



Until Proven Innocent

Blind Justice - Part One

**By Catie Straiton
and the Universe Construction Company**

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

One of Amthydor's finest has been accused of crimes most heinous and severe, and he needs the help of heroes to prove his innocence. When a man's life hangs in the balance, can you uncover the truth? For heroes of levels 2-7.

This event places a heavy emphasis on role-playing, and may reference mature content. This event should not be run without extensive GM preparation.

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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.

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

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Reminder: Reputation Rules

Reputation enhances non-combat interaction between characters and NPCs by providing bonuses to certain Charisma-based skill checks. Those who recognize a character are more likely to help him or to do what he asks, provided the

character's reputation is a positive influence on the NPC or monster that recognizes him. A high reputation bonus makes it difficult for a character to mask his identity, which can be a problem if he's trying not to be noticed.

When an NPC or monster with an Intelligence score of 5 or higher has a negative opinion of a character's reputation, the character gains a penalty on Bluff and Intimidate checks equal to his reputation bonus.

The exact bonus or penalty to a skill check resulting from a Reputation check varies by how much the check exceeds the minimum DC:

DC	Skill Modifier
20	+2
25	+4
30	+6
35	+8

Adventure Background

This module is part one of a series involving the Diamond Legion, Amthydor's law enforcement and military force. The events in the "Blind Justice" series are not necessarily related plots, but each module involves the Diamond Legion and the enforcement of the laws of Amthydor in some fashion.

VERY IMPORTANT NOTE TO THE GM

This event makes reference to prostitution and the Gilded Cage, a legalized brothel and fest hall in the city. The courtesans working there are all trained in the arts, music, acting, and debate, and can engage in intelligent discourse on a variety of topics. They are high-class professionals, but nonetheless they are "professionals." It also provides detail on several violent and possibly sexually motivated murders.

Since there might be minors playing this tournament, or those who do not care for graphic depiction of prostitution or violence, please be aware of the need for discretion when running this module. The text is deliberately

written to imply a great deal without coming out and saying it, and none of it graphically. Additional descriptions are provided to GMs for the benefit of setting the scene, and for those players who request more detail than is given in the box text. Please be aware of the players at your table, be sensitive to their tastes, and tone down the text and encounters as necessary.

Sergeant Aston Kenness is a 10th generation member of the Diamond Legion. A six year veteran of the Patrol Division, he has been accused of murdering Nivia, a courtesan from the Gilded Cage. He knows that to avoid any appearance of favoritism his fellow Legionnaires will be more focused upon proving his guilt than his innocence. Determined to prove his innocence and uphold the honor of his family, he has chosen to exercise his right to retain his own independent investigators—the PCs.

Sergeant Kenness has indeed been framed, though learning who is responsible will not be an easy task.

Three years ago a local man named Joran Tailor was charged with murdering a courtesan named Rialta from the Gilded Cage. Confronted with the evidence against him, he confessed and was imprisoned.

While the crime of murder normally carries a sentence of death, pleas for leniency from Tailor's daughter and evidence that he may have been mentally impaired at the time of the crime resulted in the more lenient sentence of life in prison. One month ago Joran Tailor died in prison. With his dying breath he recanted his confession and declared his innocence. His only child, Elise Joransdotter, has long protested her father's arrest and imprisonment. With his death, her determination to see those responsible pay has multiplied tenfold, and one of the targets of her anger is Sergeant Kenness.

Elise planned to frame Kenness for murder, as she believes her father was framed. She went so far as to drug him, leaving him without an alibi for the time of the murder, and kidnap Nivia. Elise then

moved to carry out another portion of her plan, leaving her victim bound, gagged and unguarded while she was gone.

The chance was too good for another enemy of Sergeant Kenness' to pass up, and the true killer struck. He then set out to complete the job that Elise had started, planting evidence to frame Sergeant Aston Kenness for murder. The real killer, escaped prisoner Alver Kostov, has set out to fulfill the revenge promised in his letter to Sergeant Kenness. Using a *brooch of disguise* and masquerading as a member of the Diamond Legion he has been following Sergeant Kenness, Nivia and Elise, waiting for the proper moment to get his revenge. Kostov has had three years to perfect his disguise and to take precautions against having his alignment, thoughts, etc detected. A clever and brutal killer, Kostov has no intention of being captured by the PCs.

All encounters except the Introduction and Conclusion are optional, and may be visited in any order. The large number of encounters means that PCs may not visit all of them during the time allotted for this event, nor should this be necessary. For ease of keeping time, PCs may visit up to four locations per in-game day. The goal of the PCs in this scenario is to gather as much evidence, both good and bad, in the case against Sergeant Kenness during the time allotted. Resolution of the event is based upon the result of the encounters that the PCs were able to visit and what evidence they present at the Conclusion.

This event ends at the end of the allotted time slot, regardless of how far the PCs have progressed through the scenario. The Conclusion, XP and treasure awards are based upon what evidence the PCs have collected up to that point. It is not necessary, and in fact it is impossible, for the PCs to prove without a doubt who *did* commit the crime. The important thing is to suggest reasonable doubt that Sergeant Kenness *did not* commit the murder.

Note regarding the casting of spells such as *detect thoughts*, *discern lie* and *zone of truth*:

Due to the saving throw permitted, these spells are not admissible as proof of guilt in a court of law. Like real world justice, the proof is in the hard evidence.

With that in mind, limited stat block information for many of the NPCs is provided for PCs who insist upon trying such spells anyway.

Introduction – The PCs are contacted by Kaasi Mortenbrace, Sergeant Kenness' defense counsel. The Sergeant has invoked his right to independent investigators, and he has chosen the PCs.

Encounter 1 – Accompanied by Kaasi Mortenbrace, the PCs may meet with Sergeant Kenness in jail, and get his side of the story.

Encounter 2 – The PCs may visit Diamond Legion HQ and learn the details of the prosecution's case against Sergeant Kenness. They may also speak with Patrol Captain Vestra, the Sergeant's commanding officer.

Encounter 3 – PCs may speak with Emil, the trash picker who discovered the body.

Encounter 4 – PCs may visit the scene of the crime to get a feel for what may have happened there.

Encounter 5 – PCs may visit the morgue to examine the body of the murdered courtesan.

Encounter 6 – PCs may visit the Gilded Cage and speak with friends of the dead woman.

Encounter 7 – PCs may visit Sergeant Kenness' home and speak with his younger sister. They can also find evidence here that may help prove his innocence.

Encounter 8 – PCs may attempt to speak with the Velina, the maid who cleans Sergeant Kenness' home. Velina has been murdered, adding another aspect to the PCs' investigation.

Encounter 9 – PCs who wish to obtain spells such as *speak with dead* may do so at any city temple which is part of the Quorum of Faith. Detail on using *speak with dead*, *raise dead* and *resurrection*, as well as what the dead victims know, can be found here.

Encounter 10 – PCs may speak with some of the people who may have a grudge against the good Sergeant.

Encounter 11 – PCs may speak with the laundress who regularly cleans the Sergeant’s uniforms, who also happens to be the daughter of the late Joran Tailor.

Encounter 12 – PCs may speak with Veradaine Ryliden, the smith who made the dagger used to kill the courtesan.

Conclusion – PCs present their evidence to Kaasi Mortenbrace, Captain Vestra and the Proctors.

Epilogue – The end result of the scenario will vary depending upon how much information the PCs are able to uncover about what really happened.

Introduction – A Friend in Need

Each PC is approached separately, either by someone knocking on their door, on the street, at their temple or as they are enjoying a meal or drink at their favorite tavern – whichever is most appropriate to each PC. The individual detail is not what is important here.

It’s one of those perfect days – the kind of day that poets write about and dreamers live for. The sun isn’t too bright. The clouds are just fluffy and white enough. The temperature is neither too hot nor too cool. The scents wafting on the breeze are interesting without being overpowering. And the breeze itself – it is neither too little nor too much. There are no quarrels, no battles, no worries. All around the city everyone is...content. It is the sort of day that nothing can ruin. Nothing, that is, except lawyers and tax collectors.

But the almost mousy-looking fellow standing in front of you cannot possibly be either of those? Can he? As you wonder about this he addresses you in a nasal voice.

“Good day. Would you be (insert PC name)?”

Before the PC can answer he continues quickly.

“Of course you are. No question about it. We are VERY thorough about these things.”

He hands you a folded and sealed parchment (Player Handout #1), nodding once smartly as if that was that and turns to leave, calling over his shoulder in parting.

“Now don’t be late. Civic duty is very important. You never know when it might be you.”

The man is Wolten, an assistant with the legal group defending Sergeant Kenness. He knows only that the PCs are being asked to assist in the defense, and has no details of the case.

The message reads:

Dear (insert PC name)

Your presence is requested at the legal offices of Ainsworth, Ivers, Mortenbrace and Associates, located in the Services District. Please present yourself without delay at the ninth hour of the morning today.

**Kaasi Mortenbrace, Esquire
Ainsworth, Ivers, Mortenbrace and Associates**

The PCs have less than an hour until the time of the meeting. PCs that chose not to meet with the lawyer are out of the event. There are no second chances here. While there is no penalty for PCs who decline to attend the meeting, most Amthydorans would consider such service to be their civic duty.

For PCs who wish to make use of *Gather Information* or *Knowledge (Local)* to learn about the law firm of Ainsworth, Ivers, Mortenbrace and Associates:

DC 5: They are a respected Law Firm.

DC 10: They are particular about who they accept as clients.

DC 15: They are known for taking the side of the ‘underdog’, even when they might not get paid for it.

Assuming the PCs attend the meeting:

The offices of Ainsworth, Ivers, Mortenbrace and Associates occupy a staid two story stone building in the Services District. Potted plants, comfortable chairs and discreet landscape paintings ornament the tastefully decorated reception area. High windows allow the morning light in, while guarding those inside from the prying eyes of passersby. A carved wooden door on the opposite side of the room appears to lead deeper into the building, and a spiral staircase leads to the building’s upper floor.

A primly dressed woman sitting behind a small desk looks up as you enter.

“Good morning, may I assist you?”

As soon as the PC mentions the summons from Kaasi Mortenbrace she gestures to one of the chairs.

“Of course, Mr. Mortenbrace is expecting you. If you would be so kind as to have a seat until the others arrive.”

➤ **Others?**

“Yes, Mr. Mortenbrace has invited several individuals to this meeting.”

She really cannot say more than that, as she is only the receptionist and is not privy to the previous night’s events. She only knows that (# of PCs at the table) people have been asked to meet with Mr. Mortenbrace this morning.

Once all of the PCs are assembled she pulls lightly on a silk bell cord next to her desk. PCs may make a Listen check (DC 5) to hear a faint ringing in the next room.

A small silver bell on the wall behind her rings once. She rises and moves to the door that must

lead to the inner offices. Opening it, she gestures to you.

“Mr. Mortenbrace will see you now. This way please.”

She leads you to a meeting room where a large table is surrounded by several heavy wooden chairs. A tray of beverages and light snacks sits in the center of the table.

“Please make yourselves comfortable. Mr. Mortenbrace will be with you directly.” She leaves, closing the door behind her and returning to her duties.

Allow the PCs just a few moments to settle in and make themselves at home. This is an excellent time for players and PCs to make introductions to each other.

All ATLS:

Kaasi Mortenbrace: Male Human; Expert 8; AL LN; Will +12; Bluff +14, Diplomacy +17, Intimidate +14.

Just as you are getting settled the door opens again, and a smartly dressed man holding a sheaf of papers enters. From his closely trimmed, crisp dark hair to his starched tunic and breeches and highly polished black boots, he is the picture of brisk, almost military efficiency. He takes a seat at one end of the table, settling the papers in front of him.

“Thank you for coming. I am sure that you are anxious to know why you have been asked to come here, so I will get right to the point.”

He has no desire to waste the PCs’ time, and the sooner that they understand the situation, the sooner the investigation can begin in earnest.

“Under certain conditions, Amthydoran law allows for the hiring of independent investigators, at Crown expense, when an accused might not otherwise receive the benefits of an unbiased investigation. My client has been accused of a

serious crime, and the case meets the conditions of this law. At my advice he has chosen to invoke his right to an independent investigative team. He has chosen you. Are you ready to perform your civic duty?"

He looks at each of you expectantly, awaiting your reply.

The PCs are bound to have several questions. Mortenbrace will answer as many as he can, without violating the confidential privilege of his client.

➤ **Who is your client?**

"Sergeant Aston Kenness, a respected 10th generation member of the Diamond Legion. While it is the policy of our city's justice system that a defendant is innocent until proven guilty, when a member of the Diamond Legion is involved the opposite is true. The impartiality of the investigation must be beyond reproach, and any appearance of favoritism on the part of the Diamond Legion must be avoided at all costs. As a result, they will be more focused upon proving my client's guilt rather than his innocence."

➤ **Why us?**

"In truth, though some of you may have minor affiliations with certain notable persons or organizations in the city, you are yourselves completely unofficial and presumed to be without bias."

➤ **Of what crime is he accused?**

"The murder of a woman named Nivia, a courtesan from the Gilded Cage."

➤ **When did the murder allegedly take place?**

"Late last night. The body was discovered just after midnight by a trash-picker, in an alleyway near the Sergeant's home."

➤ **What is the evidence against Sergeant Kenness?**

"I was going to visit the Diamond Legion headquarters this morning and learn that for myself. You may accompany me if you wish."

➤ **Do you think he did it?**

"It is not my place to judge my clients; it is my job to see that they are treated fairly by the justice system. However, I believe him when he tells me that he is innocent."

➤ **How much do we get paid?**

"To insure that all defendants accused of qualifying crimes have access to the same quality of defense, regardless of financial status, the law allows for independent investigators to be paid from the Crown coffers, in the amount of 100 gold crowns each."

➤ **What more can you tell us?**

"Sergeant Kenness was arrested early this morning. His sister Jasira contacted me immediately following his arrest, but she was distraught and had very little information. I have not yet had the opportunity to speak with Sergeant Kenness or the investigating Proctors to learn more. As duly authorized investigators you may accompany me to speak with both Sergeant Kenness and the Proctors who are handling the investigation. Sergeant Kenness is only permitted two visits each day, one from family and one from defense counsel, so I will need to accompany you any time you speak to him."

It is possible, under extreme circumstances, for the prisoner to have additional visits from his defense counsel, but it had better be for a VERY good reason (the discovery of the dead maid, the filing of additional charges or Elise's confession) and requires a *Diplomacy* skill check DC 20+ATL. A *Favor of Captain Vestra* or *Favor of the Diamond Legion* may be used to grant a +4 bonus to this check. The Favor should be voided if used in this manner. A noble PC may also use her Influence class ability (DC 20) to achieve the same effect.

Once the PCs agree to help:

He hands each of you a letter. "While you have no official authority to arrest or detain anyone, these credentials should clear away most obstacles you might encounter and help encourage any reluctant witnesses to speak with you. I urge you to use it sparingly."

The document is a letter of introduction and authority to investigate. It will allow the PCs access to the crime scene, morgue, other evidence and official assistance not normally available to the average person. It is not a writ and does not give the PCs the power to accuse, detain or arrest. It is also not a license to be rude to NPCs. If the PCs are arrogant or obnoxious some NPCs will simply refuse to speak with them, no matter how much those NPCs want to learn the truth about what happened.

An entire party should not be punished for the actions of a single member, but PCs who abuse these credentials by attacking non-violent NPCs, forcing their way into occupied structures, etc, will face sanctions from the Diamond Legion and are out of the event. Sanctioned PCs must spend 30 DUs performing community service. After their sentence is completed their record is cleared, and their activities are not considered a criminal act for the purpose of Naturalized citizenship or joining certain metaorganizations. PCs who are removed from the event because of such actions also receive the *Disfavor of the Diamond Legion* as in Epilogue D.

As you prepare to leave, he looks at you gravely. "The penalty for murder in Amthydor is public execution by beheading, and with a crime this brutal there can be no leniency for the Sergeant if he is convicted. If he is innocent, it is up to you to find the proof."

PCs that attend the meeting but choose not to participate in the investigation **GO TO Epilogue D** They receive the penalties and rewards listed there and are out of the event.

PCs who choose to aid in the investigation may investigate as they choose. There is no shortage of leads that they may pursue.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8)**.

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14)**.

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17)**.

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18)**.

If the PCs want to examine the bodies **GO TO Encounter 5 (page 21)**.

If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21)**.

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25)**.

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29)**.

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30)**.

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34)**.

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35)**.

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39)**.

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40)**.

Encounter One ~ Turnabout is Foul

Play

The PCs may only visit Sergeant Kenness in the company of Kaasi Mortenbrace.

In the company of your guide you make your way into the high-walled Diamond District, home of the Command Headquarters of Amthydor's security and defense forces.

The hallowed halls of Amthydor's prison are not a place the average citizen ever hopes to see. If this small holding area deep inside the imposing Command Headquarters of the Legion is any preview, you don't want to see it either.

The stern visages of uniformed guards and a double barred gate greet your arrival at the entrance to the prisoner processing and holding area. One of the guards steps forward as you approach.

“No weapons, spellbooks, magic items, glass, sharp objects or incendiary substances are permitted beyond this point. If you will please place all prohibited items in the metal locker to your left, you may reclaim them when you leave. Any items which you attempt to take through the door will be rendered permanently non-functional.”

Several tall metal lockers stand against the left wall. The door of one is open, with a heavy double-keyed padlock hanging from the hasp.

While the Legion has a way to turn off the protections on the gate, they will not do so for the PCs. ***Any*** items of a magical nature which they attempt to take into the prison will be rendered permanently non-magical, though masterwork items will still retain that property.

The locker is of sufficient size to hold anything that the PCs would be carrying with them. The lock requires two keys, one which the guards will keep and one which will be given to the PCs. PCs who fail to comply with these requirements will not be permitted into the security area. There is no negotiation. Nothing which a prisoner might use to aid in an escape will be permitted inside.

Your property secured, a pair of guards escort you and Kaasi Mortenbrace deeper into the somber stone corridors of the building. A series of barred gates, each of which must be locked before the next can be opened, separate the public areas from the holding and interrogation rooms. Passing through a final locked door you enter a ten foot by ten foot room occupied by two men, one standing just inside the door and another seated at a heavy oak table.

The man standing next to the door, clad in in grey breeches and white doublet, raises an inquiring eyebrow at your escort.
“These are the ones?”

At a nod from one of the guards he makes way for you to enter the room.

Once the PCs and Kaasi Mortenbrace enter the room:

Taking up a grey beret from the table, he looks significantly at the seated man, as if to say that their conversation is not yet finished, then addresses your group.

“We’ll be right outside when you are ready to leave.”

Neither the seated man nor Kaasi Mortenbrace speaks until the sound of a key turning in the lock is clearly heard. With this proof that you are alone, the man stands, revealing that his hands have been shackled. Clean shaven, with neatly trimmed dark blonde hair and intense green eyes, he carries himself with an air of calm authority and professionalism in spite of his surroundings. Even manacled, he scarcely fits the image of a violent killer.

PCs who met the Legion Patrol in Lions, Tigers & Bears may remember Sergeant Kenness as the leader of that patrol.

“Mr. Mortenbrace, thank you for making the arrangements. All of you, thank you for coming. I wish we were meeting under more pleasant circumstances. I am Patrol Sergeant Aston Kenness.”

The PCs are guaranteed to have questions for Sergeant Kenness. He will answer as best, and as honestly, as he can. Kenness has a Bluff of +6, but he will tell PCs the absolute truth, so long as they do not ask him to compromise other ongoing investigations. Even with his life on the line, and his desire to be proven innocent, Sergeant Kenness’ main focus remains finding the truth about what happened to Nivia. Not all of these questions will be covered in a single visit, as the PCs will not know to ask some questions until later in the investigation. As the PCs work their way through the investigation they will want to return to speak with Sergeant Kenness again (rules for resolving additional visits are on [page 7](#)).

➤ **Who was that man?**

“Cooper Damson, a Sergeant with the Proctors. He is investigating the murder.”

➤ **Who are the Proctors?**

“A division of the Diamond Legion Watch. They are the primary investigators of major crimes.”

➤ **Did you do it?**

“No.”

➤ **Who might want to frame you?**

“Anyone I ever arrested. As you can imagine, my job does not make me popular with everyone.”

➤ **Did you know the victim?**

“Yes. I saw her occasionally while I was on patrol.”

While this is not a lie, it is also not the complete truth. PCs who are attempting to *Sense Motive* (DC 17) or otherwise discern if he is lying (he has a Will save of +5) and who press him for additional information:

“We are...were in love. I would have married her, but she felt that her past would have presented problems for me, that it would have damaged my chances for promotion. She thought that I deserved better. People don't understand that just because she is...was a courtesan that did not make her a prostitute.”

He begins to shake as the grief he has been holding inside overwhelms him.

“There was so much more to her than people saw. She wasn't just a beautiful face. Have you seen her drawings? Her paintings? She was an artist. She saw beauty in everything, and she brought that beauty to life in her work. I would give anything to have her back.”

Kenness would gladly pay to have Nivia raised from the dead, given the opportunity, but as her accused killer he is not permitted any involvement in the disposition of her remains. If the PCs bring up the possibility he will offer to pay for a cleric to perform the spell, if the PCs will make the

necessary arrangements. He believes that Nivia's testimony would surely clear him of any wrongdoing and would help to find the real killer.

➤ **Has anyone threatened you?**

“I have received some letters from people that I helped to convict.”

➤ **May we see the letters?**

“They are at my home. My sister Jasira can give them to you.”

➤ **Where were you when the woman was killed?**

“Asleep. My duty shift ended at the first bell of evening, six bells after high sun. I came home, bathed, had a drink, ate dinner and then cleaned my weapons and gear. After that I read until the fourth evening bell, when I went to bed.”

Sergeant Kenness went to bed at 10 pm, falling asleep immediately due to the tainted wine.

“I must have been more tired than I thought, because the next thing I knew it was sunrise and the Diamond Legion was pounding on my door. It's very strange. I'm normally a very light sleeper, but I didn't even wake up when Jasira came home.”

➤ **When did Jasira come home?**

“I was asleep, so I cannot say for certain, but she usually comes home just before midnight. Naturally you will want to speak to her yourselves.”

➤ **Is it possible that you were drugged?**

He seems genuinely surprised at the question, as if it were a possibility he had never considered.

“I cannot completely rule out the possibility, though I cannot begin to speculate who could have done so or how. I didn't stop on the way home. My sister prepared dinner before she went to class, a meat pastry, and left it on the hearth to cook through the day. The wine came from my cellar.”

Kenness was indeed drugged, via his favorite wine. Elise broke into the house several days before the murder and tampered with the bottle, then watched him every night, waiting for him to drink so that she could put her plan into action.

➤ **What vintage was the wine?/What did the bottle look like?**

“It was an ’86 Ramanthan Red. My last bottle. It has a distinctive black glass bottle with silver foil around the neck.”

➤ **Where did you get the wine?/When did you get it?**

“I obtained a dozen bottles about four years ago, from a merchant in Perralin.”

➤ **Can anyone verify that you were home?**

“No, I was alone. My sister was at class, at the Greyson Institute, and it was Velina’s night off.”

➤ **Who is Velina?**

“She is a cleaning woman and maid who comes to the house three times a week. I spend more time on duty than at home, and I don’t cook. I hired Velina to do the basic chores so that Jasira would have more time for her studies.”

➤ **Where can we find Velina?**

“Today is her normal day to visit my home, but the Diamond Legion may not let her in, due to the crime. If she is not there, she lives in a small flat above a chandler’s shop in the Port District.”

He can provide the PCs with directions to both his own home and Velina’s, if they wish.

➤ **How long has Velina worked for you?**

“Three years, and she worked for my mother for five years before that.”

➤ **Do you trust Velina?**

“Absolutely. She is almost like a second mother to Jasira. She couldn’t possibly have anything to do with this.”

➤ **How do you explain your dagger being found at the scene?**

“I can’t. I damaged the hilt on MY dagger almost a month ago, and I took it to the smith who originally made it to have it repaired. I haven’t picked it up yet.”

➤ **What smith?**

“Veradaine Rylden. She makes the finest blades in the Free Lands. I got the dagger for myself last year, to celebrate my promotion to Sergeant.”

➤ **Why did you get a second dagger?**

“I didn’t.”

Sergeant Kenness has no knowledge of a second dagger. He never ordered one, nor does he know of anyone else ordering one on his behalf.

➤ **What can you tell us about the people who wrote you the letters?**

He looks thoughtful for a moment, recalling each of the writers from memory.

Oston Beltran – *“A small-time smuggler, and not a very good one. Half of his crew on his first run were Legion informants. All bluff and bluster at his trial, threatening to get even with everyone who helped to convict him, but he never had an original idea of his own. He wouldn’t have been able to set us something like this without help.”*

Kivas Lighthand – *“He always resented those who had things that he thought he deserved, especially the temples, and just took what he wanted. His crimes were never violent.”*

Daks Balian – *“He is a revolutionary and an idealist, and an excellent orator. He wanted to improve laws ranging from the misuse of magic to education to the treatment of livestock. His goals were laudable, and his intentions were for the best, he just went about things the wrong way. Violence just isn’t his style.”*

Alver Kostov – *“A dark piece of work, that one. A hunter who knew how to wait for the right moment to strike. Even his fellow criminals were intimidated by him. He was my first major case. Suspected of more crimes than we could ever prove, including the murder of a Legionnaire.”*

When we finally caught him he swore that we would never hold him. I guess he was right. He escaped about three years ago and hasn't been seen since."

Joran Tailor & Elise Joransdotter – *"She was angry, insisting that her father could not have committed such a heinous crime. To tell you the truth, I agree with her. Joran Tailor was a grief-stricken drunk, too pathetic and too miserable to kill anyone, especially with that much rage. I never considered him a solid suspect, but he confessed during questioning by the Proctors and the whole matter was taken out of my hands."*

"Many of us felt badly for her. I mean, we all knew them, saw them regularly. They did the tailoring and laundry for many of the Legionnaires."

➤ **Where are the letter writers now?**

"You know, I'm not really sure, other than Osten Beltran. He was released recently, and killed by the Legion a few days ago, during a raid on a smuggling ring. You should be able to learn where the others are from the Diamond Legion."

➤ **Did any of the letter writers know each other?**

"All of them were in prison at different times, and except for Kostov and Tailor they would all have been in different detention areas. Kostov escaped within a week of Tailor's being sentenced, so they would not have had much time to get to know each other."

➤ **Can we search your house?**

"I am sure that the Legion has already done so, and thoroughly, but you may do so again if you feel that it will be of any help in learning the truth."

➤ **Who was the Proctor that Joran Tailor confessed to?**

"Cooper Damson."

➤ **Can you explain the bloody shirt found in your home?**

"No."

➤ **Can you explain the torn uniform found in your trash?**

"No. I have six uniforms, all accounted for. One I wore yesterday, four are clean, and one I had at the laundress for cleaning and repair of a small tear."

➤ **Do you have the claim ticket?/The laundress claims that you picked up the uniform two days ago.**

"I haven't had a chance to pick it up yet. The claim ticket is still at home. I was using it last night to mark my place in the book I was reading."

(*'Leadership Cannot Be From the Rear'* by Hiram Grimm)

➤ **Did you have an argument with Nivia (the dead woman) yesterday?**

"We spoke yesterday morning. She approached me during my patrol, asking to speak with me alone. I sent the rest of my patrol on, telling them that I would catch up. Nivia was upset and frightened. She felt that someone was stalking her and she wanted help. I told her that I would place a request for an additional patrol of the area."

(This request was filed, and an additional patrol was scheduled to start this morning.)

➤ **Why would she come to you instead of filing a report?**

"Some people treat the courtesans like they're nothing more than whores. They never take them seriously when there's a problem. If something happens they take the attitude that the girls are asking for it because of their profession. Nivia and the others know that I will listen to their side of the story, and focus on the truth. Also, I don't think that Nivia trusted the Legion itself, though I do not know for certain why."

➤ **Do you have any recent injuries?**

"No."

If the PCs ask for confirmation, Sergeant Kenness will remove his shirt to show that his arms, chest

and back are unmarked by wounds of any type, particularly those which would be made by the small dagger found in the alley. If the PCs require further confirmation regarding the rest of his body he will comply, with an embarrassed look. He is in superb physical condition, the picture of what a Legionnaire should be.

➤ **Do you own a carved wooden box, with a lighting bolt on the lid?**

“No. I’ve never seen such a box.”

➤ **What deity do you worship?**

“I serve Peliron.”

If the PCs quiz him about his faith he will correctly answer any question that a faithful worshiper should know. If they check with the temple of Peliron, the priests there will confirm that Kenness has been a devout follower of the god of Justice since childhood, as was his father.

➤ **What can you tell us about the murder of Rialta three years ago?**

He will provide the PCs with the information in **Player Handout #5**.

➤ **Were there any strange marks on her body?**

“Well, she was stabbed in the chest and torso repeatedly, but now that you mention it there was an additional wound. There was a jagged cut on her face. It seemed out of place with the rest of her wounds.”

The PCs can ask him to draw a sketch of the wound. If so, he will indicate a lightning bolt shaped cut on one side of her face, nearly identical to the wound on Nivia. The lightning bolt is the symbol of the evil deity Kohr, though there was no other obvious involvement of a Kohrite cult at the time so it was believed to be a random mark and a coincidence.

➤ **What can you tell us about the murder of your father?**

“He was killed eight years ago, during an investigation into a Kohrite cult. He was tortured by the cult and murdered. The parties responsible were either not caught or there was not sufficient evidence for a trial and conviction.”

➤ **Was Alver Kostov somehow involved?**

“It was believed that he was deeply involved with the cult, but nothing could be proven.”

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14)**.

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17)**.

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18)**.

If the PCs want to examine the bodies **GO TO Encounter 5 (page 21)**.

If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21)**.

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25)**.

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29)**.

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30)**.

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34)**.

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35)**.

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39)**.

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40)**.

Encounter Two ~ The Crown v. Kenness

If the PCs want to accompany Kaasi Mortenbrace to the Proctors to learn about the case against Sergeant Kenness:

Proctor Lieutenant Ekard Morvol, a gruff and standoffish man in his late thirties, looks up from a stack of memos and sketches when you enter. Seeing that you are accompanied by Kaasi Mortenbrace he closes the file and stands.

“You’re here about Kenness? The law says that he is entitled to hire you, but I don’t know what you hope to accomplish.”

He hands over several sheets of parchment.

“As you can see, the case against him is solid.”

He will provide the PCs with **Player Handout #2**. He believes that the PCs are wasting their time, and his, and that they are giving Sergeant Kenness false hope.

➤ **May we see the evidence?**

“Of course.”

He will call in a subordinate with several items:

- A hand-sized scrap of a Legion Patrol uniform tunic, with a Sergeant’s patch attached. The patch is embroidered using special threads with the Patrol and Rank emblems.
- A torn uniform tunic that has had the rank patch ripped off.
- A high quality dagger, with the initials AK engraved on the pommel. **If the PCs ask:** The hilt of the dagger is undamaged and there are no signs of it being recently repaired.
- An ornately carved wooden box, 10” L x 8” W x 6” H, with the image of a lightning bolt carved into the lid. Inside the box is a bloody square of fine black silk cloth.

➤ **May we take the evidence with us?**

“No, but you may make sketches, measurements, or tracings.”

Removing the evidence from the direct control of the Legion would open the investigation up to charges of tampering and obstruction.

➤ **Where is the heart now?**

“At the morgue, with the body. It was found in his room, wrapped in black silk and placed in a carved wooden box.”

➤ **Did you find the boots that made the prints?**

“No. We did find several pairs of boots, but none showed any evidence of blood or of being cleaned recently.”

➤ **Why would the boots not be there if he committed the crime?**

“Sergeant Kenness is well versed in Legion investigative techniques. It is likely that he disposed of the evidence.”

➤ **Why would he keep all of this evidence around?**

“Trophies, perhaps, mementos of his crime. It is also possible that he was interrupted by the return of his sister, and planned to finish disposing of the evidence later.”

➤ **Can Legion rank emblems/badges be forged?**

“Our embroidered badges are made by a highly trusted tailor using special threads, then enchanted so that they glow briefly when a command word is spoken. This helps prevent unauthorized copies.”

➤ **Who makes your badges?**

“That information is classified.”

If directly asked, he will confirm that it is not Tailor’s Tailory.

➤ **Can we get assistance with spellcasting?**

“In an investigation of this nature certain temples of the Quorum of Faith have agreed to provide vital spells at a reduced cost. Naturally, some temples provide a larger discount than others, based upon a given deity’s sphere of influence.”

➤ **Would we have to pay for the spells?/Who pays for the spells?**

“You would have to pay for any spells which you request, but certain parties may be willing to offer compensation if what you learn is of significant value to the investigation.”

The PCs **will** be compensated for some spells cast that are useful in the investigation (those listed in Encounter 9), so any item certs that the PCs use to purchase the spells should not be voided or torn,

but retained unaltered by the GM until the end of the event.

PCs will be able to obtain assistance with the following spells: *Speak with Dead*, *Raise Dead* and *Resurrection*. Details on information obtained using these spells is found in **Encounter 9**.

If the PCs question the aggressiveness of the investigation, or the ‘guilty until proven innocent’ attitude, he will answer in a calm and matter-of-fact manner:

“People need to know that no one, not even a member of the Diamond Legion, is above the law.”

➤ **Who was the victim?**

“Her name was Nivia. She was a courtesan from the Gilded Cage.”

➤ **How was she killed?**

“She was stabbed seven times, then sliced open and her heart removed.”

➤ **Where was the crime committed?**

“The body was found in an alley behind Sergeant Kenness’ home, in the Services District.”

➤ **When did the crime occur?**

“Last night, between the 4th bell of evening and midnight.” (10pm to midnight)

➤ **Who witnessed the argument?**

“Several of the victim’s coworkers.”

➤ **Who found the body?**

“A rag-picker called Emil. He was looking for rags in the rubbish bins early this morning.”

➤ **Where can we find Emil?**

“He lives on the streets or in the Crown Hostels, and takes his meals at the Boiling Pot. You should be able to find him there.”

The Crown Hostels are temporary housing for the homeless who have been relocated from the District of the Poor. The Boiling Pot, the only

guaranteed place to find Emil, is one of the soup kitchens where the poor can find a hot meal.

➤ **Were there any witnesses?**

“None have come forward. Naturally you will be informed if we learn of any.”

➤ **Do you think he did it?**

“What I think doesn’t matter. The only thing that matters is what the evidence says, and the evidence says he did it.”

➤ **What happens if he is convicted?**

“He will be executed.”

➤ **When does the trial begin?**

“Nine days, unless there is sufficient cause to delay. It’s more time than we need, really, but the formalities must be observed.”

➤ **Could someone be trying to frame the Sergeant?**

“Based on the evidence, he doesn’t need anyone else’s help to appear guilty. We’ve discovered no evidence suggesting that he has been framed.”

The PCs may get the idea that the Lieutenant is out to get Sergeant Kenness, but he really just cares about the evidence and bringing the guilty party to justice, regardless of who it may be.

➤ **What can you tell us about the people who have been writing threatening letters to Sergeant Kenness?**

If the PCs have the letters/names, Lt Morvol will agree to send a clerk to look up the information and have it delivered to the PCs in one hour. This information is provided in **Player Handout #4**

➤ **What can you tell us about the case against Joran Tailor three years ago?**

Again, Lt Morvol will agree to send a clerk to look up the information, and will have it delivered to the PCs in one hour. This information is provided in **Player Handout #5**.

➤ **What were the circumstances of Alver Kostov's escape?**

"It was believed that he had inside aid, and all of the guards were subjected to interrogation under spells, but no accomplice was ever discovered. As a safety precaution, all of the guards were switched to less sensitive assignments."

Once he has fulfilled his legal obligation to inform the PCs of the Proctors' case against Sergeant Kenness and the PCs have asked their questions he will excuse himself (basically dismissing the PCs) and return to his duties.

If the PCs wish to speak to Captain Vestra:

You find Captain Ardent Vestra just returning from an inspection of her patrols. She passes the reins of her horse to a waiting aide and gestures to you to follow her inside to her office.

"Come into my office, please, and close the door behind you. I must say that I have been expecting this visit ever since the arrest this morning. I'm glad to see that Kenness has invoked his right to independent investigators. I just wish that it were not necessary."

Captain Vestra has mixed feelings about the PCs involvement in the investigation. They are not trained investigators and she worries that their involvement could taint the investigation or evidence. At the same time, she fears that without their assistance Sergeant Kenness may mistakenly be found guilty. Captain Vestra genuinely likes Sergeant Kenness, and would like nothing more than to see him exonerated, but not at the cost of the truth.

"Because Kenness is under my command I may not be directly involved in the investigation, and the Proctors have taken over the case. Any 'official' information must come from Proctor Lieutenant Ekard Morvol. Of course, as you are his duly authorized independent investigators I am required by law to cooperate with you to the best of my ability and to answer your questions."

➤ **Do you think he did it?**

"No. I've known Sergeant Kenness for six years, ever since he joined the Legion. Before this happened I would have said that he was definitely Officer material. He genuinely cares about the people on his patrol, and he is utterly devoted to the law. That he could kill one of them in such a brutal fashion is beyond thought."

➤ **What is the Sergeant's temperament?**

"He is extremely even tempered. I have never seen him angry, and the citizens on his patrol seem to like him for his fairness and honesty. He has a knack for defusing the most volatile situation without violence."

➤ **What do you know about the case against him?**

"I've seen the evidence against him, and it doesn't look good."

If asked, she can provide the PCs with **Player Handout #2** which details the case against Sergeant Kenness.

➤ **What can you tell us about the people who have been writing threatening letters to Sergeant Kenness?**

"If you give me half an hour I can find out for you. Where are you going next? I will have one of my men deliver the information."

This information is provided in **Player Handout #4**.

➤ **What can you tell us about the case against Joran Tailor three years ago?**

"If you give me half an hour I can find out for you. Where are you going next? I will have one of my men deliver the information."

This information is provided in **Player Handout #5**.

➤ **What were the circumstances of Sergeant Kenness' father's death?**

"He was captured, tortured and murdered during an investigation into a cult of Kohr. In fact, his heart was never found."

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

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Encounter Three – Witness for the Prosecution

The undead scourge which forced the evacuation of the District of the Poor also resulted in the closure of Slate Hall, a soup kitchen and dining hall sponsored by the Lord Monarch, where those without means could procure a hot meal or a small supply of basic groceries such as rice, cheese and vegetables. Located in the Services District, the Boiling Pot is one hostel that has temporarily taken up the duty of feeding Amthydor's poor and homeless, until the Poor District and the old Slate Hall can be reclaimed (a new Slate Hall has opened in the Service District).

Your search for Emil the rag picker leads you to the Services District and the mealtime gathering at the Boiling Pot. Inquiring about Emil, you are directed to a thin, balding man dressed in a motley collection of patchwork garments,

obviously the product of his daily scavenging. From his thin frame and the way he is eating, this meal is probably the only one he will have today. As you approach he obligingly scoots closer to his neighbor, making room for you to join the diners, then returns his attention to his bowl of soup and small loaf of buttered bread.

Though he is rail-thin, Emil really isn't starving. He just has a very fast metabolism and he wants to finish quickly to make room for new arrivals.

Emil is happy to do his part and answer the PCs' questions, though he suggests that they go elsewhere rather than take up space here during the busy meal hour when there are so many hungry people waiting for what is probably their only meal of the day.

He will follow the PCs to a location of their choosing. Once the PCs start to question him and he gets started telling them what he saw, it is difficult to get him to shut up. To make matters worse, he often runs thoughts together or even changes subjects entirely in mid-conversation.

"Wors' thing I ever saw. Pickin' rags I was, just like I do ev'ry mornin'. Good spot, that, lots of nice stuff ends up in the trash. Good people, them's that lives 'roun' there, but they got no idea how to make clothes last. I mean, just look at this."

He gestures to his own colorful patchwork tunic.

"Perfectly good cloth, all of it, but folks still throw it away. Just needed a li'l sewin' to be good as new. Can you imagine throwin' away good stuff like this? That Legion fella in the neighborhood now, he has the right idea. Nice guy, him, an' his sister too. Treat people right, they do. Bundle up their old rags neat-like, not throwin' 'em in with the trash."

He will continue in a similar vein, rambling on about the best and worst alleys for finding usable rags, the nice people at the Boiling Pot, etc. Once the PCs interrupt him and get him back on track he will continue his description of what he found.

“Got to the alley jus’ before sun up, jus’ like I always do. Checked all the rubbish bins, jus’ like I always do. Strange, it was. I foun’ the uniform right there in the Sergeant’s rubbish bin, an’ he always bundles up his rags for me an’ leaves ‘em on the back step. Odd too, there wasn’ much wrong with it. Jus’ a stain an’ a tear where it looked like the patch got torn off. I did’na realize that the stain was blood ‘til I saw tha’ poor girl.”

He begins to shake slightly, obviously still disturbed by the memory of what he saw in the early hours of the morning.

“She was jus’ layin’ there in the alley, at the end of the rubbish bins. I thought a’ first that it was jus’ more rags, then I saw the blood everywhere. All cut up, she was, jus’ like a piece of meat, like she’d been butchered. Eyes open an’ starin’, an’ her heart cut out. I pray I never hafta see anything like that ever again.”

Emil cannot tell the PCs anything else about the crime, and is anxious to return to his livelihood if the PCs have no further questions. He will gratefully accept donations of food, money, or cloth. If offered employment by a PC, that PC will get the **Tailor** certificate at the end of the event.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

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If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

If the PCs want to examine the bodies **GO TO Encounter 5 (page 21).**

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When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Four – The Scene of the Crime

Even two blocks from the scene of the crime an unnatural quiet rules the streets. The few people who come and go walk quickly, not pausing to greet those they may know. No one lingers except a lone drunk, asleep in a sheltered doorway, still cradling a half-empty bottle of wine in his dirty hands.

No worries if the PCs do not catch on right away to the significance of the sleeping drunk. He will be here until the end of the scenario, as each time he wakes up he just drinks more of the tainted wine and falls asleep again.

Once the PCs wake him up (shaking him roughly will do the trick) he can tell the PCs that he found the bottle in a rubbish bin in the middle of the night. He saw someone in a Legion uniform throw it away, and when he went to check he found the half full bottle. It was dark, so he cannot say what color the uniform was. He will not be happy about giving up his bottle, and will cry out loudly that the PCs are robbing him if they try to take it by force. If he is offered another full bottle, or 5 gp, he will gladly give up the half empty one.

Temperance minded PCs may wish to reform the man and teach him the error of his inebriated ways. He is quite happy with his current lifestyle, and has no desire to give up his addiction. If the PCs badger him about it for more than 5 rounds he will agree to sober up just to get them off his back, though he will resume his relationship with alcohol at the first opportunity.

The bottle is made of a distinctive black glass, with a band of silver foil around the neck. The foil is torn on one side.

PCs using *detect poison* or some other means of determining if the wine is tainted learn that it contains a powerful combination of herbs that induce a heavy sleep which lasts 1d4 + 4 hours. Resisting the effects requires a successful Fortitude save DC 20. Subjects under the effect of the poison can be awakened by rough shaking, though they will fall back to sleep after a few moments if not kept active and talking.

If the PCs are unable to cast *detect poison* themselves, they can purchase the spell from an NPC spellcaster for 10 gp (free from a temple affiliated with the Quorum of Faith – see **GM Aid #1, Appendix A**) when the PCs present their credentials from Kaasi Mortenbrace).

When mixed with wine, the poison has no effect on the color, odor or taste. The remaining tainted wine will lose its potency upon completion of the event, rendering it useless to the PCs.

A short block farther on, pairs of stern faced Legionnaires stand guard in front of wooden barricades at both ends of a narrow alley, keeping curious spectators away until the last scrap of evidence can be collected. The one on the right raises a cautionary hand as you approach.

The PCs will be able to gain access to the alley by presenting their credentials from Kaasi Mortenbrace. This is merely a formality, and the party should avoid spending too much time getting past the guards.

The 180-foot long alley has four homes and businesses on one side and five on the other. The rear door of Sergeant Kenness' home exits onto the alley, second from the end. Like it's three neighbors it boasts a well-made lock. Nine rubbish bins stand in two neat rows halfway down the opposite side of the alley.

The body of the unfortunate victim has been removed, but bloodstains still cover the ground next to the bins, and splatter the wall.

The rubbish bins form a double row in an area twelve feet wide on the 'five door' side of the alley, between the second and third doors. The body was found on the far side of the rubbish bins from Sergeant Kenness' rear door, approximately 80 feet away.

PCs searching the alley for clues may make the following skill checks:

Search DC 5 + ATL or *Track DC 5*: A trail of bloody boot prints leading from the site of the murder to Sergeant Kenness' back door. These are the prints found by the Diamond Legion and which implicate Sergeant Kenness. The prints were made by the real killer and they were meant to be found.

Search DC 10 + ATL: A lady's bodice dagger, stained with blood. It is in the shadows, partially obscured by a piece of refuse, a few feet from where the body was found. The dagger was kicked there during the struggle between Nivia and her killer. Either Sergeant Kenness or Kitra at the Gilded Cage can confirm that the dagger belonged to Nivia. This masterwork dagger has a four-inch blade, an overall length of seven and one half inches and a polished wood hilt. Both edges of the narrow steel blade are extremely sharp.

Search DC 20 + ATL or *Track DC 20*: A single faint bloody boot print, leading away from Sergeant Kenness' back door and out towards the neighboring street.

Clever players may think to measure the boot prints and compare them to Sergeant Kenness' boots. The bloody print was in fact made by a boot one half size **smaller** than those worn by Sergeant Kenness. This detail should not be volunteered to the players. They must think to ask about it on their own. Furthermore, the print is three sizes **larger** than that of Elise Joransdotter.

PCs closely examining the rear door of Sergeant Kenness' home:

Search DC 20 + ATL: There are minute scratches on the lock, indicating that it has been picked. The scratches are fresh and have been made within the last two days.

PCs with at least four (4) ranks in the *Open Locks* skill gain a +4 bonus to this check, as they know from personal experience what to look for. PCs who have already obtained this information in Encounter Seven do not need to roll again, they will recognize the marks.

Tracking by Scent

For PCs using *wildshape* or accompanied by animals with the *Scent* ability that are trained to Track, the base DC for a *Survival* check to track a scent is 10. The DC increased by 2 for each hour that has passed since the quarry passed by. Every hour of rain increases the DC by 1. When an individual has repeatedly visited a location, the most recent scent is the one detected.

In his guise as a member of the Diamond Legion, the real killer, Alver Kostov, has arranged to have himself assigned as part of the investigation. As a result, while his scent is present in both the alley and the house, it is assumed to be perfectly natural for it to be there.

The scent of Sergeant Kenness is not present in the alley during the previous 24 hours, long before the crime was committed.

The scent of Elise Joransdotter is not present in the alley.

DCs are calculated assuming that the PCs search the alley between 10 and 11 am on the morning of the arrest. Adjust the DCs appropriately if they are investigating at a significantly later time.

The following scents are present in the alley:

DC 10 (1 hour) – The guards at each end of the alley

DC 16 (4 hours) – Various members of the Diamond Legion, including Proctor Lieutenant Ekard Morvol, Proctor Sergeant Cooper Damson and at least six others who are part of the official investigation. Nivia's scent is also present at the

location where she died, as this is the time that her body was removed and she did not walk into the alley.

DC 28 (10 hours) – Emil the rag picker

DC 30 (11 hours) – The drunk

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

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If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Five ~ Dead Men Do Tell Tales

The body of Nivia is at the morgue and available for examination by the PCs.

The credentials provided by Kaasi Mortenbrace serve to grant you easy passage into the solemn subterranean corridors of the City Morgue, where the bodies of those who died under questionable circumstances are examined for evidence before

being released to their families or temple representatives for burial or other rites.

A chill that cannot be attributed solely to the stone walls surrounds you. A dozen stone tables stand in two neat rows, ready to receive the bodies of the recently deceased. Only one is occupied, by what once must in life have been a lovely young woman but is now only a pale, lifeless shell.

The terror of her death still shows in Nivia's lifeless brown eyes. Her long sable hair, once carefully brushed and arranged, is tangled and matted with blood and small bits of debris. A ragged, lightning-shaped cut mars her right cheek and her neck is marked by dark bruises, as if she were grabbed from behind. If the seven deep stab wounds to her torso were not the cause of death then the bloody wound to her chest and the removal of her heart surely were.

The wounds were made by Sergeant Kenness' dagger, the same dagger found next to the body. There are also a few defensive cuts on Nivia's hands, and scratches on her neck like she pulled away from someone who was holding her from behind.

PCs questioning the possible significance of the cut on her cheek may make a skill check (*Knowledge- Religion DC 10 or Intelligence DC 15*) to recall that the symbol of the evil deity Kohr, God of Destruction, is a lightning bolt. There is no other evidence of involvement in the case by worshipers of Kohr, and PCs should not waste too much time pursuing this line of investigation.

If the PCs wish to *speak with dead*, but are unable to perform the spell themselves, several of Amthydor's temples will do so for them at reduced or no charge, provided they show their letters from Kaasi Mortenbrace. **See Encounter Nine.**

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21).**

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25).**

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29).**

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30).**

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34).**

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35).**

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Six – A Cage Does Not A Prison Make

You stand in the plush waiting area of the Gilded Cage, the most exclusive and popular fest hall in Amthydor. A large oak desk rests beside the front door, staffed by an attractive human receptionist. The accoutrements of the main parlor hint at the wealth of its customers. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians.

To the side, a large stairway leads up to the second floor, presumably to ballrooms, studies, or private suites. Despite the wondrous furnishings surrounding you, the main attraction of the Gilded Cage is without question the staff. Stunningly attractive humans, elves and half-elves of both genders can be seen passing through, wearing a variety of costumes and even more varying degrees of dress. Occasionally one of the workers comes to collect a customer, and they disappear into the upstairs parlors or stroll along the outside grounds.

You also see guards stationed about the parlor and grounds, wearing form-fitting breastplate with gladiator-style golden helmets. A voluptuous, well-endowed red-haired receptionist smiles at you in greeting and asks if you have an appointment.

REMINDER: TONE THIS DOWN AS NEEDED!

Allow the PCs to present their credentials to the receptionist before continuing with the box text.

As you present your credentials to the receptionist a stunning woman in an elegant emerald gown descends the stairway and approaches. With a discerning glance at your group, she turns to the receptionist, "Is there some difficulty, Amelia?"

Amelia passes your credentials to the new arrival. "These people have business, Miss Chandler. It's about Nivia."

After reading the documents carefully she passes them back to you before replying. "Very well. I am Marissa Chandler, proprietor of the Gilded Cage. Follow me please." Without waiting for a reply she turns and leads you to a plush sitting room. Thick rose colored carpet covers the floor, and abstract paintings suggesting erotic scenes decorate the walls.

"Nivia was well liked by everyone here and the news of her death was a terrible shock to us all. It was my understanding that a suspect was in custody. What brings you to the Gilded Cage?"

Allow the PCs to present their questions and request to speak with other employees who knew Nivia. There is little information that Marissa herself can (or *will*) provide, and she will not violate the confidentiality of the establishment's clientele for **any** reason. It has nothing to do with wanting to hinder an investigation. The success of the business requires total discretion and complete confidentiality. No threat or bribe by the PCs will change her mind, and if they are rude or demanding she will have them forcibly removed. If the PCs resist, they will be arrested by the Diamond Legion on charges of trespassing,

convicted and sentenced to 45 days in jail or a fine of 500 gold crowns. Arrested PCs are out of this event and must spend 45 DUs to represent their time served. PCs who must be removed by force or arrested are also barred from visiting the Gilded Cage for any reason in the future.

However, she will agree to allow the PCs to speak to the employees individually, provided that the PCs are discreet, courteous and respectful. Once the PCs become obnoxious or ask questions that do not pertain to the investigation, all interviews are over.

What Marissa Chandler knows:

- While she cannot reveal the names of Nivia's regular clients, she can say with confidence that they are all gentlemen above reproach, and none has ever been the least bit threatening towards Nivia or any other employee.
- The specifics of services provided are negotiated between employee and client.
- Nivia had been employed at the Gilded Cage for two years.
- Nivia was very particular and selective about her clients. She did not accept 'drop-in' clients.
- Nivia resided at the Gilded Cage. The PCs may view her room if they wish, but there is nothing of interest to be found there.
- Marissa did not witness any argument and knows nothing about it.

If the PCs wish to speak with the other employees:

"In the interest of seeing Nivia's killer brought to justice I will allow you to speak with them, but I must insist on complete courtesy and absolute discretion. These people are professionals, not common street trash, and they deserve to be treated with respect. You also may not inquire

about the specifics of any client. Privacy is paramount.”

“Several of those who knew her are with clients now, but I will send each of them to you in turn as they become available. You may conduct your interviews in this room. Please remain here while you wait, to avoid disturbing the guests. I will have refreshments sent up directly.”

She leaves in a cloud of lily perfume to make the necessary arrangements. After only a few moments the door opens, and the first young man enters the room.

One by one they come to the small sitting room set aside for your interviews, a score of men and women who knew and worked with Nivia, and who may have information useful to your investigation. No two are alike, yet all are graceful, well-spoken and above all, extremely attractive.

And all tell a similar story in answer to your queries. Nivia was warm and vivacious, full of life and well liked by everyone who met her, employees and clients alike. She never had an unkind word to say about anyone, and was always there for the other employees when they needed a friendly shoulder to cry on. But lately Nivia herself had seemed in need of a confidant, or a protector. She seemed worried, possibly even afraid of something or someone, but never said what or who upset her.

At last only one name remains on your list... Kitra. As you are asking yourself if there is anything more that you could learn here, or if the last two hours have been just a waste of time, a faint knock precedes the opening of the door and a petite, almost fey young woman with pale white-blond hair and light blue-grey eyes enters. Though none of the courtesans that you have questioned could be called plain, this one is the most exotic that you have seen so far. She seems to glide into the room, scarcely touching the carpet. Her garments, an arrangement of artistically wrapped and knotted silk scarves and a diaphanous blue skirt of the same pale blue-

grey as her eyes, shift as if stirred by a faint breeze. She takes her place gracefully on a divan, silently awaiting your questions.

Certed Elem PCs will recognize the exotic Kitra as one of their own, an Air Elem, descended from a human and an elemental force. Others may roll Knowledge (planes) DC 12 to draw the same conclusion. If curious PCs ask she will not discuss her parentage. She is here to help find Nivia's killer.

➤ **Did you know Nivia?**

“We were friends.”

➤ **What kind of a person was she?**

“She was always there for anyone who needed a friendly shoulder to cry on or a piece of advice, but she would never ask for help for herself. Everyone adored her.”

➤ **Did you see the argument that she had with the Sergeant?**

“I was leaving to meet a client. Nivia and Sergeant Kenness were across the street. She seemed very upset, almost frantic. It looked like she was crying. I heard her say that enough was enough and she wanted to put an end to something right now.”

➤ **Was there anyone that she was afraid of?**

“In our profession, we sometimes encounter customers for whom the line between business and pleasure becomes blurred. Often these customers can become very dangerous.”

“One day I found her crying in her room, tearing up a letter. She didn't even read it first, but she seemed to know who it was from. Not his name, but she said this person had written to her before. He was obsessed with her, but whatever he wrote frightened her, so she never read or answered any of his letters.”

➤ **Did she keep any of them?**

“She always tore them up, but I saved some of them.”

The letters are those of an obsessed man, determined to have a beautiful woman as his own, and unwilling to take 'no' for an answer. The handwriting is identical to letters written to Sergeant Kenness by the Iceman.

➤ **Do you think that the person who wrote the letters ever came here?**

"It is possible, but there are so many who come here that there is no way of telling which one he could have been. The guards haven't had to remove anyone recently who was physically threatening an employee."

➤ **How long/often did this person write to her?**

"Every week or so for about six months."

➤ **Did she ever mention Sergeant Kenness?**

"She was a very private person. She wasn't one to confide much, but she talked about HIM." She smiles. "She would never come out and say it directly, but I am sure that she was in love with him. She sketched him constantly. I think that he was the best thing to ever happen to her. He RESPECTED her. He treated her like a person and encouraged her to pursue her art."

"She was getting ready to leave the Cage, to start her own studio and sell her paintings. She was going to surprise him."

➤ **How long were they involved?**

"About eight months."

➤ **Did Sergeant Kenness ever come here?**

"Only on official business. Never as a client. Nivia said that neither of them wanted their relationship to be on those terms."

➤ **Do members of the Diamond Legion come here often?**

"Not officially. If they come here as clients they aren't in uniform, so I don't know that anyone would recognize them as being Legionnaires. It would not surprise me if they did, though. After all, men are men."

➤ **Did Nivia own a bodice dagger?/Is this it?**

"Yes. It was a gift from Sergeant Kenness. He was concerned for her safety."

There is nothing more that Kitra can tell the PCs. When they have asked all of their questions she will leave as gracefully as she entered and return to her appointed clients.

Should anyone wish to set up a personal appointment with one of the ladies or gentleman in residence for whatever reason, they can set an appointment. Rates are 50 gp for a two-hour block of time, but worth every copper!

PCs who recall Nileena Quinn from an earlier LSJ event may wish to speak to her here. Regretfully, she is unavailable, being involved in a prolonged visit 'escorting' a wealthy visiting gem merchant.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

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When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Seven – Family Ties

Sergeant Kenness inherited the family home, a small modest residence in the Services District, following the death of his mother three years ago. He lives there with his younger sister, Jasira.

The alley at the back side of the house, where the murder occurred, is described in Encounter Four.

The home of Sergeant Kenness is a modest two-story residence located in the Services District. Though small, it is well built and well maintained.

Your knock is answered by a young woman with the delicate features, the graceful body of a dancer and the voice of an angel. She dabs at her eyes with a handkerchief, and it is readily apparent that she has been weeping.

“Can I help you?”

PCs who have previously met Sergeant Kenness realize that the girl can only be his sister, Jasira.

Jasira is several years younger than her brother (he is 24, she is 16), but the family resemblance is unmistakable. Both have the same fair skin, dark blonde hair and green eyes; but where her brother’s features are strong and masculine, Jasira’s are delicate, almost elven.

Allow the PCs to present their credentials and explain that they have been hired by her brother’s defense counsel to investigate the charges against him.

“Please, come in. I’ve only just returned from speaking with the Proctors. They were not very optimistic about Aston’s chances of being proven innocent. We’re both very grateful that you’ve agreed to investigate on his behalf. How can I help?”

Jasira will aid the PCs in any way that she can, including answering questions and allowing them to search the house. She is cooperative and honest.

Her only concern is proving her brother’s innocence.

➤ **Does your brother have any known enemies?**

“Only anyone that he has ever arrested, or their families.”

➤ **Could someone have framed your brother?**

“I couldn’t begin to guess who or how. Aston doesn’t talk about his work. I think he doesn’t want to worry or upset me.”

➤ **Has anyone ever threatened him?**

“He gets letters sometimes. He never lets me read them, but I get the impression that they are from people who do not like him very much.”

➤ **May we see the letters?**

“If he still has them they would be in his study. I’ll get them for you.”

Jasira will provide the PCs with the information contained in **Player Handout #3**.

➤ **Where were you last night?**

“At class, at the Greyson Institute. We had instrument practice until half past the 4th evening hour, then I came home.”

Jasira’s class ended at 10:30 pm, just as she said. She was home by 11 and asleep by 11:30.

➤ **May we look around?**

“Anything to help prove that my brother is innocent. The Legion has already searched the house, of course. Velina came by this morning to clean up when they were finished. They left everything such a dreadful mess.”

➤ **Where is Velina now?**

“I only saw her for a moment. She was leaving as I came home. She mentioned something about an errand, picking up something for Aston, then coming back to finish the cleaning.”

The PCs are welcome to search the entire house as thoroughly as they wish, though Jasira will question an obviously unnecessary search of her private things. She can provide the keys to the spice cabinet and the strongbox that are located in the study/office. Unless specific DCs are given the PCs are assumed to 'Take 10' on all searches to receive the information provided.

The two-story home is neat and organized, as befits the home of a man whose job and life are filled with the pursuit of order and law. A small hearth and a combined kitchen and dining area occupies the back half of the first floor, with a sitting room, study and music room in the front half. The second floor holds three bedrooms and a small bathing room. A small cellar provides cool storage for vegetables, preserved meats and a few extra possessions. The house boasts heavy wooden doors and wooden shutters over glass windows.

Tracking by Scent

For PCs using *wildshape* or accompanied by animals with the *Scent* ability that are trained to Track, the base DC for a *Survival* check to track a scent is 10. The DC increased by 2 for each hour that has passed since the quarry passed by. When an individual has repeatedly visited a location, the most recent scent is the one detected.

In his guise as a member of the Diamond Legion, the real killer, Alver Kostov, has arranged to have himself assigned as part of the investigation. As a result, while his scent is present in both the alley and the house, it is assumed to be perfectly natural for it to be there. He has, however, taken steps to cover the scent trail of Elise Joransdotter, to prevent the discovery of an alternate suspect for the killing. He has spread a special mixture of pepper and other powders on the floors and around the front door to hinder efforts at following Elise's trail and to disable the animals. PCs and animals attempting to use the *Scent* ability in the house must succeed at a Fortitude save *DC 10 + ATL* or lose their sense of smell and the use of the *Scent* ability for 12+2d6 hours.

DCs are calculated assuming that the PCs search the house between 10 and 11 am on the morning of the arrest. Adjust the DCs appropriately if they are investigating at a significantly later time.

The following scents are present in the house:

DC 10 (1 hour) – Jasira Kenness. Jasira entered through the front door and has visited every room in the house to assess the disarray left by the Diamond Legion search.

DC 12 (2 hours) – Velina. Velina visited the kitchen, study, library, bathing room and guest room, cleaning up after the Diamond Legion Search.

DC 16 (4 hours) – Diamond Legion. Various members of the Diamond Legion, including Proctor Lieutenant Ekard Morvol, Proctor Sergeant Cooper Damson and at least six others who are part of the official investigation have searched the entire house.

DC 16 (4 Hours) – Sergeant Kenness. The Sergeant was taken from his bedroom, down the stairs to the first floor, and out the front door.

DC 34 (13 hours) – Jasira. Jasira entered through the front door, and then visited the kitchen and bathing room before retiring to her bedroom.

DC 36 (14 hours) – Elise Joransdotter. Elise entered through the music room window. She went upstairs to the Sergeant's bedroom and then returned to the music room, leaving through the window.

DC 38 (15 hours) – Sergeant Kenness. The Sergeant entered through the front door, and visited the kitchen, library and bathing room before retiring to his bedroom.

The kitchen and dining area:

Neat boxes of herbs grow in the kitchen's sunny windows and a pot hanging in the hearth gives off the mouth-watering aroma of a hearty soup. The room is tidy and organized, with nothing out of place.

The rear/kitchen door:

On the outside of the door *Search DC 20 + ATL*: There are minute scratches on the lock, indicating

that it has been picked. The scratches are fresh and have been made within the last two days.

PCs with at least four (4) ranks in the *Open Locks* skill gain a +4 bonus to this check, as they know from personal experience what to look for. PCs who have already obtained this information in Encounter Four do not need to roll again, they will recognize the marks.

The study:

This small room has a heavy door with an excellent lock. An oak desk and chair take up most of the available space. A locking cupboard on one wall holds expensive spices and rare oils and extracts. Some attempt has been made to restore order here, but piles of parchment, notes and reports on investigations and lists of household expenses are stacked haphazardly on the desk and on the adjacent shelves.

The Legion thoroughly rifled the contents of the study during their search. Velina could only gather up the papers and set them aside, to be sorted again by Sergeant Kenness when he returns home.

Search DC 15 + ATL: An iron strongbox under the desk secures the household funds and important papers. In addition to the family's savings (10,000 gold crowns, plus 2,500 gp worth of jewelry) there are several letters addressed to Sergeant Kenness, all from people who are less than friendly to the Legionnaire. Highlights from the text of these letters are provided in **Player Handout # 3**.

The library:

Hundreds of books line the walls and four comfortably overstuffed leather chairs provide seating while reading or conversing with guests. Several continual flame stones in shielded brackets spaced around the room provide safe lighting. Several dozen books sit on a side table, waiting to be replaced on the higher shelves.

A small reading table next to one of the chairs holds the book that Sergeant Kenness claimed to

be reading the night before (*Leadership Cannot Be From the Rear* by Hiram Grimm). However, there is no bookmark, and no sign of the laundry claim ticket.

The music room:

Whatever it's original purpose, this room now serves as Jasira's music room. A large slate board covered with musical notations hangs on one wall. Instruments hang on the walls or are stored neatly on shelves, and a floor harp with a broken string stands beneath the window. The room has not yet been tidied following the search, and a chill breeze from the open window stirs several sheets of music that have fallen on the floor.

Search DC 10 + ATL: A faint footprint beneath the window, leading in. The footprint is on the smallish side of medium, and is of a shoe rather than a boot. The dirt of the footprint matches the dirt outside the window. The window looks out onto a narrow garden path between the house and the neighboring building. Roses and other flowers are planted along the sides of the buildings, and would have provided cover for anyone climbing in through the window.

Search DC 15 + ATL: A faint trace of blood on the frame of the harp and on the broken harp string, perhaps as if someone cut a hand on the fine wire string.

If the PCs point out the open window to Jasira, or move to close it themselves, she will be surprised that it is open at all.

"How strange. That window is normally kept closed and locked except when I am practicing. I know that I locked it the last time I was in the room, and no one else would have had any reason to open it."

An examination of the window and a successful *Search check DC 10 + ATL* will reveal that someone did a rather clumsy job of forcing the window from the outside.

Elise Joransdotter entered the house through the window on several occasions, first to drug the wine and again last night, as part of her plan to frame Sergeant Kenness as she believes that her father was framed. During last night's visit she heard someone else in the house, and in her hurry to escape before she was caught, she stumbled into the harp, slicing her hand and breaking one of the wire strings. In her haste, she forgot to close the window behind herself.

The guest bedroom:

Order has already been restored to the smallest of the three bedrooms. A side table and chair, clothes trunk, washstand, empty bookcase and a thick feather bed are all recently dusted and neatly arranged to welcome a weary visitor.

There is nothing of interest in this room.

Jasira's room:

A young woman's touch is obvious here, from the lace curtains and embroidered bed hangings to the fresh flowers and the selection of perfumes and cosmetics on the dressing table. Much of the clothing left in disarray following the search has been replaced in the wardrobe, while a few remaining garments lie on the bed still waiting to be put away.

Jasira's room has mostly been restored to order. There is nothing here relevant to the investigation.

Sergeant Kenness' room:

This room appears to have borne the brunt of the Legion's search. No drawer, chest or other container remains unopened or unsearched. Clothing and other possessions have been stuffed casually back into drawers or left in haphazard piles on the disheveled bed, with no concern for restoring order to the chaos.

The room has already been thoroughly searched by the Diamond Legion. However, in their search for evidence to convict the Sergeant, they did not take note of evidence supporting his innocence. PCs

searching the room will be able to locate the following:

- Five uniforms of a Diamond Legion Patrol Sergeant. Four are clean but rumpled after being tossed aside during the search. One is soiled.
- Three pairs of boots, all identical in size, none with blood on the soles or evidence of having been recently cleaned.
- A well-drawn pencil sketch, a casual portrait of a smiling Sergeant Kenness. The artist has signed the sketch 'Nivia'.

The bathing room:

The bathing room and privy are as modern as any in most fine homes, with water drawn from a cistern on the roof and heated in a small boiler next to the tub. Shelves hold thick towels and a variety of soaps and bathing salts. Whatever disarray the Legion may have caused in their search has already been put to rights.

The boiler is cold, and does not appear to have been used in the last eight hours.

PCs searching the room and succeeding at a *Search* check *DC 10 + ATL* will find a bloody uniform shirt hidden in a hamper of soiled towels waiting to be washed.

The cellar:

A dry cool embraces you as you make your way down the stone steps. Shelves of ceramic jars, bins of root vegetables and casks of preserved meats are carefully stored against future months. A wooden wine rack along one wall holds three dozen bottles of wine. Spare kettles, a table with a broken leg and six wooden chairs gather dust in a corner.

The stone cellar holds nothing of interest to the investigation. None of the wine bottles match the description of the one that the Sergeant was drinking the night of the murder.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

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When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Eight ~ Cleaning Up Loose Ends

Using his *brooch of disguise*, Nivia's real killer, Alver Kostov, eavesdropped and overheard someone mention Velina at some point in the module. Based upon what he has heard, Kostov believes that the woman may be able to offer evidence of Sergeant Kenness' innocence. To prevent this he decided to remove the unfortunate cleaning woman from the scene.

As you make your way to Velina's home it seems that you may not be the only ones who want to speak with the Sergeant's housekeeper. A Diamond Legion patrol is setting up a perimeter around the Chandler's shop.

The Diamond Legion, summoned by the screams of Velina's daughter when she arrived and found her mother's body, will be **very** interested in the

PCs' explanation of exactly how they know a recently murdered witness and what their interest is in the deceased. Some or all of the likely questions may be answered in the PCs' initial explanation. PCs who wish to avoid a lengthy session (4 hours) at Legion HQ will need to present their credentials and succeed at a Diplomacy check DC 15 + ATL to convince the patrol of their innocence and good intentions.

Questions include:

- *"How do you know the victim?"*
- *"What is your interest in the victim?"*
- *"What did you see or hear?"*

➤ **What happened?**

The Legion is not going to tell just anyone what has happened here. If the PCs present their letters the female Lieutenant in charge, Lt Bailey Collins, she will explain.

"A woman was killed here. Her daughter over there found the body."

If the PCs present their letters they will be allowed upstairs to view the scene of the crime.

If the PCs go up to Velina's flat:

Off to one side a young female Legionnaire quietly comforts a weeping woman. A sturdy wooden stair leads above the Chandler's shop to the flat above. As you enter the flat the door swings slightly open on a scene of domestic tranquility. The main room of the flat is neat and orderly, as befits the home of someone who spends her days bringing order to the homes of others. A fire burns on a small hearth, and even though a woman's cloak hangs just inside the door, only silence greets your arrival.

Once the PCs venture farther inside:

Leaving behind the welcoming main room, you search out Sergeant Kenness' absent cleaning woman. Making your way into a second room it quickly becomes obvious that any answers the woman may have had - and judging from the swift brutality of her death she did have some - died with her. Half hidden behind the door,

crumpled in heap where she must have fallen at the moment of her unexpected death, her face still registering the surprise of that moment, is the body of an older human woman.

Based upon descriptions that the PCs may have obtained in other encounters, the victim is clearly Velina.

She is clearly dead, though only recently so, killed from behind by a long slash across her throat. The body is still warm, and the pool of blood has barely begun to dry on the wood floor. She was killed less than an hour ago, perhaps even as you made your way to here. But where is her killer?

Kostov is gone, though the PCs will be hard pressed to figure out how. He has, however, taken steps to cover any scent trail that animals or PCs using the *wildshape* ability might follow with *Scent*. He has spread a special mixture of pepper and other powders on the floors and around the front door to hinder efforts at following his trail and to disable the animals. PCs and animals attempting to use the *Scent* ability in the house must succeed at a Fortitude save *DC 10 + ATL* or lose their sense of smell and the use of the *Scent* ability for 12+2d6 hours.

The good news is that the arrival of Velina's daughter and her screams summoning the Legion prevented Kostov from searching the flat himself, and finding vital evidence.

PCs searching Velina's flat may make a successful *Search* check *DC 10 + ATL* they will find a woman's cloth purse beneath a pile of dropped clothes. Inside the purse is a laundry claim ticket for a Diamond Legion Patrol Sergeant's uniform owned by Aston Kenness.

The PCs can either lie about their discovery (and possibly taint the investigation), tell the truth and keep the claim ticket, or turn the claim ticket over and get a receipt for it.

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If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35).**

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Nine ~ Divine Inspiration

Many of the temples of the Quorum of Faith have a special arrangement with the Lord Monarch and the Diamond Legion to aid in the investigation of certain crimes. As part of this agreement, the temples will provide for the casting of certain divine spells at a reduced cost, **which must be paid by the PCs.** Various parties will compensate them for part of this cost at the end of the event, but the PCs do not need to know that at this time, so keep track of how much they spend on spells.

Do not allow the players to void or tear up any certs that they want to use to pay for these spells. Just take the certs and set them aside until the end of the event, when certain parties will provide compensation for the raising or resurrecting of some of the dead NPCs.

The reduction in cost varies by spell and temple, and the PCs must **ask** for the better rate. This rate

is normally only available to authorized investigators (ie: the Diamond Legion) acting to recover witnesses or on behalf of the families of victims, but the PCs will be able to get the special rates by presenting the letters provided by Kaasi Mortenbrace. Some temples will be better for this purpose than others. Information on each temple and deity's portfolio is provided in **GM Aid #1: Appendix A** as an aid to GMs and Players.

The normal costs for these spells when cast by NPCs on behalf of PCs are listed below. **Note:** Prices are for spells cast at minimum caster level unless otherwise noted:

<i>Speak with dead</i>	225 gp
<i>Raise Dead</i>	5,675 gp
<i>Resurrection</i>	11,365 gp

The following temples will provide the listed spells at the rates given:

Temple of Meneon

- *Speak with dead* – 12th level caster
PCs visiting the Temple of Meneon in search of spellcasting assistance will receive the ***Inquisitor's Stone***. When placed upon a corpse which is mostly intact (it must have a mouth to speak) this two inch cube of polished black stone allows the user to question the body as if she had cast the spell *Speak with dead*. Each charge will permit the PCs to ask six questions in a twelve minute period. Only one charge may be used per victim per week, as per the spell. The PCs **must** present the letter from Kaasi Mortenbrace and ask for assistance with the spell in order to receive the stone. The Inquisitor's Stone is a certified item. The GM should check off one box for each charge used in the course of this event before giving out the item with any remaining charges at the end of the event. The item starts with 10 charges.
- *Raise dead* (Nivia, Velina or Osten) – 2500 gp per victim *raised*. (PCs with the favor of Meneon may redeem the cert for the purpose of raising one of these victims.)

- *Resurrection* (Joran Tailor or Rialta) – 5000 gp per victim *resurrected*

Temples of Destine, Peliron or Sorena:

- *Speak with dead* (4 spells, one per victim, 10th level caster) – no charge
- *Raise dead* (Nivia, Velina or Osten) – 2,500 gp per victim *raised*.
- *Resurrection* (Joran Tailor or Rialta) – 5,000 gp per victim *resurrected*

Temples of Ardra, Emerys, Galvandt or Hyperion

- *Speak with dead* (4 spells, one per victim, 8th level caster) – no charge
- *Raise dead* (Nivia, Velina or Osten) – 3750 gp per victim *raised*
- *Resurrection* (Joran Tailor or Rialta) – 7500 gp per victim *resurrected*

Temples of Ayla, Brianna, Cerion, Cyrene, Dymora, Glissande, Kalek or Lucor:

- *Speak with dead* (4 spells, one per victim, 6th level caster) – 100 gp per spell
- *Raise dead* (Nivia, Velina or Osten) – 5000 gp per victim *raised*
- *Resurrection* (Joran Tailor or Rialta) – 10,000 gp per victim *resurrected*

It will take one day to exhume bodies of Rialta, Joran Tailor, or Osten Beltran before casting spells on them. The PCs must obtain permission from Elise Joransdotter before exhuming her father's body. (**See Encounter Eleven**).

While detailed information is given here, if the PCs are using *Speak with dead* to question the victims the answers will be brief, cryptic or repetitive, per the spell. All victims are assumed to fail the Will save normally allowed when the alignment of the corpse differs from that of the spellcaster.

What the victims know:

Nivia – The woman that Sergeant Kenness is accused of murdering.

- She did speak to Sergeant Kenness the day before she was killed. She thought

someone was stalking her and she was asking Kenness for help. She thought that her stalker was another member of the Diamond Legion, but she does not know who it is. She has been stalked for about three months.

- A dark haired, blue-eyed woman approached her as she was returning to the Gilded Cage late in the evening, and forced her at knifepoint into an alley. The woman bound her hands, gagged her and placed a cloth sack over her head and led her through alleys and side streets for several minutes before forcing her into a building. Once inside she was tied to a chair and left alone. She cannot provide a more detailed description of the woman.
- After a short time she heard someone else approaching. A man's voice told her to be quiet, that he was there to get her out, and then he struck her in the head, knocking her unconscious.
- When she awoke she was being carried over a man's shoulder into the alley behind Sergeant Kenness' home, being carried over a man's shoulder. The sack had fallen off of her head, but she could not see her attacker clearly. She knows only that he was male and human, with brown hair, and it looked like he was wearing a Legion uniform. She was able to work her hands free, but could not release the gag without revealing that she was awake. It was dark, and he dumped her on the ground, holding her down while stabbing her repeatedly and finally cutting out her heart, killing her. She was able to cut him once with her bodice dagger during the struggle. She does not believe that it was Sergeant Kenness who killed her, as the stranger's voice was different. The man's appearance seemed to waver for a moment as he stood over her, just before he killed her.

- She loves Sergeant Kenness, but fears that her profession would harm his reputation and ruin his chances for promotion.

Velina – Sergeant Kenness' cleaning woman and maid.

- When she arrived early this morning Sergeant Kenness had already been taken away and the Legion was thoroughly searching the house.
- She started cleaning the house as soon as the Legion left, starting in the kitchen, library, bathing room and guest room, and leaving the more personal areas (occupied bedrooms, office and music room) for last.
- She found Sergeant Kenness' dirty dishes from the night before, including his wine glass, but there was no wine bottle.
- She found the laundry claim ticket in the library, on the floor next to a book that had been knocked off of a small table during the search. She took it with her when she left, intending to pick up the uniform. She put the ticket in her small cloth purse.
- She stopped at home on the way to the laundress. When she came in, someone hiding behind the door came up behind her and cut her throat. She did not see who it was.
- Sergeant Kenness never talked about his work to her, but she could tell that the letters bothered him.
- There was always a gentle light in his eyes whenever he came home after having spoken with Nivia. He would speak about her in detail, but Velina could tell that he cared very deeply for the young woman.

Osten Beltran – Convicted of smuggling and killed in a Diamond Legion raid.

- Blames that ‘law-loving Sergeant’ for his arrest. He is angry at being denied his ‘living’ saying that he was only providing people with the goods that they wanted, but could not get from local greedy merchants. He knows nothing about murders.

Rialta – Murdered three years ago, allegedly by Joran Tailor.

- She knew Joran Tailor only casually. She had him work on some of her clothes. He had always been pleasant to her.
- For several months before she was killed Rialta had the feeling that she was being watched and followed.
- She never saw her killer clearly, but is confident that he was notably younger than Joran Tailor.

Joran Tailor – Convicted of the murder of Rialta.

- He did not commit the crime for which he was convicted.
- He saw the real killer standing over the body holding a bloody knife. It was a human man, about six feet tall, with brown hair.
- He saw the killer again while being questioned by the Diamond Legion. The man, dressed in a Legion uniform, swore to kill Joran Tailor’s daughter Elise if he told the Diamond Legion about what he had seen. Uncertain if the man was real or an alcohol-induced hallucination, but fearing for his daughter’s safety, Tailor confessed to the crime. In the stress of the moment he did not pay attention to details of the man’s description or appearance.
- A week before he died he saw the man again, this time dressed as a member of the Diamond Legion. Joran Tailor was terrified that the killer had at last come to

silence him, and penned a desperate warning to his daughter Elise.

- On the day that he died the man came to his cell as he was sleeping. He awoke to the man placing a foul smelling rag over his face. Tailor struggled to get free. The man’s face seemed to shift and change slightly while he held Tailor down and kept the rag in place. After a few moments everything went dark and chill as Tailor died.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

If the PCs want to examine the bodies **GO TO Encounter 5 (page 21).**

If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21).**

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25).**

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29).**

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34).**

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35).**

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Ten – Hard Feelings

The PCs may wish to question one or more of the individuals who have sent hate letters to Sergeant Kenness. With Kaasi Mortenbrace’s help the current status of each person can easily be obtained from the Diamond Legion (either the Proctors or

Captain Vestra), and is given in **Player Handout # 4**.

Oston Beltran: Deceased. Not available for questioning unless the body is exhumed and either *speaking with dead* or *raise dead* is cast upon the body. See **Encounter Nine**. He had no contact with any of the other letter writers.

Kivas Lighthand: Currently sentenced to hard labor in the mines. Two full days are required to journey to the mines, speak to him and return to the city. He has had no visitors and no outside contact for over a year.

If the PCs wish to question him he is arrogant and belligerent. He is especially disrespectful of Nobles and Aristocrats, and will go so far as to spit on them if they are particularly snobbish or uppity. However, he is also truthful in saying that he has nothing to do with current events (though he wishes that he did). Sergeant Kenness was responsible not only for his first arrest, when Kivas was sentenced to have his hand removed, but also the second arrest that resulted in the current sentence of ten years hard labor. He had not contact with any of the other letter writers.

Daks Balian:

Worn clothing and a food-stained apron cannot conceal the compelling presence of the young man serving meals at the Boiling Pot. Even more than his good looks, there is a sense that he genuinely cares for these people, and wants the best for them.

Daks will willingly speak with the PCs, and will answer their questions. He remembers Sergeant Kenness well, and harbors no ill-feelings towards him.

“Biggest favor he ever could have done, arresting me when he did. Of course, I didn’t think so at the time. But I learned to read in prison, and to figure my numbers. I listened to the priests that came to visit. I asked them questions and I learned that there are better ways to get a point across than to start a riot. I learned about petitions and audiences, that the common people

DO have a voice. People got hurt in that riot. Not physically, but emotionally and financially, the same people that I was trying to help. Businesses were damaged and people lost their livelihoods. I’m to blame for that. I’m ashamed of what I did, and of that letter. I finished my mandatory community service six months ago, but helping people like this gives me a sense of purpose, and I decided to stay on. Sergeant Kenness is a good man. I hope that you’re able to help him.”

Daks Balian is genuinely polite, respectful and sincere. He had no contact with any of the other letter writers.

Alver Kostov: Escaped three years ago. Current whereabouts Unknown. Not available for questioning.

Elise Joransdotter/Joran Tailor: Joran Tailor’s remains will have to be exhumed and either *speaking with dead* or *resurrection* cast in order to question him. See **Encounter Nine**.

Detail on speaking with Elise Joransdotter may be found in **Encounter Eleven**.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8)**.

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14)**.

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17)**.

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If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25)**.

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29)**.

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30)**.

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35)**.

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39)**. When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40)**.

Encounter Eleven ~ Dirty Laundry

There are two possible reasons for the PCs to visit this encounter, with Elise as either suspect or potential information source, with each setting a slightly different tone. The PCs may not yet realize that two of the people they can speak with are actually one and the same. The laundress/tailor that most Diamond Legion members, including Sergeant Kenness, take their uniforms to for cleaning and minor repairs is also the daughter of the late Joran Tailor. Eventually the PCs will put the pieces of the puzzle together. If it requires multiple visits for them to realize the connection, modify the box text appropriately.

Even from across the street the strong smells of dye and soap assault your senses as you approach Tailor's Tailory. Customers come and go from the two story stone and wood building.

A small bell rings as you push open the door. The odors of dye and soap are stronger, but not overpowering. A small carefully lettered sign on the counter declares 'Ticket required to claim all garments'. A young woman looks up from the large table where she is cutting cloth.

"Drop off, pick up or ordering?"

Meaning 'dropping off, picking up or placing a new order'. She will be somewhat surprised when the PCs inform her that they have questions about recent events. If the PCs approach the encounter primarily seeking information from the 'Laundress' Elise is reserved but not hostile. If the PCs are seeking information from Joran Tailor's daughter and the writer of one of the letters, Elise is naturally suspicious. In her mind they are working for the people who put her father in prison and ultimately caused his death.

All ATLS:

Elise Joransdotter: Female Human; Expert 4; HD 4d6; hp 21; Init +2; Spd 30 ft.; AC 13 (+3 Dex; touch AC 13, flatfooted 10); Atks: +4 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); Full Atk: +4 melee (1d4+1, dagger) or +5 ranged (1d4+1, dagger); Space/Reach: 5 ft./5 ft.; SA Nil, SQ Nil; AL N; SV Fort +1, Ref +4, Will +7; Str 12, Dex 16, Con 10, Int 14, Wis 16, Cha 12.

Skills and Feats: Appraise +10, Bluff +8, Craft (Embroidery) +9, Diplomacy +8, Gather Information +8, Knowledge (Local) +9, Listen +10, Profession (Tailor) +13, Sleight of Hand +11, Use Rope +11; Deft Hands, Profession (Tailor), Skill Focus (Profession-Tailor).

Equipment: Dagger.

Elise has long straight dark brown hair and expressive blue eyes. **ONLY IF PCS THINK TO ASK**, tell them that she has a bandage on her right hand.

When the PCs bring up recent events and begin to ask questions:

➤ **What about the letter you wrote to Sergeant Kenness?**

"My father could never have done what they claim. He wasn't a violent man. Someone framed him for the murder, and the person who benefited most from my father's arrest was Aston Kenness. He arrested my father before that girl's body was even cold. He claimed that he was only taking my father in for questioning, that everything would be cleared up by dinner. By dinner they claimed my father confessed to the killing. Kenness is responsible for that."

"There wasn't even a trial. They went straight to sentencing. That was the last time I saw him, as they lead him away in chains. My father never wanted me to visit him in prison. I thought it was because he didn't want me to see him like that, caged like an animal and surrounded by all of those horrible people."

"He wrote me from prison. His last letter came two weeks after he died. He was afraid of

something, or someone, and that ‘someone’ killed him. He didn’t die of natural causes, no matter what the Diamond Legion says. I believe that my father was murdered.”

➤ **How did Sergeant Kenness benefit from your father’s arrest?**

“The case was very high-profile. It put Kenness on the fast track for promotion. He made Corporal less than a month later, and Sergeant a year ago. Both times he was promoted over older men with longer service.”

➤ **May we see the letter from your father?**

If the PCs have made any mention of helping in the investigation she is hesitant to trust their good will, but will provide the PCs with **Player Handout #6**.

➤ **What do you know about Nivia’s murder?**

“Nothing.” (Partly true. While she did not commit the actual murder, she intended to.)

➤ **Did you know Nivia?**

“No.” (Again, partly true. They only met once, when Elise kidnapped her.)

➤ **Do you know Sergeant Kenness?**

“Only in passing. Many of the Legionnaires come here to have their uniforms cleaned and repaired. We...I also do custom tailoring.”
(True)

➤ **Did Sergeant Kenness drop off a uniform recently?**

“Yes. There was a tear on the shoulder and it needed cleaning. He picked it up a few days ago.” (True that he dropped it off. False that he picked it up.)

➤ **Did he have his claim ticket?**

“Of course. No ticket, no laundry.” (False)

➤ **Do you have his claim ticket?**

“We don’t keep them once they are redeemed.”
(False. Her answer is hasty and abrupt, but unless the PCs have found the ticket at Velina’s they have no proof that she is lying.)

Obtaining Elise’s confession:

If the PCs confront Elise with at least two pieces of evidence implicating her (the missing claim ticket, her shoe print at Sergeant Kenness’ home, the cut on her hand from the harp, Nivia’s description of her, or Veradaine Rylden’s description of her purchasing the dagger) and succeed at either a *Diplomacy* or *Intimidate* skill check *DC 15 + ATL* then she will admit to planning to kill Nivia and frame Sergeant Kenness for the crime, but insists that she did **not** commit the murder. If the PCs have more than two pieces of evidence against her, each additional item provides a +5 bonus to this check (max bonus +10).

“I targeted Sergeant Kenness because he was the one who arrested my father. I had seen his dagger when he came in to have his uniforms cleaned and mended. I thought if I could duplicate the crime that my father was convicted of, and make it look like someone else involved in that case could have done it, then they would have to let my father go. But I was too late. My father died in that cell. I couldn’t have justice anymore so I settled on revenge. It cost me everything that I had saved to have that copy made. I wanted to make him suffer, the way my father suffered. I watched him for months, learning his routine.”

“When my father died the whole plan came together. I knew that Kenness liked to have a glass of wine and read before retiring for the evening. I broke into his house through the music room window and drugged a bottle of wine, and then I waited for him to select that bottle. I even marked it by tearing the foil around the neck, so that I would know when he drank from the right one. Every night I watched and waited.”

“I knew just the girl to kill, so that I could frame him for the murder. I had seen them talking together. I watched her and learned her schedule. Once I knew that he had the right bottle of wine I set was ready. I knew where she would be. It was so easy to walk up to her on the street and force her into the side street. I brought her here, and forced her into the cellar. I tied her up, blindfolded and gagged her, and then cut her

arm. I put some of her blood on the uniform that Sergeant Kenness left here to be cleaned. Then I took the uniform and went to his house to plant the evidence.”

“I broke in through the music room window, just like I had before. Sergeant Kenness was asleep from the wine, and his sister wasn’t home yet. I planted the bloody uniform in his room. I was coming back downstairs when I heard someone coming in through the back door. I thought that it was his sister coming home, but then I got a glimpse of a man in a Legion uniform. I thought that he followed me there. They’ve been following me ever since my father died. I hurried back to the music room. It was dark, and I bumped into the big harp in front of the window. I grabbed for it, to steady myself and to keep it from falling over. I must have grabbed one of the strings, because I cut my hand. I climbed back out the window and returned here. When I went down to the cellar of the shop to kill Nivia she was gone. I thought that she escaped. I’ve been expecting the Legion to show up all day to arrest me for kidnapping.”

➤ **Who’s been following you?**

“The Legion. They have a man following me constantly. I cannot even go to the market without being watched.”

➤ **What happened to the dagger?**

“It was gone when I came back. I assumed that Nivia took it with her when she escaped. Whoever really killed her must have taken it.”

Following her confession, Elise will freely accompany the PCs to the Diamond Legion if they ask.

If the PCs leave under their own power:

As the pieces of this grim puzzle begin to fall into place and you prepare to make your way back to the Diamond Legion with your prisoner, it seems that someone else is interested in what the young woman has to say. You have traveled scarcely fifty feet from the shop when a group of armed men surround your group.

“You really should have kept your mouth shut, girlie. Can’t have you talking any more now, can we?”

He gestures to his companions:

“Kill them Kill them all. No witnesses. No mercy.”

The fight is on, and it will not end until either Elise or all of the thugs are dead. The attackers care nothing for the PCs or their items, other than that the PCs are between them and their real target. They want Elise.

ATL 1

Male Human Thugs (1 per PC): **Fighter 2;** Medium humanoid; HD 2d10+4; hp 27; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 light steel shield; touch AC 11, flatfooted 14); Atks: +5 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow); Full Atk: +5 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA Nil, SQ Nil; AL CN; SV Fort +5, Ref +1, Will +0; Str 15, Dex 12, Con 15, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +4, Hide +3, Intimidate +10, Spot +2; Dodge, Skill Focus (Intimidate), Toughness, Weapon Focus (Longsword).

Equipment: (Per opponent) Studded leather armor, light crossbow, 10 bolts, long sword, light wooden shield.

Note: One of the thugs has Masterwork Studded leather armor, a darkwood buckler and a masterwork longsword (not reflected in the stats above).

ATL 3

Male Human Thugs (1 plus 1 per PC): **Fighter 3;** Medium humanoid; HD 3d10+6; hp 37; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 light wooden shield; touch AC 11, flatfooted 14); Atks: +6 melee (1d8+2, longsword) or +4 ranged (1d8, light crossbow); Full Atk: +6 melee (1d8+2, longsword) or +4 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA Nil, SQ Nil; AL CN; SV Fort +5, Ref +2, Will +1; Str 15,

Dex 12, Con 15, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +4, Hide +3, Intimidate +10, Spot +2; Dodge, Power Attack, Skill Focus (Intimidate), Toughness, Weapon Focus (Longsword).

Equipment: (Per opponent) Studded leather armor, light crossbow, 10 bolts, long sword, light wooden shield.

Note: One of the thugs has +1 studded leather armor, a masterwork darkwood buckler and a +1 longsword (not reflected in the stats above).

ATL 5

Male Human Thugs (1 plus 1 per PC): Fighter 5; Medium humanoid; HD 5d10+10; hp 55; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 light steel shield; touch AC 11, flatfooted 14); Atks: +9 melee (1d8+3, long sword) or +6 ranged (1d8, light crossbow); Full Atk: +9 melee (1d8+3, long sword) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA Nil, SQ Nil; AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 15, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +5, Hide +4, Intimidate +13, Spot +3; Combat Reflexes, Dodge, Skill Focus (Intimidate), Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Attack.

Equipment: (Per opponent) Studded leather armor, light crossbow, 10 bolts, longsword, light steel shield.

Note: One of the thugs has +1 studded leather armor, a +1 darkwood buckler, and a +1 longsword (not reflected in the stats above).

ATL 7

Male Human Thugs (1 plus 1 per PC): Fighter 8; Medium humanoid; HD 8d10+24; hp 91; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +3 studded leather armor, +1 light steel shield; touch AC 11, flatfooted 14); Atks: +12 melee (1d8+3, long sword) or +9 ranged (1d8, light crossbow); Full Atk: +12 melee (1d8+3, long sword) or +9 ranged (1d8, light crossbow); Space/Reach: 5 ft./5 ft.; SA Nil, SQ Nil; AL CN; SV Fort +8, Ref +3, Will +2;

Str 16, Dex 12, Con 16, Int 12, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Hide +4, Intimidate +15, Spot +4; Combat Reflexes, Dodge, Iron Will, Skill Focus (Intimidate), Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword), Power Attack, Cleave.

Equipment: (Per opponent) Studded leather armor, light crossbow, 10 bolts, longsword, light steel shield.

Note: One of the thugs has +1 Studded leather armor, *light fortification*, a +1 darkwood buckler and a +1 longsword, *mighty cleaving* (not reflected in the stats above).

The thugs cannot reveal much about their employer, except that people call him the Iceman because when he looks at you it makes your blood run cold. They have always seen him in shadow, but believe him to be a human man with brown hair and an average build, perhaps wearing some sort of uniform.

If the PCs decide to hole up in the Tailory and send someone for the Diamond Legion, the Legion will be delayed because they are currently raiding a smuggling ring, and the thugs will attempt to burn the PCs out by setting fire to the back of the Tailory.

The fire will be well started when the PCs take notice, and will take 20 rounds to completely consume the small shop and the flat upstairs. Putting out the fire requires 4 gallons of water in the first round, and an additional 2 gallons of water for each round after the first that it has burned. Smothering the fire with sand or dirt will work as well as the water, though beer or wine will only be half as effective. The closest source of water is a fountain 30 feet from the front door of the Tailory, but the PCs will have to get past the thugs first. There are six one gallon buckets next to the door of the Tailory. A gallon of water weighs 8 pounds, plus 1 pound for the bucket, for the purpose of encumbrance affecting movement rate.

Note: Though it should now be obvious, if the PCs check up on Elise's surveillance there is no record of anyone ordering her watched.

Because they are actually on official business, PCs who are killed in this encounter will have half the cost of a *raise dead* spell paid by the Crown.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

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If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21).**

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25).**

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29).**

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30).**

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34).**

If the PCs want to speak with Rylden, the weaponsmith **GO TO Encounter 12 (page 39).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Encounter Twelve – Rylden’s Forge

Renowned throughout the Free Lands, Veradaine Rylden is THE smith to see for quality blades. The waiting list for her work is long and distinguished, and the end result is always well worth the wait. The master smith herself, a sturdy woman with short, curly black hair, takes note of your arrival as you enter the two-story stone structure that houses the forge and showroom.

“Can I help you?”

Rylden has not heard about the murder, so the PCs’ news will come as something of a surprise to her.

She will listen politely to their explanation of recent events without interrupting.

➤ **What can you tell us about the blade that you made for Sergeant Kenness?**

“I crafted a dagger for Sergeant Aston Kenness last year. He said it was a gift to himself, to celebrate his promotion. He brought it back to me nearly a month ago, with a damaged hilt. I’ve had a bit of a backlog of commissions, so I just finished the repairs two days ago. I haven’t even had the chance to send him word that it was ready. He didn’t seem concerned when I told him that it would take some time to complete the repairs. I just assumed that he would be using the second blade during that time.”

➤ **What about the second blade?**

“I finished it about two weeks before he brought the first one in for repairs. His sister came in four months ago, asking if I could craft a duplicate dagger to match the original. She was very particular. The second dagger had to be absolutely identical to the first one, down to the monogram in the hilt. She said it was a surprise present.”

➤ **His sister? Can you describe her?**

“That’s what she said. Pretty girl, about twenty, with long dark hair and blue eyes.”

If the PCs describe Jasira Kenness then Rylden will state emphatically that she is *not* the person who commissioned and paid for the second dagger. If they describe Elise Joransdotter then Rylden will agree that she is the one who purchased the blade.

Veradaine Rylden is extremely busy and is not accepting additional commissions at the current time, so the PCs cannot obtain blades from her during this event.

If the PCs want to speak with Sergeant Kenness **GO TO Encounter 1 (page 8).**

If the PCs want to learn what evidence the Diamond Legion has, or to speak with Captain Vestra **GO TO Encounter 2 (page 14).**

If the PCs want to speak with the trash picker who found the body **GO TO Encounter 3 (page 17).**

If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 18).**

If the PCs want to examine the bodies **GO TO Encounter 5 (page 21).**

If the PCs want to visit the Gilded Cage **GO TO Encounter 6 (page 21).**

If the PCs want to speak with Jasira Kenness **GO TO Encounter 7 (page 25).**

If the PCs want to speak with the maid **GO TO Encounter 8 (page 29).**

If the PCs want to cast or obtain spells **GO TO Encounter 9 (page 30).**

If the PCs want to speak with those who hold grudges against Sergeant Kenness **GO TO Encounter 10 (page 34).**

If the PCs want to speak with the Laundress/Tailor **GO TO Encounter 11 (page 35).**

When the PCs are ready to make the final presentation of their evidence **GO TO Conclusion (page 40).**

Conclusion – Body of Evidence

Proctor Lt Morvol, Patrol Captain Ardent Vestra and Kaasi Mortenbrace gather at the headquarters of the Proctors to listen to your report, respectfully silent as you relate the tale of your investigation.

Pause to allow players to make their report.

With each piece of evidence clearing Sergeant Kenness your listeners become both more hopeful and yet more grim. What sort of dark heart would commit such a brutal crime, and then attempt to frame another?

As you present the last of your evidence, Lieutenant Morval first looks to each of the other officials and then at you.

“It is time to go before the Court.”

If the PCs mention reports that another member of the Diamond Legion may somehow be involved:

Captain Vestra frowns at this latest revelation. As if one Legionnaire accused of such crimes were not enough, the possibility that a second might be responsible for framing an innocent

man is not to be taken lightly.

“High Warrior Breng must be notified immediately and a thorough investigation initiated. I must insist that you not speak of this to anyone else, not only to prevent a panic among the citizenry and a loss of faith in the Legion, but to avoid alerting the pretender that we are aware of his charade.”

Present one of the following Epilogues (A-D) based upon the amount of evidence that the PCs recovered during the event. Due to the high profile nature of the case and the position of the accused, the Court is composed of five Lords and Ladies Consul rather than the usual three. The current court consists of Lord Consul Grimm, Lord Consul Perrault, Lord Consul Mour, Lady Consul Reilly and Lord Consul Lurian. If any PC has an affiliation (PC Noble or House Guard) with a member of the court then use another Lord/Lady Consul in place of the one listed.

If the PCs have at least eight pieces of evidence supporting Sergeant Kenness’ innocence, or five pieces plus Elise’s confession **Go To Epilogue A**

If the PCs have at least four pieces of evidence supporting Sergeant Kenness’ innocence, or Elise’s confession **Go To Epilogue B**

If the PCs have less than four pieces of evidence supporting Sergeant Kenness’ innocence and do not have Elise’s confession **Go To Epilogue C**

Epilogue A – Innocent

The faces of the assembled Lords and Ladies Consul are unreadable as the evidence is presented in the case of The Crown v. Kenness. Kaasi Mortenbrace paces restlessly while you wait for them to end their private deliberations. At last the clerk calls you back before the court for the presentation of the verdict. A tearful Jasira runs to her brother as the court’s decision is announced – INNOCENT.

Gathered a short time later in Kaasi Mortenbrace's office, he presents each of you with a small pouch containing your promised payment. Sergeant Kenness regards your group.

"The investigation into the real killer is ongoing. I pray that we can find him before he claims another victim. For myself, I'd like to thank you again for your help. While my restored position requires complete impartiality in legal matters, I can at least attest to your good character and investigative skills, should the need arise, and you may feel free to call upon me in such a case. I would also like you to have a few things that might help you in the future, as you help others."

As he produces a wrapped bundle and hands it to you, Mortenbrace's assistant Wolten enters, holding a folded note.

"This just arrived, by messenger. It's for the Sergeant."

Unfolding the message, Kenness looks grim as he reads. His hands tighten angrily, creasing the parchment. Silently he passes the note to you. The message is short, only three words, but they are three words that send a chill through your soul.

Until next time.

AK

On that grim note, with the knowledge that the game of cat and mouse continues, Mortenbrace returns to his cases, Kenness resumes his duties, and you return to your various lives, perhaps a bit less trusting and with a forewarning of dangers to come.

The wrapped bundle contains a pair of soft leather boots and a polished wood and ivory rod.

For PCs wishing to make a Forgery skill check DC 10, the handwriting is the same as the letters written to Sergeant Kenness and Nivia by Alver Kostov, a.k.a. The Iceman.

THUS ENDS "UNTIL PROVEN INNOCENT"

Epilogue B – The Jury is Still Out

The faces of the assembled Lords and Ladies Consul are unreadable as the evidence is presented in the case of *The Crown v. Kenness*. In light of the facts presented, they have decided that Sergeant Kenness will continue to be detained during further investigation. While not a victory, it is also not a defeat.

Gathered a short time later in Kaasi Mortenbrace's office he presents each of you with a small pouch containing your promised payment. He also produces a small cloth-wrapped bundle.

"The Sergeant's sister has asked that I also give you this. Without your aid her brother would already have been convicted and sentenced to death. She would like you to have these items, for use in your future endeavors."

The wrapped bundle contains a pair of soft leather boots and a polished wood and ivory rod.

THUS ENDS "UNTIL PROVEN INNOCENT"

Epilogue C – Guilty as Charged

The faces of the assembled Lords and Ladies Consul are unreadable as the evidence is presented in the case of *The Crown v. Kenness*. Kaasi Mortenbrace paces restlessly while you wait for them to end their private deliberations. At last the clerk calls you back before the court for the presentation of the verdict. A tearful Jasira faints as the court's decision is announced – **GUILTY**. The sentence is death, to be carried out in three days time.

Gathered a short time later in Kaasi Mortenbrace's office he presents each of you with a small pouch containing your promised payment.

“Thank you for your efforts on my client’s behalf. I know you did your best. A miscarriage of justice has taken place here today. I will be appealing the case, naturally, but there is very little hope of a reversal.”

The execution three days later is a somber affair. Jasira Kenness is not present, having collapsed from the stress of the trial. As you return home that evening a note awaits, in a familiar hand. While only four words, the message speaks volumes –

Better luck next time

AK

For PCs wishing to make a Forgery skill check DC 10, the handwriting is the same as the letters written to Sergeant Kenness and Nivia by Alver Kostov, a.k.a. The Iceman.

THUS ENDS “UNTIL PROVEN INNOCENT”

Epilogue D – Guilty Conscience

Word of your refusal to aid in the investigation seems to have spread quickly throughout the city, along with the news that Sergeant Kenness was seriously injured just hours after his arrest, when someone stabbed him with a makeshift knife. His younger sister is reported to have collapsed from the shock and stress of his arrest.

You have to wonder if this could have been prevented, if you had only taken the time to look into matters. You have to wonder who will come to YOUR aid, if the situation were ever reversed.

THUS ENDS “UNTIL PROVEN INNOCENT”

DAY UNITS

This event costs each PC 10 DU.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Introduction

Refusing the mission 0 XP

(Note: This is the ONLY XP available for a PC who refuses to take the mission or play the module.)

Encounter 11

Defeating assassin/killer/thugs 100 XP

Epilogue A

Proving Sergeant Kenness Innocent 700 XP

Epilogue B

Succeeding in raising questions of guilt and continuing the trial 500 XP

Epilogue C

Failing to raise sufficient questions Regarding Sergeant Kenness’ guilt 300 XP

Discretionary Roleplaying Award Up to 100 XP

Total Possible Experience: 900 XP

TREASURE SUMMARY

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

NOTE: Stealing is a serious crime in Amthydor, even from a disgraced Legionnaire. PCs will be caught, and should be reported to LSJ Campaign Staff if they take anything from any Encounter.

Encounter 9

- **Inquisitor’s Stone** (1 available) – When placed upon a corpse which is mostly intact (it must have a mouth to speak) this two inch cube of polished black stone

allows the user to question the body as if she had cast the spell *speak with dead*. Each charge will permit the PCs to ask six questions in a twelve minute period. Only one charge may be used per victim per week, as per the spell. When all of the charges have been used the remaining polished stone cube is suitable for use as a paperweight. The item has 10 charges minus whatever the PCs used during the module (Value: 100 gp plus 360 gp per charge, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 12th level caster, Legality: Legal).

Encounter 11

- **Studded leather armor, Safeguard**
 - ATL 1: *Masterwork Studded Leather Armor* (Value: 175 gp).
 - ATL 3: *Studded Leather Armor +1* (Value: 1175 gp).
 - ATL 5 & 7: *Studded Leather Armor +1, Light Fortification* (Value: 4175 gp).

(Value: varies, Size: Medium, Tradable: Yes, Rarity: Common, 13th level caster, Legality: Legal).
- **Longsword, Reaver:** This longsword has a claw-shaped pommel gripping a blood red stone (Value: varies, Size: Medium, Tradable: Yes, Rarity: Common, 8th level caster, Legality: Legal)
 - ATL 1: *Masterwork Longsword* (Value: 315 gp).
 - ATL 3: *Longsword +1* (Value: 2315 gp).
 - ATL 5 & 7: *Longsword +1, Mighty Cleaving* (Value: 8315 gp).
- **Darkwood Buckler:** This intriguing shield is marked with the elven rune 'gyraz' (guardian). It weighs only 2.5 lbs and has

no armor check penalty (Value: varies, Size: Small, Tradable: Yes, Rarity: Common, 8th level caster, Legality: Legal)

- ATL 1: *Darkwood buckler* (Value: 205 gp).
- ATL 3: *Masterwork Darkwood buckler* (Value: 355 gp).
- ATL 5 & 7: *Darkwood buckler +1*, (Value: 1355 gp).

- **Mundane equipment:** (per opponent except leader) Studded leather armor, light crossbow, 10 bolts, light steel shield, longsword (sale value 42 ½ gp per opponent).

Epilogue A

- 100 gp per PC from Kassi Mortenbrace
- **Favor of Sergeant Kenness (one per PC):** As a member of the Diamond Legion, Sergeant Aston Kenness must be without bias or favoritism at all times. He will in no way permit a PC to break the law, nor is this a 'get out of jail free' card, but he will remember the character favorably in future encounters, particularly if the PC seeks to join the ranks of the Diamond Legion.

Of course, you have also interfered in the best laid plans of the Iceman, and there is no way of telling when, or how, he might choose to get even. (Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).
- **Boots of Striding and Springing** (Value: 5,500 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, 3rd level caster, Legality: Legal).
- **Metamagic Rod, Extend Spell:** This polished wood and ivory rod was once the property of Lt. Nolan Kenness of the Diamond Legion mage corps (Value: varies, Size: Small, Tradable: Yes, Rarity:

Uncommon, 17th level caster, Legality: Legal).

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

ATL 1 & 3: *Lesser Metamagic Rod, Extend Spell*. (Value: 3000 gp).

ATL 5 & 7: *Metamagic Rod, Extend Spell*. (Value: 11,000 gp).

Miscellaneous

Epilogue B

- 100 gp per PC from Kaasi Mortenbrace
- **Boots of Striding and Springing:** As above.
- **Metamagic Rod, Extend Spell:** As above.

- **Tailor:** The above-named PC has hired a Emil, a ragpicker who is best known for his pied patchwork creations of excellent quality. You have agreed to pay him for his services. This costs you 1 gp per adventure to maintain his upkeep. In exchange, you can have him mend a piece of clothing for you by locating him in the alleys where he lives. Repairs will take one day to complete. His skill bonus for Profession (Tailor) is +15. (Value: Priceless, Size: N/A, Tradable: No, Rarity: Rare, Legality: Legal)

Epilogue C

- 100 gp per PC from Kaasi Mortenbrace

Epilogue D

- **Disfavor of the Diamond Legion:** Being a member of the Diamond Legion can be a thankless job, but you have displayed the ultimate disregard for those who daily risk their lives on behalf of the city. Word of your refusal to aid in an important investigation has traveled quickly, and if you cannot help one of their own, they are not so sure that they want to help you. For your next 10 scenarios you suffer a -2 penalty on all Charisma-based skill or ability checks when dealing with members of the Diamond Legion (Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

- **Patron of the Arts:** You have sponsored Nivia, a former courtesan from the Gilded Cage and a budding painter, in the pursuit of her art. For an initial donation of 500 gp and future donations of 5% of all monetary income (not magic items, unless they are sold for gp), you receive a small portion of the profits from her future commissions as a 'thank you'. At the beginning of each year (starting on the date you receive this certificate) you receive 5d10 + 25 gp. You also receive a +1 circumstance bonus to all Charisma based skill checks when dealing directly with members of Amthydor's artistic community, including actors, musicians, painters, sculptors and singers. (Value: Special, Size: N/A, Tradable: No, Rarity: Rare, Legality: Legal).

- **Guilty Conscience:** Even the most heartless soul has to wonder what fate you have abandoned Sergeant Kenness to. You find it difficult to completely rid your mind of thoughts about the consequences of your decision. As a result you suffer a -1 morale penalty on all d20 rolls (skill checks, attack rolls, damage rolls, ability checks and saving throws) during your next three LSJ events

- **Gilded Cage Courtesan:** You have been granted a coveted position as a courtesan at the Gilded Cage! For every 5 TU that you spend on adventuring, metagame activities, and item creation, you must also spend 1 TU working at the Gilded Cage. The terms of your service are negotiated on a case by

case basis with each individual client, and include (but are not limited to) hostess, conversationalist, model, and romantic companion. For each 1 TU spent working at the Gilded Cage, you receive 2d10 + 10 gp.

You receive a +2 circumstance bonus to Gather Information skill checks when consulting with other employees of the Gilded Cage.

The standards for employment at the Gilded Cage are high, and must be met before the PC may receive any of the benefits of this certificate. Should you cease to meet the requirements in the future, the employment and all benefits gained from it will be terminated.

Requirements:

Skills (Choose 3): Diplomacy 5 ranks, Knowledge (local) 5 ranks, Knowledge (nobility & royalty) 5 ranks, Perform (sing) 5 ranks, Profession (courtesan) 5 ranks.

Special: Natural Charisma 16+ (items, spells or other temporary/conditional modifiers apply).

(Value: Special, Size: N/A, Tradable: No, Rarity: Rare, Legality: Legal).

- **Spell Compensation:** If the PCs paid for either *raise dead* or *resurrection* on Joran Tailor, Nivia, Rialta, or Velina from their own funds, they will be fully compensated afterwards by an anonymous benefactor. If item certs were used, those items are returned by whoever the PC sold them to. All that the NPCs will say if questioned is that ‘Someone covered the cost, and wanted you to have this back.’
- **What Goes Around, Comes Around (1 per PC who contributes to the *raise dead* or *resurrection* of one or more of Alver Kostov’s victims, and who do not request**

compensation: You have done unto others and contributed funds to raise or resurrect victims of Amthydor’s serial killer. Your selfless generosity has not gone unnoticed. Should you be so unfortunate as to perish in a future adventure, a portion of the cost of your recovery will be paid by an anonymous benefactor. The amount paid on your behalf is based upon how many of the Iceman’s victims you paid to have *raised* or *resurrected*:

- 1 Victim: 50% of the cost of *raise dead* or 25 % of the cost of *resurrection*
- 2 Victims: 100% of the cost of *raise dead* or 50 % of the cost of *resurrection*
- 3 Victims: 100% of the cost of *raise dead* or 75 % of the cost of *resurrection*
- 4 Victims: 100% of the cost of either *raise dead* or *resurrection*

This certificate should be marked ‘Void’ once used, but it should not be discarded. It should be retained for future reference and potential campaign effect. (Value: Varies, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

Critical Event Summary: Until Proven Innocent

1. How many encounters did the PCs complete? _____
Which ones? (Circle all that apply) 1 2 3 4 5 6 7 8 9 10 11 12
2. What evidence did the PCs learn of that suggested that Sergeant Kenness was Guilty? (circle all that apply)
Uniform scrap and rank insignia Torn uniform Seen with victim
Bloody shirt Murder dagger Purchase of 2nd dagger Boot prints leading in
3. What evidence did the PCs discover suggesting that Sergeant Kenness was Innocent? (circle all that apply)
Drugged wine bottle Questioned dead maid Unredeemed laundry claim check
Elise's confession Boot print leading out Letter from Joran Tailor
Prior cult activity and similar crimes Letters from Kostov Boot print wrong size
Kenness not wounded Evidence of break-in Description of Elise ordering the 2nd dagger
Description of man in Diamond Legion uniform
4. Did the PCs arrange for any of the victims to be raised or resurrected? Yes No
If so, who? (Circle all that apply) Nivia Velina Rialta Joran Tailor Elise
5. Did the PCs request or arrange for the exhumation and questioning of Joran's body? Yes No
6. Did the PCs request or arrange for the exhumation and questioning of Rialta's body? Yes No
7. Did the PCs conclude that Sergeant Kenness could have been responsible for another murder? Yes No
If so, whose? Rialta Joran Tailor Velina
8. Did the PCs get Elise's confession? Yes No
9. Did the PCs find information suggesting someone else may have expanded on Elise's revenge? YesNo
10. Did the PCs find information suggesting that a member of the Diamond Legion or someone masquerading as a member of the Diamond Legion may be involved in any of the killings? Yes No
11. What was the status of Elise at the end of the scenario? Alive and Free Alive & in Custody Dead
If dead, who killed her? PCs Alver Kostov
12. Who do the PCs believe killed Rialta? Tailor Sgt Kenness Random Act Other_____
13. Who do the PCs believe killed Nivia? Sgt Kenness Elise Random Act Other_____
14. Who do the PCs believe killed Joran Tailor? Sgt Kenness Suicide Natural Other_____
15. Who do the PCs believe killed Velina? Sgt Kennes Elise Random Act Other_____
16. Note any other important information on the back of this form (PC arrests, etc.).

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

GM Aid # 1

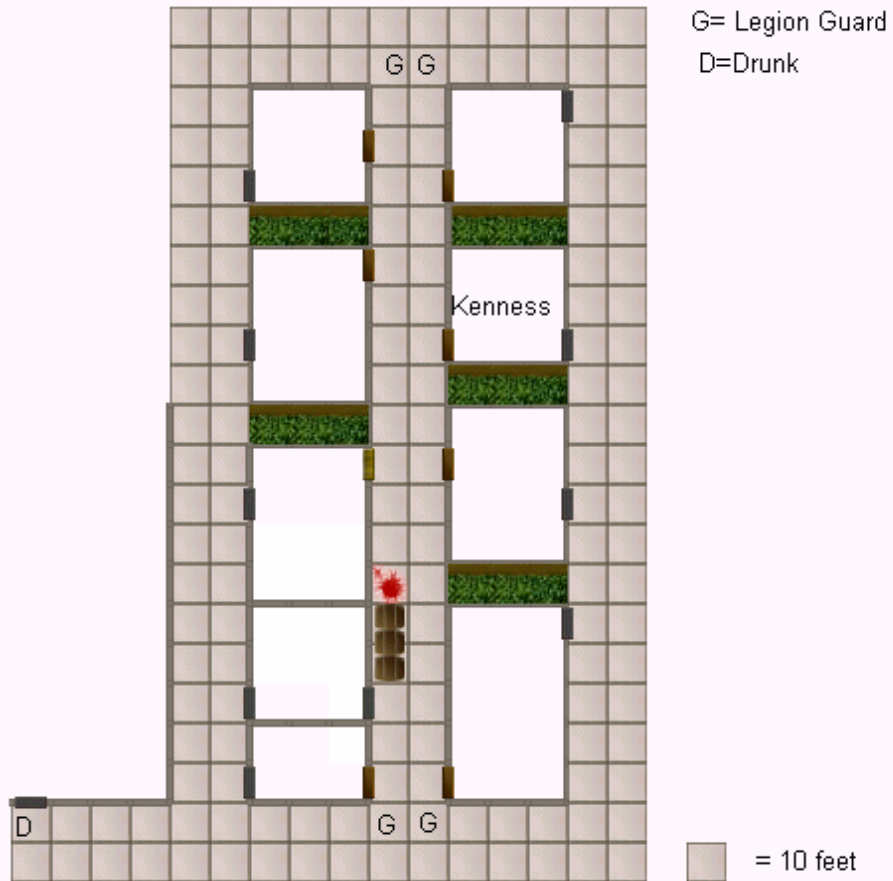
Appendix A: Amthydor's Quorum of Faith

The following temples are present in Amthydor, as part of the Quorum of Faith

<u>Temple</u>	<u>Deity</u>	<u>Portfolio</u>
Hall of Prosperity	Ardra	Goddess of Life, fertility, athletics, adventure
Grove	Ayla	Goddess of Flora, plants, wilderness, forests, druids
Grove	Brianna	Goddess of Fauna, animals, hunting, journeys, rangers
Grove (Rosewood)	Cerion	God of Agriculture, farmers, wine, shepherds
Fountain of Serenity	Cyrene	Goddess of Water, purification, rain
Hall of Enlightenment	Destine	Goddess of Knowledge, education, quests, lore, travel, prophecy, fate
House of Sensation	Dymora	Goddess of Desire, lust, temptation, intrigue, pain, secrets
Hall of Mysteries	Emerys	God of Magic, runes, arcane study
Tower of Vigilance	Galvandt	God of Vigilance, guardians, defenders, strategy
Dome of the Arts	Glissande	Goddess of Art, performance, artisans, bards, communication, revelry
Highlord's Cathedral	Hyperion	God of Nobles, divine right of noble rule, chivalry
Crafter's Hall	Kalek	God of Crafts, smithing, tradesmen, invention, engineering
Golden Pavilion	Lucor	God of Wealth, merchants, commerce, thieves, gambling
The Moonlight Pavilion	Meneon	God of the Moon, peaceful death, grieving, emotional healing
House of Judgment	Peliron	God of Justice, law, honor, judgment, paladins
Lady's Radiant Hall	Sorena	Goddess of Light, sun, royalty, truth

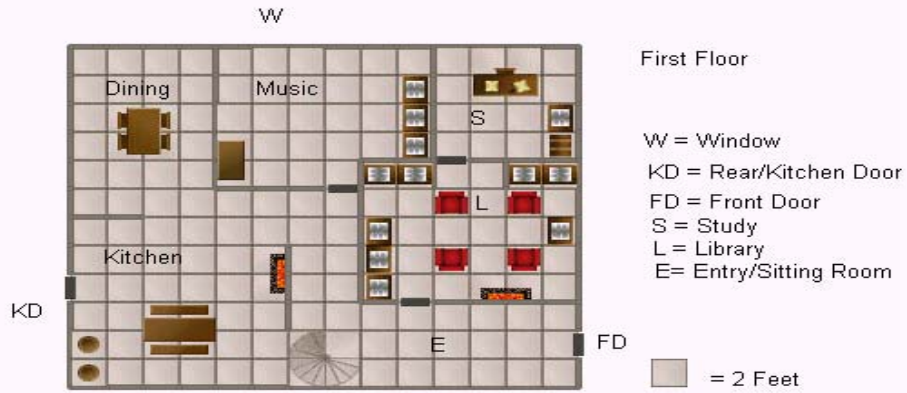
GM Aid # 2

Appendix B: Alley Map



GM Aid # 3

Appendix C: Sergeant Kenness' House



Player Handout # 1

Dear (insert PC name)

Your presence is requested at the legal offices of Ainsworth, Ivers, Mortenbrace and Associates, located in the Services District. Please present yourself without delay at the ninth hour of the morning today.

*Kaasi Mortenbrace, Esquire
Ainsworth, Ivers, Mortenbrace and Associates*

Dear (insert PC name)

Your presence is requested at the legal offices of Ainsworth, Ivers, Mortenbrace and Associates, located in the Services District. Please present yourself without delay at the ninth hour of the morning today.

*Kaasi Mortenbrace, Esquire
Ainsworth, Ivers, Mortenbrace and Associates*

Dear (insert PC name)

Your presence is requested at the legal offices of Ainsworth, Ivers, Mortenbrace and Associates, located in the Services District. Please present yourself without delay at the ninth hour of the morning today.

*Kaasi Mortenbrace, Esquire
Ainsworth, Ivers, Mortenbrace and Associates*

Player Handout # 2

The case against Sergeant Aston Kenness

The following evidence has been gathered by the Diamond Legion in the case against Sergeant Kenness:

- A scrap of uniform, including a Patrol Sergeant's rank insignia, was found clutched in the dead woman's hand. Kenness' spare uniform is 'missing', and he cannot account for it. He claims that he sent it to be cleaned several days ago, and has not yet picked it up, but the laundress claims that he picked it up two days ago.
- A torn uniform was found in Sergeant Kenness' rubbish bin. The tear matches the scrap of cloth found clutched in the dead woman's hand.
- Sergeant Kenness was seen speaking to the woman earlier in the day. It appeared that they were arguing about something.
- A dagger, marked with the initials 'AK', was used in the murder. It was found next to the dead woman's body.
- A trail of bloody boot prints, leading from where the body was found straight to Sergeant Kenness' back door in the alley.
- Nivia's heart, found wrapped in black silk and hidden in an ornately carved wooden box in the Sergeant's bedroom.

Player Handout # 3

Excerpts from the letters sent to Sergeant Kenness

Oston Beltran: “...Keep looking over your shoulder. Some day, when you least expect it, I’ll be standing there...”.

Kivas Lighthand: “...You may have caught me this time, but we are legion, and you can’t catch all of us...”.

Daks Balian : “...False leaders and their enforcers will fall when the light of Hyperion shines upon those to whom duty is due. Those who follow the conqueror’s command shall be the first to fall...”.

Alver Kostov, a.k.a. The Iceman: (Sent after his escape) “...Did they ever tell you how your father really died? Did they tell you that his heart was still beating as I took it from his chest? I warned you once before not to challenge me. There is nowhere that you are safe. I can get to you any time I want...”.

Elise Joransdotter: “...If there is justice to be found in this city your fate will be that of my dear father, pulled from those who love you and caged like an animal.

Player Handout # 4

The Letter Writers: Where Are They Now?

Oston Beltran: Convicted of smuggling and sentenced to five years in prison. Released four months ago after serving his time. Killed ten days ago in a confrontation with the Diamond Legion, attempting to escape arrest in a raid on a smuggling ring.

Kivas Lighthand: A half-elven thief, he was arrested and convicted three years ago for attempting to lighten the coffers of the temple of Sorena. As his right hand had already been removed as punishment for an earlier string of thefts, he was sentenced to 10 years hard labor. He is still in prison.

Daks Balian: Convicted of inciting a riot and sentenced to two years in prison. Released one year ago. Reformed, and performing voluntary community service at the Boiling Pot and elsewhere throughout the community.

Alver Kostov, a.k.a. The Iceman: Sergeant Kenness' first major case. Convicted six years ago of attempted murder and kidnapping. Suspected of three other murders, including that of Lt. Nolan Kenness (Sergeant Kenness' father) eight years ago, but no case could be proven. Sentenced to life in prison. Escaped three and a half years ago, two years into his sentence. Current whereabouts unknown.

Elise Joransdotter still operates her father's tailor shop and laundry in the Services District. Her father, **Joran Tailor**, died in prison one month ago, of natural causes.

Player Handout #5

Information on the prior murder and Joran Tailor

- The crime occurred three years ago.
- The body of Rialta, a lovely young courtesan from the Gilded Cage, was found in an alley behind the shop of Joran Tailor. A pair of sewing shears were found plunged into the chest of the victim. The shears belonged to Joran Tailor.
- Joran Tailor was seen arguing with the victim outside his shop a few hours before she was killed.
- Joran claimed to be alone, working late in the shop, at approximately 3 bells before midnight, when the attack occurred.
- When the Diamond Legion arrived in response to reports of a woman screaming, they found Joran Tailor in the alley, covered in blood, kneeling over Rialta's body.
- Confronted with the evidence against him, Joran Tailor confessed to the crime and, due to his mental state, was sentenced to life in prison rather than execution.
- Because Joran Tailor confessed, *speak with dead* was not cast on the body of the victim.

Player Handout # 6

Joran Tailor's final letter to his daughter

My dearest Elise,

By the time this letter reaches you I will be beyond suffering and pain. I have seen my fate and accept that my time is ended. But I fear for you, my only child, with so much of your life yet to live. I have seen the truth of my innocence, and the face of darkest evil.

That evil must not touch you, my dear daughter. For your own safety, I beg you leave as soon as you are able. Think not to stay, seeking aid from guardians within the city. The very ones to whom you would turn for protection may pose the greatest threat.

Be safe, daughter.

Papa

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



Roster of Heroes: Until Proven Innocent

Judge Name: _____

Convention: _____ **Date:** _____

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

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

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

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

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

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

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