



# The Prince of the Paupers

Round One

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

In the structured feudal society of Amthydor, there is a place for everyone and everyone has a place. But now rebellion is brewing, and the order of life in the Shining Jewel is threatened. Will you help to prevent the uprising or will you join it? For heroes of levels 2-7.

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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 GM 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 positive opinion of a character's reputation, the character gains a bonus on Bluff, Diplomacy, Gather Information, and Perform checks equal to his reputation bonus.

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

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

## Adventure Background

Amthydor's monarchs have always had a strong sense of moral and social responsibility towards their subjects, promoting literacy programs, food banks, affordable housing, work education and health care. These practices have made the ruling family much beloved by the people, and never before in the history of the city has there been even the slightest stirring of mass civil unrest.

Life for the poorer residents of Amthydor has been difficult for the past few years. The remnants of the lich-lord Davaros Iscander's undead army have left the District of the Poor uninhabitable, and

while the city's population was greatly reduced, there are still plenty of mouths to feed.

Throughout the history of the Shining Jewel, a network of government agencies, Noble families, clergy and dedicated volunteers have united to respond to the needs of Amthydor's poor. Contributions of food, funds, clothing, housing, education, healthcare and other services ensure that every citizen receives the basic necessities of life and the opportunity to better themselves.

Over the past year, less and less of this assistance has been reaching those who need it most. Someone in this chain of aid has been diverting money, food and other goods for their own profit, passing on only the worst quality goods and services to the poor that they have been entrusted to help.

Led by Daetrin Kiel, an idealistic young Aristocrat and devout follower of Hyperion from the war-torn nation of Cellor (pronounced SELL-or), the poor and downtrodden of Amthydor have begun taking what they believe their due rather than placidly waiting for it to be given to them. The uprising has been gradual, but the situation is rapidly reaching the flashpoint and escalating to violence. Details on the faith of Hyperion can be found in **Appendix C: GM Aid # 3**.

This scenario is presented in two parts. Round One involves learning of the impending revolt, the reasons behind it, and calming the angry masses. Round Two involves discovering the identity of the person (or persons) guilty of the thefts and mismanagement that led to current conditions in Amthydor. While it is intended that players should experience both rounds of this event consecutively, and with the same PC, it is possible to play the rounds at different times or with different characters. This should be discouraged unless absolutely necessary.

### **Special rules for Lifestyle in this event:**

Normal Charisma penalties for living a Low Lifestyle do not apply in Round One of this event, as the PCs will be dealing primarily with the poorer segments of Amthydor society. When

dealing with an NPC who pays a Low Lifestyle, or who ‘Lives off the Land’, PCs who also live under either of these conditions receive a +2 bonus to Charisma related skill checks instead of the usual modifier. PCs that pay a Medium Lifestyle are unaffected. PCs who pay a High Lifestyle suffer a –2 penalty to all Charisma related skill checks instead of the usual modifier. PCs paying an Elite Lifestyle suffer a penalty of –3 (for aristocrats) or –5 (for nobles) as the current reaction of the poor and downtrodden is to view these upper class PCs as their oppressors. Normal Lifestyle modifiers apply in Round Two. Determine what Lifestyle each PC is paying at the start of the event. Provide players whose PCs are paying Low Lifestyle, or who are Living off the Land, with **Player Handout #1**.

PCs should pay the same Lifestyle that they normally do, and not attempt to pay a Low Lifestyle just for this event. The poor know their own, and PCs who are slumming just for this scenario will still stand out as strangers and will not be accepted as equals by the NPCs.

**Gather Information skill checks in this event:**

PCs may attempt Gather Information skill checks at any time during this event. For each attempt the PC must spend 5 gp per ATL plus one hour of time. Information that can be obtained and the appropriate DCs are given in **Appendix B: GM Aid # 2**.

**Tracking time in this event:** No later than three hours into the event (one hour before the end of the slot in a four-hour time slot), the rally starts and the PCs go to Encounter 8. If the players wish to go to the rally earlier (feeling they have already investigated as much as they need to) then they can skip ahead to the rally earlier.

**Diamond Legion PCs:** Determine if any PCs are members of the Diamond Legion metaorganization. If so, provide them with **Player Handout #2**.

**Introduction** – A small group of poor children who have nothing to eat except for a few pieces of rotten fruit and vegetables are begging in the

streets. A wealthy merchant has called the Diamond Legion to have the ‘filthy little urchins’ removed. The children respond by throwing their rotten produce at the merchant and the patrol (and possibly the PCs!) before making a run for it.

**Encounter 1** – The PCs may follow the children and attempt to capture or question them.

**Encounter 2a** – The PCs may speak to the Diamond Legion patrol, and learn that there have been several such instances in recent days.

**Encounter 2b** – The PCs may speak to Captain Ardent Vestra and Inspector Morgan Uxbridge of the Diamond Legion, who can provide information on the growing unrest among the poor of the city.

**Encounter 3** – The PCs may speak to the merchant, and gain further insight into recent events.

**Encounter 4** – Just because the PCs do not rise to the bait in the Introduction does not mean that things will stop happening. They have one more opportunity to be drawn into the scenario when they witness a group of young men and women looting a closed store. PCs who are already involved in investigating the recent events will come across this scene in the course of their travels through the city.

**Encounter 5** – The PCs may visit the District of the Poor, seeking to learn the identity of the Prince.

**Encounter 6** – The PCs’ quest for the Prince leads them to the funeral procession for a young mother who has died, and an undead attack in the cemetery.

**Encounter 7 (Optional)** – The PCs may visit the temple of Hyperion seeking information on Daetrin Kiel, the Prince of the Paupers.

**Encounter 8** – The PCs find their way to a rally which is rapidly escalating into a riot. Daetrin Kiel, the Prince of the Paupers, can be convinced to help calm the gathered crowd, or the PCs may attempt to do so themselves.

Epilogue – What the PCs have learned, and what they reveal to authorities, will determine the fate of hundreds of citizens, and perhaps even the city itself as they experience Round Two of the event.

## Introduction – Take That!

*A brisk wind sends several pieces of refuse and debris skittering across your path as you make your way through the Port District. It is an afternoon for staying indoors. Even the normally diligent street cleaners are absent, and have been for several days, if the amount of refuse littering the cobbled roadway is any measure.*

*The sound of raised voices carries easily on the wind, as several men and a group of children stand arguing on the street ahead of you.*

*As you come closer, a moderately dressed merchant is berating the leader of a Diamond Legion patrol, while several small children wearing dirty rags stand crowded together nearby under the watchful eye of the other three legionnaires.*

*“I demand that you do your duty, SERGEANT! Remove these filthy little street rats at once!”*

Those ‘filthy little street rats’ are only about 6 to 7 years old. They are dirty, underfed, ill-clothed, and shoeless. They are hardly a serious threat to anyone.

*Even as the young sergeant attempts to calm the angry merchant, the man turns and grabs the youngest of the children by the arm, lifting her into the air. Before the patrol can react, the other children throw pieces of rotten fruit at the attacker, striking the man and two of the legionnaires. Stunned, the merchant releases the girl, and the children turn to run.*

The Diamond Legion will not pursue the children at this time, on orders from their superiors, due to ambushes on other patrols during similar pursuits. The PCs may pursue if they wish, though there may be consequences.

## **ALL ATLs**

☛ **Children (6):** Small humans (4 male, 2 female); Commoner 1; HD 1d4-1; hp 3; Init +5; Spd 20 ft.; AC 12 (+1 Dex, +1 size), (touch AC 12, flatfooted 11); BAB/Grapple +0/-4; Atks Rotten fruit +1 missile (1d2) or sling +1 missile (1d4); FullAtk Rotten fruit +1 missile (1d2) or sling +1 missile (1d4); Face/Reach 5 ft/5 ft; SA: Nil; SQ: Nil; AL NG; SV Fort +0, Ref +1, Will +2;

Str 7, Dex 12, Con 8, Int 13, Wis 15, Cha 14.

*Skills:* Bluff +4, Gather Information +3, Hide +3, Knowledge (Local) +2, Listen +4, Move Silently +3, Sense Motive +4, Spot +4, Survival +4.

*Feats:* Improved Initiative, Persuasive

*Languages:* Common

*Items (total):* 4 Slings, 29 sling stones, 17 copper commons (cp) and 4 silver nobles (sp), 6 pieces of rotten fruit.

The children are not stupid. They may be small and sickly *physically*, but they are street-smart. They will not use their slings unless they are actually attacked with the intent to cause serious injury or death, preferring to play the ‘cute & pitiful’ card and bawl their way out of trouble if they cannot run. Of course, if they do run, a volley of rotten fruit may delay their pursuers.

The patrol’s leader, Sergeant Kenness, is torn over what to do about the current situation. On the one hand, two of his men have been attacked, and have received minor injuries. On the other hand, these are starving children just trying to survive, and the injuries to his patrol are really only minor scratches.

The Diamond Legion will not look kindly on PCs who attack the children, and such characters face arrest for assault.

PCs who attempt to follow the children aggressively (weapons drawn) will be ordered by the Diamond Legion to “Halt and drop your weapons!” The PCs will be questioned for several minutes, long enough for the children to get a healthy head start. They will then be allowed to continue on their way with the reminder that:

- a) They are not (on duty) members of the

- Legion and have no arrest authority
- b) They were not attacked by the children
  - c) The Diamond Legion has taken note of the PCs names and descriptions, and if anything happens to those children the PCs will be the first suspects.

PCs that simply follow the children without taking aggressive action (such as drawing weapons) are not in danger of being detained by the Legion.

It is up to the PCs to decide where they want to go from here, and who they want to talk to about what they have just witnessed. There is no one right or wrong path of investigation. Of course, they can just ignore the entire incident and go about their business, but then there would not be any point in playing the scenario.

If the PCs attempt to follow and question the children **GO TO Encounter 1.** (Page 6)

If the PCs wish to speak to the Diamond Legion patrol here **GO TO Encounter 2a.** (Page 9)

If the PCs wish to speak to the Diamond Legion district commander **GO TO Encounter 2b.** (Page 10)

If the PCs wish to speak to the merchant **GO TO Encounter 3.** (Page 12)

If the PCs want to go anywhere else, or if they do nothing and go about their business **GO TO Encounter 4.** (Page 13)

## Encounter One – Kids Say The Darndest Things

The PCs have only one opportunity to follow the children. The trail is fairly obvious, at least at first, though medium or larger PCs and animals will have to detour around some of the narrower passages that the children use to get from one alley or building to the next. The PCs may only find the children once, so any questions that they forget to ask here will have to be answered by someone else later on.

*Faint laughter and the call of high, childlike voices draw you through the streets of the Port District. Angry exclamations and the startled shouts of adults leave little doubt that you have found your quarry, as small bodies race between laden wagons, causing the drivers to drag their beasts to a sudden halt.*

*One horse, startled by the darting figures of the children, rears up within the shafts of its wagon, dumping the driver onto the ground, and bolts forward towards you. A small girl running across the street suddenly stops and turns to look back, oblivious to the charging beast as she focuses on the doll that she has dropped directly in its path. If she runs to retrieve her toy she will surely be crushed by the out of control horse and wagon.*

As the PCs turn the corner and first see the scene above, they will be 80 feet from the onrushing horse and 30 feet from both the girl and her doll. The horse is 50 feet from the doll. The girl is 20 feet from her doll [ie PCs with a move of 30 (walk), the girl and the horse can all reach the doll in one round].

PCs can go for the doll, the horse or the child, in an effort to avert the impending disaster. Even if the PCs cannot reach all three, as long as they stop either the child or the horse then other bystanders will also intervene and no one will be seriously hurt. If the PCs make no move to intervene the child *will* attempt to retrieve her precious doll, with the appropriate consequences. Two rescuers and the girl will suffer moderate injuries (0 hit points remaining) and the children will have nothing to say to the PCs, even if they offer healing aid.

### All ATLS

☛ **Heavy Horse:** Large Animal; HD 3d8+6; hp 28; Init +1 (Dex); Spd 50 ft.; AC 13 (-1 Size, +1 Dex, +3 natural), touch 10, flat-footed 12; BAB/Grapple +2/+9; Atks Hoof -1 Melee (1d6+1); FullAtk 2 hooves -1 Melee (1d6+1); Space/Reach 10 ft/5 ft.; SA None; SQ Low light vision, scent; AL N; SV Fort +5, Ref +4, Will +2.

Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Listen +4, Spot +4  
Feats: Endurance, Run

The panicked horse is still attached to its flatbed wagon, and is trailing its reins. There are several ways that the PCs can deal with the frightened animal:

- PCs can kill the horse using a ranged weapon. However, they would then have to pay the owner 200 gp for the horse and 25 gp for damages to the wagon. The PCs can argue that the owner should have better control of the horse, but the courts will determine that, had the PCs not been following the children, then the horse would not have been frightened into breaking free of its driver.
- It can be startled into veering in another direction, thus potentially endangering other bystanders.
- A PC may try to force the horse to obey commands to stop. If a PC manages to get on the horse (a DC 20 Ride check) then a DC 20 Ride check is required. If the PC does this without mounting the horse (by standing next to it and gripping the reins, for example) then a DC 20 Handle Animal check is required.
- A PC may jump into the wagon and attempt to grab the rein to control the horse. *Jump* check DC 5 + *ATL* followed by an opposed *Strength* check to force the horse to halt or change direction.
- A PC may jump onto the back of the running horse and then attempt to slow or turn the animal. *Jump* check DC 10 + *ATL* followed by opposed *Strength* check.

The Druid/Ranger class ability *wild empathy* is of no use here, as it requires one minute to influence the animal and the crisis will be over in less than 12 seconds.

Even if the PCs fail to stop the horse from trampling the child, the important thing here is that they *tried*. Failure to stop the panicked horse means that the girl will take 1d6+1 points of damage from the horse and another 1d4 points of damage from the wagon as it strikes her. While this damage will not kill her, it will leave her below 0 hit points, though the PCs will have time to administer aid and healing.

If the PCs attempt to coerce or harm the children, then they will quickly be outnumbered by a continually growing crowd of burly dock workers who will block the path through sheer numbers and mass and delay the PCs while the children slip away. Attacking the dock workers, who are unarmored Commoners and have only improvised weapons at best, means charges of *disorderly conduct* and an instant trip to court for the PCs, where they must pay a fine of 250 gp each or spend 10 DUs performing community service and be out of the even. There should be NO combat here.

♥ **Dockworkers (as many as needed):** Medium humans; Commoner 2; HD 2d4+4; hp 12; Init +0; Spd 20 ft.; AC 10, (touch AC 10, flatfooted 10); BAB/Grapple +0/+0; Atks Unarmed +3 Melee (1d3+3) or club +3 Melee (1d4+3); FullAtk Unarmed +3 Melee (1d3+3) or club +3 Melee (1d4+3); Face/Reach 5 ft/5 ft; SA: Nil; SQ: Nil; AL NG; SV Fort +2, Ref +0, Will +0;

Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 10.  
*Skills:* Climb +5, Handle Animal +3, Intimidate +2, Jump +5, Swim +5, Use Rope +2.

*Feats:* Improved Unarmed Attack, Improvised Weapon

*Languages:* Common

*Items (total):* none.

If the children get away without speaking to the PCs they will drop **Player Handout #3**, a handbill calling for the poor to demand their rights. PCs following up on the handbill and succeeding at a *Gather Information* skill check DC 15 + *ATL* can learn of a rally taking place at noon the following day at the main gate from the Port District to the Shining Way and the city proper. Lifestyle modifiers apply to this check.

Assuming that the PCs do the right thing and make some effort to save the child, continue as follows (adjust text as needed):

*As the girl's injuries are tended, her tears dried and her fears soothed, the remaining children gather a short distance away, their body language expressing distrust and uncertainty. The oldest of the children, a boy of seven, steps forward and addresses you with a calm confidence that far exceeds his tender years-*

*"You have to let her go. You aren't Legion and you don't have a warrant, so you can't do anything to her."*

For a pack of street urchins, they are surprisingly well informed as to their rights, and even the youngest of them (age 5) knows how to read. They refuse to be bullied (i.e.: Intimidated), and they have no respect for Nobles or Aristocrats (see special Lifestyle rules on page 3), but they can be reasoned with on a successful *Diplomacy* check *DC 15 + ATL*. Once they warm up to the PCs they will answer questions to the best of their ability. The children will address their answers to the most lower class/slovenly PC present.

➤ **Why was the merchant angry?**

*"He' just like the others. He wants us to remain his inferiors."*

➤ **What others?**

If any of the PCs are aristocrats or nobles:

*The youngsters point accusing fingers at* \_\_\_\_\_ (aristocrat/noble PC).

*"You know, THEM."*

If none of the PCs are aristocrats or nobles:

*"The merchants and nobles. They deny us our rights and keep everything for themselves."*

➤ **What do you mean, they deny you your rights?**

*A blonde haired boy with large blue eyes proudly recites: Every citizen of Amthydor is entitled to the basic necessities of life – food, shelter, and education."*

This is a basic tenet of government policy in general and of the Lord Monarch in particular.

➤ **Why haven't you gone to the Diamond Legion?**

*"We did! They work for the nobles, and they don't care what happens to us."*

The natural reaction of the PCs may be to run straight to the Diamond Legion or other government authority with these accusations. They have no specifics, and nothing more than the word of a group of children who can hardly be considered a credible and informed source of proof. Without details and without proof, no government official will see them and the Diamond Legion is just going to ask them to gather proof and information.

The children will not agree to accompany the PCs to the Diamond Legion, and the dockworkers will not allow the PCs to take the children by force.

➤ **Why did you throw the fruit?**

*"It was too rotten to eat."*

➤ **Why were you begging in an unauthorized area?**

*"We were hungry, and we didn't have enough money for food."*

The children do have a small amount of coin, collected before the merchant summoned the patrol, but they are not about to admit that to the PCs. The few coins that they have are certainly not enough to feed all of the families who are hungry. The children do the begging because they are less likely to be run off by the Diamond Legion.

➤ **Who told you? /Why do you think that you are being oppressed?**

*"The Prince told us. He showed us a book that says nobles have to treat us fair and let us find work."*

PCs may make a skill check *Knowledge (Religion) DC 15 (DC 5 for followers of Hyperion)* to recognize this simplified interpretation of the teachings of Hyperion, lesser god of nobility.



*Knowledge (Local) DC 10* (citizens) or *DC 15* (non-citizens) to recall that no one in Amthydor, and no city or nation within 1000 miles of Amthydor, uses the title ‘Prince’.

➤ **Who is the Prince?**

*“He’s our friend. He’s gonna help us get what we deserve.”*

➤ **What does the Prince look like?**

*“Like a grownup.”*

The children do not pay much attention to hair or eye color. Grownups look alike when you are that small, unless they are wearing Legion uniforms.

➤ **Can you take us to meet him?**

*After thinking for a moment one of the children shakes her head.*

*“I don’t think so. He wouldn’t like you very much.”*

The children have nothing else to tell the PCs, and their attention is quickly drifting to more productive and/or entertaining activities. With a little wave they skip off towards a nearby side street, singing their song. (Taking their friend with them, if she is still injured.) The dockworkers will not allow the PCs to follow the children, and efforts to have familiars or other animals track them will be thwarted as the children take a complex and meandering path through buildings, back alleys, sewer tunnels, etc.

A failed diplomacy check gets the PCs only a singsong rhyme as the children scurry away while the dockworkers keep a protective watch to prevent the PCs from pursuing them.

*High Lord, low Lord  
Torestyn fool  
In their lofty towers  
Unfit to rule  
Burn them out, starve them out  
Fell them in a duel  
Set things right in the Tarnished Jewel*

Threatening to call the Diamond Legion and charge the dockworkers with obstruction of justice will not phase the NPCs in the least. The PCs are

not deputized or on duty members of the Legion, and therefore have no authority to detain the children. If the PCs claim that the children have committed some crime the dock workers all say that they *“didn’t see ‘em do nuthin’ wrong”* and that the PCs were the ones bullying the children.

If the PCs wish to speak to the Diamond Legion patrol here **GO TO Encounter 2a.** (Page 9)

If the PCs wish to speak to the Diamond Legion district commander **GO TO Encounter 2b.** (Page 10)

If the PCs wish to speak to the merchant **GO TO Encounter 3.** (Page 12)

If the PCs want to go anywhere else or if they do nothing and go about their business **GO TO Encounter 4.** (Page 13)

## Encounter Two A – To Protect and Serve

### **If the PCs speak with the patrol immediately following the Introduction –**

The patrol’s leader, Sergeant Kenness, is a nonsense young man devoted to the fair and impartial administration of the Law. Some PCs may recall Sergeant Kenness from a prior event, where he was accused of a crime that he did not commit. He was cleared of those charges, thanks to the PCs, and has been restored to full rank and duty. He will immediately recognize PCs with the Favor of Sergeant Kenness and will be courteous to them, but will remain focused on the issue at hand. He also will not volunteer the true scope of the situation to individuals who are not yet part of the investigation.

➤ **What happened?**

*“A small misunderstanding. Young children do not always have a clear grasp of rules and laws.”*

➤ **Has this been happening a lot?**

*“Until recently, never. The problem has been growing more common in recent weeks.”*

➤ **Why don't you follow them?**

*"My orders prevent pursuit, for the safety of both bystanders and of my patrol."*

Besides, they are only children, not hardened criminals.

➤ **What orders? Why would you be instructed not to follow criminals?**

*"It has been determined by my superiors that active pursuit with the intention to apprehend the guilty parties poses a greater risk of loss of life and property than the crime itself."*

Beyond this, Sergeant Kenness can only suggest that if the PCs have additional questions or suggestions that they take them up with his superiors at the district command post.

If the PCs attempt to follow and question the children **GO TO Encounter 1**. (Page 6)

If the PCs wish to speak to the Diamond Legion district commander **GO TO Encounter 2b**. (Page 9)

If the PCs wish to speak to the merchant **GO TO Encounter 3**. (Page 12)

If the PCs want to go anywhere else or if they do nothing and go about their business **GO TO Encounter 4**. (Page 13)

## Encounter Two B – Rhyme or Reason

**If the PCs wait and go to the Legion post after visiting other Encounters, or if they go seeking answers higher up the chain of command –**

As it is possible to experience this encounter more than once, GMs should modify the box text appropriately for multiple visits.

*Having finished their shift, the Legion Patrol you encountered earlier have briefed their replacements and returned to the district command post prior to going off duty for the day. A petite brown-haired woman in her early*

*thirties, displaying the amethyst and silver lozenge emblem of a Diamond Legion Captain, is speaking to the Sergeant as you arrive. As she catches sight of your group she pauses for a moment, then continues. "I'll take care of the explanations, Sergeant. You and your men are relieved, with thanks."*

*She regards you with a knowing look, a look that says your involvement would be both an answer to a prayer and an unwelcome complication.*

*"I assume that you are here in regards to this morning's incident. I cannot say that I am surprised at your arrival, nor am I ungrateful for it. Perhaps we should step into my office." She gestures you to enter before continuing, nodding slightly to a tall, muscular man already seated before turning back to you. "This is Inspector Morgan Uxbridge. We have just been discussing the current situation. Do you have information that can aid us in dealing with these events?"*

PCs that played in previous LSJ events will recognize the woman as Captain Ardent Vestra, a Diamond Legion Patrol Captain assigned to the Port District.

She will wait to hear what the PCs have to contribute before providing them with any information on what the Legion knows. She is hoping that the heroes know something about what is going on that the Legion does not, and that they will volunteer to assist. Inspector Uxbridge and his superiors have authorized her to accept any offer of aid from the adventurers in the city, and to request their aid if they do not offer.

If the PCs are about to leave without volunteering, she will speak up on the matter.

*"It is possible that someone lacking official standing with the city may have better luck getting close to whoever is responsible. The gods know that we have not had any luck getting anyone official close to them."*

If there are any aristocrat or noble PCs present, especially if they dress well or otherwise 'advertise' their station:

*“It isn’t likely that you will be well received in the circles where these incidents have taken place. While your assistance is certainly appreciated, it might be best if you were to downplay your rank and allow those who may better fit in to lead the investigation.”*

This is not intended to be rude, but rather it is sound tactics and common sense. A wolf in sheep’s clothing is still a wolf, and the other sheep will know it.

➤ **What has been happening?**

*“In the beginning it was just grumbling and general complaints, and a few squabbles in the market. Then came the beggars in every district, disappearing just as patrols arrive to evict them. Now menial laborers are refusing to work, and basic maintenance tasks such as refuse collection and street cleaning are going undone. There have been muggings and looting of merchants and shipments of goods. Something is going on within the lower circles of society, and we have no idea what it is or why. It is obvious that someone is coordinating and organizing these disruptions, although there has been no indication of why.”*

➤ **How long as this been going on?**

*“The first stirrings of discontent were noticed about two months ago. The situation has been slowly escalating. It could erupt into violence at any moment.”*

➤ **Who are these people?**

*“I wish that we knew, because they are disrupting the smooth operation of this city. From what we can tell they call their leader ‘The Prince’. I want this ‘Prince’, whoever he is, and I want this ended before anyone is seriously hurt.”*

➤ **Where have most of the incidents taken place? /Where should we look for the responsible parties?**

*“So far the incidents have been confined to the more heavily traveled areas – The Adventurers’, Services and Temples Districts, and the Shining Way. There also continues to be a small group holding out in the District of the Poor, in spite of all attempts to evacuate them for their own safety.”*

➤ **What do you want us to do?**

*“Gather as much information as you can. Find out who these people are, who is leading them, what they want and what their plans are. We must prevent the situation from exploding into a full-scale riot. Convince their leader to speak with us, if you can, before someone is seriously hurt.”*

The GM may have to work to keep the players focused on this mission in Round One, and not let them go off on tangents better left for Round Two of this event. The PCs have no authority to do anything else.

➤ **Why us?**

*“These people can smell a Legionnaire coming from a mile away. We stake out a likely area where we think they might strike and they strike on the opposite side of the District. All attempts at infiltrating their group have failed. The last man that we tried to disguise as a vagrant was found beaten half to death in an alley after he had been on the case for only three days. We have naturally increased visible patrols, but the hostility towards their presence is rising, and there is concern that too obvious a presence will only escalate things.”*

➤ **Why should we help you? /Why shouldn’t we let the elite suffer for their greed?**

This is a likely question from chaotic or Low lifestyle PCs. It is reasonable that some PCs may see Amthydor’s nobility as elitist and greedy, living in luxury at the expense of the lower classes. *“Good people are suffering from what is happening, working people, common people who depend upon their businesses to feed their families. The looters are not stealing from the rich, and the shops being damaged in the riots are not those of the wealthy. They are those of the average citizen.”*

➤ **Are there prisoners that we can speak to?**

*“I wish that there were. Seven incidents in the last week alone, and every time the perpetrators have slipped away before we arrive, like rats into a crevice. They must know every back alley escape route in the entire city, and the patrols lose them after only a few blocks. We’ve had to give*

*up chasing them, because our patrols are ambushed every time. There is the additional problem that feelings towards the Legion and city officials in general seem to be less than friendly at present. We lack the facilities to arrest every poor person in the city, and doing so could trigger even more serious hostilities.”*

➤ **Why don't you arrest the children and place them in fosterage?**

*“We have to be able to catch them first, and the populace is surprisingly sympathetic towards them. Besides, short of locking them in irons and throwing them in a cell, they are very difficult to keep contained, even if we had room for all of them. They run away at the first opportunity.”*

➤ **Can we visit the Poor District?**

*“If you genuinely believe that the Prince can be found there, though I would strongly advise against it, as even after all this time the area remains unsecured. Undead continue to infest the district, but small enclaves of citizens staunchly refuse to leave in spite of the danger and attempts to evacuate them. It is the only home that some of them have ever known, and they simply will not leave it.”*

A letter of passage will be provided, as well as a warning that the PCs are on their own if they choose to enter the district.

➤ **Can we have a writ to investigate?**

*“A writ will not be of any use to you in this situation. The people responsible aren't likely to respect it, and if they learn that you are cooperating with the Legion it could put you at risk. However, we can provide a pass to visit districts that are otherwise barred to some citizens if the need arises.”*

In other words, No. But the PCs can still get a pass into the Poor District, as noted above.

➤ **Can we join the Legion?**

*“We are always looking for qualified individuals to join the Diamond Legion, but the process of joining is an involved one. Succeeding at this mission, for the good of Amthydor, would be a step in the right direction.”*

In other words, there is no automatic entry, but

PCs succeeding here would be viewed favorably if they later attempted to join the Legion.

➤ **Do we get paid?**

*“The Lord Monarch understands that not all of the residents and visitors to Amthydor are here for philanthropic reasons. If the safety of Amthydor and her people are not sufficient reward, then compensation of a more material nature will be made if you are successful in averting a crisis.”*

Neither Captain Vestra nor Inspector Uxbridge will be more specific as to the nature of the reward. After all, if the PCs fail there may not be anyone left to pay them.

Inspector Uxbridge will offer a parting reminder as the PCs prepare to go –

*“Tensions are high among the lower income portions of the populace. We could be faced with a riot at any time. The sooner this situation can be defused the safer the citizens and visitors will be. Violence should be avoided wherever possible, as it only encourages more violence. If the poor initiate violence, if there is a riot, we will be forced to bring in the army to assist in suppressing the situation by force.”*

If the PCs attempt to follow and question the children **GO TO Encounter 1.** (Page 6)

If the PCs wish to speak to the Diamond Legion patrol from the introduction **GO TO Encounter 2a.** (Page 9)

If the PCs wish to speak to the merchant **GO TO Encounter 3.** (Page 12)

If the PCs want to go anywhere else or if they do nothing and go about their business **GO TO Encounter 4.** (Page 13)

## Encounter Three – Money Talks

*The disgruntled merchant, a dark, hawkish man of middle years, has returned to his business. The small establishment specializing in portable*

*journey goods caters mostly to sailors and other travelers of modest means.*

The merchant, Reschar, emigrated from Myr (see **Player Handout #4**) nearly twenty years ago. He is not particularly wealthy, and in the competitive environment of the Port District he is naturally jealous of anyone else who might lay claim to his clients' money. He is a law-abiding and basically honest man, but he is somewhat insensitive to the needs of those that he feels are less hardworking than he is. He is brusque without being completely rude, but there is not much that he can tell the PCs.

Basic traveling supplies are available at *Core Rulebook I* prices. Reschar has nothing exotic or unusual available for sale. He specializes in basic journey supplies for those traveling by ship and over land.

➤ **What happened? /Why did you call for the Legion?**

*“Begging is not permitted in this district. Working folk just aren’t comfortable shopping in a place where a group of useless beggars are hanging around looking pathetic. They’re bad for my business. I make my living legally, there’s no reason that others cannot do the same.”*

➤ **What can you tell us about what is going on?**

*“Two weeks ago someone broke into my store during the night. I know that it had to be those beggars or their friends. The rubbish pickers haven’t cleaned the streets around here in six days, and for the last three days those filthy urchins have been hanging out in front of my store, bothering my customers and costing me business.”*

➤ **How do you know that the beggars were the thieves?**

*“Who else would it have been? Those people just want something for nothing, and they have no respect for the law. Of course they were the thieves.”*

Actually, he is correct, though his attitude is rather narrow-minded. The ‘thieves’ were associated

with the begging children, though they view their theft as necessary for survival rather than greed.

➤ **What did the thieves take?**

*“They took mostly canvas, bedrolls, lanterns, candles, fishhooks and line and the like.”*

Everything that was taken falls under basic survival goods. The ‘thieves’ took canvas for shelters, blankets for warmth, lanterns and candles for light and heat, fishhooks and line to catch food from the river, etc.

If the PCs attempt to follow and question the children **GO TO Encounter 1.** (Page 6)

If the PCs wish to speak to the Diamond Legion patrol from the introduction **GO TO Encounter 2a.** (Page 9)

If the PCs wish to speak to the Diamond Legion district commander **GO TO Encounter 2b.** (Page 10)

If the PCs want to go anywhere else or if they do nothing and go about their business **GO TO Encounter 4.** (Page 13)

## Encounter Four – The Haves and the Have Not

Once the PCs have exhausted their options in Encounters One through Three they will end up here, regardless of whatever other destination they may have in mind. The district and street where the looting takes place are not important, and can be placed as needed. What is important is that the PCs see it as they move about the city. By now they should either have found the notice announcing the rally or be attempting *Gather Information* skill checks to locate the Prince and his followers.

*Walking the streets you see no signs of the growing threat to Amthydor’s orderly calm. People move with quiet purpose, intent on their tasks, in an uninterrupted flow along the cobbled streets. At this hour of the day even the carters and porters have returned to their warehouses*

***and docks, except for a small group of men loading a wagon next to a small shop with carefully shuttered windows.***

The PCs will have little difficulty in spotting the looters who are attempting to empty the store where the owner is away from the city on family business. The question is, will they realize what is actually happening?

It will require a successful Knowledge (local) check (DC 5 + ATL for citizens, DC 10 + ATL for non-citizens) to realize that the standard practice is that wagons making deliveries or picking up always do so either early in the morning or in the evening, to avoid having to deal with the foot traffic during normal business hours.

If the PCs take a close look at the front of the business there is a small note indicating that the proprietor is away and that the shop will be closed for four days.

The looters do not want to kill the PCs, as a prolonged combat might catch the attention of the Diamond Legion. Their main goal is to get away, with something sellable if possible. They will even offer the PCs a share of what they take, in exchange for the opportunity to escape.

The wagon currently holds 500 gp worth of goods, consisting of blankets, bedrolls, braziers, canvas, oil and similar supplies. If forced to flee without their wagon, each looter will attempt to carry away 50 gp worth of goods. They will offer the PCs a total of 250 gp worth of goods for their silence. Keep in mind that if the PCs agree to this offer they will be guilty of theft, and will be arrested by the Diamond Legion at the end of this event, thus preventing them from playing Round Two. PCs who come clean about the theft (as part of a plan to get close to the looters, of course) and succeed at a *Diplomacy* check DC 10 *before* charges are levied by the Diamond Legion will not be arrested

The looters are no match for the PCs and they know it. They will try to bluff their way out of a confrontation, offering to share the loot as noted above if they cannot escape outright. The looters

have a *Bluff* skill of +2, a *Diplomacy* skill of +0 and an *Intimidate* skill of +0. They can be convinced to surrender by a successful *Diplomacy* or *Intimidate* check DC 15 + ATL. If combat is inevitable, stats for the looters are provided. Once the PCs outnumber the surviving/conscious looters by 2 to 1, the looters will surrender.

The PCs may question any surviving looters, gaining potentially valuable insight into the current situation and the whereabouts of the Prince. PCs searching the bodies of defeated or captured looters will find copies of **Player Handout #3**.

#### ATL 1

♣ **Looters (1 per PC):** Human male, Commoner 2; HD 2d4+3; hp 11; Init +2; Spd 30 ft.; AC 12 (+2 Dex, touch AC 12, flatfooted 10); BAB/Grapple: +1/+1; Atks: +1 melee (1d6, club); Full Atk: +1 melee (1d6, club); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL N; SV Fort +0, Ref +2, Will +1; Str 11, Dex 15, Con 10, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Bluff +2, Handle Animal +1, Knowledge (Local) +3, Listen +2, Open Locks +4, Profession (Laborer) +4, Spot +4; Dodge, Toughness.

*Equipment:* Club, stolen goods.

#### ATL 3

♣ **Looters (1 + 1 per PC):** Human male, Commoner 3; HD 3d4+3; hp 14; Init +6; Spd 30 ft.; AC 14 (+2 Leather, +2 Dex, touch AC 12, flatfooted 12); BAB/Grapple: +1/+1; Atks: +1 melee (1d6, club); Full Atk: +1 melee (1d6, club); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL N; SV Fort +1, Ref +3, Will +2; Str 11, Dex 15, Con 10, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Bluff +2, Handle Animal +1, Knowledge (Local) +4, Listen +2, Open Locks +4, Profession (Laborer) +5, Spot +5; Dodge, Improved Initiative, Toughness.

*Equipment:* Club, leather armor, stolen goods.

### ATL 5

☛ **Looters (2 + 1 per PC):** Human male, Commoner 5; HD 5d4+3; hp 20; Init +6; Spd 30 ft.; AC 14 (+2 Leather, +2 Dex, touch AC 12, flatfooted 12); BAB/Grapple: +2/+3; Atks: +3 melee (1d6+1, club); Full Atk: +3 melee (1d6+1, club); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL N; SV Fort +1, Ref +3, Will +2; Str 12, Dex 15, Con 10, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Bluff +2, Handle Animal +2, Knowledge (Local) +5, Listen +3, Open Locks +5, Profession (Laborer) +6, Spot +6; Dodge, Improved Initiative, Toughness.

*Equipment:* Club, leather armor, stolen goods.

### ATL 7

☛ **Looters (3 + 1 per PC):** Human male, Commoner 7; HD 7d4+3; hp 26; Init +6; Spd 30 ft.; AC 14 (+2 Leather, +2 Dex, touch AC 12, flatfooted 12); BAB/Grapple: +3/+4; Atks: +4 melee (1d6+1, club); Full Atk: +4 melee (1d6+1, club); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL N; SV Fort +2, Ref +4, Will +3; Str 12, Dex 15, Con 10, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Bluff +2, Handle Animal +3, Knowledge (Local) +6, Listen +3, Open Locks +6, Profession (Laborer) +9, Spot +6; Dodge, Improved Initiative, Mobility, Toughness.

*Equipment:* Club, leather armor, stolen goods.

### ATL 9

☛ **Looters (4 + 1 per PC):** Human male, Commoner 9; HD 9d4+6; hp 35; Init +7; Spd 30 ft.; AC 15 (+2 Leather, +3 Dex, touch AC 13, flatfooted 12); BAB/Grapple: +4/+5; Atks: +5 melee (1d6+1, club); Full Atk: +5 melee (1d6+1, club); Space/Reach: 5 ft./5 ft.; SA nil, SQ nil; AL N; SV Fort +3, Ref +6, Will +4; Str 12, Dex 16, Con 10, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Bluff +4, Handle Animal +3, Knowledge (Local) +7, Listen +3, Open Locks +6, Profession (Laborer) +10, Spot +7; Dodge, Improved Initiative, Mobility, Toughness (x2).

*Equipment:* Club, leather armor, stolen goods.

### What the looters know:

#### ➤ Why are you stealing these goods?

*“We need them to survive. Our children are cold, and we have no fuel to burn to keep them warm. They are hungry, and we have no food to feed them. What would you have us do? Soon no one will be able to ignore us any longer.”*

#### ➤ What about the Lord Monarch’s charities, to help the poor?

*“We tried. There is no food, no shelter, no help. They have done nothing for us, despite our pleas and the weeping of our wives and children.”*

#### ➤ Will you show the conditions where you live?

*“So that you can reveal our numbers and locations to the Diamond Legion? So that you can help them to starve out even more of us? No, we will not turn on our kith and kin.”*

There is honor among thieves. These men will go to prison before they sell out their fellows.

#### ➤ Who is the Prince?

*“He is our leader, our protector, our advocate, our mentor and our friend.”*

#### ➤ What does the Prince look like?

*“Kind of average if you just look at him from a distance, but there’s something about him when you talk to him, when you see him up close. Doesn’t look like much, but you want to follow him anyway. He’s the only one that’s been honest with us, that hasn’t tried to cheat us.”*

The PCs may get the impression that the Prince is using some sort of compulsion to control the poor, but he really is just a very charismatic young man who wants what is best for these people. If the PCs push for a more detailed description, the Prince’s hair is ‘sort of dark brown’ and he has blue eyes.

#### ➤ Why does he call himself the ‘Prince’?

*“It is what we call him, but he doesn’t like it. Says that he’s no one’s ‘prince’, just a man doing right by his duty and his god. He is a better leader than the so-called Lord Monarch. The Prince actually cares about what happens to us.”*

➤ **Where is the Prince?**

*“Where any true leader can be found, working side by side with his people.”*

This should give the PCs the idea that their quarry is to be found among the poor and disadvantaged, which is *exactly* where he is. The looters cannot be more specific than this, as they do not know for certain where in the city the Prince is at the moment.

➤ **What can you tell us about the rally?**

*“People only put up with poor conditions and mistreatment because they do not know that they have the right to better. We’re going to tell them, and then we’re going to take what’s our due. The nobles won’t be able to ignore us any more. We’ll MAKE them understand that we mean business!”*

It is a reasonable assumption that the Prince *will* be at the rally, though the looters will not confirm this. They will not describe him, or otherwise aid the PCs any further in locating him. The rally is going to be their best chance.

### Resolution

The PCs may either let the looters go or turn them over to the Legion. If they let the looters go and try to follow them to the Prince, they will spend their time watching the looters meeting with other similar individuals and passing our flyers (**Player Handout #3**), never leading them to the Prince himself. The PCs can get a copy of this handout by succeeding at a skill check (*Bluff* or *Disguise*) *DC 5 + ATL* or *Diplomacy DC 10 + ATL* and asking for one. Either way, once the PCs have resolved dealing with the looters allow them to continue with their investigation.

If the PCs let the looters go, nothing will come of it, since they are not empowered to perform an arrest. If they do subdue the looters, the Diamond Legion will arrest the looters once the PCs explain the situation. Killing the looters will be frowned upon, but Captain Vestra’s word will be enough for the PCs to avoid a murder charge. However, she will **STRONGLY** remind them that they are

not authorized to kill lawbreakers, especially when they are not any kind of threat to such powerful and well-armed adventurers.

If the PCs want to visit the Poor District **GO TO Encounter 5.** (Page 16)

If the PCs want to go anywhere else or if they do nothing and go about their business **GO TO Encounter 6.** (Page 19)

## Encounter Five ~ The Tired, the Poor, the Huddled Masses

*Seen through the locked gates, the crumbling and ruined buildings of the District of the Poor stand in silent testimony to all that has happened here. Grim faced Legion guards serve to keep the undead in as much as to keep citizens out of the danger zone.*

➤ If the PCs do not present a pass to enter the Poor district:

*One of the legionnaires holds up a hand to halt your progress. “I’m sorry. No one except for authorized personnel is allowed to enter the Poor District without a writ of passage. This is for your safety as the district is mostly overrun with undead.”*

The PCs can return to Captain Vestra to receive passes to enter the Poor District and continue the adventure.

➤ If the PCs present their passes from Captain Vestra to enter the Poor District:

*Your request to enter the district is met with a raised brow as your letter of passage is examined. As the guards wish you good luck and good hunting could there be something that they know that you do not? Are you to be the hunters or the hunted here in the ruins?*

*The feeling of being watched is unmistakable, but your unseen watchers are reluctant to reveal themselves.*



The PCs may make *Spot* checks DC 20 + ATL to catch a glimpse of some of the residents who have thus far refused to leave the Poor District. The hearty residents of this tiny enclave will watch the PCs from the safety of their ruined homes, peeking through cracks in walls, broken shutters torn curtains and around corners. They have had a lot of practice at hiding themselves, both from the Legion and the undead that infest the area.

Ask the players how long they intend their PCs to wander the district before leaving. They will have to look around for at least 30 minutes before they find anything...interesting. If they are staying to search around for half an hour or more then have them make a Listen check DC 10 and present the following:

***The high-pitched voice of a child and the soft hushing of a parent are all the distraction that the other denizens of the district need before emerging from the ruins to confront your party.***

Note that any active efforts to detect evil through spell, class ability or item, will reveal the presence of the undead as per the spell *detect evil*. The PCs may flee from combat and not be pursued, though they will not be able to speak with the homeless who are hiding nearby if they do so.

**Tactics Note:** If the undead at ATL 5 and up are having trouble hitting the PCs, they will devote one round to making touch attacks with their claws or slams to try to paralyze their foes.

#### ATL 1

☛ **Skeletons (1 plus 1 per 2 PCs):** Medium Undead; HD 1d12; hp 12; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 natural, +1 light wooden shield), touch 11, flat-footed 13; BAB/Grapple +0/+1; Atks Short sword +1 Melee (1d6+1) or claw +1 melee (1d4+1); FullAtk Short sword +1 Melee (1d6+1) or 2 claws +1 melee (1d4+1); Space/Reach 5 ft/5 ft.; SA Nil; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2.

Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

*Skills:* None

*Feats:* Improved Initiative

*Equipment:* Short sword, light wooden shield

#### ATL 3

☛ **Zombies (3 + 1 per PC):** Medium Undead; HD 2d12+3; hp 27; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grapple +1/+2; Atks Slam +2 Melee (1d6+1) or light mace +2 melee (1d6+1); FullAtk Slam +2 Melee (1d6+1) or light mace +2 melee (1d6+1); Space/Reach 5 ft/5 ft.; SA Nil; SQ Single action only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3.

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

*Skills:* None

*Feats:* Toughness

*Equipment:* Light mace

#### ATL 5

☛ **Ghoul (3 plus 1 per PC):** Medium Undead; HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+2; Atks Bite +2 Melee (1d6+1 plus paralysis); FullAtk Bite +2 Melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); Space/Reach 5 ft/5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

*Skills:* Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7.

*Feats:* Multiattack

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

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 14+1 rounds. Elves have

immunity to this paralysis. The save DC is Charisma based.

#### ATL 7

☠ **Ghasts (3 plus 1 per PC):** Medium Undead; HD 4d12+3; hp 45; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grapple +2/+5; Atks Bite +5 Melee (1d8+3 plus paralysis); FullAtk Bite +5 Melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); Space/Reach 5 ft/5 ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6.

Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills:* Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8.

*Feats:* Multiattack, Toughness

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

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 14+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

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

#### ATL 9

☠ **Wights (4 plus 1 per PC):** Medium Undead; HD 4d12; hp 42; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14;

BAB/Grapple +2/+3; Atks Slam +3 Melee (1d4+1 plus energy drain); FullAtk Slam +3 Melee (1d4+1 plus energy drain); Space/Reach 5 ft/5 ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5. Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

*Skills:* Hide +8, Listen +7, Move Silently +16, Spot +7

*Feats:* Alertness, Blind-Fight

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

If the PCs stay rather than fleeing from the combat then once it is over present the following:

*With the last of your attackers either on the ground before you or fleeing from a display of divine blessing, you notice that you seem to have collected an audience. A motley collection men, women and children watch you furtively from the dubious safety of the ruined buildings.*

The 'locals' will not flee if the PCs approach, and will even hesitantly welcome the PCs into the questionable protection of the buildings. They will not come out into the open to speak with the PCs.

If the PCs accept this meager hospitality:

*The figures before you gesture, beckoning you to follow deeper into the ruins. The smaller ones run ahead, darting around the remains of crumbling walls and fallen debris. Though gaunt and disheveled your guide is at least human, and alive.*

They have no healing capabilities other than some relatively clean scraps of rags that they can use to

bind the PCs' wounds. They do have fresh, clean water, from a small cistern, and will hesitantly offer some to the PCs.

*Your hosts are a ragtag collection of the poorest of the city's poor; a dozen men, women and children surviving mostly on what can be salvaged in the ruins of the district, though they have obviously had help from someone on the outside. What looks at first glance to be a patched section of a brick and plaster wall is revealed from within to be a piece of canvas, carefully made to resemble the adjoining wall, used to cover a window opening. More canvas covers other openings in the exterior walls, or hangs from the ceiling, dividing the area into smaller rooms. A pile of moldy straw meant to serve as a mattress is covered by a coarse blanket that, while not luxurious, is clean and new. A pair of tallow candles shed a faint light on a line of pottery jars with well-fitting lids standing against one wall, unmarred by the ever present layer of dust that coats nearly everything around you.*

These items are the spoils of some of the recent looting. They are simple goods, but to these people they mean survival.

*Your host, a bent and gnarled man aged well beyond his actual years turns to you, his expression filled with bitterness and perhaps a faint hint of gratitude. "We thank ye for dealin' with 'em boggles, but ye don't belong here. Ye should go back ta yer fancy lives with the rest of 'em that's too good to care about those that's beneath 'em."*

➤ **Boggles?**

*"Them things out there, the ones that don't stay rightly dead."*

➤ **Where did you get this stuff?**

*"A friend."*

➤ **Why don't you leave and go someplace safe?**

*"Where would we go? Our homes are here, and there is nothing for us out there."*

➤ **What about \_\_\_\_\_ (various programs to help the poor and homeless)?**

*"What about them? They got nothing for the likes of us. No food, no blankets, no healing, no shelter, nothing. They save those things for the rich. Prince says we have to take what we need, that we're entitled to it."*

➤ **If the PCs push the issue that services such as healing are available if they just ask for them:**

*"Tell that to the man burying his wife today. The Prince gives us everything he's got, but there's more of us than he can help alone, so now he's helping to bury those that don't make it, to make sure that they at least get proper rites."*

➤ **Who is the Prince?**

*"Nobody knows. He's never mentioned his name, and he doesn't talk about his past. Bookish sort of fellow. Might be a priest, but he's never said for sure. He looks after us, makes sure that we have what we need, if we can't get it ourselves."*

➤ **Where did he come from?**

*"He doesn't say, but I know he's not from anywhere around here. Funny accent. Must be pretty important, wherever he's from. He has some big old gold amulet. He keeps it on a cord around his neck, like he's trying to hide it. I saw it once, when he was leaning over to tend to old Morshal, it fell out of his robes and was just hanging there for all to see."*

➤ **What did it look like?**

*"It was a gold disk with a wolf and a unicorn on one side."*

The symbol of a wolf and unicorn chasing each other is the emblem of the nation of Cellor, where Daetrin Kiel, aka the 'Prince', is from. Cellorite PCs will recognize the symbol immediately. Others will require a Knowledge (Geography) skill check DC 15 + ATL. For PCs native to Cellor's neighbor nations of Corothia, Talis and Vanyr the DC is 10 + ATL. See **Player Handout #4** for detail on Cellor.

➤ **Where is the Prince now? /How do we find him?**

*“You do not find him, he comes to you. He is always with those who need him the most at that moment – handing out food and blankets, tending to the sick and injured, comforting those who are dying or grieving and educating all of us on our rights. You should hear him speak. He can tell you all of the things that the bureaucrats are trying to hide from you, the things that they don’t want you to know.”*

➤ **What does the Prince look like?**

*“Like anyone else, normal. He doesn’t wear flashy clothes or a lot of jewelry.”*

If the PCs push for a more detailed description, the Prince’s hair is ‘sort of dark brown’ and he has blue eyes.

➤ **Like what?**

*“Listen to him tonight and you’ll know. There’s going to be a rally tonight, along the Shining Way. We’ll all be there, and the nobles will HAVE to listen to us. We’ll MAKE them hear us!”*

Try to make sure the players hear this answer. This should be a BIG hint that there could be violence at the event. If asked about this possibility, the old man will smile and answer *“Whatever it takes....whatever it takes.”*

➤ **Will you tell this to the Diamond Legion?**

*“Why? They ain’t listened before, so why should they listen now? They’re nothing but a bunch of peacocks parading around in their fancy uniforms and keeping the rich in power.”*

➤ **What about the rally?**

*“People will finally know the truth, and no one will be able to ignore us anymore.”*

These people have no additional information to share with the PCs, and they will not leave their homes in the Poor District, regardless of the danger in staying.

The PCs may wander and continue to investigate or gather information as they wish. Tensions are highest in the Manufactories, Port, Services, Temples, North Trade and South Trade districts, and the Shining Way.

If the PCs want to attend the funeral of the dead woman **GO TO Encounter 6.** (Page 19)

If the PCs want to wait and attend the rally **GO TO Encounter 8.** (Page 23)

## Encounter Six ~ Ashes to Ashes

*A quickly darkening sky threatens rain as a somber procession of ill-dressed mourners, led by a young priest, winds its way towards the cemetery. The steps of the weeping mourners unconsciously keep time with the slow beating of the funeral drum as they follow the priest, oblivious to the bitter weather.*

The PCs may ignore the funeral procession and pursue other avenues of investigation or they may follow the mourners to the cemetery. If they choose to ignore this opportunity in favor of waiting for the rally **GO TO Encounter 8.** (Page 23)

➤ **If the PCs confront Daetrin before the funeral service is over:**

*The procession pauses as you approach. The blue-robed young priest assesses you with a measuring gaze. “Can this not wait until this poor soul has been given her rest and these people have mourned? We will have plenty of time to speak after.”*

The priest leading the funeral service is completely average looking, with dark brown hair, blue eyes and unadorned dark blue robes. This is in fact Daetrin Kiel (a.k.a. The Prince of the Paupers). The PCs may not realize this and may converse with him normally. If they do realize his identity and attempt to disrupt the funeral service in an effort to capture him, that is hardly the compassionate thing to do. The undead will strike as soon as the PCs are distracted by taking Daetrin into custody or as people prepare to leave the cemetery, whichever comes first. Simply speaking to him is not sufficient distraction for them to attack.

He knows why the PCs are there, and he has no intention of being arrested right now, but he has a duty to perform for the departed soul before he slips away. He will help defeat the undead if the PCs are being overwhelmed and the mourners are in danger, but sees no reason to accompany the PCs.

➤ **Are you the Prince? / Who are you?**

*“My name is Daetrin Kiel.”*

In his mind this is the truth, as he does not think of himself as anybody’s ‘prince’.

This is the only question he will answer at this time. If the PCs persist in attempting to question him before the funeral service is complete he will urge them to show compassion and allow these people closure before speaking with him.

➤ **If the PCs wait and approach Daetrin following the funeral service –**

*A light drizzling rain begins as the mourners take their places around the freshly dug grave and the simple wooden coffin is lowered inside. The dead woman’s life takes shape in your mind as you listen to the voice of the priest describing a soul taken too young. The weather itself seems to mourn along with the woman’s family and friends, the rain falling in earnest as flowers are dropped into the grave and cemetery attendants begin to shovel dirt into the hole. As the mourners begin to disperse the priest turns his attention to you. “Thank you for your patience. How can I aid you?”*

➤ **Who died? / Why did she die?**

*“She was a young mother, and she did not have to die. She became ill suddenly, and when her husband took her to the healers assigned to charity duty it was late in the day and they had no cure left for her. He was given a voucher to purchase herbs for a special tea and told to take her home, give her the tea and return the next day. He visited four herbalists before he found one that had the herbs he needed. As he was presenting his voucher a courtier’s wife came into the shop looking for the same herbs, to use in a cosmetic. There was only one dose. More would have been ready tomorrow, but the lady*

*refused to wait, and the herbalist took the quick gold from a repeat customer rather than the crown voucher. Now a man has lost his wife, and two children are without a mother, all in the name of gold and vanity.”*

➤ **Are you the Prince? / Who are you?**

*“My name is Daetrin Kiel.”*

In his mind this is the truth, as he does not think of himself as anybody’s ‘prince’.

➤ **Do you know anything about the Prince?**

*“I believe that he is a man who knows his duty, and seeks to bring comfort to the oppressed.”*

➤ **Have you encouraged these people to riot?**

*“Riot? I have simply told them the truth: that those who rule have a sacred obligation to rule wisely, to serve those who serve them.”*

Daetrin has not actually called for a riot, but this is how his words have been interpreted by the poor. He is somewhat idealistic, and does not realize just how far hostilities have progressed.

*“These people are being deprived of their most basic needs. They are cold, sick and starving. The nobles of this city treat their dogs better than they treat these people. You would not live under these conditions. Why should they?”*

➤ **Do you have proof?**

*“The proof is all around you. It is that poor woman who was just buried. It is every child who goes to bed with an empty stomach. It is every man who must sleep in ruins and filth. These people are the proof that you seek. The meals that the Lord Monarch has promised are nothing more than stale bread and rotten fruit. The blankets that are handed out are moth-eaten and frayed. The hostels are reserved for those who have coin to pay, while the rest must cower in rat-infested hovels.”*

➤ **Will you come with us to the Diamond Legion?**

*“For what purpose? I have done nothing wrong, and I have nothing to tell them. They are the servants of corruption and have no desire to aid the common people.”*

According to the faith of Hyperion, Daetrin has done nothing wrong, and he feels no reason to submit to the justice of those that he believes have failed in their duty as rulers. All that he has seen makes him believe that the government of Amthydor and its agents are corrupt and unworthy to lead.

➤ **Can we help to negotiate with the city regarding your grievances?**

*He looks at you skeptically. “Why would you do such a thing, unless it is to trap me and the leaders of the movement and prevent us from telling to common people of their rights?”*

Have the PCs make a *Diplomacy* skill check. Multiple PCs may assist. **Lifestyle modifiers apply as listed on Page 3 of this event.**

If the PCs succeed at a DC 10 + ATL:

*“I must speak at the rally first, to calm the people and let them know what is happening. If I don’t show up they’ll think something is wrong and the situation could escalate. I will urge them to stand down, and to carefully consider the words of city officials, but they will be difficult to convince, and I am not certain that they will be swayed by my words alone.”*

If the PCs fail the *Diplomacy* skill check:

*“You are the servants of corrupt leaders. Your word cannot be trusted. If these people listen to you they will starve, freeze, or worse.”*

➤ **Will you surrender?**

*“Surrender? Are you going to arrest me? When I have done nothing wrong? How would that look to the common people?”*

At this point the PCs have absolutely no proof that he has done more than preach his faith. He has not actually committed any crime yet, though that will change in Encounter Seven. He realizes that the PCs could initiate an incident by arresting him now, and is counting on their common sense to outweigh their desire to capture him.

Daetrin knows that he cannot defeat the PCs alone, and his current spells are not suitable for a prolonged combat with them. He will escape without fighting if possible. If the PCs attempt to

take him in to custody he will remind them of the severity of the situation:

*“The poor of this city will not tolerate ill treatment any longer. They are prepared to demand their rights, and to deny their labor to those who have denied them those rights. Silence me and a thousand other voices will be raised against you. What will they think when I do not appear to speak to them? What will they do when they learn that you have jailed me? Can you hold them back?”*

➤ **Do you know anything about the rally being held at sunset?**

*“I have heard that a gathering is planned, and I have been asked to speak. The proper permits have been obtained, and it is a legal assembly.”*

Daetrin did not plan the rally, and while tensions are high he does not believe that it will explode into a riot.

➤ **Can you help to calm the situation?**

*“You want me to tell these people that they are supposed to live in squalor? That they are supposed to die from illness and injury that can be easily treated? That they are supposed to be treated like animals? I cannot do that.”*

➤ **Why don’t you try official channels with your complaints?**

*“You assume that we have not done so already. The government of Amthydor does not care about these people.”*

PCs may make a *Knowledge (Local)* skill check DC 10 or *Intelligence* check DC 15 to recall that this is exactly the opposite of the stated policy regarding the needy in the city. The Lord Monarch has pledged that all citizens are entitled to the basic necessities of survival – food, shelter, health care and education.

➤ **If the PCs mention that if the people riot then the Diamond Legion is willing to call in the army to assist in restoring order by force:**

*“If they so fear a group of unarmed peasants, then let them call in their army. It will only serve to prove our point.”*

If the PCs have learned/mentioned that these ‘unarmed peasants’ are planning something more aggressive than a simple pep rally (i.e., bringing weapons to attack others) and if they share this information with Daetrin:

***“They will be slaughtered. I’ve begged them to stay peaceful, and I pray they’ve listened to me. I know some of the young men may not listen. They are outnumbered and untrained, and there will be no mercy for them. They must be made to realize the danger that they are in.”***

**Wrapping Up:** Some undead will strike as soon as the PCs are distracted by taking Daetrin into custody or as people prepare to leave the cemetery, whichever comes first. Simply speaking to him is not sufficient distraction for them to attack. If the PCs seem to require assistance, Daetrin will help them even if they were belligerent to him.

#### ATL 1

☛ **Skeletons (1 plus 1 per 2 PCs):** Medium Undead; HD 1d12; hp 12; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +2 natural, +1 light wooden shield), touch 11, flat-footed 13; BAB/Grapple +0/+1; Atks Short sword +1 Melee (1d6+1) or claw +1 melee (1d4+1); FullAtk Short sword +1 Melee (1d6+1) or 2 claws +1 melee (1d4+1); Space/Reach 5 ft/5 ft.; SA Nil; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2.

Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

*Skills:* None

*Feats:* Improved Initiative

*Equipment:* Short sword, light wooden shield

#### ATL 3

☛ **Zombies (3 + 1 per PC):** Medium Undead; HD 2d12+3; hp 27; Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grapple +1/+2; Atks Slam +2 Melee (1d6+1) or light mace +2 melee (1d6+1); FullAtk Slam +2 Melee (1d6+1) or light mace +2 melee (1d6+1); Space/Reach 5 ft/5 ft.; SA Nil; SQ Single action only, damage reduction 5/slashing, darkvision 60

ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3.

Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

*Skills:* None

*Feats:* Toughness

*Equipment:* Light mace

#### ATL 5

☛ **Ghoul (3 plus 1 per PC):** Medium Undead; HD 2d12; hp 24; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grapple +1/+2; Atks Bite +2 Melee (1d6+1 plus paralysis); FullAtk Bite +2 Melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); Space/Reach 5 ft/5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

*Skills:* Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7.

*Feats:* Multiattack

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

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

**Paralysis (Ex):** Those hit by a ghoul’s bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 14+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

#### ATL 7

☛ **Ghasts (3 plus 1 per PC):** Medium Undead; HD 4d12+3; hp 45; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 natural), touch 12, flat-footed 14; BAB/Grapple +2/+5; Atks Bite +5 Melee (1d8+3 plus paralysis); FullAtk Bite +5 Melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); Space/Reach 5 ft/5 ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6.

Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills:* Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8.

*Feats:* Multiattack, Toughness

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

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 14+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma based.

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

#### ATL 9

☠ **Wights (4 plus 1 per PC):** Medium Undead; HD 4d12; hp 42; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grapple +2/+3; Atks Slam +3 Melee (1d4+1 plus energy drain); FullAtk Slam +3 Melee (1d4+1 plus energy drain); Space/Reach 5 ft/5 ft.; SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5.

Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

*Skills:* Hide +8, Listen +7, Move Silently +16, Spot +7

*Feats:* Alertness, Blind-Fight

**Create Spawn (Su):** Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Energy Drain (Su):** Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

#### All ATLS

☠ **Daetrin Kiel (Ari 1/Clr 5/Sch 2): Human;** HD 8d8; hp 52; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex, Bracers of armor +3), touch 11, flat-footed 13; BAB/Grapple +5/+5; Atks Staff +5 Melee (1d6); FullAtk Staff +5 Melee (1d6); Space/Reach 5 ft/5 ft.; SA Turn Undead 11/day; SQ Inspire Allies 1/day, Royal Command; AL LN; SV Fort +7, Ref +1, Will +9.

Str 11, Dex 13, Con 10, Int 14, Wis 15, Cha 18.

*Skills:* Bluff +9, Concentration +5, Decipher Script +4, Diplomacy +20, Gather Information +7, Heal +11, Knowledge (history) +8, Knowledge (nobility & royalty) +10, Knowledge (religion) +16, Sense Motive +11, Speak Language (2)

*Feats:* Diplomat, Extra Turning, Leadership, Skill Focus: Knowledge (history), Skill Focus: Knowledge (nobility & royalty), Skill Focus: Knowledge (religion), Negotiator

*Languages:* Common, Celestial, Corosian, Dwarven, Tasmari

*Domains:* Destiny, Inspiration

*Spells:* Casts as 6<sup>th</sup> level cleric, DC = 12 + spell level.

0-level: *create water, detect poison, guidance, mending, purify food & drink(x2);*

1<sup>st</sup> level: *cure light wounds, detect undead, divine favor\*, hide from undead, shield of faith;*

2<sup>nd</sup> level: *aid\*, augury\*\*, gentle repose, remove paralysis;*

3<sup>rd</sup> level: *create food & water, prayer\*, remove disease.*

\*domain spell, \*\*domain power



**Inspiration Domain Power (Sp):** Once per day Daetrin may add a divine bonus equal to his class level to a single skill roll. This power may be used as a free action.

**Inspire Allies (Sp, Class Ability):** You have the spell like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. These bonuses also apply to the Scion, but the bonuses of two or more Scions do not stack. Allies must be able to hear you speak, and using this ability is a standard action. It lasts a number of rounds equal to your Scion level and can be used once per day.

**Inspire Allies (Sp, Domain Power):** You have the spell like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. Allies must be able to hear you speak for one round, and using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

**Royal Command (Sp):** Similar to the command spell, a Scion may utter a royal command once per day and expect unquestioning obedience like that given to a sovereign by an extremely faithful vassal. The command affects a single subject, who must be a citizen of the same nation as the Scion. It may be up to 10 words in length and must be in a language understood by the subject. The command must be one that a reasonable ruler would issue. Commands that are absurd or self-destructive automatically fail. The command lasts for one round per character level of the caster. The recipient is entitled to a Will save DC13 + Scion level + Charisma bonus.

Detail on the *Scion of Hyperion* prestige class is found in **Appendix D: GM Aid #4.**

If the PCs attend the rally, with or without Daetrin Kiel **GO TO Encounter 8.** (Page 23)

If the PCs **do not** attend the rally **GO TO Conclusion B.**

If the PCs capture Daetrin Kiel through force and none of them attend the rally **GO TO Conclusion C.**

## Encounter Seven – Divine Right (Optional)

The PC may wish to visit the temple of Hyperion to learn more about Daetrin Kiel. The priests at the temple know only that he is a young aristocrat from the nation of Cellor, and that he arrived in Amthydor approximately two months ago. They recall that he is somewhat idealistic but very devoted to his faith. They have not seen him in nearly two months and do not know where he can be found now. They describe him as an average looking young man, but an extremely charismatic speaker.

The basic tenets of the faith of Hyperion are found in **Appendix C: GM Aid # 3.**

## Encounter Eight – The Truth Shall Not Be Silent

**This encounter will vary slightly based upon who shows up at the rally/riot and whether they are working together with Daetrin or are in conflict with him.**

Completely calming the crowd and preventing the riot will require Daetrin Kiel and the PCs to work together. Gaining Daetrin's cooperation requires a successful *Diplomacy* skill check. If the PCs did not negotiate a truce with him in Encounter 6 they may attempt to do so here. The check is *DC 10 + ATL*, *DC 15 + ATL* if the PCs attacked Daetrin in Encounter 6.

If the PCs are working alone they can reduce the severity of the riot, but not prevent it.

The PCs are not intended to fight the crowd under any circumstance.

➤ **If Daetrin Kiel is present at the rally and the PCs are working with him to prevent a riot:**

*The distant drone of a gathered crowd grows steadily louder as you approach. They fill the width of the Shining Way, blocking traffic*

*entering or leaving the Port District. Hundreds of men and women, old and young, wait expectantly for any sign of the man they call the Prince of the Paupers – Daetrin Kiel. There is a tension in the air as the crowd waits for him to take his place on a small platform erected in the shelter of the district walls. Squads of Legionnaires stand at the fringes of the gathering, overseeing and maintaining order without inciting the crowd through their presence.*

Ask for *Spot* checks from the PCs. The *DC* is 5 + *ATL* to notice that this crowd of ‘unarmed peasants’ has come equipped with an array of improvised and simple weapons, including flasks filled with oil that use twists of rags as fuses. What may have originally been intended as an informational gathering has blossomed into an armed revolt against the Lord Monarch and his nobles.

*All eyes are on Daetrin Kiel as he takes his place on the platform and raises his hands for silence. His voice is strong as he addresses those gathered to hear his message, though it is perhaps not the message that they expected to hear. Instead of a call to arms and a revolt, the man they call the Prince of the Paupers is urging moderation, and a united front in peaceful negotiations with the Lord Monarch and his nobles. Instead of demanding what they have been denied for so long, he is asking them to endure a little longer, and they are tired of waiting.*

*The Legionnaires on the perimeter of the gathering surreptitiously check their weapons and shift to more advantageous positions as the tension builds in the restless crowd. If the crowd cannot be calmed quickly there may not be enough reinforcements available to prevent the impending riot from spilling over into the adjoining districts.*

The PCs may aid in calming the crowd either by succeeding at their own *Diplomacy* skill check *DC* 20 + *ATL* or by providing Daetrin with a +6 bonus through assistance or other enhancements.

If the PCs attempted to aid Daetrin Kiel in calming the crowd **GO TO Conclusion A.**

If the PCs did not attempt to help him to calm the crowd **GO TO Conclusion B.**

➤ **If Daetrin Kiel is present at the rally but the PCs have not convinced him to stop the riot:**

*The distant drone of a gathered crowd grows steadily louder as you approach. They fill the width of the Shining Way, blocking traffic entering or leaving the Port District. Hundreds of men and women, old and young, wait expectantly for any sign of the man they call the Prince of the Paupers – Daetrin Kiel. There is a tension in the air as the crowd waits for him to take his place on a small platform erected in the shelter of the district walls. Squads of Legionnaires stand at the fringes of the gathering, overseeing and maintaining order without inciting the crowd through their presence.*

Ask for *Spot* checks from the PCs. The *DC* is 5 + *ATL* to notice that this crowd of ‘unarmed peasants’ has come equipped with an array of improvised and simple weapons, including flasks filled with oil that use twists of rags as fuses. What may have originally been intended as an informational gathering has blossomed into an armed revolt against the Lord Monarch and his nobles.

*All eyes are on Daetrin Kiel as he takes his place on the platform and raises his hands for silence. His voice is strong as he addresses those gathered to hear his message, a demand for the rights that have been denied for too long.*

*The Legionnaires on the perimeter of the gathering surreptitiously check their weapons and shift to more advantageous positions as the tension builds in the restless crowd. If the crowd cannot be calmed quickly there may not be enough reinforcements available to prevent the impending riot from spilling over into the adjoining districts.*

The PCs may break in at any point and attempt to influence the mood of the crowd. They must succeed at three (3) opposed *Diplomacy* skill checks vs Daetrin Kiel. The GM may apply a +1 to +4 circumstance bonus for role-playing. Stats for Daetrin Kiel are provided on page 23. His total modifier for the *Diplomacy* skill is +20.

If the PCs succeeded in preventing Daetrin from escalating the riot **GO TO Conclusion B.**

If the PCs failed in their attempt to calm the crowd on their own or if they failed to prevent Daetrin from escalating the riot **GO TO Conclusion C.**

➤ **If Daetrin Kiel is not present at the rally:**

*The distant drone of a gathered crowd grows steadily louder as you approach. They fill the width of the Shining Way, blocking traffic entering or leaving the Port District. Hundreds of men and women, old and young, wait expectantly for any sign of the man they call the Prince of the Paupers – Daetrin Kiel. Squads of Legionnaires stand at the fringes of the gathering, overseeing and maintaining order without inciting the crowd through their presence. The angry muttering of the crowd increases in both volume and intensity as they catch sight of you – you, and not the man that they have come to hear.*

Ask for *Spot* checks from the PCs. The *DC* is 5 + *ATL* to notice that this crowd of ‘unarmed peasants’ has come equipped with an array of improvised and simple weapons, including flasks filled with oil that use twists of rags as fuses. What may have originally been intended as an informational gathering has blossomed into an armed revolt against the Lord Monarch and his nobles.

If the PCs have any doubt that this crowd is hostile, and quickly growing more so by the moment, they may make a *Sense Motive* skill check *DC* 5.

*The Legionnaires on the perimeter of the gathering surreptitiously check their weapons*

*and shift to more advantageous positions as the tension builds in the restless crowd. If the crowd cannot be calmed quickly there may not be enough reinforcements available to prevent the impending riot from spilling over into the adjoining districts.*

Allow the PCs to make a *Diplomacy* skill check *DC* 15 + *ATL* to help calm the crowd and encourage them to negotiate with city officials. While they will not be able to completely prevent the riot on their own, they can reduce its effect.

If the PCs successfully calmed the riot on their own **GO TO Conclusion B.**

If the PCs did not attend the rally, if they attended but did nothing about the riot or if they failed in their attempt to calm it on their own **GO TO Conclusion C.**

## Conclusion A

*There have been no further incidents since the rally two days ago, when reason prevailed over emotion and the crowd was quietly dispersed by the Diamond Legion. Tensions remain high, but the poor of the city have agreed to send representatives to the Lord Monarch to address their grievances.*

*Safely back in Captain Vestra’s office, she presents each of you with a scroll of fine parchment bearing the Lord Monarch’s seal – a commendation for service to the city and a small pouch of coin.*

*“An investigation into the claims made by Daetrin Kiel has already been opened, and emergency supplies are being delivered to those in need. You have performed a greater service than mere coin or words can express, but I would like to thank you again, on behalf of the entire city. Daetrin Kiel has asked that I also present your group with a small token of his appreciation for your help in bringing to light the mistreatment*

*of the poor.” She passes a paper-wrapped parcel across the desk. “I hope that we can continue to count upon your service in the future. Now, if you will please excuse me, duty calls and there is an investigation to run.”*

*With that, she stands, and on cue a young trooper enters to escort you out. With a soft sigh of resignation she resumes her perusal of a tall stack of reports as the door closes behind you.*

THUS ENDS  
“PRINCE OF THE PAUPERS – ROUND ONE”  
GO TO ROUND TWO

## Conclusion B

*Tensions remain high two days after the rally that nearly became a full-scale riot, but an increased Diamond Legion presence in Amthydor’s streets has limited the violence and unrest.*

*Safely back in Captain Vestra’s office, she presents each of you with a scroll of fine parchment bearing the Lord Monarch’s seal – a commendation for service to the city and a small pouch of coin.*

*“An investigation into the claims made by Daetrin Kiel has already been opened, and emergency supplies are being delivered to those in need. You have performed a greater service than mere coin or words can express, but I would like to thank you again, on behalf of the entire city. I hope that we can continue to count upon your service in the future. Now, if you will please excuse me, duty calls and there is an investigation to run.”*

*With that, she stands, and on cue a young trooper enters to escort you out. With a soft sigh of resignation she resumes her perusal of a tall stack of reports as the door closes behind you.*

THUS ENDS  
“PRINCE OF THE PAUPERS – ROUND ONE”  
GO TO ROUND TWO

## Conclusion C

*Tensions remain high two days after the rally that became a full-scale riot, but an increased Diamond Legion presence in Amthydor’s streets has contained the violence and unrest to the Shining Way and Port District. Fortunately, a squad of Legionnaires was able to extract your group from the worst of the violence before Legion wizards blanketed the area with spells to suppress the uprising.*

*Safely back in Captain Vestra’s office, she presents each of you a small pouch of coin.*

*“An investigation into the riot and those responsible has already been opened, and emergency reserve units of the Legion have been activated to help maintain order. While you were unable to prevent the riot, your assistance is appreciated. I hope that we can continue to count upon your service in the future. Now, if you will please excuse me, duty calls and there is an investigation to run.”*

*With that, she stands, and on cue a young trooper enters to escort you out. With a soft sigh of resignation she resumes her perusal of a tall stack of reports as the door closes behind you.*

THUS ENDS  
“PRINCE OF THE PAUPERS – ROUND ONE”  
GO TO ROUND TWO

**TIME UNITS EXPENDED: 5**

### **EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

<b>Encounter 1</b>	
Saving the child without killing the horse	50 XP
<b>OR</b>	
Saving the girl but killing the horse	25 XP
Questioning the children to learn about the Prince	50 XP

Learning about the rally 25 XP

**Encounter 2 b**

Learning about the unrest from Captain Vestra 25 XP

**Encounter 3**

Speaking with the merchant 25 XP

**Encounter 4**

Stopping the looters 50 XP

**Encounter 5**

Questioning the residents of the Poor District 50 XP

Defeating the undead 100 XP

**Encounter 6**

Defeating the Undead 100 XP

Confronting Daetrin Kiel peacefully 100 XP

**OR**

Capturing Daetrin Kiel by force 75 XP

**OR**

Killing Daetrin Kiel 50 XP

**Encounter 7**

Visiting the temple of Hyperion to learn about Daetrin Kiel 25 XP

**Encounter 8**

Attempting to calm the riot 100 XP

**Discretionary Roleplaying Award** Up to 100 XP

Total Possible Experience: 800 XP

**Treasure Summary**

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

**Encounter 4**

➤ Anything acquired in this encounter is stolen goods, and the offending PC will be arrested and charged appropriately.

**Encounter 5**

➤ The equipment used by the undead is old and in disrepair. Due to its extremely poor condition it is worth a total of 25 gp to a junk dealer. Those undead without weapons will have various small trinkets from their past lives or previous victims.

**Encounter 6**

➤ The equipment used by the undead is old and in disrepair. Due to its extremely poor condition it is worth a total of 25 gp to a junk dealer. Those undead without weapons will have various small trinkets from their past lives or previous victims.

**Conclusion A**

➤ **Commendation for Service:** You have helped to control a riot that would have seriously damaged the city, and prevented an uprising against the Lord Monarch. City officials will look favorably on you in the future. Their high opinion may allow you easier access to city organizations. This certificate may be used in place of one of the favors or recommendations required for admission or promotion in the Diamond Legion or to become a naturalized citizen of Amthydor. (Value: Priceless, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

➤ 250 gp per PC from the city

➤ **Gift from Daetrin Kiel:** You have helped Daetrin Kiel to expose the mistreatment of Amthydor's poor. To thank you, he has gifted you with something to help you in your efforts to aid others in the future.

ATLs 1 & 3: Wand of *cure light wounds*.

This slender white wand is crafted from dragon bone. 50 charges, 3<sup>rd</sup> level caster.

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(Value: 1500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal)

ATL 5: Pearl of Power – 2<sup>nd</sup> level spell  
(Value: 4000 gp, Size: Tiny, Tradable:  
Yes, Rarity: Uncommon, Legality: Legal)

ATLs 7 & 9: *Phylactery of Undead  
Turning* (Value: 11,000 gp, Size: Tiny,  
Tradable: Yes, Rarity: Uncommon,  
Legality: Legal)

#### **Conclusion B**

- **Commendation for Service:** You have helped to control a riot that would have seriously damaged the city, and prevented an uprising against the Lord Monarch. City officials will look favorably on you in the future. Their high opinion may allow you easier access to city organizations. This certificate may be used in place of one of the favors or recommendations

required for admission or promotion in the Diamond Legion or to be come a Naturalized Citizen of Amthydor. (Value: n/a, Size: n/a, Tradable: No, Rarity: Common, Legality: Legal).

- 250 gp per PC from the city

#### **Conclusion C**

- 100 gp per PC from the city

# Critical Event Summary: The Prince of the Paupers – Round One

1. Did the PCs harm any of the children? Yes No
2. Was Daetrin Kiel able to attend the rally/riot? Yes No
3. Did the PCs attend the rally/riot? Yes No
4. If the answer to question # 3 is yes, did they attempt to calm the riot? Yes No
5. If the answer to question # 4 is yes, were they working with Daetrin Kiel or against him?  

With                      Against
6. What was Daetrin Kiel's status at the end of the module?  

Captured & imprisoned      Released by the PCs      Escaped      Dead
7. Did the PCs seriously injure or kill any of the rioters? Yes No
8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: Jay Fisher, 5170 Central Sarasota Parkway, Apt 304, Sarasota, FL 34238 or by e-mail to [lsj-plots@ucc-online.com](mailto:lsj-plots@ucc-online.com).

## Player Handout # 1: PCs Paying Low Lifestyle

*The soup kitchens and food pantries where you often find a bland yet nutritious, filling and inexpensive meal have been serving increasingly smaller portions over the last several months. At first you and many of your fellow poor and homeless assumed that it was because of poor harvests on the surrounding farms, but the amount and quality of fresh food available in even the least prosperous markets has remained unchanged.*

*Now, not only has the quantity diminished, but the quality as well. Even in the worst of seasons, the fruits and vegetables have been edible. A few soft spots here and there were to be expected, but overall the food donated to aid the poor was the same that any common housewife would purchase in the market. In recent weeks, however, produce has been more rotten than edible, butter has been rancid, bread has been moldy, flour has been full of weevils and meat, eggs and milk have been non-existent.*



## Player Handout # 2: Diamond Legion PCs

*Unrest among the city's poor and homeless has been growing steadily over the last three to four months. There have been several incidents like the one earlier, where Legion patrols or wealthy citizens have been pelted with rotten produce or other garbage. There has also been an increase in the number of beggars seen in districts where such activity is technically illegal. Two weeks ago a patrol tried to remove two old women who were begging in the Services District. When the women refused to cease and desist, the patrol attempted to arrest them and was attacked by another group that had been begging down the street. Two of the legionnaires received minor injuries, and all of the beggars escaped. Current Diamond Legion policy is not to pursue these individuals, due to concerns over the safety not only of the patrol, but of innocent bystanders.*

### **Player Handout #3**

*Citizens of Amthydor ~*

*Learn your rights and refuse to be oppressed! Your rulers hope to strengthen themselves by denying you even your most basic rights. Is it just that they dine on exotic foods while your children starve? Is it fair that they sleep in comfort while you have only rotten blankets in a filthy alley? Is it right that they are sheltered from sun and storm while you sleep in the rain like common animals? Is it proper that their every need is attended to, when your old and infirm find no respite from their ills? The Lord Monarch and his nobles are your oppressors! They have failed in their most sacred duty, and in doing so they have forfeited their right to lead you. The time has come to demand your rights! The time is now to rise up and receive your fair share! Hear the truth and join your brethren in demanding your rights at sunset on Shining Way!*

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### **Player Handout # 3 –**

*Citizens of Amthydor ~*

*Learn your rights and refuse to be oppressed! Your rulers hope to strengthen themselves by denying you even your most basic rights. Is it just that they dine on exotic foods while your children starve? Is it fair that they sleep in comfort while you have only rotten blankets in a filthy alley? Is it right that they are sheltered from sun and storm while you sleep in the rain like common animals? Is it proper that their every need is attended to, when your old and infirm find no respite from their ills? The Lord Monarch and his nobles are your oppressors! They have failed in their most sacred duty, and in doing so they have forfeited their right to lead you. The time has come to demand your rights! The time is now to rise up and receive your fair share! Hear the truth and join your brethren in demanding your rights at sunset on Shining Way!*

## Player Handout #4: Information about Other Nations

### Exalted Trade Nation of Myr

**Ruler:** The Covenant (Nine member ruling council, who rule anonymously)

**Government:** Plutocracy

**Capital:** Kartalan

**Resources:** Ale, exotic goods, jewelry, paper, wine

**Population:** 2,700,650 (humans 81%, gnomes 9%, halflings 6%, half-orcs 3%)

**Alignment:** LE, LN, N, NE

**Language:** Common, Myran

**Deities:** Destine, Dymora, Lucor

**Description:** The wealthy and the guilds control power in Myr, a land of merchants who are ever in search of new markets and new sources of trade goods.

Wealth is everything to the people of Myr, and everything that they do is for some sort of profit, either political or monetary. Even in acts of philanthropy they gain something. Myrans are neither frivolous nor wasteful, even in the smallest aspect of their lives. EVERYTHING is for a reason, and that reason is POWER and WEALTH.

The people of Myr have little use for those who dabble in the arcane, seeing it as wasteful and without profit. Religion is often an afterthought in Myr, but among the religious, worship of Lucor is the predominant faith.

Recently, a Myran trade fleet succeeded in reestablishing contact with the continent of Hur'Resa. Rumors of what they discovered range from the mundane (gold and gems) to a race of highly civilized cat-people who do not tolerate trespassers to their lands.

**Kartalan:** (Metropolis, 60,935)

### Cellor

**Ruler:** King Xandros Meliron (in exile)

**Government:** Feudal Monarchy

**Capital:** Kesmar (fallen)

**Resources:** Art objects, foodstuffs, paintings, pottery, precious and semi-precious gems, precious metals

**Population:** 1,298,630 (humans 73%, dwarves 8%, gnomes 7%, halflings 6%, half-elves 3%, forest elves 2%)

**Alignment:** N, NE, LN, LE

**Language:** Common, Corsian, Tasmarr

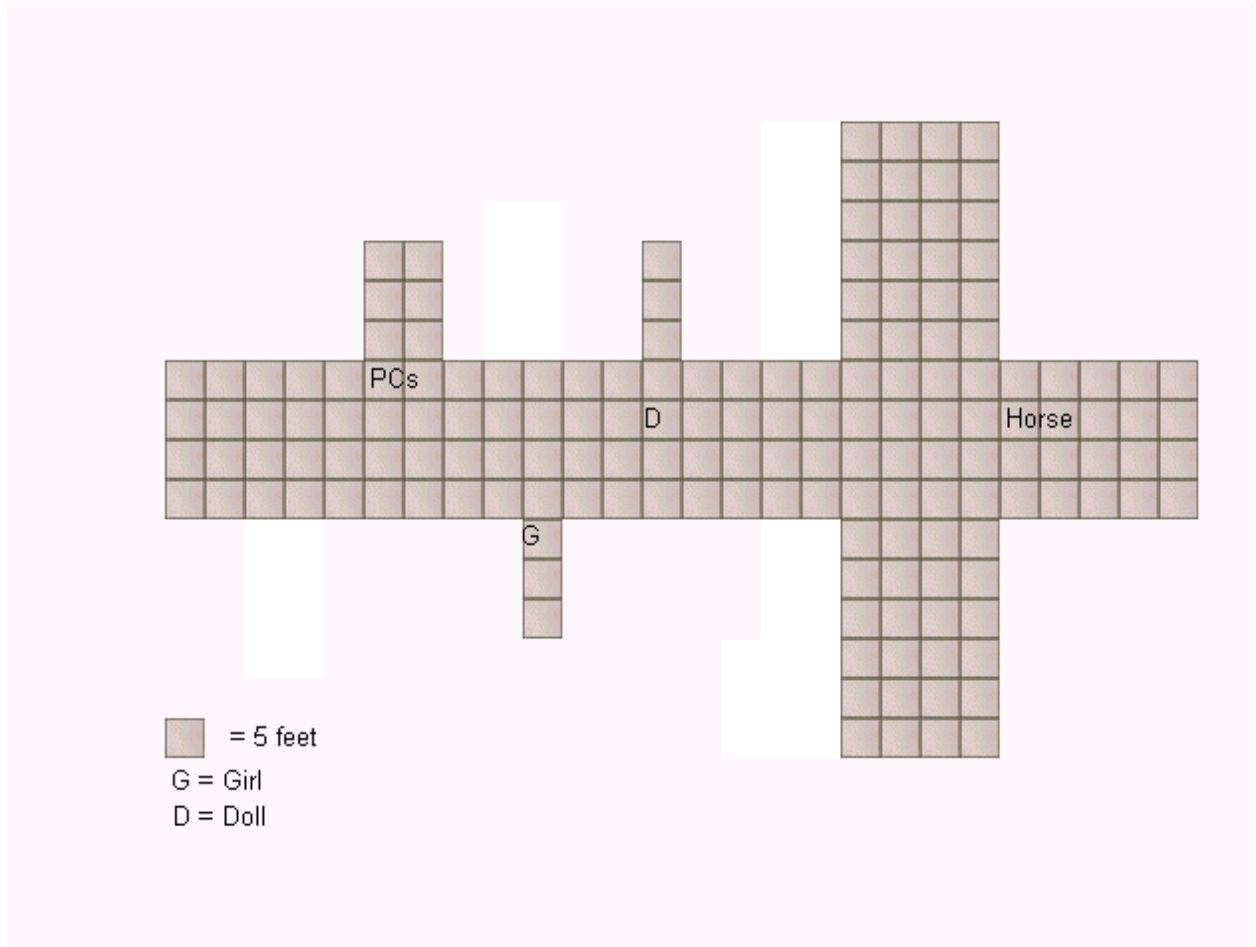
**Deities:** Ardra, Aurelian, Belatrix, Destine, Dymora, Emerys, Galvandt, Hyperion, Kalek, Karios, Krayve, Meneon, Mordana, Peliron, Pietos

**Description:** Cellor is a nation torn by years of civil war. Throughout its history, the rulers of Cellor have been harsh, and even cruel, with little regard for the well being of their common subjects while the nobility lived in pampered luxury. While there have been benevolent monarchs, they have been few and far between, and positive changes have been short-lived. King Xandros claimed the throne in 15741, after a small (and very quiet) revolution of his own, to prevent his tyrannical older brother Xedrek from ascending to power following the death of their father. Xandros thought to be a better ruler than his predecessors, and bring new prosperity to his people. He instituted changes gradually, reducing the burdens placed upon the poor, while establishing programs to benefit them. For all of his good intentions, his reforms did not come quickly enough. In 15746 a peasant uprising resulted in the burning of the Palace and the destruction of nearly half of the capital city of Kesmar. The royal family and many of the ranking nobles fled north through the rugged Laeran Hills into Corothia. Some nobles and courtiers remain in hiding, while the fate of others is unknown. Xandros continues to attempt to regain his throne, believing that he can serve for the good of his people, if only they are willing to listen to his plans.

**Kesmar:** (Metropolis, 31,682)

## Appendix A: GM Aid #1

### Encounter One Map



## Appendix B: GM Aid #2

### Gather Information Skill Checks

#### **Gather Information skill checks in this event:**

PCs may attempt *Gather Information* skill checks at any time during this event. For each attempt the PC must spend 5 gp per ATL plus one hour of time. Information that can be obtained and the appropriate DCs are given below. PCs may obtain only one piece of information with each skill check. If the PCs have already learned the information associated with the highest DC they succeeded at, give them the next highest DC's information that they have not already learned.

#### **The Prince of the Paupers**

DC 5 + ATL: The 'Prince' is not really a prince at all.

DC 8 + ATL: The 'Prince' is not from Amthydor.

DC 10 + ATL: The Prince's real name is Daetrin Kiel.

DC 12 + ATL: The 'Prince' is a cleric of Hyperion.

DC 15 + ATL: The 'Prince' regularly visits people hiding out in the Poor District to offer them aid.

DC 18 + ATL: The 'Prince' is speaking at a rally on the Shining Way at sunset (Day 2).

#### **The Rally**

DC 5 + ATL: Groups often meet to hear the 'Prince' speak about their rights.

DC 10 + ATL: The common people are getting ready to demand their rights.

DC 12 + ATL: A rally is planned for sunset (day 2) when the 'Prince' will call for the poor to receive their due.

DC 15 + ATL: The poor are arming themselves to take what they deserve.

DC 20 + ATL: The poor are planning to storm the Castle District following the rally.

## **Appendix C: GM Aid #3**

### **The Faith of Hyperion**

The followers of Hyperion believe that Raia's nobility rule their people through divine right, and that it is the sacred duty of the common people to obey and support their rulers. At the same time, Hyperionites believe that those who rule have an obligation to rule wisely and well. A populace that is harshly oppressed cannot properly serve its leaders, and the upper class cannot function without the support and service of the masses. It is a symbiotic relationship, with each group ensuring that the other has what it needs to function.

When the system breaks down, either through the failure of the nobility to lead or the peasantry to follow, priests of the god of nobles often step in to help repair the situation. They serve as councilors, advising leaders of their obligations to their people, and of the benefits of an efficient lower class. They also educate the common people on their rights as underlings, and on their obligation to serve those who ultimately protect and provide for them. An informed populace is a more efficient populace, to the benefit of all of its members.

## Appendix D: GM Aid #4

### Prestige Class: Scion of Hyperion (SoC)

The faithful of Hyperion believe that the noble class is imbued with the divine right to rule, but also with the moral responsibility to rule fairly, honestly, and in the best possible manner over its subjects. A ruler who must spend his energies in controlling his rebellious subjects cannot rule effectively. The shrines and temples of Hyperion keep detailed genealogies of royal houses, to prevent struggles over rightful successions. They are also fanatical record-keepers, often collecting the memoirs and historic writings of the high born, in an effort to better record the decisions and thoughts which have shaped history. Scions of Hyperion are rulers, advisors, councilors and arbitrators. Those who feel the Noble Lord's call most strongly also spend much of their time serving those most in need, educating the lower classes, providing guidance and direction to the leaderless, and upholding the rights of the common people.

Hit Die: d8

#### REQUIREMENTS

To qualify to become a Scion, a character must fulfill the following criteria.

Class: Must have a minimum of one level of either Aristocrat or Noble class

Alignment: Lawful Good or Lawful Neutral

Base Save Bonus: Will +6

Skills: 8 ranks Diplomacy, 8 ranks

Knowledge (nobility & royalty), 8 ranks

Knowledge (religion), Speak Language (one humanoid language and one national/regional language other than your racial language, Common or the language of your native country or region)

Feats: (Choose three) Diplomat, Skill Focus: Diplomacy, Skill Focus: Knowledge

(nobility & royalty) or Negotiator

Spells: Ability to cast 2<sup>nd</sup> level divine spells.

Patron: Hyperion

#### CLASS SKILLS

The class skills of a Scion (and the key ability for each skill) are: Appraise (Int),

Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (All skills taken individually)(Int), Sense Motive (Wis), Speak Language (--).

Skill Points at Each Level: 2 + Int modifier

#### CLASS FEATURES

The following are class features of the scion prestige class.

**Weapon and Armor proficiency:** A scion gains no weapon or armor proficiencies.

**Spells per Day:** At 1st level in this prestige class, and at each odd scion level thereafter, the character gains new spells per day as if she has also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a scion, the player must decide to which class to add each scion level for the purpose of determining spells per day.

**Inspire Allies (Sp):** At 1<sup>st</sup> level, you have the spell-like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. These bonuses also apply to the Scion, but the bonuses from two or more Scions do not stack. Allies must be able to hear you speak, and using this ability is a standard action. It lasts a number of rounds equal to your Scion level and can be used once per day. It may be used two times per day at 4<sup>th</sup> level, three times per day at 6<sup>th</sup> level and four times per day at 9<sup>th</sup> level. This is in addition to the once per day granted by the Nobility Domain.

**Leadership:** Upon attaining 1<sup>st</sup> level in this prestige class, the PC gains the Leadership Feat. If the PC already has this feat, her

Charisma is treated as if it were two points higher than it actually is, for the purpose of determining the level difference between the Scion and her Cohort.

**Bonus Feat:** At 2<sup>nd</sup>, 5<sup>th</sup> and 8<sup>th</sup> level, a scion may select a bonus feat from the following list: Deceitful, Diligent, Iron Will, Linguist,

**Calming Presence (Su):** Ever the picture of calm and competent leadership, a Scion may present a *calming presence* a number of times per day equal to her Charisma bonus (if positive). This presence takes the form

Levels	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+2	+0	+2	Leadership Feat, Inspire Allies 1/day	+1 level of divine spellcasting class
2 <sup>nd</sup>	+1	+3	+0	+3	Bonus Feat, Royal Command	
3 <sup>rd</sup>	+2	+3	+1	+3	Calming Presence, +1 to reputation score	+1 level of divine spellcasting class
4 <sup>th</sup>	+3	+4	+1	+4	Blood Will Tell, Inspire Allies 2/day	
5 <sup>th</sup>	+3	+4	+1	+4	Bonus Feat	+1 level of divine spellcasting class
6 <sup>th</sup>	+4	+5	+2	+5	Inspire Allies 4/day	
7 <sup>th</sup>	+5	+5	+2	+5	+1 to Reputation score	+1 level of divine spellcasting class
8 <sup>th</sup>	+6	+6	+2	+6	Bonus Feat	
9 <sup>th</sup>	+6	+6	+3	+6	Inspire Allies 4/day	+1 level of divine spellcasting class
10 <sup>th</sup>	+7	+7	+3	+7	+2 inherent stat bonus to Charisma	

Persuasive, Skill Adept, Skill Focus: Knowledge (any)

**Royal Command (Sp):** Similar to the *command* spell, a Scion may utter a royal command once per day and expect unquestioning obedience like that given to a sovereign by an extremely faithful vassal. The command affects a single subject, who must be a citizen of the same nation as the Scion. It may be up to 10 words in length and must be in a language understood by the subject. The command must be one that a reasonable ruler would issue (“Defend my life and honor” or “Surrender and lie on the ground.”). Commands which are absurd (“Dye yourself purple and dance naked in the town square.”) or self destructive (“Jump off that cliff.”) will be ignored, and the spell will automatically fail. The command lasts for one round per character level. The recipient is entitled to a Will save, DC 13 + Scion level + Charisma bonus.

of the spell *calm emotions*.

**Blood Will Tell (Sp):** Once per month the Scion may perform a sacred ritual to ascertain if the subject of *blood will tell* bears any trace of noble lineage and how close that individual is to claiming the title. If the subject is descended from multiple noble bloodlines, the Scion can ascertain one such bloodline for every three levels of the Scion prestige class. The order in which the bloodlines are ranked is first by 1) the subject’s proximity to inheriting the corresponding title, 2) rank or importance of the titles, and 3) whether the bloodline is dormant or active. Even if the culture no longer exists, or no longer supports a hereditary noble class, a Scion can determine titles that have been actively held for a period of 100 years per Scion level. The subject of the ritual may resist the effect by succeeding at a Will save DC 15 + Scion prestige class level + Wisdom modifier.



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](mailto:lsi-roster@ucc-online.com).



## Roster of Heroes: Prince of the Paupers – Round One

**GM 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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