If Hack and Slash are questioned about it, they will just ignore the question and change the subject, or just not reply at all. A **Sense Motive** check DC ATL+20 will show that the PCs asking about how their comrades treat them is starting to bother the two women.

When the PCs are done with this round of Perception checks, continue below:

*After nearly 9 hours of casually strolling along the Shining Way, you've managed to go all the way from the Embassy District, near the top of the slope that Amthydor is built on, all the way down to the Docks at the bay, and back up the hill, nearly back to where you started. Your feet hurt, there's a thin sheen of sweat from walking uphill for the last 4 hours, your gear is starting to get heavy, you've eaten an embarrassing*

*amount of street vendor food, and you've managed to waste an entire working day with...casual walking.*

*Very exciting.*

*Dumont seems not to have noticed the effort of the walk, and nearly halfway through this urban hike he started chattering incessantly about how "...in D'Gar we do this or that differently..." or "...this would never pass for acceptable back home..." and so on, and so on. It's been all you can do not to punch him in the teeth just to stop the endless prattle, but your payday counts on that idiotic smile staying intact, so...here you are.*

*You're about scream just to change the type of noise you're hearing, when Dumont stops short at a nearby games vendor. The red-haired and thick-bearded man seems to be running games of chance and skill, and they appear to have caught Dumont's eye.*

*As the D'Garran ambassador settles in to try his hand at the games, Hack and Slash spread your group out in a defensive formation around the merchant's stall. Slash is careful to face away from Dumont before giving you an exaggerated eye roll, but she stands her watch regardless.*

*Dumont burns another hour at the man's games, and his groans at losing are like music to your ears. All of a sudden, though, the groans turn to shouts, as Dumont begins loudly accusing the man of "cheating" and "stealing his money"!*

*Dumont flips the table and grabs the man by the shirt collar, seemingly intent on taking his money back with his fists. Hack and Slash do not draw their weapons, but they spring towards the two men just as fast as you do, clearly intent on stopping the fight before it starts...*

**\*ROLL FOR INITIATIVE\***

**ALSO ROLL FOR HACK & SLASH**

See Appendix C for Hack's & Slash's stats

#### Hack & Slash Win Initiative

- If the Legionnaires win initiative, they will insert themselves forcefully between Dumont and the merchant/gamesman (Jake Laurten), and stop the fight there.
- Neither of them will hit Dumont, but they may need to grapple with him (his CMD is bad).
- Both Hack and Slash will *very loudly* remind the PCs that Dumont is not to be harmed, or have

magic cast on him, unless he draws a weapon (he won't, for that exact reason).

- The PCs can do whatever they want, BUT:
  - If they deal any damage to Dumont (even subdual), Or
  - If they cast any spells that affect Dumont, Or
  - If they are overly rude or disrespectful to him
- then **Go To Conclusion C**

#### The PCs Win Initiative

- Have the PCs make a **Wisdom** check **DC 5**
  - On a Success, have them remember *very clearly* that if Dumont is harmed in any way, even non-lethal damage, then they fail the job and get no pay
  - They will also fail the job if they cast any spells that affect Dumont
- The PCs can do whatever they want, but if they deal any damage to Dumont (even subdual), then **Go To Conclusion C**
  - Clever PCs could get around this with Combat Maneuver checks that don't deal damage (such as Grapple, Trip, or Reposition)
- If the PCs want to try to talk him down, have them make a **Diplomacy** or **Intimidate** check **DC ATL+15** to defuse the situation

#### The Situation Is Dealt With

- If the PCs, and/or Hack & Slash, managed to stop the fight *without* hurting Dumont, casting any magic on him, or overly disrespecting him, then **Go To Encounter 6**
- If the PCs ended up hurting Dumont, casting magic on him, or being excessively rude or disrespectful, then **Go To Conclusion C**

## ENCOUNTER 6

*Having relented in his fury against the street vendor gamesman, Dumont seems to have lost his appetite for his walk as well, and makes haste back to his temporary house. Before you can even clear the Shining Way, though, your group is stopped by a young girl's call of,*

*"Sir! Sir! Wait, please! I have something for you, sir!"*

*You look around and quickly spot one of the city's messenger children racing towards you; she looks about 10 years old, red hair and green eyes, and is wearing the livery of the Merchants' Guild, headquartered in the Docks district. Dumont looks around with an annoyed scowl, his already-sour mood apparently made worse by the girl's interruption of his now-ruined walk.*

*The girl runs up to Dumont and catches her breath for a moment, clearly having run the whole way here. In that moment, Dumont's scowl deepens and he barks at her,*

*"Well? What do you want, stray? A handout? Get lost!"*

*The girl, clearly taken aback by Dumont's comment, manages to catch herself in time and shakes her head,*

*"No, sir. I have a message for you," offering a scroll tube bearing the Gilded Cage's mark.*

*Grumbling, Dumont snatches the tube from the girl's hand, opens it and reads the note. His expression turns from angry to serious as he does so, finishing by crumpling the note and tossing it down a nearby gutter.*

*"Good. Return and tell them I'll meet them after dawn tomorrow," he says as he gives the girl a distracted wave of dismissal.*

*She nods, but hesitates for just a moment, but it's long enough for Dumont to catch her eye. He growls at her,*

*"What are you waiting for? An engraved invitation? Get on with it!"*

*He roughly shoves the girl away, and she slips and falls in a puddle, splashing mud all over her previously well-appointed tunic. As Slash helps the girl to her feet, Dumont pays her no mind and turns to continue toward his temporary house.*

*Hack gives you a disappointed shrug, as if to say "I wish there was something we could do...," without actually speaking the words aloud, then moves to catch up with Dumont.*

At this point, the PCs will likely want to do... something.

They probably want to give Dumont a piece of their mind (and a knuckle sandwich).

They probably also want to help the little girl (Sandy Bakker).

- If the PCs go to help the messenger girl, they will find that she's not hurt, just a little embarrassed. She'll continue back to the Gilded Cage with no problem
  - Continue with the boxed text below
- If the PCs try to confront Dumont, Hack will get in between them and try to discourage the PCs with just a hand in the "stop" motion and a shake of her head
- A **Sense Motive** check **DC ATL+10** will tell the PCs that Hack & Slash would love nothing more than to smack Dumont upside the head right now, but they won't violate their orders, and they won't allow the PCs to, either
- If the PCs persist, and get around Sergeant Ackerman, then they can scream at Dumont all they please, but he won't really listen.
  - They can attempt a **Diplomacy** or **Intimidate** check **DC ATL+25** to try to get him to apologize or something, but that's the best they'll get
- Ultimately, Dumont will just ignore them for a while, then when the PCs are done ranting he'll blow them off and tell them to get back to work, like he was never listening (which he wasn't)

One way or another, when the scene is resolved, continue with the boxed text below.

*Once Dumont gets back to his temporary house, he dismisses his assistants, telling them to "go get cleaned up", and instructs you and the Legionnaires to secure the property's perimeter for the night.*

*The attendants bustle off towards the nearest inn for a bath, and likely the first decent rest they've had in a while, while Hack and Slash assume their defensive positions once more.*

This time, though, there is no disturbance during the night.

Hack and Slash even manage to take turns being awake and taking something akin to power-naps, so

they actually appear more rested in the morning, despite essentially not having gone to bed for 2 days.

## ENCOUNTER 7

*Dumont's servants return just before dawn, hurriedly setting their camp in order before their master rises.*

*Dumont sets Jessica on 'breakfast' in just the same manner as yesterday, and indulges himself while his crew again share bread and ration bars. When he comes outside again, he announces that he'll be going on another walk, but for business this time.*

*He has an associate he's meeting at the Docks, and he wants his security detail to come along. He immediately heads off, motioning for you all to follow.*

➤ GO TO Encounter 7

*Once again you find yourselves trundling down the Shining Way, Dumont's official diplomatic attire actually making him look halfway decent, and your group managing to put on a respectable air of professionalism. The walk is more deliberate this time, as well, as you make good time as the light crowds on the street move aside for your official-looking procession.*

*It doesn't take long for something as simple as walking down the street to go all wrong, though. After barely 20 minutes you pass by a familiar-looking stall, and an equally familiar-looking man points at Dumont and calls out to those nearby,*

*"Hey! There he is, that's the guy who tried to shake me down! HEY! GET OUTTA HERE, THEIF!"*

*The man hurls a small curio from his shop that bounces harmlessly off a nearby wall, but his action serves to spark those nearby to anger as well. The number of tiny flying projectiles increases exponentially, and shouts erupt from the quickly-forming mob, all variations of something like,*

*"GET OUT OF OUR CITY, SLAVER!"*

*"GET LOST, YA TWO-BIT SPY!"*

*"LEAVE US ALONE, SLAVER!"*

*"GET BENT, THIEF!" and so on...*

*Hack and Slash quickly take defensive positions between Dumont and the oncoming horde of angry civilians, but they only raise their shields, refusing to draw their weapons against Amthydoran citizens just yet. They advise you to do the same, and suggest hurrying Dumont back to his house, rather than staying here.*

*Dumont seems genuinely intimidated by the oncoming throng, and hides behind Slash, quickly calling for you all to come to his aid.*

### **\*ROLL FOR INITIATIVE\***

- See [Appendix B](#) for the enemies' stats.
- See [Appendix C](#) for Hack & Slash's stats.
- Have the PCs make **Perception** checks **DC ATL+20** to notice that some of the people are armed with real weapons *before* they start shooting (see Appendix B)
- After the first shot, which wounds Dumont (see below), spotting the armed people no longer requires a check, they are obvious

- Let the PCs deal with the mob however they please, **but make sure the armed commoners get at least 1 turn**
- This can be tricky, if the players are very perceptive or clever, but find a way to make it work
- If the PCs choose to stand back, and not even *try* to defend Dumont, **Go To Conclusion B**
- **On the Armed Commoners' 1st turn**: Make an attack roll for one of the commoners with a crossbow
- It doesn't particularly matter what you roll, as long as you get around a 10 or so (roll extra dice if you need to)
- This shot automatically hits Dumont
- Roll for the damage (it should be minimal)
- After that one hit, they will not target Dumont again, so he should only suffer that one minor wound
- Let the PCs end the encounter however they please
- Hack and Slash will try to make it clear that they don't want to hurt these people, and they will encourage the PCs to keep a light touch
- The encounter will end as soon as the mob has lost 25% of its total number of people (round down)
- So for example, if you're on ATL 3, with a table of 6 players, the mob would be 18 people (16 common, and 2 armed), and they would surrender after losing 4 people
- Once the mob surrenders, which shouldn't take more than 1 or 2 rounds, Hack and Slash will use their whistles to summon nearby guards, who will take the mob into custody
- Hack and Slash will insist on taking Dumont back to his house immediately
- Continue with the boxed text below:

*With the mob dispersed, Hack and Slash try to hurry Dumont back to his temporary house, out of sight of the growing crowd of on-lookers from your confrontation in the street. But Governor Cecil Dumont is having none of it!*

*He makes an exaggerated big deal about the minor wound that he received, clutching at the spot and wincing in pain even after drinking a potion from*

*Corporal Lashton to heal the damage. As you near his house and his cadre of retainers, he breaks away from your group and shouts at the lot of you,*

**"Absolutely unacceptable! I can't believe you would fail to ensure my safety in your own city, against your own people, on your main highway!**

**"This is completely pathetic! All of you, get out of here immediately!"**

*With an angry wave of his hand, he dismisses you all, then snaps his fingers and summons all of his retainers into the house, bolting the door behind him.*

*Hack and Slash look at each other, then at you, and shake their heads, before Hack continues with,*

**"Well, I guess that's that, then. Tell you what, you all can go home, Slash and I will report to the Captain. I'll make it clear what happened, and I'll make sure you get your pay.**

**"What happened was absolutely not your fault, it was his own. If the Captain really needs someone to blame, it can be us, I don't care."**

The PCs can just let Hack and Slash go back to Captain Boulderfist themselves, in which case **Go To Conclusion A.**

If the PCs insist on accompanying them back to see the Captain, use the boxed text below:

*Sergeant Ackerman and Corporal Lashton don't seem to mind when you insist on accompanying them back to see the Captain, and quickly lead you back to the Embassy District precinct. On arrival you are ushered in to see him immediately, as there is little for the precinct to do at this hour.*

*To his credit, Captain Boulderfist listens intently as Hack and Slash recount what happened, and again as you all do the same, without immediately losing his temper at you, like some other clients have in the past. When you're done, he sits quietly for a minute, thinking to himself, then offers a long sigh,*

**"What a moron... I'm sorry you adventurers had to deal with that. It's an occupational hazard for us, but it must have looked quite ridiculous to you.**

**"Anyway, from what you've told me I think it's clear that this whole business had nothing to do with you doing anything wrong, so I'm going to consider the job done. I'll have to explain this up the chain of command, but I get the feeling it won't be too difficult.**

**"I'll make sure you receive your full pay, plus a little something extra that I can offer, courtesy of my**

precinct, for dealing with that cantankerous git. Go on home, I'll send a messenger when I've made all the arrangements."

*The Captain dismisses you from his office, and Hack and Slash bid you farewell, heading to the locker rooms to clean up after the ordeal. The other Legionnaires on duty politely show you out of the precinct, and you have the whole rest of the day ahead of you to do whatever you'd like, without a whiny man-child to bother you...*

**Go To Conclusion A**

## Conclusion A

The PCs did not attack Dumont themselves at any point, and they did try to defend him in Encounter 7.

*The last you heard, Governor Cecil Dumont cleared out of Amthydor not long after the "incident" on the Shining Way. You can't really say that you're all that surprised.*

*Rumor has it that he was "encouraged" to leave by several other ambassadors, and the representatives of King Torestyn, following some conspicuous absences from important meetings, and a suspicious report from the Diamond Legion. But there's no official word, and nobody you ask has any proof, so you'll likely never know for sure.*

*True to his word, Captain Boulderfist does indeed deliver the full payment for the job, along with a personally addressed letter, and a sealed envelope labeled "Bonus". When you open the "Bonus" envelope you find a sort of voucher, apparently entitling you to free training hours, courtesy of the Diamond Legion.*

*Captain Boulderfist's personal letter congratulates you on a job well done, and for keeping your cool in a very trying situation. Unfortunately, Dumont's anger at the mob's attack seems to have bled back into the top levels of the Diamond Legion, and Sergeant Ackerman and Corporal Lashton have had formal disciplinary actions lodged against them.*

*Captain Boulderfist is sorry that such a thing happened to his favorite Legionnaires, and promises to keep you apprised of the situation, should things spiral out of control and require your expertise to fix again.*

Rewards:

- Favor of Captain Boulderfist
- Diamond Legion Training
- ATL x 100 gold each

Continue to the Epilogue

## Conclusion B

The PCs did not attack Dumont themselves at any point, but they did not try to defend him in Encounter 7.

*You stand back, allowing the mob to do its work, just as Dumont deserves. Hack and Slash look at you incredulously, blow signal whistles to summon more guards, and return their attention to the mob.*

*It doesn't take long for a swarm of Legionnaires to descend on the mob and break it up, hauling the armed offenders off to temporary lockup and issuing citations to the rest. Dumont is more than a little agitated that half of his security detail didn't even participate in his defense, and dismisses you on the spot.*

*You aren't welcome back at the Embassy District precinct, and it takes several days for you to hear anything from them at all. You finally receive a message at home from Captain Boulderfist, but nothing from Sergeant Ackerman or Corporal Lashton.*

*Captain Boulderfist is disappointed in your performance, as you clearly did not do your jobs, precisely when you needed to. He expresses his dissatisfaction both in words and pay, stating clearly that city regulations require you to be compensated for your time, but little else.*

*Furthermore, he states that your poor performance has reflected even worse on Sergeant Ackerman and Corporal Lashton, who were officially in charge of the assignment. As a result of Dumont's anger, formal disciplinary actions have been lodged against them.*

*You can't help but wonder if your apathy was worth it this time. You didn't even get to see Dumont get his teeth punched in, Hack and Slash were too quick on his defense, the two Legionnaires who did actually do their jobs are getting punished for you messing it up, and you've got nothing but chump change to show for it all.*

Rewards:

- Disfavor of Captain Boulderfist
- ATL x 5 gold each

Continue to the Epilogue



## Conclusion C

The PCs attacked Dumont at some point, or verbally abused / disrespected him so much that he dismissed them *before* Encounter 7.

*Well, your inability to swallow your pride and stick to the job seems to have cost you, both in favors and gold. After your...altercation...with Governor Dumont, you were immediately dismissed from the job and sent packing.*

*You receive a pair of notes a few days later, one from Captain Boulderfist and another from Dorinda Jasper, the head of the Fraternity of Venturers. Captain Boulderfist is quite angry at your behavior, and specifies that he will not be compensating you at all, either for the job or your time, as your failure was rather profound.*

*Furthermore, Sergeant Ackerman and Corporal Lashton, as the ones formally in charge of the assignment, have been reprimanded and are being hit with disciplinary action for failing to keep the situation under control.*

*Dorinda also expresses her disappointment, having been alerted to your behavior by the Legion. She says that the Fraternity expects better of the adventurers that work in Amthydor, and that your failure has been noted.*

Rewards:

- Disfavor of Captain Boulderfist
- Disfavor of the Fraternity Of Venturers

Continue to the Epilogue

## EPILOGUE

*A few weeks after Governor Cecil Dumont visited Amthydor as a diplomatic representative of D'Gar, the grapevine in the Fraternity of Venturers turns up a curious rumor.*

*It seems that Sergeant Ackerman and Corporal Lashton have been implicated in some sort of scandal, but the details are sketchy. There's been no official word from the Diamond Legion yet, but that's never stopped the adventurers' rumor mill before.*

*One rumor claims they've been dismissed for Conduct Unbecoming a Legionnaire, another claims that they botched some sort of investigation. Some say that the two Legionnaires were caught doing something they shouldn't have been, while others claim that they are pillars of excellence amongst the Legion and that all the claims of bad behavior are lies.*

*There's no proof of anything either way yet, and only time will tell the truth.*

THUS ENDS “RIDE-ALONG”

TIME UNIT COST: 5 TU

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
<b>Module Experience</b>	<b>450</b>	<b>700</b>	<b>900</b>	<b>1500</b>	<b>2300</b>
The PCs <u>never</u> mouth off to Dumont with too much disrespect (legitimate questions about situations are OK)	100	100	200	200	300
The PCs did <u>not</u> kill any Amthydoran citizens (they only disabled <u>all</u> of the combatants in both Encounter 4 <i>and</i> Encounter 7)	100	100	200	200	300
Roleplaying XP Bonus	100	100	200	200	300
<b>Maximum Possible XP</b>	<b>750</b>	<b>1000</b>	<b>1500</b>	<b>2100</b>	<b>3200</b>

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

## TREASURE SUMMARY

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

### **Favor/Disfavor of Captain Boulderfist**

- The PCs have earned 1 of the necessary Favor certs to join the Diamond Legion, along with a small bonus to interaction skills with diplomats and nobles. OR
- The PCs failed to do the job properly, and they've been reprimanded for it

### **Disfavor of the Fraternity of Venturers**

The PCs failed the job so badly that word got back to the Fraternity, and they will take a payment penalty the next time they work with them

### **Diamond Legion Training**

The Diamond Legion offers a voucher for a free training session with the Legionnaires. This manifests game-mechanically as free XP that can be applied to the character whenever a player chooses

## Appendix A - Midnight Attackers (Encounter 4)

ATL 1	1 per PC + 1 more
-------	-------------------

N Human Fighter 2  
**Initiative** +3 **Space/Reach** 5 ft./5 ft.  
**AC** 17 **Touch** 13 **FF** 15 (+3 armor, +1 shield, +3 Dex)  
**HP** 20 (2d10 + 4 + 2 favored) **Speed** 30 ft.  
**Fort** +6 **Ref** +4 **Will** +1<sup>π</sup>  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*crowd control* Short Swords +6/+6 (1d6+4<sup>¥</sup> *non-lethal*, 19-20x2) or  
*crowd control arrows* Longbow +6 (1d8 *non-lethal*, 20x3)  
**Str** 18° **Dex** 16 **Con** 14 **Int** 10 **Wis** 10 **Cha** 9  
**Base Atk** +2 **CMB** +7 **CMD** 19  
**Feats** Double Slice<sup>¥</sup>, Two-Weapon Fighting, 2-Weapon Defense\*, Weap. Focus (Shortsword)<sup>B</sup>  
**Gear** Studded Leather, *crowd control* Short Swords (2), Longbow (20 *crowd control* arrows), *Potion of Bless*, *Potion of Resistance*, *Potion of Cure Light Wounds*  
**Skills:** Heal +1, Intimidate +5, Perception +2, Stealth +3  
**Special Abilities** Bravery +1<sup>π</sup>

*Crowd Control* weapons always deal non-lethal damage, but they do not carry the usual -4 attack penalty.

These weapons were introduced once before as certified items in "X' Does Not Mark The Spot", and now they're back.

These thugs are equipped with *crowd control* weapons and extra healing potions because they are not trying to kill Dumont, they just want to beat him up and run him out of town.

They should still prove dangerous enough to incapacitate unwary players, though.

ATL 3	1 per PC + 1 more
-------	-------------------

N Human Fighter 3  
**Initiative** +3 **Space/Reach** 5 ft./5 ft.  
**AC** 18 **Touch** 13 **FF** 15 (+4 armor, +1 shield, +3 Dex)  
**HP** 30 (3d10 + 6 + 3 favored) **Speed** 30 ft.<sup>μ</sup>  
**Fort** +6 **Ref** +5 **Will** +2<sup>π</sup>  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*crowd control* Short Swords +7/+7 (1d6+4<sup>¥</sup> *non-lethal*, 19-20x2) or  
*crowd control arrows* Longbow +7 (1d8 *non-lethal*, 20x3)  
**Str** 18° **Dex** 16 **Con** 14 **Int** 10 **Wis** 10 **Cha** 9  
**Base Atk** +3 **CMB** +8 **CMD** 20  
**Feats** Double Slice<sup>¥</sup>, Two-Weapon Fighting, 2-Weapon Defense\*, Skill Focus (Stealth), Weap. Focus (Shortsword)<sup>B</sup>  
**Gear** Chain Shirt, *crowd control* Short Swords (2), Longbow (20 *crowd control* arrows), *Potion of Bless*, *Potion of Resistance*, *Potion of Cure Light Wounds*  
**Skills:** Heal +2, Intimidate +6, Perception +3, Stealth +7  
**Special Abilities** Bravery +1<sup>π</sup>, Armor Training 1<sup>μ</sup>

*Crowd Control* weapons always deal non-lethal damage, but they do not carry the usual -4 attack penalty.

These weapons were introduced once before as certified items in "X' Does Not Mark The Spot", and now they're back.

These thugs are equipped with *crowd control* weapons and extra healing potions because they are not trying to kill Dumont, they just want to beat him up and run him out of town.

They should still prove dangerous enough to incapacitate unwary players, though.

**ATL 5****1 per PC + 1 more**

N Human Fighter 4

**Initiative** +3**Space/Reach** 5 ft./5 ft.**AC** 21 **Touch** 14 **FF** 17 (+5 armor, +1 shield, +3 Dex, +1 dodge, +1 natural)**HP** 47 (4d10 + 15 + 4 favored)**Speed** 30 ft. <sup>u</sup>**Fort** +7 **Ref** +5 **Will** +2 <sup>π</sup>**SQ** None**DR** No**SR** No**Immune** No**Attacks:***crowd control* Short Swords +9/+9 (1d6+5<sup>¥</sup> *non-lethal*, 19-20x2) or*crowd control arrows* Longbow +8 (1d8 *non-lethal*, 20x3)**Str** 18° **Dex** 17 **Con** 14 **Int** 10 **Wis** 10 **Cha** 9**Base Atk** +4 **CMB** +9 **CMD** 21**Feats** Dodge, Double Slice<sup>¥</sup>, Two-Weapon Fighting, 2-Weapon Defense\*, Skill Focus (Stealth), Weap. Focus (Shortsword)<sup>B</sup>**Gear** Scale Mail, *crowd control* Short Swords (2), Longbow (20 *crowd control* arrows), *Potion of Aid*, *Potion of Resistance*, *Potion of Barkskin* +1, *Oil of Magic Weapon* +1 (2), *Potion of Cure Light Wounds***Skills:** Heal +3, Intimidate +7, Perception +4, Stealth +6**Special Abilities** Bravery +1<sup>π</sup>, Armor Training 1<sup>u</sup>

*Crowd Control* weapons always deal non-lethal damage, but they do not carry the usual -4 attack penalty.

These weapons were introduced once before as certified items in " 'X' Does Not Mark The Spot", and now they're back.

These thugs are equipped with *crowd control* weapons and extra healing potions because they are not trying to kill Dumont, they just want to beat him up and run him out of town.

They should still prove dangerous enough to incapacitate unwary players, though.

**ATL 7****1 per PC + 1 more**

N Human Fighter 6

**Initiative** +7**Space/Reach** 5 ft./5 ft.**AC** 23 **Touch** 14 **FF** 19 (+6 armor, +1 shield, +3 Dex, +1 dodge, +2 natural)**HP** 60 (6d10 + 12 + 6 favored)**Speed** 30 ft. <sup>u</sup>**Fort** +11 **Ref** +9 **Will** +6 <sup>π</sup>**SQ** None**DR** No**SR** No**Immune** No**Attacks:***crowd control* Short Swords +15/+15/+10/+10 (1d6+10 *non-lethal*, 19-20x2) or*crowd control arrows* Longbow +12 (1d8 *non-lethal*, 20x3)**Str** 18° **Dex** 17 **Con** 14 **Int** 10 **Wis** 10 **Cha** 9**Base Atk** +6 **CMB** +15 **CMD** 23**Feats** Dodge, Double Slice<sup>¥</sup>, Imp. Initiative, Imp. Two-Weapon Fighting, Two-Weapon Fighting, 2-Weapon Defense\*, Skill Focus (Stealth), Weap. Focus (Shortsword)<sup>B</sup>**Gear** Scale Mail, *crowd control* Short Swords (2), Longbow (20 *crowd control* arrows), *Potion of Heroism*, *Potion of Wrathful Mantle* +2, *Potion of Barkskin* +2, *Oil of Magic Weapon* +2 (2), *Oil of Magic Vestment* +1, *Potion of Resist Energy*, *Potion of Cure Light Wounds* (2)**Skills:** Heal +5, Intimidate +11, Perception +8, Stealth +10**Special Abilities** Bravery +2<sup>π</sup>, Armor Training 1<sup>u</sup>,

Weapon Training 1 (Light blades)

*Crowd Control* weapons always deal non-lethal damage, but they do not carry the usual -4 attack penalty.

These weapons were introduced once before as certified items in " 'X' Does Not Mark The Spot", and now they're back.

These thugs are equipped with *crowd control* weapons and extra healing potions because they are not trying to kill Dumont, they just want to beat him up and run him out of town.

They should still prove dangerous enough to incapacitate unwary players, though.

**ATL 9****1 per PC + 1 more**

N Human Fighter 8

**Initiative** +10**Space/Reach** 5 ft./5 ft.**AC** 27 **Touch** 16 **FF** 21 (+8 armor, +1 shield, +5 Dex, +1 dodge, +2 natural)**HP** 80 (8d10 + 16 + 8 favored)**Speed** 30 ft. <sup>u</sup>**Fort** +12 **Ref** +12 **Will** +6 <sup>π</sup>**SQ** None **DR** No **SR** No **Immune** No**Attacks:***crowd control* Shortswords +19/+19/+14/+14 (1d6+11 *non-lethal*, 19-20x2) or*crowd control arrows* Longbow +16 (1d8+1 *non-lethal*, 20x3)**Str** 18° **Dex** 22\* **Con** 14 **Int** 10 **Wis** 10 **Cha** 9**Base Atk** +8 **CMB** +17 **CMD** 28**Feats** Dodge, Double Slice<sup>χ</sup>, Mobility, Greater Weapon Focus (Shortsword), Imp. Initiative, Imp. Two-Weapon Fighting, Two-Weapon Fighting, 2-Weapon Defense\*, Skill Focus (Stealth), Weap. Focus (Shortsword)<sup>B</sup>**Gear** Breastplate, *crowd control* Shortswords (2), Longbow (20 *crowd control* arrows), *Potion of Heroism*, *Potion of Wrathful Mantle* +2, *Potion of Barkskin* +2, *Oil of Magic Weapon* +2 (2), *Oil of Magic Vestment* +2, *Potion of Divine Favor* +1, *Potion of Cat's Grace*, *Potion of See Invisibility*, *Potion of Resist Energy*, *Potion of Cure Moderate Wounds* (2)**Skills:** Heal +7, Intimidate +12, Perception +9, Stealth +15**Special Abilities** Bravery +2<sup>π</sup>, Armor Training 2<sup>u</sup>, Weapon Training 1 (Light blades)

*Crowd Control* weapons always deal non-lethal damage, but they do not carry the usual -4 attack penalty.

These weapons were introduced once before as certified items in "X Does Not Mark The Spot", and now they're back.

These thugs are equipped with *crowd control* weapons and extra healing potions because they are not trying to kill Dumont, they just want to beat him up and run him out of town.

They should still prove dangerous enough to incapacitate unwary players, though.

## Appendix B - Angry Mob (Encounter 7)

### ATL 1 2 per PC + 4 more

N Mixed-Race Unarmed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 10 (1d8 + 2) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*improvised Club* +0 (1d4 *non-lethal*, 20x2) or  
*improvised weapon Thrown Rocks* +1 (1d3, 20x2)  
**Str** 11 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +0 **CMB** +0 **CMD** 11  
**Feats** Toughness  
**Gear** Traveling clothes, improvised club  
**Skills** Craft (any one) +4  
**Special Abilities** None

### ATL 3 2 per PC + 4 more

N Mixed-Race Unarmed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 10 (1d8 + 2) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*improvised Club* +0 (1d4 *non-lethal*, 20x2) or  
*improvised weapon Thrown Rocks* +1 (1d3, 20x2)  
**Str** 11 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +0 **CMB** +0 **CMD** 11  
**Feats** Toughness  
**Gear** Traveling clothes, improvised club  
**Skills** Craft (any one) +4  
**Special Abilities** None

### ATL 1 1 per 3 PCs (round down)

N Human Armed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 10 (1d8 + 2) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*Club* +1 (1d6+1, 20x2) or  
*Light Crossbow* +1 (1d8, 20x2)  
**Str** 12 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +0 **CMB** +1 **CMD** 12  
**Feats** Toughness  
**Gear** Traveling clothes, club, light crossbow (5 bolts)  
**Skills** Craft (any one) +4  
**Special Abilities** None

### ATL 3 1 per 3 PCs (round down)

N Human Armed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 18 (2d8 + 4) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*Club* +2 (1d6+1, 20x2) or  
*Light Crossbow* +2 (1d8, 20x2)  
**Str** 12 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +1 **CMB** +2 **CMD** 13  
**Feats** Toughness  
**Gear** Traveling clothes, club, light crossbow (5 bolts)  
**Skills** Craft (any one) +5  
**Special Abilities** None

These commoners are all bunched up into a mob, so it should require at least a little effort (**Perception** check **DC ATL+20**) to spot the properly armed ones amidst the masses *before* they start shooting

These commoners are all bunched up into a mob, so it should require at least a little effort (**Perception** check **DC ATL+20**) to spot the properly armed ones amidst the masses *before* they start shooting

**ATL 5** **3 per PC + 6 more**

N Mixed-Race Unarmed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 10 (1d8 + 2) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*improvised Club* +0 (1d4 *non-lethal*, 20x2) or  
*improvised weapon Thrown Rocks* +1 (1d3, 20x2)  
**Str** 11 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +0 **CMB** +0 **CMD** 11  
**Feats** Toughness  
**Gear** Traveling clothes, improvised club  
**Skills** Craft (any one) +4  
**Special Abilities** None

**ATL 7** **4 per PC + 8 more**

N Mixed-Race Unarmed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 10 (1d8 + 2) **Speed** 30 ft.  
**Fort** +1 **Ref** +1 **Will** +0  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*improvised Club* +0 (1d4 *non-lethal*, 20x2) or  
*improvised weapon Thrown Rocks* +1 (1d3, 20x2)  
**Str** 11 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +0 **CMB** +0 **CMD** 11  
**Feats** Toughness  
**Gear** Traveling clothes, improvised club  
**Skills** Craft (any one) +4  
**Special Abilities** None

**ATL 5** **1 per 2 PCs (round down)**

N Human Armed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 26 (3d8 + 6) **Speed** 30 ft.  
**Fort** +2 **Ref** +2 **Will** +1  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*Club* +2 (1d6+1, 20x2) or  
*Light Crossbow* +2 (1d8, 20x2)  
**Str** 12 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +1 **CMB** +2 **CMD** 13  
**Feats** Toughness  
**Gear** Traveling clothes, club, light crossbow (5 bolts)  
**Skills** Craft (any one) +6  
**Special Abilities** None

These commoners are all bunched up into a mob, so it should require at least a little effort (**Perception** check **DC ATL+20**) to spot the properly armed ones amidst the masses *before* they start shooting

**ATL 7** **1 per 2 PCs (round down)**

N Human Armed Commoners  
**Initiative** +0 **Space/Reach** 5 ft./5 ft.  
**AC** 11 **Touch** 11 **FF** 10  
**HP** 34 (4d8 + 8) **Speed** 30 ft.  
**Fort** +2 **Ref** +2 **Will** +1  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
*Club* +3 (1d6+1, 20x2) or  
*Light Crossbow* +3 (1d8, 20x2)  
**Str** 12 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10  
**Base Atk** +2 **CMB** +3 **CMD** 14  
**Feats** Toughness  
**Gear** Traveling clothes, club, light crossbow (5 bolts)  
**Skills** Craft (any one) +7  
**Special Abilities** None

These commoners are all bunched up into a mob, so it should require at least a little effort (**Perception** check **DC ATL+20**) to spot the properly armed ones amidst the masses *before* they start shooting

**ATL 9** **5 per PC + 10 more**

N Mixed-Race Unarmed Commoners

**Initiative** +0 **Space/Reach** 5 ft./5 ft.**AC** 11 **Touch** 11 **FF** 10**HP** 10 (1d8 + 2) **Speed** 30 ft.**Fort** +1 **Ref** +1 **Will** +0**SQ** None **DR** No **SR** No **Immune** No**Attacks:***improvised Club* +0 (1d4 *non-lethal*, 20x2) or*improvised weapon Thrown Rocks* +1 (1d3, 20x2)**Str** 11 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10**Base Atk** +0 **CMB** +0 **CMD** 11**Feats** Toughness**Gear** Traveling clothes, improvised club**Skills** Craft (any one) +4**Special Abilities** None**ATL 9** **2 per 3 PCs (round up)**

N Human Armed Commoners

**Initiative** +0 **Space/Reach** 5 ft./5 ft.**AC** 11 **Touch** 11 **FF** 10**HP** 42 (5d8 + 10) **Speed** 30 ft.**Fort** +3 **Ref** +3 **Will** +2**SQ** None **DR** No **SR** No **Immune** No**Attacks:**

Club +3 (1d6+1, 20x2) or

Light Crossbow +3 (1d8, 20x2)

**Str** 12 **Dex** 12 **Con** 12 **Int** 10 **Wis** 10 **Cha** 10**Base Atk** +2 **CMB** +3 **CMD** 14**Feats** Toughness**Gear** Traveling clothes, club, light crossbow (5 bolts)**Skills** Craft (any one) +8**Special Abilities** None

These commoners are all bunched up into a mob, so it should require at least a little effort (**Perception** check **DC ATL+20**) to spot the properly armed ones amidst the masses *before* they start shooting



## Appendix C - Allied NPCs

### All ATLS

**Diamond Legion Sergeant Harriet "Hack" Ackerman**  
 NG Human Fighter 6  
**Initiative** +8 **Space/Reach** 5 ft./5 ft.  
**AC** 25 **T** 13 **FF** 22 (+7 armor, +4 shield, +2 Dex, +1 natural, +1 dodge)  
**HP** 60 (6d10 + 18 + 6 favored) **Speed** 30 ft.<sup>u</sup>  
**Fortitude** +9 **Reflex** +6 **Will** +4<sup>π</sup>  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
 +2 *Longsword*, +15/+10 (1d8+10<sup>z</sup>, 19-20x2) or  
 +1 *Longbow*, +9/+4 (1d8+1, 20x3)  
**Str** 21 **Dex** 14 **Con** 14 **Int** 10 **Wis** 10 **Cha** 10  
**Base Attack** +6 **CMB** +14 **CMD** 24  
**Feats** Dodge<sup>B</sup>, Shield Focus<sup>B</sup>, Improved Initiative<sup>B</sup>,  
 Toughness\*, Weapon Focus (Longsword), Weapon Spec.  
 (Longsword)<sup>B</sup>, Vital Strike<sup>z</sup>, Wary  
**Gear** *Breastplate +1*, *Heavy Steel Shield +1*, *Longsword +2*,  
*Longbow +1* (20 arrows), *Cloak of Resistance +2*, *Amulet of*  
*Natural Armor +1*, *Potion of Resist Energy*, *Potion of See*  
*Invisibility*, *Potion of Cure Moderate Wounds (2)*  
**Skills:** Acrobatics +4, Intimidate +9, Perception +8  
**Spec. Abilities** Bravery +2<sup>π</sup>, Armor Training 1<sup>u</sup>, Weapon  
 Training (Heavy Blades +1)

**'Ambassador' from D'Gar** **Governor Cecil Dumont**  
 LE Human Aristocrat 8  
**Initiative** +2 **Space/Reach** 5 ft./5 ft.  
**AC** 13 **T** 13 **FF** 10 (+2 Dex, +1 dodge)  
**HP** 68 (8d8 + 16) **Speed** 30 ft.  
**Fortitude** +9 **Reflex** +5 **Will** +4  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
 +2 *Dagger*, +10/+5 (1d4+2, 19-20x2)  
**Str** 10 **Dex** 14 **Con** 14 **Int** 16 **Wis** 16 **Cha** 16  
**Base Atk** +6 **CMB** +6 **CMD** 18  
**Feats** Dodge, Deceitful, Skill Focus (Bluff), Skill Focus  
 (Intimidate), Weapon Finesse  
**Gear** Fine noble's clothes, *Dagger +2*, *Belt of Physical Might*  
 +4 (*Dex*, *Con*),  
**Skills** Bluff +19, Diplomacy +14, Disguise +19, Intimidate  
 +17, Knowledge (Local) +14, Perception +14, Ride +13,  
 Sense Motive +14  
**Special Abilities** None

**Diamond Legion Corporal Sarah "Slash" Lashton**  
 NG Human Fighter 4 / Barbarian 2  
**Initiative** +8 **Space/Reach** 5 ft./5 ft.  
**AC** 25 **T** 13 **FF** 22 (+7 armor, +4 shield, +2 Dex, +1 natural, +1 dodge)  
**HP** 92 (2d12 + 4d10 + 36 + 4 favored) **Speed** 40 ft.<sup>u</sup>  
**Fortitude** +13 **Reflex** +4 **Will** +2<sup>π</sup>  
**SQ** None **DR** No **SR** No **Immune** No  
**Attacks:**  
 +2 *Longsword*, +12/+7 (1d8+7, 19-20x2) or  
 +1 *Longbow*, +8/+3 (1d8+1, 20x3)  
**Str** 16 **Dex** 14 **Con** 21 **Int** 12 **Wis** 10 **Cha** 10  
**Base Attack** +6 **CMB** +12 **CMD** 21  
**Feats** Dodge<sup>B</sup>, Shield Focus<sup>B</sup>, Improved Initiative<sup>B</sup>,  
 Toughness\*, Weapon Focus (Longsword), Weapon Spec.  
 (Longsword)<sup>B</sup>, Wary  
**Gear** *Breastplate +1*, *Heavy Steel Shield +1*, *Longsword +2*,  
*Longbow +1* (20 arrows), *Belt of Mighty Constitution +2*,  
*Cloak of Resistance +1*, *Amulet of Natural Armor +1*, *Potion*  
*of Resist Energy*, *Potion of See Invisibility*, *Potion of Cure*  
*Moderate Wounds (2)*  
**Skills:** Acrobatics +4, Diplomacy +6, Intimidate +9,  
 Perception +8  
**Spec. Abilities** Bravery +1<sup>π</sup>, Armor Training 1<sup>u</sup>, Fast  
 Movement, Rage (10 rounds/day), Uncanny Dodge, Rage  
 Power (Intimidating Glare)

**CRITICAL EVENT SUMMARY**  
**RIDE-ALONG**

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Do Not Return After** Aug 2018

**Author's Email Address:** danielilewis1983@gmail.com

1. Did the PCs try to negotiate for additional pay?    Yes    No
  
2. Briefly describe how they reacted to the tomato-throwing man in Encounter 3: \_\_\_\_\_  
\_\_\_\_\_
  
3. How did the PCs react to Dumont's very bad attitude (the whole time)? \_\_\_\_\_  
\_\_\_\_\_
  
4. Did the PCs try and get to know Dumont's attendants in Encounter 4?    Yes    No
  
5. Did the PCs talk to Hack and Slash about the other Legionnaires' treatment of them?    Yes    No  
If 'Yes', briefly describe when and how: \_\_\_\_\_  
\_\_\_\_\_
  
6. Did the PCs stay for the night in Encounter 4?    Yes    No  
If 'Yes', briefly describe how they dealt with the attackers: \_\_\_\_\_  
\_\_\_\_\_
  
7. How did the PCs deal with the street vendor scuffle in Encounter 5? \_\_\_\_\_  
\_\_\_\_\_
  
8. How did the PCs react to Dumont's treatment of the messenger girl in Encounter 6? \_\_\_\_\_  
\_\_\_\_\_
  
9. How did the PCs react to Dumont's treatment of the "working girls" in Encounter 6? \_\_\_\_\_  
\_\_\_\_\_
  
10. Did the PCs try to defend Dumont against the mob in Encounter 7?    Yes    No  
If 'Yes', briefly describe how: \_\_\_\_\_  
\_\_\_\_\_
  
11. Did the PCs act or speak rudely or disrespectfully to Dumont?    Yes    No  
If 'Yes', briefly describe how, and whether you gave them Conclusion C for it: \_\_\_\_\_  
\_\_\_\_\_
  
12. Did the PCs get Conclusion B or C?    Yes    No    If 'Yes', describe which, and how, in as  
much detail as possible: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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