



Border Games

LSJ244

By David P Santana

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

The Kingdom of Amthydor expanded their borders increasing the protectorates boundaries. New Outposts and garrisons were built on these new frontiers. But one such outpost has gone silent and PCs are asked to investigate. What will the PCs find on the borders of their new frontiers? For PCS 3-8.

Prelude to the Games of Conflict Series. Takes place after Eye for an Eye LSJ 193

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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

Several years ago, a Vanyaran Alchemist developed a way to remove the essence of trolls and instill it into a liquid that would turn any humanoid into a troll-like beings [*LSJ 032 The Trouble With Trolls*]. After he was defeated, his lab was destroyed and dismantled. But not before a D’Garran hunting party came across his notes and was able to track down samples of his formula placed in bottles of alcohol that had been distributed in Amthydor [*LSJ 101 More Trolls More Troubles*]. The information and the last sample made it into D’Garran lands where, they have been able to recreate the formula and ways to disperse it into an area. Once completed it was decided to test it. And the best target they located was one of the new Amthydorian outposts: Outpost Breng.

Adventure Summary

Introduction – The PCs are asked to visit the Adventurer’s guild for a mission. They meet with Dorinda McCallister and Lt. Curazon. . PCs are given the delicate mission of investigations the garrison outpost that they haven’t heard from.

Encounter 1: Traveling overland, PCs encounter a Diamond Legionnaire in a tattered uniform. Half way to talking to him, he becomes a vicious troll-like brute

Encounter 2: Whether the PCs teleport or go overland, they find what appears to be a wrecked garrison, littered with dead diamond legionnaires. But they seem to have killed each other. PCs find what appear to be broken globes among the dead.

Encounter 3: The PCs find a trail leading to camp, which triggers an attack.
Search the camp and find some evidence.

Encounter 4: The PCs follow the trail to a larger camp where several legionnaires are held in a cage and a group of D’Garran Serpents and a few slaves are grouped around a campfire. The PCs see the Alchemist leave on Wyvernns.

Encounter 5: PCs have the option to free the legionnaires before combat.

Encounter 6: The PCs have the option to stealth up.

Encounter 7: The PCs fight with the D’Garrans

Encounter 8: The PC succeed and they get to find the letter from D’Gar.

Conclusion A the PCs save whatever number of slaves and legionnaires left and bring back any Serpents left alive.

Conclusion B the PCs are captured and freed by freedom fighters

Conclusion C the PCs leave without doing anything and return to Amthydor.

Epilogue – General Henrick Delora lays out his battle plans

Epilogue 2 – King Torsestyn and Commander Piecepennies set out battle plans knowing war is imminent.

INTRODUCTION

You find yourself sitting in the outer office of the Fraternity of Venturers. Whether or not you are looking for work, you had received a notice to come and meet with Dorinda McCallister, the current head of the organization. You see that several others are also waiting to see her.

PCs have an opportunity to introduce each other if they want. Otherwise continue.

After waiting a few moments, you are ushered into Dorinda McCallister’s office. The office remains as it was when Milton Dadderhoff used it, though some small changes have already been made. Aside from Dorinda sitting behind her desk, a Diamond Legionnaire is standing next to her. She is dressed spotless and straight. Her red hair all in place, framing her straightforward look. The name “CURAZON” is on her uniform over her lapel.

Dorinda smile as you enter. “I am glad you could all make it. I am sure I have met some of you before. My name is Dorinda McCallister. The Legionnaire next to me is LT Curazon of the Chameleons. There is a delicate matter that she would like to hire you for.

Lt Curazon purses her lips before speaking. “We have an issue going on at the borders of the protectorate. With the expansion of the Amthydor’s borders, the Diamond Legion is stretched thin as we build our outposts and send troops here. We have not received any news from one of the earliest Outposts we established. It has been about two weeks without any regular reports. We don’t have the manpower to go and check out the border. So, we are turning to the adventuring community to assist.”

“This is a tense situation at best, being the border with D’Gar. We have not had good relations with D’Gar and we are sure the expansion of our borders didn’t make this any better. Hopefully this is a mere miscommunication, but with the conditions of Amthydor. Still, would you be willing to go on this reconnaissance mission?”

Questions the PCs might ask:

- **Are you paying us?** The city is short of funds but will be able to pay [25 gp x ATL per PC]. (Note, if PCs try to haggle, Dorinda will excuse them and tell them to have a nice day. This adventure is over for them.) Lt Curazon can offer them legion script (50 gp x ATL per PC) but it is valueless for the next year, assuming the city isn't at war. (see script cert).
- **What was the last report from the outpost?** The outpost reported little traffic crossing the border. Mostly nearby farmers peddling fruits and vegetables. No trouble of note. But that was two weeks ago.
- **Was scrying done?** No, everyone has been busily working on preparing for the upcoming war.
- **Were divinations done?** No, everyone has been busily working on preparing for the upcoming war.
- **How frequently do they usually report?** We usually get reports once per week.
- **How will we get there?** We can provide you horses. But if you have other means to travel, then you can use them.
- **How far away is the outpost?** It's a four-day ride to the outpost.
- **How well was the outpost manned?** 15 legionnaires are stationed there
- **Why don't you teleport us?** The condition the city is in and the materials needed for that, there is little to provide a teleport from LOTS with so many things take precedent we wouldn't rate high enough to even get in line.

If the PCs don't ask about transportation to the outpost, Lt. Curazon will offer each PC that needs it a horse before they're ushered out of the room so that they can start their mission – as there isn't with the potential of a war with D'Gar on the horizon.

Notes: Diamond Legion PCs are considered on duty for this mission and will not get paid. If the PCs choose script, DL PCs can get script.

The road is well traveled for the first two days. But as the road continues to the outpost, there are fewer travelers and the road is in less repair. As the early hours of the 4th days travel begins, you come to cross a babbling brook. At the edge of the brook, you see a body lying in the grass!

The PCs can stop to investigate the body. It is a private from the outpost. He escaped after getting hit with the gas and has been fighting the effects.

When the PCs approach read the following:

Suddenly, the soldier sits up! You can see he wears the uniform of a private in the Diamond Legion. His hair is haphazard, some patches showing where it has been pulled from his scalp. His eyes are wide with the look of fear and he begins to wail in fright!

The PCs can try to calm him down (**Diplomacy DC 30**, Calm Emotions Will save DC 18). He will be able to mumble something about the outpost and the green gas. Then continue.

Suddenly, he grasps his head, yelling, "No, NOOO!" His hands get larger, his skin turns a sickly green, his body enlarges into a slightly hunched form. His now troll-like form lunges out in attack!

ATL 1

Troll Soldier

Human male (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 16, touch 11, flat-footed 14 (+2 Dex, +4 Natural)
hp 28 (3d8+6)

Fort +8, **Ref** +4, **Will** +2

Speed 30 ft.

Melee bite +4(d8+2), 2 claws +4(d6+2)

Special Attacks rend (2 claws d6+4)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 15

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +9, Perception +8

Languages Common

Treasure Legionnaire's Masterwork short sword, ripped up backpack, ripped up legionnaire's uniform, destroyed breastplate.

Notes: Uniform and armor was destroyed as he turned to troll.

ENCOUNTER 1

ATL 3

Troll Soldier

Human male (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural)

hp 32 (4d8+8)

Fort +9, **Ref** +4, **Will** +2

Speed 30 ft.

Melee bite +6(d8+2), 2 claws +6(d6+2)

Special Attacks rend (2 claws d6+4)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 16

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages Common

SQ Regeneration 5 (Acid or Fire)

Treasure Legionnaire's Masterwork short sword, ripped up backpack, ripped up legionnaire's uniform, destroyed breastplate.

Notes: Uniform and armor was destroyed as he turned to troll.

ATL 5

Troll Soldier

Human male (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural)

hp 42 (5d8+12)

Fort +9, **Ref** +4, **Will** +2

Speed 30 ft.

Melee bite +8(d8+2), 2 claws +8(d6+2)

Special Attacks rend (2 claws d6+4)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +7; **CMB** +7; **CMD** 17

Feats Intimidating Prowess, Skill focus (Perception), Power Attack

Skills intimidate +11, Perception +8

Languages Common

SQ Regeneration 5 (Acid or Fire)

Treasure +1 Legionnaire's short sword, ripped up backpack, ripped up legionnaire's uniform, masterwork breastplate.

Notes: Uniform was destroyed as he turned to troll.

ATL 7

Troll Soldier

Human male (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 21, touch 11, flat-footed 21 (+5 armor, +2 Dex, +6 Natural)

hp 54 (7d8+16)

Fort +9, **Ref** +4, **Will** +2

Speed 30 ft.

Melee bite +10(d8+4), 2 claws +10(d6+4)

Special Attacks rend (2 claws d6+6), long arms (10' reach with arms)

Str 18, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +9; **CMB** +9; **CMD** 19

Feats Intimidating Prowess, Skill focus (Perception), Power Attack

Skills intimidate +13, Perception +8

Languages Common

SQ Regeneration 5 (Acid or Fire)

Treasure +1 Legionnaire's short sword, ripped up backpack, ripped up legionnaire's uniform, +1 breastplate.

Notes: Uniform was destroyed as he turned to troll.

ATL 9

Troll Soldier

Human male (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 22, touch 11, flat-footed 21 (+5 armor, +2 Dex, +8 Natural)

hp 64 (9d8+20)

Fort +10, **Ref** +4, **Will** +2

Speed 30 ft.

Melee bite +10(d8+4), 2 claws +10(d6+4)

Special Attacks rend (2 claws d6+6), long arms (10' reach with arms)

Str 18, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +9; **CMB** +9; **CMD** 19

Feats Intimidating Prowess, Skill focus (Perception), Power Attack, Cleave

Skills intimidate +13, Perception +8

Languages Common

SQ Regeneration 5 (Acid or Fire)

Treasure +1 Legionnaire's short sword, ripped up backpack, ripped up legionnaire's uniform, +1 breastplate.

Notes: Uniform was destroyed as he turned to troll

The troll soldier fights to the death. Once the troll soldier is defeated, the PCs can collect his name and insignia. The name on his uniform is Pvt Carter. There is nothing more to find here

Once PCs are done, **GO TO Encounter 2**

ENCOUNTER 2

Arriving near the outpost, it is eerily quiet. There are no guards on station and no alert as you approach. Entering the outpost, you are greeted with a frightening sight! The buildings lay in ruins, one at least still smoldering from a fire! The bodies of legionnaires lay dead, but in grotesque forms. From the shape of their hands it also seems as if the clawed each other to death! Among the legionnaire's bodies were a few dead gnomes. Each wore a simple cotton sheath and nothing else. A glass globe lay shattered near each of them and the gnomes had cut open the veins in their wrists with the shards of glass!

The PCs arrive at the Outpost they see the devastation. The Outpost had seen the gnomes approach and had taken them in as refugees. Once the gnomes were inside, they pulled out and dropped the glass orbs filled with troll gas. Once exposed to the gas, they were all instantly transformed into monstrous versions of themselves and everyone started to attack each other until everyone was dead. The attack was only four days ago, and the final cleanup by the D'Garran forces hasn't been done yet, though the alchemist and his results have already returned to D'Gar.

The PCs can investigate the Outpost"

Perception check DC 15 reveals the doors weren't forced open.

Things the PCs can find:

- With a **Heal check DC20**, the legionnaires have been dead for 4 days, but the bodies had not been picked at by animals
- With a **Heal check DC25**, tells that above the trauma the legionnaires did to each other, they had all inhaled poison.
- With a **Knowledge (Nature) check DC 20** or **Craft: (Alchemy) check DC30**, they find out similar effects to troll juice from *The Troubles with Trolls* and *More Trolls More Troubles*. If anyone played those modules with this character, the DC is 10.
- **Heal check DC 15** on the gnomes indicates they died from asphyxiation as if their collars had choked them to death.
- Any attempt to *speak with dead* on the gnomes will end with null results as if their spirits were beyond reaching.
- *Speak with dead* on the legionnaires will tell that they were taking in what seemed to be gnomish

refugees. The gnomes were brought into the camp and then they produced green glass globes that they dropped, producing a green gas. Then everyone turned in to ravenous monsters. From the speaker's perspective, he had to defend himself.

- With a **Perception (Sight) check DC15** the PCs can follow a trail through the brush nearby.
- Looking through and around the camp PCs can find additional tracks with a **Survival DC15** or **Perception. DC 20**. PCs can tell that the gnomes were not the last tracks in. There were fresh boot prints in and out of the camp. A **Survival DC20** or **Perception. DC 25** will reveal that there are several sets of tracks that were made within the past 3 days, and that the earlier ones appear deeper than the more recent ones. There's also a single set of tracks, on top of those sets, that was made within the past 2 days. It's this single set of tracks that the PCs can follow.
- If the PCs want to follow the trail **GO TO Encounter 3.**
- If the PCs want to return to Amthydor **GO TO Conclusion 3**

ENCOUNTER 3

Following the tracks into the woods you come across a clearing that had recently been a campsite. An old campfire sits in the center, the fire long gone. A section seems to have been cornered off, as if a pen for slaves. Several areas indicate a group of 4 slept near the fire.

Note: this encounter is optional. For sake of time run it without the combat if necessary.

The PCs can make a **Perception (Listen) check DC25** to hear low growling from the nearby bushes. Please remember to modify the number of beast based on ATL

Suddenly, a vicious looking beast leaps from the bushes! It is misshapen as if going through some sort of transformation and it suddenly moves into an attack position.

ATL 1

Troll Wolf

Medium Animal (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural))

hp 28 (3d8+8)

Fort +9, **Ref** +4, **Will** +0

Speed 50 ft.

Melee bite +6(d8+2)+ trip, 2 claws +(d6+2)

Special Attacks rend (2 claws d6+4)

Str 14, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +4; **CMB** +4; **CMD** 14

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages None

SQ Regeneration 5 (Acid or Fire)

ATL 3

Troll Wolf

Medium Animal (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural))

hp 42 (5d8+12)

Fort +11, **Ref** +6, **Will** +0

Speed 50 ft.

Melee bite +9(1d8+3)+ trip, 2 claws 9+(1d6+3)

Special Attacks rend (2 claws 2d6+6)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 6

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages None

SQ Regeneration 5 (Acid or Fire)

ATL 5

Troll Wolf

Medium Animal (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural))

hp 56(6d8+16)

Fort +11, **Ref** +6, **Will** +0

Speed 50 ft.

Melee bite +11(1d8+3)+ trip, 2 claws 11+(1d6+3)

Special Attacks rend (2 claws 2d6+6)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 6

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages None

SQ Regeneration 5 (Acid or Fire)

ATL 7

Troll Wolf (2)

Medium Animal (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 19, touch 12, flat-footed 16 (+3 Dex, +6 Natural))

hp 42 (d8+12)

Fort +11, **Ref** +6, **Will** +0

Speed 50 ft.

Melee bite +!(1d8+3)+ trip, 2 claws 9+(1d6+3)

Special Attacks rend (2 claws 2d6+6)

Str 16, **Dex** 16, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 6

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages None

SQ Regeneration 5 (Acid or Fire)

ATL 9

Troll Wolf (2)

Medium Animal (Troll Hybrid)

NE Medium humanoid (troll)

Init +2; **Senses** Darkvision 60', low light vision, scent Perception +8

AC 18, touch 11, flat-footed 16 (+2 Dex, +6 Natural))

hp 66(8d8+16)

Fort +11, **Ref** +6, **Will** +0

Speed 50 ft.

Melee bite +13(1d8+3)+ trip, 2 claws 13+(1d6+3)

Special Attacks rend (2 claws 2d6+6)

Str 16, **Dex** 14, **Con** 14, **Int** 3, **Wis** 6, **Cha** 6

Base Atk +6; **CMB** +6; **CMD** 6

Feats Intimidating Prowess, Skill focus (Perception)

Skills intimidate +11, Perception +8

Languages None

SQ Regeneration 5 (Acid or Fire)

Once the PCS are done with the combat, they may further examine the camp. A DC 20 perception check, they will find some shards of glass just in the line of the bushes. The trail continues further past the bushes.

- If the PCs want to follow the trail **GO TO Encounter 4.**
- If the PCs want to return to Amthydor **GO TO Conclusion C**

ENCOUNTER 4

Traveling for a little over a mile, you hear voices over the next rise. Moving so as not to be heard, you can see a sizable campsite. There are two huts and several tents along a dirt road. At the end of the road appears to be a hitching post with a few wyvernns tied to it. On the other side of the road is a pen with several tired looking legionnaires in ragged, ripped uniforms. The men walking around the camp wear black uniforms with a snake insignia on their shoulders. Each carry a truncheon on their sides as well as a sword. Their helmets have clear glass-like visors which lift and close in place. Some carry bows in place of a sword.

Coming out of one of the huts is a man of green skin. He wears a robe of dark color and he is wearing spectacles. Two men in black uniforms with wolf like insignias follow him. They mount the wyvernns. One of the men on the ground says "your orders."

The green skinned man says, "take what you can make walk. They will be slaves or sent to the blood furnace. Kill the rest and burn the camp to the ground." And with that the wyvernns take to the air.

A **Knowledge (Local) check DC 15** will recognize the uniforms as D'Garran. If they make a DC 20, they can identify the wolf insignia as being from the DeLorca family. Anyone who has played *Eye for an Eye* does not need to make the check. The serpent one is not identifiable.

A Knowledge (Local) check DC 20 will identify the green skin man as an orc.

- If the PCs want to save the Legionnaires **GO TO Encounter 5**
- If the PCs want to face the D'Garran Force **GO TO Encounter 6**
- If the PCs make a lot of noise attracting the D'Garran forces **GO TO Encounter 7**
- If the PCs want to return to Amthydor **GO TO Conclusion 3**

ENCOUNTER 5

Once the PCs decide to free the slaves, they can make a *perception check* DC20 to determine the legionnaires are not tied up and the lock on their coral is a simple one. The PCs can attempt to stealth up to the cage without being seen at a Dc20. If the PCs are spotted, move to encounter 7. If the PCs manage to sneak up to the cage, they can make a DC disable device to open the lock or a

DC 15 Strength check to break the wood bars. Once the PCs manage to break it open, they can try to sneak the legionnaires out. There are 15 in all and for every 5 they move out there is a DC15 chance that it will be noticed (decrease each successive chance by 5).

If the PCs fail to free the slave unnoticed, **GOTO Encounter 8**

If the PCs succeed and want to take Out the D'Garran guard go to Encounter 8.

If the PCs Succeed go to Encounter 9

ENCOUNTER 6

The D'Garran force is unaware of the PCs. The PCs need to make a stealth check DC20 to catch them by surprise. If the PCs succeed they will be able to surprise the D'Garrans and will be able to take a surprise action.

GO TO Encounter 8

ENCOUNTER 7

If the PCs fail at keeping stealthy, the D'Garrans will take the opportunity to throw a gas cannister into the pen with the [remaining] legionnaires. The legionnaires will begin to tear each other apart. One will also open the pen, giving them cover. Treat like rough terrain and partial cover. If the PCs managed to free the Legionnaires, this is not in effect. If the PCs succeed, they get a surprise round. The D'Garrans begin 60 feet from the tree line.

ATL 1**D'Garran Serpent Guardsmen (4)**
Human male fighter 3

NE Medium humanoid (human)

Init +6; **Senses** Perception +6**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)**hp** 28 (2d10+4)**Fort** +5, **Ref** +3, **Will** +2**Speed** 30 ft.**Melee** mwk baton +8 (1d6+2/x2) or +1 Longsword +9 (1d8+2/19-20x2)**Range Light** crossbow +8 (1d8+1/ 19-20x2)**Special Attacks** snake venom**Str** 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Power Attack, Improved Init, Combat Expertise, Point Blank**Skills** Acrobatics +6, Knowledge local +7, Perception +6**Languages** Common, orc**SQ** D'Garran Serpents are special forces for D'Gar. Each carries a poultice carrying poison that is strapped to the sword. When under attack, they press the poultice as a free action, which sprays the poison across the blade.**Treasure** NPC gear: mwk baton, *buckler*, +1 longsword, *Glare helm*, *wyvern hide armor*.**Special Abilities****Poison use** – Serpents are immune to poisons and take no damage from applying poison.**Poison:** Blue Winnis **Type** injury; **Save** Fortitude DC 14**Frequency** 1/round for 2 rounds; **Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save**Glare Helm** – this clear faceplate can be added to any helm. The faceplate can be lifted or placed over the face. The material does not lessen the protection but does offer +4 vs any gaze attack.**Skills** Acrobatics +6, Knowledge local +7, Perception +6**Languages** Common, orc**SQ** D'Garran Serpents are special forces for D'Gar. Each carries a poultice carrying poison that is strapped to the sword. When under attack, they press the poultice as a free action, which sprays the poison across the blade.**Treasure** NPC gear: mwk baton, *buckler*, +1 longsword, *Glare helm*, *wyvern hide armor*.**Special Abilities****Poison use** – Serpents are immune to poisons and take no damage from applying poison.**Poison:** Blue Winnis **Type** injury; **Save** Fortitude DC 14**Frequency** 1/round for 2 rounds; **Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save**Glare Helm** – this clear faceplate can be added to any helm. The faceplate can be lifted or placed over the face. The material does not lessen the protection but does offer +4 vs any gaze attack.**ATL 3****D'Garran Serpent Guardsmen (4)**
Human male fighter 5

NE Medium humanoid (human)

Init +6; **Senses** Perception +8**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)**hp** 42 (5d10+10)**Fort** +6, **Ref** +3, **Will** +2**Speed** 30 ft.**Melee** mwk baton +8 (1d6+2/x2) or +1 Longsword +9 (1d8+2/19-20x2)**Range Light** crossbow +8 (1d8+1/ 19-20x2)**Special Attacks** snake venom**Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +5; **CMB** +7; **CMD** 20**Feats** Power Attack, Improved Init, Combat Expertise, Point Blank, Precise shot, Cleave

ATL 5**D'Garran Serpent Guardsmen (2)****Human male fighter 7**

NE Medium humanoid (human)

Init +6; **Senses** Perception +10**AC** 18, touch 12, flat-footed 15 (+6 armor, +2 Dex)**hp** 42 (5d10+10)**Fort** +6, **Ref** +3, **Will** +2**Speed** 30 ft.**Melee** mwk baton +10/5 (1d6+2/x2) or +1 Longsword +11/7 (1d8+2/19-20x2)**Range Light** crossbow +10 (1d8+1/ 19-20x2)**Special Attacks** snake venom**Str** 16, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +7; **CMB** +9; **CMD** 22**Feats** Power Attack, Improved Init, Combat Expertise, Point Blank, Precise shot, Cleave, Improved Unarmed Strike, Grapple**Skills** Acrobatics +8, Knowledge local +7, Perception +10**Languages** Common, orc**SQ** D'Garran Serpents are special forces for D'Gar. Each carries a poultice carrying poison that is strapped to the sword. When under attack, they press the poultice as a free action, which sprays the poison across the blade.**Treasure** NPC gear: mwk baton, *buckler*, +1 *longsword*, *Glare helm*, +1 *wyvern hide armor*.**Special Abilities****Poison use** – Serpents are immune to poisons and take no damage from applying poison.**Poison:** Advanced Blue Winnis **Type** injury; **Save** Fortitude DC 16**Frequency** 1/round for 2 rounds; **Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save**Glare Helm** – this clear faceplate can be added to any helm. The faceplate can be lifted or placed over the face. The material does not lessen the protection but does offer +4 vs any gaze attack.**D'Garran Serpent Wizard****Human male Wizard 5**

NE Medium humanoid (human)

Init +1; **Senses** Perception +3**AC** 16, touch 16, flat-footed 15 (+4 mage armor, +1 Dex, EOP +1)**hp** 34 (5d6+10)**Fort** +3, **Ref** +2, **Will** +5**Speed** 30 ft.**Melee** +1 D'Garran Dagger +4 (1d4+1/19-20x2)**Range Light** crossbow +4 (1d8+1/ 19-20x2)**Special Attacks** intense spell (+2 damage)**Arcane School** (CL5, Con +9)

7/ day – fore missile (1d4+2)

Evoker Spells Prepared (CL 5; Concentration +9)**3rd** – fireball x2 (DC19), lightning bolt (DC19)**2nd** – burning gaze x2 (DC18), create pit (DC 16), communal endure elements**1st** – ~~mage armor~~, ray of enfeeblement (DC 15), shield, shocking grasp, snowball**0**(at will) – acid splash, daze (DC14), light, ray of frost**Str** 10, **Dex** 12, **Con** 12, **Int** 19, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +2; **CMD** 13**Feats** Bouncing Spell APG, Combat Casting, Greater Spell Focus (evocation), Intensified Spell, Scribe Scroll, Spell Focus (evocation)**Skills** Appraise +11, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (local) +12, Knowledge(planes) +11, Linguistics +8, Perception +3, Spellcraft +12, Use Magic Device +5**Languages** Common, Draconic, Elven, Giant, Gnome, Orc**SQ** arcane bond (emerald ring)**Combat Gear** *potion of cure light wounds*, *scroll of scorching ray*; **Other Gear** *D'Garran dagger*, *emerald ring*, wizard starting spellbook, ring of protection+1**Special Abilities****Arcane Bond (Emerald ring) (1/day) (Sp)** Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).**Bouncing Spell**, you can cast a spell that can be redirected if it has no effect on its first target.**Combat Casting** +4 to Concentration checks to cast while on the defensive.**Evocation** Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.**Force Missile (1d4+2, 7/day) (Sp)** As a standard action, magic missile strikes a foe.**Greater Spell Focus (Evocation)** +1 to the Save DC of spells from one school.**Illusion** You must spend 2 slots to cast spells from the Illusion school.**Intense Spells (+2 damage) (Su)** Evocation spells deal listed extra damage.**Intensified Spell** You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

ATL 7**D'Garran Serpent Guardsmen (3)****Human male fighter 7**

NE Medium humanoid (human)

Init +6; **Senses** Perception +10**AC** 18, touch 12, flat-footed 15 (+6 armor, +2 Dex)**hp** 42 (5d10+10)**Fort** +6, **Ref** +3, **Will** +2**Speed** 30 ft.**Melee** mwk baton +10/5 (1d6+2/x2) or +1 Longsword +11/7 (1d8+2/19-20x2)**Range Light** crossbow +10 (1d8+1/ 19-20x2)**Special Attacks** snake venom**Str** 16, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +7; **CMB** +9; **CMD** 22**Feats** Power Attack, Improved Init, Combat Expertise, Point Blank, Precise shot, Cleave, Improved Unarmed Strike, Grapple**Skills** Acrobatics +8, Knowledge local +7, Perception +10**Languages** Common, orc**SQ** D'Garran Serpents are special forces for D'Gar. Each carries a poultice carrying poison that is strapped to the sword. When under attack, they press the poultice as a free action, which sprays the poison across the blade.**Treasure** NPC gear: mwk baton, *buckler*, +1 *longsword*, *Glare helm*, +1 *wyvern hide armor*.**Special Abilities****Poison use** – Serpents are immune to poisons and take no damage from applying poison.**Poison:** Advanced Blue Winnis **Type** injury; **Save** Fortitude DC 16**Frequency** 1/round for 2 rounds; **Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save**Glare Helm** – this clear faceplate can be added to any helm. The faceplate can be lifted or placed over the face. The material does not lessen the protection but does offer +4 vs any gaze attack.**D'Garran Serpent Wizard****Human male Wizard 5**

NE Medium humanoid (human)

Init +1; **Senses** Perception +3**AC** 17, touch 17, flat-footed 16 (+4 mage armor, +1 Dex, ROP +2)**hp** 34 (5d6+10)**Fort** +2, **Ref** +2, **Will** +5**Speed** 30 ft.**Melee** +1 D'Garran Dagger +4 (1d4+1/19-20x2)**Range Light** crossbow +4 (1d8+1/ 19-20x2)**Special Attacks** intense spell (+2 damage)**Arcane School** (CL5, Con +9)

7/ day – fore missile (1d4+2)

Evoker Spells Prepared (CL 5; Concentration +9)**3rd** – fireball x2 (DC19), lightning bolt (DC19)**2nd** – burning gaze x2 (DC18), create pit (DC 16), communal endure elements**1st** – ~~mage armor~~, ray of enfeeblement (DC 15), shield, shocking grasp, snowball**0**(at will) – acid splash, daze (DC14), light, ray of frost**Str** 10, **Dex** 12, **Con** 12, **Int** 19, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +2; **CMD** 13**Feats** Bouncing Spell APG, Combat Casting, Greater Spell Focus (evocation), Intensified Spell, Scribe Scroll, Spell Focus (evocation)**Skills** Appraise +11, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (local) +12, Knowledge(planes) +11, Linguistics +8, Perception +3, Spellcraft +12, Use Magic Device +5**Languages** Common, Draconic, Elven, Giant, Gnome, Orc**SQ** arcane bond (emerald ring)**Combat Gear** *potion of cure light wounds*, *scroll of scorching ray*; **Other Gear** *D'Garran dagger*, *emerald ring*, wizard starting spellbook, ring of protection +2**Special Abilities****Arcane Bond (Emerald ring) (1/day) (Sp)** Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).**Bouncing Spell** You can cast a spell that can be redirected if it has no effect on its first target.**Combat Casting** +4 to Concentration checks to cast while on the defensive.**Evocation** Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.**Force Missile (1d4+2, 7/day) (Sp)** As a standard action, magic missile strikes a foe.**Greater Spell Focus (Evocation)** +1 to the Save DC of spells from one school.**Illusion** You must spend 2 slots to cast spells from the Illusion school.**Intense Spells (+2 damage) (Su)** Evocation spells deal listed extra damage.**Intensified Spell** You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

ATL 9

D'Garran Serpent Guardsmen (4)

Human male fighter 7

NE Medium humanoid (human)

Init +6; **Senses** Perception +10

AC 18, touch 12, flat-footed 15 (+6 armor, +2 Dex)

hp 42 (5d10+10)

Fort +6, **Ref** +3, **Will** +2

Speed 30 ft.

Melee mwk baton +10/5 (1d6+2/x2) or +1 Longsword +11/7 (1d8+2/19-20x2)

Range Light crossbow +10 (1d8+1/ 19-20x2)

Special Attacks snake venom

Str 16, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 13

Base Atk +7; **CMB** +9; **CMD** 22

Feats Power Attack, Improved Init, Combat Expertise, Point Blank, Precise shot, Cleave, Improved Unarmed Strike, Grapple

Skills Acrobatics +8, Knowledge local +7, Perception +10

Languages Common, orc

SQ D'Garran Serpents are special forces for D'Gar. Each carries a poultice carrying poison that is strapped to the sword. When under attack, they press the poultice as a free action, which sprays the poison across the blade.

Treasure NPC gear: mwk baton, *buckler*, +1 *longsword*, *Glare helm*, +1 *wyvern hide armor*.

Special Abilities

Poison use – Serpents are immune to poisons and take no damage from applying poison.

Poison: Advanced Blue Winnis **Type** injury; **Save** Fortitude DC 16

Frequency 1/round for 2 rounds; **Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save

Glare Helm – this clear faceplate can be added to any helm. The faceplate can be lifted or placed over the face. The material does not lessen the protection but does offer +4 vs any gaze attack.

D'Garran Serpent Wizard

Human male Wizard 5

NE Medium humanoid (human)

Init +1; **Senses** Perception +3

AC 17, touch 17, flat-footed 16 (+4 mage armor, +1 Dex)

hp 34 (5d6+10)

Fort +2, **Ref** +2, **Will** +5

Speed 30 ft.

Melee +1 D'Garran Dagger +4 (1d4+1/19-20x2)

Range Light crossbow +4 (1d8+1/ 19-20x2)

Special Attacks intense spell (+2 damage)

Arcane School (CL5, Con +9)

7/ day – fore missile (1d4+2)

Evoker Spells Prepared (CL 5; Concentration +9)

3rd – fireball x2 (DC19), lightning bolt (DC19)

2nd – burning gaze x2 (DC18), create pit (DC 16), communal endure elements

1st – ~~mage armor~~, ray of enfeeblement (DC 15), shield, shocking grasp, snowball

0(at will) – acid splash, daze (DC14), light, ray of frost

Str 10, **Dex** 12, **Con** 12, **Int** 19, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 13

Feats Bouncing Spell APG, Combat Casting, Greater Spell Focus (evocation), Intensified Spell, Scribe Scroll, Spell Focus (evocation)

Skills Appraise +11, Knowledge (arcana) +12, Knowledge (history) +11, Knowledge (local) +12, Knowledge(planes) +11, Linguistics +8, Perception +3, Spellcraft +12, Use Magic Device +5

Languages Common, Draconic, Elven, Giant, Gnome, Orc

SQ arcane bond (emerald ring)

Combat Gear *potion of cure light wounds*, *scroll of scorching ray*; **Other Gear** *D'Garran dagger*, *emerald ring*, wizard starting spellbook, ring of protection +2

Special Abilities

Arcane Bond (Emerald ring) (1/day) (Sp) Use object to cast any spell in your spellbook. Without it, Concentration required to cast spells (DC20 + spell level).

Bouncing Spell You can cast a spell that can be redirected if it has no effect on its first target.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Force Missile (1d4+2, 7/day) (Sp) As a standard action, magic missile strikes a foe.

Greater Spell Focus (Evocation) +1 to the Save DC of spells from one school.

Illusion You must spend 2 slots to cast spells from the Illusion school.

Intense Spells (+2 damage) (Su) Evocation spells deal listed extra damage.

Intensified Spell You can cast a spell that can exceed its normal damage die cap by 5 (if you have the caster level to reach beyond that cap).

IF THE PCs SUCCEED, GO TO ENCOUNTER 8

IF THE PCs FAIL, GOTO CONCLUSION B

ENCOUNTER 8

The PCs have the time to search the base. The PCs will find some food supplies, a makeshift writing desk, a few legionnaire weapons, and a wand of detect thoughts and a document that fell behind the desk (Player's Handout 1).

The PCs will also have collected 1 Glare Helm that was not damaged in the combat. If the PCs managed to free the legionnaires before the combat, they may also secure 1 globe of troll gas.

Once the PCs decide to go back to Amthydor **Go To Conclusion A**

CONCLUSION A

If the PCs saved the Legionnaires read the following

Returning to Amthydor is slow if uneventful. The legionnaires are slow to respond to treatment, but become more robust as they travel.

Once the spires of Amthydor are seen, there is a cheer from the remaining legionnaires. Arriving into the city, you are all ushered to Diamond Legion HQ. The legionnaires on duty inform you that LT Curazon is ready to accept you and they usher you in to meet with her.

“I have read the report and so the city owes you a debt of gratitude. If the report is accurate, we might have a bigger problem than rebuilding.” She purses her lips. “Commander Piecepennies, and High Warrior Vestra, will both need to be informed, as well as the king. For right now, I am sure someone will be in contact.”

LT Curazon escorts you to another office.” I am glad you were able to return safely. Now as to being paid, as was said earlier, you will receive [25 gp x ATL per PC] or you may choose script [50 x ATL] Script will allow you to buy things from military stores which will include magic items, since none are readily available in the city.”

“Also, there were some items the legion could not identify as ours these include: The Gaze Helm, the Wand of Detect Thoughts, a Ring of Protection, a longsword, two scrolls of scorching ray. [see the treasure summary]. If someone ants to claim the D’Garran dagger you can, but I wouldn’t openly use it.”

CONCLUSION B

The PCs are defeated by the D’Garrans

You were defeated by the D’Garrans and added to the number of legionnaires still left alive. You are marched to be sold in the D’ arran slave pits or worse, tossed into the Blood Forge.

But before you reach the nearest D’Garran city, a group of grey elves raid the camp and manage to free you from captivity. You no longer have your equipment, but at least you have your life.

Arriving into the city, you are all ushered to Diamond Legion HQ. The legionnaires on duty inform you that LT Curazon is ready to accept you and they usher you in to meet with her.

“I have read the report and so the city owes you a debt of gratitude. If the report is accurate, we might have a bigger problem than rebuilding.” She purses her lips. “Commander Piecepennies, and High Warrior Vestra, will both need to be informed, as well as the king. For right now, I am sure someone will be in contact.”

LT Curazon escorts you to another office.” I am sorry that the D’Garrans were too tough for you but am glad you were able to return safely. Now as to being paid, as was said earlier, you will receive [25gp X ATL per PC] or you may choose script [50st X ATL per PC] Script will allow you to buy things from military stores which will include magic items, since none are readily available in the city.”

CONCLUSION C

The PCs decided to head back to Amthydor instead of trying to rescue the legionnaires.

Returning to Amthydor is slow if uneventful. Arriving into the city, you are met by a group of legionnaires and escorted to Diamond Legion HQ where they say that. LT Curazon is waiting to meet with you.].

“I understand that you had a chance to rescue some of the missing legionnaires but chose not to do so. To say that I am disappointed in that decision, is an understatement. Please share what information you have managed to gather. Hopefully it won’t be too late for us to try and launch a rescue mission to recover them.”

LT Curazon escorts you to another office.” I did offer you payment and I will keep that promise in the amount that we had discussed [25gp x ATL per PC] or you may choose script [50 x ATL per PC] Script will allow you

to buy things from military stores which will include magic items, since none are readily available in the city.”

THUS ENDS “**BORDER GAMES**”

EPILOGUE I

TIME UNIT COST: 8 TU or 20 if you are captured.

The desk is filled with stacks of paper. The man sitting behind his desk busily writing upon a parchment. His steel gray eyes reads what he wrote. Then with wax and signet, he signs his mark. “Chamberlain,” he yells! Shortly, a uniformed man in black and red comes into the room. “Make sure that Vice scholar Skylark receives this. There are many plans to be taken care of. I will take my dinner here.” And with that, Arch Duke Henrick De Lorca dismisses his chamberlain.

EPILOGUE 2

The Lord Monarch stands over a table with a map of the Kingdom. His brow is furrowed in deep thought. Nadia Piecepennies sits in a chair, her feet up. “These are dark times commander. We will need our friends more than ever. Alert your captain, we need intel and we will need your agents to gather it. But make no doubt, we are headed to war with our deadliest enemies.”

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
PCs try to help the private	50	50	100	100	100
PCs try to free the legionnaires before combat	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	750	1000	1500	2100	3200

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

TREASURE SUMMARY

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

Encounter 1

PCs receive 25gp x ATL or 50gp scrip x ATL

Script

Script has no current value until one year on the cert. If the PC is Diamond Legion. Diamond Legion can use the script to commandeer stuff from the Bazaar in the back of the LSJ Core Book.

Encounter 1

Legionnaire's Short Sword

This Legionnaires Short Sword has a stylized pommel with an unfamiliar dragon motif. It matches no known heraldry. Perhaps this will matter in the future.

ATL 1-3 Masterwork Short Sword

ATL 4-6 +Short Sword

ATL 7-9 +1 Frost Short Sword

Encounter 8

Ring of Protection

ATL 1-5 Ring of Protection +1

ATL 7-9 Ring of Protection +2

Longsword

ATL 1-3 Masterwork Longsword

ATL 4-6 +1 Longsword

ATL 7-9 +2 Longsword

D'Garren Dagger

This dagger bears the mark of D'Gar on the pommel and has a slight reddish hue to the metal. The Dagger Has an

additional 5 hp to its hardness.

ATL 1-5 +1 Dagger

ATL 6-9 +2 Dagger

Wand of Detect thoughts 20 charges

ATL 1-3 CL1 20 Charges

ATL 4-6 CL3 35 Charges

ATL 5-7 CL5 50 Charges

Scroll of Scorching Ray

ATL 1-5 CL 4

ATL 6-9 CL 7

Invitation to the Diamond Legion

Due to the Diamond Legion having lost men in the demon battle, is recruiting able bodied people to their ranks. This will cut the RU cost in half to represent boot camp training. This also counts as a promotion certificate.

Field Commendation and Promotion

For investigating and or brining back survivors, you are granted a Field promotion. IF you are in the Diamond Legion, you function as acting rank higher than you currently hold. If you are not in the diamond legion, you hold the rank of private in any wartime module.

Glare Helm

This clear helm faceplate can be fit on any helm The faceplate can be closed and gives a +4 save to gaze attacks

PLAYER'S HANDOUT #1

Skylark,

I await your return with the results of the experiment. If your findings so far can be proven with a live target, such as the outpost, I will grant you the funds needed to mass produce the gas. If not, there is still bodies needed for the blood furnace. The two guardsmen I have sent are to secure your return.

Riscar Vernon

Commander of the Serpents

CRITICAL EVENT SUMMARY
BORDER GAMES

Convention: _____

Date: _____

Do Not Return After _____

Author's Email Address: _____

1. What payment did the PCs take?

Gold Script

2. Did the Heroes fight the D'Garrans? Yes No

3. How did the PCs deal with the Captured Legionnaires?

Freed Them Fought Them

4. Did the PCs get the Troll Globe? Yes No

5. Were the PCs Captured? Yes No

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