



Cooking Good

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

The children of five of the city's noble families have been attacked. The attacks had nothing in common, other than the fact that the victims were children of the city's noble families, or did they? Your job is to find out who's behind the attacks and why, and stop them if you can. For heroes of levels 3-8.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

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

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

LSJ GMEmpowerment Clause

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

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

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or

simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

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

A Note About ATLS and the Power of PCs

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

Adventure Background

For the first 15 years of their lives, everything was perfect for twins Delerus and Jedira Eisner. As children of the Eisner house, one of the Shining Jewel’s noble houses their every want and need was sated. Little did Delerus and Jedira Eisner dream that their world would soon change and that their sixteenth birthday would be one of catalysts for this change. They also had no reason to suspect that their sixteenth birthday would be the last that they would spend as nobles of the city.

Their mother Calliope sent out the invitations to all of city’s noble families, inviting them to the festivities, which would also herald Jedira’s coming out. The day before the festivities their father Algeron Eisner became ill with a resilient and debilitating degenerative disease. None of the

city's healers were able to cure the disease, much less halt the progress of the disease. The disease claimed his life the day of the twins' sixteenth birthday. The twins and their mother wished to cancel the festivities, as they didn't feel that they had any reason to celebrate. Their father insisted that the plans for the festivities continue, as the twins were the best thing that ever happened to him and he wanted them to go on with their lives as planned. He wished the day to be marked by the happiness of the twin's birthday as well as Jedira's coming out to society.

After burying their father/husband the twins and their mother still reeling from the death of their loved one, began getting ready for the event.

While each of them wished to call off the ceremony, they did not wish to break the vow that they had made Algeron. Little did the grieving family know that as bad as things were right now, the cruel hand of fate was not done with them.

After solemnly dressing for the event, and with sorrow in their hearts, they quietly headed to the location for the gathering. The twins went inside so that Delerus could escort Jedira when she made her entrance, while their mother took her place with the servants at the door so that she could greet the guests. As the guests arrived, and expressed their sympathies for her loss, coupled with happiness for the reason behind this celebration, Calliope thanked them for coming. Once all had arrived Calliope went inside and took her place on the dais as mistress of the festivity.

The first two hours of the celebration went along without interruption. Shortly after that saw the arrival of their Aunt Kaerina with another individual, a hooded individual. Aunt Kaerina acknowledged the twins and their mother and then she and her "friend" proceeded to the dais where the twins and their mother were seated. Once she reached the spot in front of the dais, Aunt Kaerina had her companion remove his hood. Upon seeing the man's face, the twins' mother fainted. Aunt Kaerina waited until their mother had regained consciousness before continuing.

Aunt Kaerina explained how their mother had a relationship with this man, Elgen, and that it was through that relationship that the twins were conceived in, not her union with Algeron. Aunt Kaerina further claimed that their mother, knowing she was with child, broke off all ties with Elgen and then hooked up with Algeron, because she wanted her children to have only the best things in life, and that she knew that they wouldn't if she remained with Elgen. Aunt Kaerina continued stating that all these years they had been living a lie, and that if Algeron had known the truth he would have dissolved his marriage and sent the twins and their mother from the noble district. Aunt Kaerina further claimed that she was only looking after what was in the best interest of the Eisner family, and that the twins who weren't true Eisners shouldn't benefit from Algeron's death. Aunt Kaerina even went so far as to say that she wouldn't be surprised if their mother had something to do with Algeron's death.

The crowd was aghast at these accusations, and silence quickly filled the large room. The twins looked to their mother for some sort of rebuttal to Aunt Kaerina's claims but their mother began sobbing uncontrollably. Their mother shouted that she loved Algeron, and that she could never, would never do anything to hurt him. Their mother then claimed that Algeron knew all about the twins paternity before she married him, and that he had accepted the twins as his own children. Aunt Kaerina retorted that it's easy to make claims of this sort when Algeron wasn't around to answer these claims.

The twins, their faces red with anger, questioned Aunt Kaerina's motivations, claiming that, even if this were true, why did she wait so long before letting them know about this. Aunt Kaerina countered that she needed wait until the time was right to publicly announce this deception. Aunt Kaerina further stated that if she had announced her claims privately before announcing them here publicly, their mother, the deceptive, duplicitous person that she was would've had time to find a way to discredit them. After all, their mother had access to the Eisner fortune that she could use to buy people off.

At this point members of the Diamond Legion entered the hall, as if on cue, and began heading towards the dais. The officers from the Diamond Legion told Elgen, Jedira, Delerus and their mother that they would have to come with them. The officers continued that since they were not nobles of the city, they could not be allowed to be in the nobles' district without a pass. They also said that it was too late to obtain a pass, and that they had their choice of whether they wished to be escorted to the port district or the adventurer's district.

Jedira and Delerus asked if they could return home to get some of their belongings. Aunt Kaerina countered that the Eisner estate wasn't their home as they weren't actually Eisners and that their so-called belongings were actually Eisner family property since they were obtained with Eisner family money. The twins were livid, and informed those assembled that they and their beloved aunt would pay for what they had taken away from them. Aunt Kaerina told them that they should watch what they said, or else she'd have to have the Diamond Legion arrest them for threatening the life of a noble.

The twins and their mother chose the Port District and were quickly escorted out of the hall, with Elgen, by the Diamond Legion members who did not wish to see this situation escalate any further. The officers escorted them to the Port District. Before leaving them there the Diamond Legion officers made sure that they all knew that they couldn't go anywhere in the nobles district without a pass.

After arriving in the port district they located an inn to stay at. The twins then proceeded to berate their mother, for allowing all their lives to unravel so quickly. Elgen offered their mother some support, and after telling the twins that their mother only did what she thought was in their best interest they apologized to her. Elgen also told them that he was sorry for what had happened and that if they wished revenge on Aunt Kaerina and the other nobles he would help them, as payback for what Aunt Kaerina forced him to do to them.

Elgen also told them that if they wished this revenge, they needed to do some planning. After pointing out that good plans take time to develop, and that all of their intended targets would be on guard if the twins were to try anything now, Elgen suggested that they wait until such time as the incident faded from the minds of those assembled there tonight.

The twins, their mother, and Elgen started planning the perfect revenge. Elgen explained that when he met their mother he was a butcher, and that he had just opened up a shop in the adventurer's district, and he felt pretty confident that given time he could gain the city's noble families as clients of his. This would enable them to poison the nobles, one family at a time so that they could savor their revenge. While the twins and their mother listened intently to what he had to say, Elgen explained that while the poisonings would satisfy their thirst for revenge, it would make more sense to do something to mask the poisonings, so that the nobles and the authorities wouldn't catch on until it was too late. It wouldn't matter if they realized what was going on after everyone was already dead, since they could be long gone from Amthydor by that point.

The twins their mother and Elgen began "bonding" as a family, due to the quality time that they were spending together plotting and planning. It's taken the group almost 2 years, but they now have the instrument, and the timing for their revenge. While the twins wished all of the noble houses and Aunt Kaerina to pay for what happened to them, they decided to start with those houses that had young children, children that were close in age to the twin's age. To make the situation seem more hopeless for the nobles, it was decided to try and use as many different ways to mask the poisonings as possible.

Scenario Information

Attacks have been occurring on members of the city's noble families for the past 2 months. The Diamond legion is no closer to solving the case now than they were when the attacks first happened. The nobles are getting concerned about their safety, and the inability of the Diamond Legion to apprehend the culprits for these attacks.

The attacks began 2 months ago, and to date have targeted five of the city's noble houses. The nobles attacked were the younger members of houses Bailey, Erikas, Grimm, Harquith, and Kailin. To date six members of those noble houses, one each from Houses: Bailey, Erikas, Harquith, and Kailin, and two from house Grimm, were poisoned. Two additional members of house Bailey were attacked when they went looking for their kin's assailant, but as they were not original targets of the revenge plan they weren't poisoned.

The PCs will be on line waiting to enter the Hall of Venturers, in the adventurers' district when adventure will find them. They will be alerted to an incident in progress by screams for help. Whether the PCS decide to investigate the screams will determine which introduction they get. The PCS will then get drawn into the module, and asked to investigate the attacks on the nobles. As they are not from the area, they might be able to shed a fresh perspective on the incidents. During the course of their investigation the PCS will uncover information from the victims, as well as some villains that have been dispatched to stop their meddling. This information will lead the PCS to the final encounters, although whether they will be in time to stop the final encounter remains to be seen

Introduction A: – A Cry For Assistance. Having heard the screams for help the PCs race to the scene, and find a battle going on. A woman and her servant are being attacked by a band of ruffians. The PCs should have little trouble dispatching the ruffians. After the Diamond Legion shows up to investigate what happened, and the woman explains what happened. The PCs

will be asked to escort the woman and her servant home.

Introduction B: – Turning a Deaf Ear. Ignoring the screams for assistance and waiting on line for their turn to find adventure, the PCs will be approached by a woman wearing the tattered remains of what was once fine clothing, as well as a member of the Diamond Legion who seems to be offering support to an injured man. The woman will appeal to the PCs for aid in getting her and her servant home and dealing with a problem that she has.

Encounter 1 – You're Hired. The PCs will escort the noble woman home, and after waiting for her to change clothes will learn about the problems plaguing the city's noble families.

Encounter 2 – A Diamond In The Rough. The PCs will go to the Diamond Legion to try and learn more about the situation.

Encounter 3 – Information Gathering 101. The PCs will question and gain information from the noble children that were victims of the attacks.

Encounter 4 – Something Wicked This Way Comes. Once the PCs have gone to two encounters after meeting with Lady Mour they will be set upon by some thugs that have been sent to stop them.

Encounter 5 – Fresh Meat. The PCs will follow the trail to a butcher shop operated by Elgen. They will wind up dealing with some hired help that Elgen left behind for them.

Encounter 6 – You Can't Go Home Again... Or Can You? The PCs will wind up at the Eisner estate, and once there will notice that the guards have been incapacitated. Entering the manor, they will be able to reach the parlor where Lady Kaerina Eisner is fighting for her life against the minions sent by the twins.

Conclusion - There are 3 possible conclusions depending on whether the PCs are Totally Successful, Partially Successful, or have a Total Failure.

Prelude To An Introduction

You are on line outside the Hall of Venturers in the adventurers' district waiting for your chance to enter the hall and see what jobs are available for someone of your skills. It is a tranquil day in the city, and as the crisp clean air caresses your cheeks you can't help but wonder what sort of jobs are available today.

As you contemplate what the fates have in store for you today, you hear a piercing scream. It's obvious by the scream that someone is in trouble and the voice did sound feminine.

If the PCs answer the call for help please continue with Introduction A, if they ignore it please skip ahead to Introduction B.

Introduction A- Heroes To The Call

You race off in the direction that the scream came from and come upon a rather disturbing sight. A middle-aged woman is trying to fight off some ruffians. It is obvious from the way that she is dressed, and the aura that permeates from her, that she doesn't belong in this section of the city. There is a man lying on the ground near her feet.

Note that the number of ruffians present depends on the ATL of the party.

ATL 2

☛ **Lyn, female human Rog1:** Medium humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Burno, male human fighter 1:** Medium humanoid; HD 1d10+3; hp 11; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +5 melee (1d8+3, longsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 3

ATL 1 opponents plus:

☛ **Merath, female human Rog1:** Medium humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Croalin, male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +5 melee (1d8+3, longsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 5

☛ **Merath, female human Rog2:** Medium humanoid; HD 2d6+6; hp 18; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +1 melee (1d6, sap), +1 melee (1d4, dagger), +1 melee (1d6, shortsword) or +4 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +6, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +6, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Lyn, female human Rog2:** Medium humanoid; HD 2d6+6; hp 18; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +1 melee (1d6, sap), +1 melee (1d4, dagger), +1 melee (1d6, shortsword) or +4 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +6, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +6, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Burno, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d8+3, longsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

Croalin male human Ftr2: CR 2; Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.;

AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d8+3, longsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 7

☛ **Merath, female human Rog3:** Medium humanoid; HD 3d6+9; hp 27; Init +7; Spd 20 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +2 melee (1d6, sap), +2 melee (1d4, dagger), +2 melee (1d6, shortsword) or +5 ranged (1d6, shortbow); SA sneak attack +2d6, evasion, SQ Nil; AL NE; SV Fort +4, Ref +6, Will +0; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +7, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Pick Pocket +9, Search +7, Spot +6, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Lyn, female human Rog3:** Medium humanoid; HD 3d6+9; hp 27; Init +7; Spd 20 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +2 melee (1d6, sap), +2 melee (1d4, dagger), +2 melee (1d6, shortsword) or +5 ranged (1d6, shortbow); SA sneak attack +2d6, evasion, SQ Nil; AL NE; SV Fort +4, Ref +6, Will +0; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +7, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Pick Pocket +9, Search +7, Spot +6, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Burno, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3,

longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Croalin, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Nereesa, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 9

☛ **Merath, female human Rog4:** Medium humanoid; HD 4d6+12; hp 38; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor; touch AC 14, ff 12); Atks +3 melee (1d6, sap), +3 melee (1d4, dagger), +3 melee (1d6, shortsword) or +7 ranged (1d6, shortbow); SA sneak attack +2d6, evasion,

SQ Nil; AL NE; SV Fort +4, Ref +8, Will +0; Str 10, Dex 18, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +8, Hide +11, Listen +7, Move Silently +11, Open Lock +11, Pick Pocket +11, Search +8, Spot +6, Tumble +11, Use Rope +11; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Lyn, female human Rog4:** Medium humanoid; HD 4d6+12; hp 38; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor; touch AC 13, ff 12); Atks +2 melee (1d6, sap), +2 melee (1d4, dagger), +2 melee (1d6, shortsword) or +5 ranged (1d6, shortbow); SA sneak attack +2d6, evasion, SQ Nil; AL NE; SV Fort +4, Ref +6, Will +0; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +8, Hide +11, Listen +7, Move Silently +11, Open Lock +11, Pick Pocket +11, Search +8, Spot +6, Tumble +11, Use Rope +11; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Burno, male human Ftr4:** Medium humanoid; HD 4d10+16; hp 56; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +8 melee (1d8+5, longsword), +8 melee (1d4+3, dagger), +6 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Jump 0, Profession (Weaponsmith) +4, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Croalin, male human Ftr4:** Medium humanoid; HD 4d10+16; hp 56; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +8 melee (1d8+5, longsword), +8 melee (1d4+3, dagger), +6 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Jump 0, Profession (Weaponsmith) +4, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Nereesa, male human Ftr4:** Medium humanoid; HD 4d10+16; hp 56; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +8 melee (1d8+5, longsword), +8 melee (1d4+3, dagger), +6 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Jump 0, Profession (Weaponsmith) +4, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword), Weapon Specialization (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

After the PCs have defeated the villains, members of the Diamond Legion will show up wanting to know what happened.

The victim, High Lady Mour will tell the officers that the ruffians attacked her and her servant and that the PCs are heroes, as they came to her aid. She will then ask the officer for permission to have the PCs accompany her to her home so that she can talk with them, which he will agree to. (Proceed to Encounter 1)

Introduction B-Turn A Deaf Ear

You ignore the cry for assistance waiting for your chance to make it inside the hall of venturers. As you get to the front of the line, you are approached by a middle-aged woman, dressed in what used to be really fine clothing, and some members of the Diamond Legion. The Diamond Legion members are carrying a badly beaten older gentleman wearing remnants of what appears to be servant's clothing. They introduce the pair to you as High Lady Mour, and her servant Godfried. High Lady Mour asks you to escort her and Godfried home.

Encounter One - You're Hired

After escorting High Lady Mour and her servant back home, you are shown into the parlor by one of the other servants to wait while the Lady refreshes herself. After about 30 minutes, she arrives and takes a seat on one of the chairs opposite you. After clearing her throat she begins speaking

"Thank you for your interest in helping me. The attack on me earlier today, I believe was meant to be a warning for me rather than a random occurrence. I was in the adventurer's district hoping to hire some adventurers to look into a problem plaguing the city's nobles. The Diamond Legion is also looking into this problem, but to date hasn't been able to solve the problem. This isn't meant as a slight to the Diamond Legion in any way, as they are extremely competent. The Diamond Legion's resources are finite and they are spread over the whole city.

"Let me begin with what I know. Over the past few months there have been a series of incidents involving the city's noble houses. From what I have been able to determine there hasn't been anything that the victims have in common, other than the fact that they are nobles, and that none of them have died so far. So far five of the noble houses have been attacked, and they are house Bailey, house Erikas, House Grimm, house Harquith, and house Kailin. The attacks have occurred once every week to week and a half.

"I'd like you to look into this matter. I hope that you can find out who's behind these attacks on the noble houses of the city and why. As one of the city's nobles, I have a vested interest in seeing these attacks put to an end before I, or any more of my fellow nobles are harmed. I'm willing to pay each of you the sum of 100 gold pieces if you can find this information, as well as anything that could help the Diamond Legion apprehend these vile beings. Now I'm sure that you must have some questions for me.

➤ **Which houses were attacked?**
“Houses Bailey, Erikas, Grimm, Harquith, and Kailin are the houses that were attacked.”

➤ **Who was attacked from each of those houses?**
“Stella Bailey, Drail Bailey, and Tristan Bailey from House Bailey; Mitch Erikas from House Erikas; Sophia Grimm and Gillian Grimm from House Grimm; Juniper Harquith, from House Harquith; Janden Kailin from House Kailin.”

➤ **Please describe what you know of the attacks**
“The first attack occurred against house Bailey. In that incident Stella Bailey, the youngest daughter was savagely beaten. Shortly after the attack, Stella’s brothers Drail and Tristan went looking for the thugs that assaulted their sister. Unfortunately, they found the thugs and were viciously beaten unconscious.

“The second attack was on house Grimm. Sophia Grimm and her sister Gillian were at a soiree where they were poisoned. Luckily one of the other attendees at the soiree had brought a date that was a healer. The healer detected that the sisters were poisoned and was able to neutralize the poison before it killed them.

“The third attack was against House Erikas. In that attack Mitch Erikas was traveling through the noble’s district when he was grabbed by an unknown assailant, stabbed repeatedly, and left for dead. Luckily he was found by a passerby who summoned assistance and saved him.

“The fourth attack was on House Harquith. In that attack Juniper Harquith, was assaulted and robbed. When she was found she was lying unconscious in a pool of blood. Her assailant, in his quest to quickly get away with her valuables, sliced off her ears to easily get her earrings. Luckily the healers

were able to restore her ears, although the attack has left her visibly shaken.

“The fifth attack occurred against House Kailin. Janden Kailin was found unconscious lying face down in a pool of water. He was found by a member of the Diamond Legion, before he drowned.”

➤ **Was there anything the attacks had in common?**

“All of the attacks were against the noble houses of the city. All of the attacks were against some of the younger members of those families. And now that I’m thinking about it, there was something odd about the attacks, regardless of the form of the attacks against the noble families; I seem to recall the Diamond Legion mentioning something about all of the victims being poisoned.”

➤ **Do the authorities know how they were poisoned?**

“Unfortunately, not at this time. I do know that their investigation is ongoing.”

➤ **Can we talk to the other nobles that were attacked?**

“I took the liberty of obtaining a one day pass for you from Lord Grimm of the Diamond Legion so that you can talk to the victims.”

➤ **Where did the attacks take place?**

“The attacks took place at various locations throughout the city. Most were in the noble district, although I do believe that Stella Bailey was attacked in the port district. The Diamond Legion investigated each of the locations thoroughly. It might not be a bad idea for you to talk to the Diamond Legion to see what they know.”

➤ **Do you think that the Diamond Legion will share their information with us?**

“The Diamond Legion wants this solved as much as the nobles do, which is why Lord Grimm signed the passes. If you have any problems with getting information from the Diamond Legion officers, show them Lord

Grimm's signature and they should open up to you."

- **Can you give us a writ to show the Diamond Legionnaires to prove that we're working for you?**

"Yes I can, although I think Lord Grimm's signature on the pass will carry more weight with the Diamond Legion, especially since he is an important member."

- **What else can you tell us about the attacks?**

"I'm afraid that I don't have much information on the attacks. While all of the noble houses are concerned, there hasn't been much information revealed about the attacks."

- **Were any divinations done?**

"The temple of Hyperion did some divinations into this matter but wasn't able to turn up anything useful. The priestess that did the divinations said it was almost as if her inquiries were blocked."

- **What does this job pay?**

"You will have the gratitude of the noble families of the city. I understand that some of you might be doing this for more than just altruistic reasons so as I mentioned previously I can pay you 100 gp each. (If the PCs should haggle with her they will be able to get her to raise her offer to 200 gp each) If they can bring in those responsible for this she will add a 200 gp bonus each."

- **What about the attack on you?**

"I don't know why I was attacked. The only thing I can think of is that I was attacked to prevent me from hiring adventurers to look into the attacks."

- **Who knew that you were planning on hiring adventurers to look into the attacks?**

"All of the other noble houses, especially those that were attacked knew of my intentions."

- **Is it possible that one of the other houses wished to prevent you from having these attacks looked into?**

"While there are always disagreements amongst the noble houses, no house ever wishes to see harm come to one of the others."

If there are no other questions, I think you should be off to start your investigation before any more nobles are harmed. Good Luck.

Encounter Two – Diamond Legion Here We Come

You make your way to the office of the Diamond Legion in the noble district. While the building is not as fancy or upscale as the homes in the area, it is definitely more aesthetically pleasing to the eye than the normal Diamond Legion branch office. Everything about the Diamond Legion branch office here gives the impression that in the noble district the Diamond Legion is as concerned with the image it projects as it is in carrying out its duties in an efficient manner.

After showing your pass as well as the writ from Lady Mour, the guards step aside and allow you entry. Entering the building you can't help but notice how clean and efficient things are. Nothing is out of place, the officers are dressed in clean, crisp uniforms. You make your way to the desk where a dark-haired bespectacled middle-aged man wearing a Diamond Legion uniform with a sergeant's rank insignia looks up from some paperwork and greets you.

"Greetings I am Sergeant Gyrsan. I'm sure that you're here for a reason. Please let me know what it is so that I can take care of your problem"

If the PCs explain why they are here without showing the writ or the pass, the sergeant will ask them if they have any proof to back up their claims, before divulging any information. He will apologize for his suspicion, as the PCs don't look like they're from this area, but he's learned in his line of work that one can never be too careful.

Sergeant Gyrsan has the following information which he is willing to divulge to the PCs:

➤ **Are you the one that's been investigating the attacks?**

"While I have not personally conducted all aspects of the case, my men keep me informed of all happenings in the area. I have been to each of the crime scenes."

➤ **Did anything strike you as odd about the attacks?**

"A few things stand out as odd in this case. I can't imagine why anyone would attack a member of one of the city's noble families, let alone five of them."

"All of the victims were poisoned, though in some cases attempts were made to hide this fact."

"The healers that saved the victims were not able to say how the poison was administered, whether it was ingested or absorbed."

There were some bloody tracks at the scene of some of the attacks, but they led to crowded areas where they were easily lost amongst other tracks."

"Some of the victims mentioned that the attacks were committed by individuals wearing bloody white clothing, and that the white clothing could've been a uniform."

➤ **Do you have any suspects?**

"No. I wish we did as it would make the job so much easier."

➤ **Would you tell us if you did?**

"Yes. I want to see this case solved as much as you do, probably more so. It's not good to have someone randomly attacking people in the city. It's worse when those that are attacked are the city's nobles. My job and that of my fellow legionnaires is to protect the city's inhabitants. We can't adequately do so as long as those responsible for these attacks are still at large."

➤ **Did you find any other clues?**

"No, not at the scene of the attacks. We did find a poem near house Tezriine."

➤ **May we see the poem?**

"Yes, you may." Please give the players Player Handout 1.

➤ **How long has this been going on? "**

"The first attack began almost 2 months ago. The attacks have been increasing in frequency since then."

➤ **Do you think that the attack Lady Mour was part of the pattern?**

"No. Except for Stella Bailey, each of the other victims was attacked in the noble district. Besides, no disrespect to Lady Mour, but the targets so far have been the younger members of the noble houses. It's almost as if someone was going out of their way to target the younger members."

➤ **How many men do you have assigned to the case?**

"I have 3 men working full time on this, supplemented by other officers when the criminal element cooperates enough to allow it. Judging from the fact that the attacks are continuing, I need to assign more men to this case."

➤ **May we talk to the victims?**

"The writ from Lady Mour and the Pass from Lord Grimm should give you access to the victims of the attacks. I expect you to keep me informed of your findings. Note that the pass and writ do not give you permission to break any of the city's laws. If I find out that you broke any laws I will see that you are held accountable. I also expect you to show the victims and their families the proper respect."

➤ **Are you expecting any more attacks?**

"While I wish I could say no, the fact that the attacks are continuing, and even increasing in frequency makes me need to say yes."

- **Do you know of anyone with a grudge against the young nobles of the city?**

“No. We’re not sure that the grudge is against the young nobles of the city. While it is true that the city’s young nobles are the ones being attacked, it’s possible that these attacks were meant to send a message to the city’s noble families. I do know that parents are most affected when something happens to their children.”

At this point the sergeant will wish the PCs well and usher them out as he has some meetings to attend. He will ask them to keep him apprised of what they learn. He will also remind the PCs to treat the city’s nobles with respect and to obey the city’s laws.

Encounter 3: Information Gathering

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Encounter 3A: House Bailey

When the PCs show up at house Bailey, they will be met at the door by one of the Bailey’s servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass from Lord Grimm or the writ from Lady Mour the servant will allow them entry to talk to the Bailey children.

He will escort them through an elegantly painted hallway to a sitting room. The sitting room is a large room with a comfortable sofa and 6 comfortable chairs. The walls of the sitting room are covered with portraits of the Bailey family. He will inform the PCs to wait there and not touch anything while he gets the Bailey children. He will close the door on his way out, and return 2-3 minutes later with a young woman and 2 young men in tow. All three are dressed in very fancy clothing.

The PCs can learn the following information from the children

Stella

- **What can you tell us about the attack on you?**

“It was horrible. I’ve never been so scared in my whole life. I had gone to the port district to do some charity work as I usually did after lunch, the first day of every week. I was on my way home when I was approached by a disheveled man asking for coin. When I told the man that I didn’t have any money on me he...” (she then begins trembling and sobbing).

She takes a deep breath, and then continues. “He grabbed me, and then he started hitting me. This went on for what seemed like an eternity. I tried to scream and get away but I couldn’t. For some reason I couldn’t move or talk. The man kept hitting me, and probably would have beaten me to death if a member of the Diamond Legion hadn’t been passing by on patrol and scared him off. (she begins trembling, shrugs it off and then continues). The officer then summoned a priestess of Hyperion to tend to my injuries. She also found and neutralized the poison that was coursing through my body. If it hadn’t been for their combined efforts I wouldn’t be here today.”

- **What are the names of the officer / priestess of Hyperion?**

“The officer’s name was Edinai Louchina. The priestess name is Gyllia. My family recommended officer Louchina for a promotion, and made a donation to the temple of Hyperion as a way of thanking them for their efforts in saving my life.”

- **Do you remember anything about your attacker?**

“He was about 6 feet tall. He appeared disheveled, but the odd thing was that he had a smell of blood permeating off of him.”

- **What was he wearing?**
“He was wearing torn and tattered dirty clothing, as well as dirty gloves. This gave him a destitute appearance.”
- **Didn't you have a bodyguard?**
“I've never needed one before so I didn't have one with me.”
- **Why did you go to the port district yourself?**
“I always have, it allows me to feel closer to those that I'm helping. Until this attack I never had a problem.”
- **Do you know anything about the attacks on the other nobles?**
“No. I just think it's terrible that you can't trust people anymore.”

Tristan and Drail

- **What can you tell us about the attack on you?**
 <Drail> *“When we heard about the attack on Stella, Tristan and I decided to go looking for the person that assaulted our sister, to make him pay for what he did to her.”*

 <Tristan> *“We had been searching through the port district, in the area where Stella said she was attacked and didn't find anyone fitting the description of the man that assaulted her.”*

 <Drail> *“We were heading towards the gates to the noble district, when we noticed someone fitting the description of the attacker heading down an alley. We decided to pursue him and capture him for the Diamond Legion.”*

 <Tristan> *“Unfortunately we followed the suspect into an ambush where the fifteen or so friends that he had waiting jumped us and used “underhanded” tactics to overcome us.”*
- **How were they dressed?**
 <Drail> *“Five of them were dressed in metallic armor, probably some sort of plate*

armor. Five were dressed in leather armor and the other five were wearing robes. I don't know what was under the robes.”

<Tristan> *“That was in addition to the ruffian that led us into the alley.”*

- **What sort of weapons did they use?**
 <Tristan> *“Swords, clubs, saps and magical spells were what they used against us. The magical spells were what actually overcame us.”*
- **Was there anything that stood out about them?**
 <Drail> *“They were intent on causing us harm. They knew that we were nobles and attacked us anyway. I think they actually were encouraged by the fact that we were nobles.”*

Note if the PCs decide to do a Sense Motive on the Bailey's statements (DC ATL+5), all of Stella's statements will indicate truth while the statements of her brothers indicate lies. If the PCs call them on it, they will learn that the brothers were beaten up by one individual, an individual that fit the description of Stella's attacker. The brothers were beaten unconscious and left in the alley by their assailant. The priests that healed them did not mention anything about poison. The brothers were found by the same officer that saved Stella. (And yes, this IS the truth this time.)

Judge's note: As the brothers were not one of his original targets for revenge, the villain did not poison them. The description that they give when pressed matches that given by Stella.

Encounter 3B: House Erikas

When the PCs show up at House Erikas, they will be met at the door by Mitch Erikas who is on his way out. After informing Mitch why they have come to visit him, he will lead them around the back of the estate onto a luscious expanse of green grass. There is a table and 7 chairs present, and Mitch will lead them to it. After seating himself, he will await their questions.

If at any time the PCs should insult him, or take what he believes to be an unflattering tone with him he will end the questioning and insist that they leave. If the PCs should realize their mistake, apologize for it and be sincere he will reluctantly let it slide, provided that they don't do it again. .

The PCs can learn the following information from the Mitch:

- **Describe the attack on you please.**
"I was on my way to House Bailey to visit with Drail and Tristan Bailey when I was grabbed from behind and stabbed repeatedly. I struggled to break free from my attacker's grasp but I couldn't. My attacker was very strong. I tried to rally others to my cause, but for some reason I couldn't get any sound to come out of my mouth, it was almost as if my throat were paralyzed."
- **Can you describe your attacker?**
"I didn't really get a good look at my attacker but he or she was about 6' tall and very strong. My attacker was dressed totally in white clothing, but his clothes were bloody. I could smell the blood from his clothing it was fresh."
- **What else can you tell us?**
"I thought that I was going to die. The more I struggled to get free of my captor's grasp, the harder it became. It was almost as if he was absorbing my strength. Finally he threw me to the ground and walked off as if nothing had happened. I didn't have the energy to lift myself off the ground and try to pursue him."
- **Did the attacker say anything?**
"Unfortunately not. I wish that I had heard something as it might've helped get this villain captured. I want the city to be safe again. Now that I think about it when I couldn't get any sound to come out of my mouth, I didn't hear any sounds either. I don't know if that helps you or not, but I thought that you'd want to know."

- **Do you or your family have any enemies that might wish you harm?**
"Not that I'm aware of. Wait, now that I think of it there was an incident a few years back. Two members of House Eisner, revealed to be frauds and forced to leave the city's noble district. The two Delarus and Jedira Eisner were taken by the Diamond Legion to the port district of the city."
- **Do you think that Delarus and Jedira Eisner are responsible for these attacks?**
"The Delarus and Jedira Eisner that I knew couldn't possibly due something like this, but then again the lives that they had lived up until their expulsion from the noble's district were nothing more than lies. Who knows what they are capable of now."
- **What else can you tell us about Delarus and Jedira Eisner?**
"I wish that I knew more details about this. You should probably check with the Diamond Legion as they would have the complete details."
- **Who found you?**
"Officer Edinai Louchina."

Mitch will politely ask the PCs to leave claiming that he needs to visit with the Baileys. He will tell the PCs that if they need to talk to him again, they can find him there.

Encounter 3C: House Grimm

When the PCs show up at house Grimm, they will be met at the door by one of the Grimm's servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass from Lord Grimm or the writ from Lady Mour the servant will allow them entry to talk to the Grimm children.

He will escort them through an elegantly painted hallway to a sitting room. The sitting room is a large room with a comfortable sofa and 6 comfortable chairs. The walls of the sitting room

are covered with portraits of the Grimm family. He will inform the PCs to wait there and not touch anything while he gets the Grimm children. He will close the door on his way out, and return a few minutes later with 2 young women in tow, both of whom are dressed in very fancy clothing.

The PCs can learn the following information from the children

- **How were you attacked?**
<Sophia> *"We were at a soiree celebrating the coming of age of one of our peers."*

<Gillian> *"We were dancing with our escorts when without warning we both collapsed."*

<Sophia> *"Luckily one of the people at the soiree was a cleric of Hyperion. He immediately rushed over to us and was able to heal us."*

<Gillian> *"The cleric of Hyperion said that we had been poisoned. We didn't have any wounds nor did we eat anything different than the other guests at the soiree."*

<Sophia> *"They Diamond Legion arrived and they checked all of the food and beverages at the soiree, and none of them had any trace of poison."*
- **Was one of the officers that found you named Edinai Louchina? / Have you ever met Edinai Louchina?**
<Sophia> *"Yes."*
- **Was anyone else poisoned?**
<Gillian> *"No."*
- **Did you see anyone suspicious? / Did anyone at the soiree stand out as suspicious?**
<Sophia> *"No."*
- **Did you eat anything before the soiree?**
<Gillian> *"Just the lunch that our servant prepared."*

<Sophia> *"You're not trying to say that our*

servant tried to poison us, are you?"

<Gillian> *"That would be ridiculous. All of our servants have been in the employ of our family for years."*

- **Do you and your family have any enemies?**
<Sophia> *"The only one I could think of is Lanora."*

<Gillian> *"What about Delarus and Jedira?"*

<Sophia> *"I almost forgot about them."*

- **Who are Delarus and Jedira Eisner? / What can you tell us about Delarus and Jedira Eisner?**
<Sophia> *"They were members of the Eisner family, and Jedira was our best friend up until 2 years ago."*

<Gillian> *"We used to do everything together until that time."*

- **What happened that changed things?**
<Gillian> *"It was proven that they were not noble children. Their parents were not nobles."*

<Sophia> *"Everything that we knew about them was a lie. That fact was brought home at Jedira's coming out party."*

<Gillian> *"For 15 years Delarus and Jedira lived amongst the nobles, as members of House Eisner."*

<Sophia> *"The day that their father passed away, a soiree was held to honor Jedira's coming of age. It wasn't a socially endearing event."*

<Gillian> *"It started off as a typical coming of age party, but unfortunately for Delarus and Jedira it didn't last the whole evening. About 2 hours into the soiree, Jedira's "aunt" showed up with an undesirable element. Their aunt led her guest to the dais*

to greet Jedira.”

<Sophia> *“Once they reached the dais, her aunt had the out of place man reveal his face before announcing to all assembled that Jedira and Delarus were not actually members of the Eisner family. They were in actuality the result of a tryst that their mother had with this ‘vagrant’.”*

<Gillian> *“Once their mother confirmed their aunts story, the three of them were escorted out of the nobles district and told never to return.”*

<Sophia> *“Delarus and Jedira vowed revenge on all of those involved in ruining their lives.”*

<Gillian> *“They haven’t been seen in the area since then. Although, while I know that they were upset, I can’t believe that they’d do anything like this.”*

➤ **Why should that change things?**

<Gillian> *“We couldn’t be friends with them, since they’re not nobles.”*

<Sophia> *“Our family, and all of the other noble families, have long standing traditions about who we can and can’t associate with.”*

➤ **Is there any other information you can give us about Delarus and Jedira Eisner?**

<Gillian> *“No.”*

<Sophia> *“You could check with the Diamond Legion.”*

Encounter 3D: House Harquith

When the PCs show up at House Harquith, they will be met at the door by one of the Harquith’s servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass from Lord Grimm or the writ from Lady Mour the servant will allow them entry to talk to Juniper Harquith

He will escort them through an elegantly painted hallway to a sitting room. The sitting room is a large room with a comfortable sofa and 6 comfortable chairs. The walls of the sitting room are covered with portraits of the Harquith family. He will inform the PCs to wait there and not touch anything while he gets young mistress Harquith. He will close the door on his way out, and return a few minutes later with a young woman dressed in the finest clothing.

The PCs can learn the following information from Juniper

➤ **How were you attacked?** *“I was traveling through the noble’s district when I was grabbed from behind and robbed. I tried to resist but I couldn’t move. My arms and legs burned as if they were on fire, while no sound would come out of my mouth.”*

➤ **Were you injured?** *“He stole my rings, as well as my earrings. He sliced off my ears with what looked like a cleaver to get the earrings. I passed out from the shock and loss of blood.”* (She pauses briefly and feels her ears.)

➤ **Did you get a good look at your attacker?** *“No. He grabbed me from behind. I did notice that he was somewhat tall and dressed in white.”*

➤ **What makes you think your attacker was a man?** *“His hands were larger than most women’s hands that I’ve seen.”*

➤ **Why do you say your attacker was tall?** *“He had long arms.”*

➤ **Do you or your family have any enemies?** *“Not that I’m aware of, but some people are always jealous of the noble families.”*

➤ **What about Delarus or Jedira Eisner?** *“I’d forgotten about them. It’s been a while since I’d heard those names. I know that they were angry the last time I saw them, but*

I don't think that they're capable of something like this."

- **If the PCs should show her the poem**
"That's interesting. It seems as if Delarus and Jedira might be responsible for this after all."
- **Do you know where to find them?** *"No. I hadn't seen nor heard of them for almost two years. Not since the day they were humiliated and driven out of the Noble District."*
- **Who found you after you were attacked?**
"Officer Edinai Louchina of the Diamond Legion. He was going about his patrols and he came across my body. He got me to the temple of Hyperion where my wounds were healed and my ears re-grown."
- **Is there a butcher around here?** *"Not in the Nobles District. In the Merchants District there is a shop for almost anything and everything you could think of."*

Encounter 3E: House Kailin

When the PCs show up at House Kailin, they will be met at the door by one of the Kailin's servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass from Lord Grimm or the writ from Lady Mour the servant will allow them entry to talk to Jenden Kailin.

He will escort them through an elegantly painted hallway to a sitting room. The sitting room is a large room with a comfortable sofa and 6 comfortable chairs. The walls of the sitting room are covered with portraits of various members of the Kailin family. He will inform the PCs to wait there and not touch anything while he gets Jenden Kailin. He will close the door on his way out, and return a few minutes later with a young women dressed in fine clothing following him.

The PCs can learn the following information from Jenden

- **How were you attacked?** *"I was grabbed by a rather large man. I fought back as best I could, but I could feel my strength waning. I couldn't even move. I managed to tear off a piece of the attackers clothing. Unfortunately he was too strong, he overpowered me. He hit me in the back of the head and then threw me to the ground."*
- **Do you still have the scrap of clothing? / May we see the scrap of clothing?**
"No, I gave it to the Diamond Legion officer that investigated the incident."
- **Who found you? / Who was the investigating officer?**
"Officer Edinai Louchina."
- **Do you remember anything special about the scrap of clothing?**
"It was white just like the rest of his clothing. It had words on it. The piece I tore off had the letters 'M E' on it. It smelled of blood, fresh blood."
- **Do you or your family have any enemies?**
"Not that I'm aware of. Sometimes there are disputes between noble houses, but no noble house would ever stoop to something like this."
- **What about Delarus or Jedira Eisner?**
"I felt bad for them and all that they went through. Losing the man that they believed was their father, and then losing the only lives they'd known. I don't think that they would do something like this."
- **Did you try to stay friends with them?**
"No. Unfortunately, although I did feel sorry for them, I could not associate with them as they were beneath me."
- **What do you mean that they were beneath you?**

“They are not of noble birth. There is a rule within the noble circles that in order to maintain one’s standing fraternization with the common folk should be avoided.”

- **Aren’t you fraternizing with us right now?**
“You are in the employ of High Lady Mour, so your situation is different. I’m hoping that you’re good at what you do and can solve this situation for us. It’s dreadful to think that you’re not safe in your own city.”
- **We heard that you were poisoned?**
“The cleric of Hyperion that healed me did say that I was poisoned although he couldn’t figure out how.”
- **If the PCs should show him the poem**
“It seems as if Delarus and Jedira might be responsible for this after all. How barbaric. When you catch them make sure that they suffer as they’ve made the nobles suffer.”
- **What can you tell us about Delarus and Jedira Eisner?**
“Delarus and I were close friends up until two years ago. We used to do everything together until that time.”
- **What happened that changed things?**
“Their deception was uncovered. It was proven that they were not noble children. Their parents were not nobles. Everything that we knew about them was a lie. That fact was brought home at Jedira’s coming out party. It ruined the party, since no one was in the mood for partying after that.”
- **Is there any other information you can give us about Delarus and Jedira Eisner?**
“Why don’t you check with the Diamond Legion?”

Encounter 4a: Something
Wicked This Way Comes
(floating encounter)

Once the PCs have been to at least two of the Noble houses to gather information, they will be set upon by a band of thugs hired to impede their investigation.

If the battle is going well for the PCs the Diamond Legion will show up once the PCs have dispatched the thugs.

If the PCs appear to be having difficulty with the thugs the Diamond Legion will show up after 2 rounds.

In either case the Legionnaires responding will apologize for the delay but they had to deal with some unruly individuals first.

Note that the number of thugs present depends on the ATL of the party.

ATL 2

☛ **Brack, male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield; touch AC 11, ff 17); Atks +5 melee (1d8+3, longsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb –2, Handle Animal +1, Jump –2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Charf, male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +4 melee (2d4+3, spiked chain), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb –2, Handle Animal +1, Jump –2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Exotic Weapon Proficiency (spiked chain)

Equipment: chainmail armor, dagger, spiked chain, shortbow

ATL 3

ATL 2 foes plus the following:

☛ **Defrack, male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +5 melee (2d6+3, greatsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (greatsword)
Equipment: chainmail armor, dagger, greatsword, shortbow

☛ **Elmo, male human fighter 1:** Medium humanoid; HD 1d10+3; hp 13; Init +5; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield; touch AC 11, ff 17); Atks +5 melee (1d6+3, short sword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Improved Initiative, Weapon Focus (short sword)
Equipment: chainmail armor, large steel shield, dagger, short sword, shortbow

ATL 5

☛ **Brack, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d8+3, longsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)
Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Charf, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +6 melee (2d4+3, spiked chain), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Exotic weapon Proficiency (spiked chain)
Equipment: chainmail armor, dagger, spiked chain, shortbow

☛ **Defrack, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +6 melee (2d6+3, greatsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (greatsword)
Equipment: chainmail armor, dagger, greatsword, shortbow

☛ **Elmo, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d6+3, short sword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.
Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)
Equipment: chainmail armor, large steel shield, dagger, short sword, shortbow

ATL 7

☛ **Brack, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield;

touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Charf, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +7 melee (2d4+3, spiked chain), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Exotic Weapon Proficiency (spiked chain)

Equipment: chainmail armor, dagger, spiked chain, shortbow

☛ **Defrack, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +7 melee (2d6+3, greatsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (greatsword)

Equipment: chainmail armor, dagger, greatsword, shortbow

☛ **Elmo, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 15, ff 15); Atks +7 melee (1d6+3, short sword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, short sword, shortbow

ATL 9

☛ **Brack, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 70; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Charf, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 70; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +7 melee (2d4+3, spiked chain), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Exotic Weapon Proficiency (spiked chain)

Equipment: chainmail armor, dagger, spiked chain, shortbow

☛ **Defrack, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 70; Init +1; Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail armor; touch AC 11, ff 15); Atks +7 melee (2d6+3, greatsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, greatsword, shortbow

☛ **Elmo, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 70; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d6+3, short sword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, short sword, shortbow

Once the combat is over the PCs can learn the following information from the thugs, either by speaking with them while alive, or via *Speak with Dead*:

➤ **Who are you?** *“The people that were supposed to kill you.”*

If the PCs press them further, please use appropriate name from above, depending on who they talk to.

➤ **Why were you trying to kill us?** *“You’re nosing into business that doesn’t concern you.”*

➤ **Who hired you to kill us?** *“Don’t know, don’t care. The money was good.”*

➤ **How much were you paid?** *“100 gold pieces at our hiring, and another 100 gold pieces to be paid after your deaths.”*

➤ **Describe your employers?** *“They were regular people and they had regular money.”*

➤ **How were you going to get the rest of your money?**

“We were supposed to bring your dead bodies to Elgin’s Meats, a butcher shop in the port district where they would be disposed of.”

“You may think that you’ve won, but this isn’t over. No jail in Amthydor will hold us. The members of the diamond legion on our payroll will see to that. I’ve always said that you can bend the law to suit your needs.”

A successful Intimidate check (DC 10 + ATL) will get the following information:

“A man in a white uniform hired us. He had a woman about his age and two others with him, a man and a woman. The second man and woman were considerably younger than the first set, almost as if they were their children.”

Encounter 4b: Diamond Legion

Here We Come!

Once the villains have been dealt with, it is possible that the PCs might decide to head back to the Diamond Legion HQ to gain further information.

If they do they will again be escorted in to see Sergeant Gyrsan. The sergeant will ask them if they have learned anything.

If the PCs relate what they have learned, and ask for any information on Delarus and Jedira the sergeant will move to a filing cabinet and rummage through some drawers before locating a file on the “Eisners.”

He will then allow the PCs to view the contents of the file. Please give the PCs Player Handout 2.

If the PCs should ask about Officer Edinai Louchina, they can learn the following information:

- He is extremely dedicated to his job.
- He always arrives early and is willing to work late.
- He has an exemplary record. He’s been a member of the Diamond Legion for over 5 years with no complaints.

- He has received numerous citations for bravery.
- He has never applied for promotion, preferring to remain a field officer.

➤ **Don't you think it's a little odd that he found all of the victims?**

"It is somewhat strange how he always managed to be in the right place at the right time."

Encounter 5: Fresh Meat

The party travels to the Port District location of Elgen's meats. The store is an average looking store in the Port district. As the PCs get closer to the store they will two men dressed in white uniforms inside the store. The two men are having a discussion, and one of them is holding a sharp looking knife with a full blade.

If the PCs take the time to listen to the conversation, with a successful DC 10 + ATL Listen check they will hear the following:

"I think we should leave now"

"We're staying until the boss says it's okay to leave"

"He'll get away and we'll be the ones in trouble"

"We haven't done anything wrong"

"What do you mean we haven't done anything wrong?" Poisoning people isn't something that's looked upon very kindly, especially in someplace like this"

"No one's been seriously injured"

"And you think that makes it right?"

"Are you suddenly developing a conscience?"

The two men will not fight the PCs and will surrender to them if the PCs ask, unless the PCs attack them. In that case they will only attack to subdue the PCs and will flee at the first opportunity. Their stats are included here just in case the PCs decide to attack them.

All ATLS

Targen, male human Ftr1: Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 30 ft.; AC 11 (+1 Dex.; touch AC 11, ff 10); Atks +4 melee (1d4+3, dagger); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword).

Zuras, male human Ftr1: Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 30 ft.; AC 11 (+1 Dex.; touch AC 11, ff 10); Atks +4 melee (1d4+3, dagger); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword).

The PCs will be able to get the following information from the men:

➤ **What are your names?**

"Targen and Zuras."

➤ **Who do you work for?**

"Elgen, Jedira, Delarus and Calliope."

➤ **Where can we find them?**

"They are at the Eisner estate taking care of some unfinished business."

➤ **What sort of unfinished business?**

They are visiting with Kaerina Eisner to deliver retribution.

➤ **What have you been doing?**

"Poisoning the nobles, and then attacking them to mask the poisonings. Just like with regular people the way to a noble is through their stomach, so we put the poison into all of the meats delivered to the nobles even those that weren't purchased here."

➤ **Please describe the poison?**

“The poison was specially designed to weaken a person considerably. It drained them of all strength, as well as paralyzing them so that they couldn’t move. It was brilliant as far as poisons go. The onset of the poison is two days so the affected person would be walking around with the poison in their system during that time.”

➤ **Is there an antidote?**

“Yes. The antidote was also delivered to the nobles via the meat that they ate. Care was taken that the antidote was not given to those that were attacked until after they were ‘rescued’.”

➤ **How come only certain houses were attacked?**

“We haven’t poisoned all of the noble families. We’ve concentrated on the houses that had children who were friends of Delarus and Jedira Eisner.”

➤ **Why did you decide to go along with this?**

“Elgen pays well, and besides those stuck up nobles asked for this. It’s too bad that we couldn’t take all of the nobles down a peg. They think they’re better than everyone else, but they’re not. The noble families are too snooty for their own good.”

➤ **You do realize that what you did was against the law?**

“Of course, but it doesn’t matter. Elgen says that he owns the Diamond Legion, so we won’t have anything to worry about.”

➤ **What do you mean by that?**

“Several prominent members of the Diamond Legion are on Elgen’s payroll. He pays them well so they make sure that whatever he does is overlooked.”

➤ **You don’t expect us to take this seriously, do you? / What proof do you have?**

“Let me put it in terms that you can understand. Elgen and the others wished the nobles to pay for what they had put Delarus, Jedira and Calliope. Delarus and Jedira

didn’t want anyone killed, so they made a compromise. Elgen alerted his “Diamond Legionnaires” when he was about to attack a noble, and they made sure that someone was there to prevent the noble from dying. Didn’t you think that with the number of Diamond Legion members in the city it was a little suspicious that the same legionnaire always managed to find the victims?”

➤ **What are the names of the dirty Diamond Legion members?**

“What makes you think that we should know? If you want answers talk to Elgen. I do recall Elgen mentioning that one of them was a captain.”

The PCs will need to figure out what they are going to do with these guys. They can take them with them to the Eisner estate, call the Diamond Legion, or take them to the Diamond Legion office.

If the PCs do a Sense Motive on these individuals all of their statements will detect as truthful, as this is what they were told and they believe it to be true.

Encounter 6: Ding Dong, The Witch Is Dead

When the PCs arrive at the Eisner estate they will discover that the house’s guards are lying unconscious on the ground. If they stop and do a Heal check on the guards, DC 5 will reveal that the guards have been poisoned, but that they are stable.

They will notice that the door to the estate is open. When the PCs enter the estate they will hear a scream coming from the back room of the estate. As the PCs race towards the room, and enter it they will hear the following:

“You ruined our lives. We loved you and you treated us like dirt!” a female voice shouts

“You aren’t nobles. The truth needed to be told!” shouts a second female voice, older than the first.

“Whose truth? Yours?” a third female voice bellows.

“I stand behind everything I did. My reasoning is sound. You are nothing more than common trash” the second female voice retorts

“If I’d have known what you were planning, I would never have accompanied you to the party” a male voice says.

Entering the room the PCs will find nine people in here. A well dressed woman is being pummeled by four men, while two men and two women appear to be gleefully enjoying the show.

As the PCs enter the room, all heads will turn towards them and Elgen will toss Kaerina’s journal (Player Handout 3) at the PCs. He tells them to read the journal before they involve themselves in this battle. Now would be a good time to ask for intentions and initiatives from the PCs.

The four “spectators” are not tiered and will not join the fray. If the PCs attack them, they will attempt to flee. If that is impossible, then they will fight. While their minions will fight to the death, these four individuals will fight until they are able to flee. Given the chance to finish off a PC or flee, **they will flee.**

Note that the number of ruffians present depends on the ATL of the party.

ATL 2

☛ **Hilthas, female human Rog1:** Medium humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Inalus, female human Rog1:** Medium

humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

ATL 3

☛ **Hilthas, female human Rog1:** Medium humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Inalus, female human Rog1:** Medium humanoid; HD 1d6+3; hp 9; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +0 melee (1d6, sap), +0 melee (1d4, dagger), +0 melee (1d6, shortsword) or +3 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +5, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Jispus male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield;

touch AC 11, ff 17); Atks +5 melee (1d8+3, longsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Krixt, male human Ftr1:** Medium humanoid; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +5 melee (1d8+3, longsword), +4 melee (1d4+3, dagger), +3 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -2, Handle Animal +1, Jump -2, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 5

☛ **Hilthas, female human Rog2:** Medium humanoid; HD 2d6+6; hp 18; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +1 melee (1d6, sap), +1 melee (1d4, dagger), +1 melee (1d6, shortsword) or +4 ranged (1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +6, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +6, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Inalus, female human Rog2:** Medium humanoid; HD 2d6+6; hp 18; Init +3; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +1 melee (1d6, sap), +1 melee (1d4, dagger), +1 melee (1d6, shortsword) or +4 ranged

(1d6, shortbow); SA sneak attack +1d6, SQ Nil; AL NE; SV Fort +3, Ref +6, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +6, Hide +8, Listen +6, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Jispus, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d8+3, longsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Krixt, male human Ftr2:** Medium humanoid; HD 2d10+6; hp 26; Init +1; Spd 20 ft.(chainmail armor); AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +6 melee (1d8+3, longsword), +5 melee (1d4+3, dagger), +4 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +5, Ref +1, Will +3; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +2, Ride +5; Blindfight, Endurance, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 7

☛ **Hilthas, female human Rog3:** Medium humanoid; HD 3d6+9; hp 27; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +2 melee (1d6, sap), +2 melee (1d4, dagger), +2 melee (1d6, shortsword) or +5 ranged (1d6, shortbow); SA sneak attack +2d6, evasion, SQ Nil; AL NE; SV Fort +4, Ref +6, Will +0; Str

10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +7, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Pick Pocket +9, Search +7, Spot +6, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Inalus, female human Rog3:** Medium humanoid; HD 3d6+9; hp 27; Init +7; Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor; touch AC 13, ff 12); Atks +2 melee (1d6, sap), +2 melee (1d4, dagger), +2 melee (1d6, shortsword) or +5 ranged (1d6, shortbow); SA sneak attack +2d6, evasion, SQ Nil; AL NE; SV Fort +4, Ref +6, Will +0; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +7, Hide +9, Listen +7, Move Silently +9, Open Lock +9, Pick Pocket +9, Search +7, Spot +6, Tumble +9, Use Rope +9; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Jispus, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Krixt, male human Ftr3:** Medium humanoid; HD 3d10+9; hp 39; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +7 melee (1d8+3, longsword), +6 melee (1d4+3, dagger), +5 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb -1, Handle Animal +2, Jump -1, Profession (Weaponsmith) +3, Ride +6;

Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

ATL 9

☛ **Hilthas, female human Rog5:** Medium humanoid; HD 5d6+9; hp 39; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor; touch AC 14, ff 12); Atks +3 melee (1d6, sap), +3 melee (1d4, dagger), +3 melee (1d6, shortsword) or +7 ranged (1d6, shortbow); SA sneak attack +3d6, trap finding, evasion, trap sense +1, uncanny dodge, SQ Nil; AL NE; SV Fort +5, Ref +8, Will +0; Str 10, Dex 18, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +8, Hide +12 Listen +7, Move Silently +12, Open Lock +12, Pick Pocket +12, Search +7, Spot +7, Tumble +12, Use Rope +12; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Inalus, female human Rog5:** Medium humanoid; HD 5d6+9; hp 39; Init +8; Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor; touch AC 14, ff 12); Atks +3 melee (1d6, sap), +3 melee (1d4, dagger), +3 melee (1d6, shortsword) or +7 ranged (1d6, shortbow); SA sneak attack +3d6, trap finding, evasion, trap sense +1, uncanny dodge, SQ Nil; AL NE; SV Fort +5, Ref +8, Will +0; Str 10, Dex 18, Con 16, Int 13, Wis 8, Cha 12.

Skills and Feats: Forgery +8, Hide +12 Listen +7, Move Silently +12, Open Lock +12, Pick Pocket +12, Search +7, Spot +7, Tumble +12, Use Rope +12; Dodge, Improved Initiative, Mobility

Equipment: leather armor, sap, dagger, shortsword, shortbow

☛ **Jispus, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 65; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +9 melee (1d8+3, longsword), +8 melee (1d4+3, dagger), +6 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7;

Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

☛ **Krixt, male human Ftr5:** Medium humanoid; HD 5d10+20; hp 65; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor +2 large steel shield; touch AC 11, ff 17); Atks +9 melee (1d8+3, longsword), +8 melee (1d4+3, dagger), +6 ranged (1d6, shortbow); SA Nil, SQ Nil; AL CE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +1, Handle Animal +3, Jump +1, Profession (Weaponsmith) +3, Ride +7; Blindfight, Endurance, Great Fortitude, Iron Will, Weapon Focus (Longsword)

Equipment: chainmail armor, large steel shield, dagger, longsword, shortbow

Non Tiered

☛ **Jedira, female human Rog8:** Medium humanoid; HD 8d6; hp 36; Init +9; Spd 30 ft.; AC 22 (+5 Dex., +4 ring of protection, Bracers of Armor +3; touch AC 19, ff 17); Atks +13/+8 melee (1d4, dagger), or +11/+6 ranged (1d8, longbow); SA sneak attack +4d6, evasion, Trapfinding, Trap Sense +2, Uncanny Dodge, Improved Uncanny Dodge; SQ Nil; AL NE; SV Fort +2, Ref +11, Will +2; Str 10, Dex 20, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Disable Deceive +11, Escape Artist +16, Intimidate +14, Knowledge (local) +11, Open Lock +16, Sleight of Hand +16, Tumble +16, Use Magic Device +14, Use Rope +16; Dodge, Improved Initiative, Mobility, Spring Attack

Equipment: ring of protection +4, bracers of armor +3, dagger, longbow

☛ **Delarus, male human Ftr8:** Medium humanoid; HD 8d10+8; hp 75; Init +1; Spd 20 ft.; AC 23 (+1 Dex, +10 full plate armor +2, +2 large steel shield; touch AC 11, ff 22); Atks +14/+9 melee (1d8+7, longsword), +10/+5 ranged (1d8, longbow); SA Nil, SQ Nil; AL CE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 12, Int 12, Wis 10, Cha 16.

Skills and Feats: Climb +8, Intimidate +14, Jump +8, Ride +12; Improved Critical (Longsword), Point Blank Shot, Far Shot, Precise Shot, Power Attack, Cleave, Great Cleave, Weapon Focus (Longsword) Weapon Specialization (Longsword)

Equipment: full plate armor +2, large steel shield, dagger, shortsword, shortbow

☛ **Elgen, male human Rgr7:** Medium humanoid; HD 7d8+14; hp 55; Init +2; Spd 30 ft.; AC 22 (+2 Dex, +8 leather armor +3, +2 large steel shield, ring of protection +3; touch AC 17, ff 20); Atks +10/+5 melee (1d6+2, Shortsword), +9/+4 melee (1d4+2, dagger), +9/+4 ranged (1d8, Longbow); SA Track, Wild Empathy, Two Weapon Fighting, Endurance, Animal Companion Spell use, Improved Two Weapon Fighting, Woodland Stride, SQ Nil; AL CE; SV Fort +7, Ref +7, Will +4; Str 14, Dex 15, Con 14, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb -1, Handle Animal +12, Move Silently +9, Ride +14, Survival +12, Swim +10; Power Attack, Cleave, Improved Two Weapon Fighting, Two Weapon Defense Weapon Focus (Shortsword)

Spells: speak with animals

Equipment: chainmail armor, large steel shield, dagger, shortsword, longbow

☛ **Calliope, female human Sor7:** Medium humanoid; HD 7d4+7; hp 25; Init +1; Spd 30 ft.; AC 21 (+2 Dex, bracers of armor +4, +2 ring of protection, amulet of natural armor +3; touch AC 21, ff 19); Atks +3 melee (1d6, quarterstaff), +3 melee (1d4, dagger), +5 ranged (1d4, dagger); SA Spells, SQ Nil; AL CE; SV Fort +3, Ref +4, Will +5; Str 11, Dex 14, Con 12, Int 14, Wis 10, Cha 18.

Skills and Feats: Bluff+14, Concentration +11, Knowledge (arcana)+12, Profession (apothecary) Spellcraft +14; Spell Focus (enchantment), Greater Spell focus Enchantment, Brew potion, craft wondrous item

Spells: DC 14 (16 for enchantment, denoted by *) + spell level, spells per day 6/7/7/5;

0 lvl: acid splash, daze*, ghost sound, mending, prestidigitation, ray of frost, read magic

1st lvl: charm person, color spray, magic

missile, ray of enfeeblement, protection from good
2nd: *bull strength, cat's grace, touch of idiocy**

3rd: *fireball, hold person**

Equipment: robes, bracers of armor +4, ring of protection +2, amulet of natural armor +3, dagger, quarterstaff

If the PCs attempt to reason with them, Delarus and Jedira will speak for the group, and they will be willing to talk to the PCs as long as the PCs aren't planning on moving up menacingly while doing so.

The PCs can get the following information from Delarus and Jedira:

- They know that they were wrong for what they did, but they didn't see any other alternative.
- They made sure not to kill anyone, because even though the nobles didn't care about them, they cared about the nobles, especially those that they used to call friends.
- They need to make sure that their Aunt Kaerina pays for what she's done. (they have her journal detailing her actions)
- They plan to leave Amthydor, to make a fresh start else where.
- They do not wish to surrender (but a successful Diplomacy check DC 15 + ATL will persuade them to do so, DC 10 + ATL if the party agrees to speak on their behalf)
- They truly are sorry for what they did
- While they wished their friends to suffer for forsaking them, they did not wish any of them to die.

Note: If the PCs defeat Delarus, Jedira, Elgen and Calliope they will not be able to keep the items that they used as all of them are stolen and were provided by officer Louchina.

Conclusion A:

Lady Eisner is killed and Delarus, Jedira, Calliope, and Elgen escape

As the last villain is defeated members of the Diamond Legion quickly enter the scene. You eye the Diamond legion members somewhat suspiciously as you wonder whether the statements made to you by Elgen's employees are true or not. The Diamond Legion members quickly assume command of the situation and start rounding the villains up, while at the same time making sure that anyone in need of healing receives it. You can't help but notice the level of professionalism and diligence that the legionnaires are exhibiting. Although the Diamond Legion members take your statements and thank you for your assistance, you can't help but wonder if things might have been different if you had reacted just a little bit faster.

While you're glad that you were able to deal with the situation this time, you wonder if you've seen the last of Delarus, Jedira, and their parents. Hopefully they will keep their word and leave Amthydor and its inhabitants alone. You do wonder what their lives would have been worth, were it not for the machinations of the Aunt Kaerina.

The comments made by Zuras and Targen also weigh heavily on your minds. Were Targen and Zuras telling the truth? Is there corruption among the members of the Diamond Legion? Can the Diamond Legion be trusted? If the Diamond Legion is corrupt, who will protect the citizens of Amthydor?

You are summoned to the Diamond Legion office by Sergeant Gyrsan. Sergeant Gyrsan thanks you for helping to stop this situation. He informs you that it's a sad day for the city when a member of a noble family dies, although in this case he wonders how much more her family would've suffered if Lady Eisner had gone to trial on these charges. He does wish that Delarus, Jedira, Calliope and Elgen could've been captured as well, to finally put an end to these attacks. While telling you that he does hope that Delarus, Jedira, Calliope and Elgen keep their word, he says that he will keep his men on the lookout for them, as a precaution.

The sergeant pauses, and then tells you that he's heard rumors of corruption within the Legion. He wants you to know that those rumors are being thoroughly investigated, and if substantiated will merit swift justice for those individuals who have sullied the Legion's good name.

THUS ENDS "COOKING GOOD"

Conclusion B

Lady Eisner is saved but Delarus, Jedira, Calliope, and Elgen escape

As the last villain is defeated members of the Diamond Legion quickly enter the scene. You eye the Diamond legion members somewhat suspiciously as you wonder whether the statements made to you by Elgen's employees are true or not. The Diamond Legion members quickly assume command of the situation and start rounding the villains up, while at the same time making sure that anyone in need of healing receives it. You can't help but notice the level of professionalism and diligence that the legionnaires are exhibiting. Diamond Legion members take your statements as well as those of Lady Eisner, who proclaims you heroes for saving her life. The legionnaires thank you for your actions in preventing a bad situation from getting worse.

While you're glad that you were able to deal with the situation this time, you wonder if you've seen the last of Delarus, Jedira, and the parents. Hopefully they will keep their word and leave Amthydor and its inhabitants alone. You do wonder what their lives would have been worth, were it not for the machinations of the Aunt Kaerina.

The comments made by Zuras and Targen also weigh heavily on your minds. Were Targen and Zuras telling the truth? Is there corruption among the members of the Diamond Legion? Can the Diamond Legion be trusted? If the

Diamond Legion is corrupt, who will protect the citizens of Amthydor?

You are summoned to the Diamond Legion office by Sergeant Gyrsan. Sergeant Gyrsan thanks you for helping to stop this situation. He informs you that Lady Eisner has been charged with the murder of her brother Algernon, and that she is in jail awaiting trial. He does wish that Delarus, Jedira, Calliope and Elgen could've been captured as well, to finally put an end to these attacks. While telling you that he does hope that Delarus, Jedira, Calliope and Elgen keep their word, he will keep his men on the lookout for them, as a precaution.

The sergeant pauses, and then tells you that he's heard rumors of corruption within the legion. He wants you to know that those rumors are being thoroughly investigated, and if substantiated will merit swift justice for those individuals who have sullied the Legion's good name.

THUS ENDS "COOKING GOOD"

Conclusion C

Lady Eisner is saved and Delarus, Jedira, Calliope, and Elgen are in custody

As the conflict is dealt with members of the Diamond Legion quickly enter the scene. You eye the Diamond legion members somewhat suspiciously as you wonder whether the statements made to you by Elgen's employees are true or not. The Diamond Legion members quickly assume command of the situation and start rounding the villains up, while at the same time making sure that anyone in need of healing receives it. You can't help but notice the level of professionalism and diligence that the legionnaires are exhibiting. The Diamond

Legion members take your statements and thank you for your assistance in preventing this situation from getting out of control.

While you're glad that you were able to deal with the situation this time, you wonder what will become of Delarus, Jedira, and their parents. While it's true that they did break the law, they acted out of emotion because of the wrongs done to them. You do wonder what their lives would have been worth, were it not for the machinations of the Aunt Kaerina.

The comments made by Zuras and Targen also weigh heavily on your minds. Were Targen and Zuras telling the truth? Is there corruption among the members of the Diamond Legion? Can the Diamond Legion be trusted? If the Diamond Legion is corrupt, who will protect the citizens of Amthydor?

You are summoned to the Diamond Legion office by Sergeant Gyrsan. Sergeant Gyrsan thanks you for helping to stop this situation. He informs you that Lady Eisner has been charged with the murder of her brother Algernon, and that she is in jail awaiting trial. Delarus, Jedira, Calliope and Elgen are also in jail awaiting trial for the assaults on the nobles. The young nobles that were attacked have informed me that while they do not consider them their friends they will ask the courts for leniency in this case as Delarus and Jedira and their family have suffered enough. The Eisner family has hired the best lawyer available to defend them.

The sergeant pauses, and then tells you that he's heard rumors of corruption within the legion. He wants you to know that those rumors are being thoroughly investigated, and if substantiated will merit swift justice for those individuals who have sullied the Legion's good name.

THUS ENDS "COOKING GOOD"

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Introduction A

Saving Lady Mour: 50 XP

Encounter 1

Asking appropriate questions and gaining at least half the info from Lady Mour: 25 XP

or

Asking appropriate questions and gaining $\frac{3}{4}$ to all of the info from Lady Mour: 50 XP

Not haggling over payment: 25 XP

Encounter 2

Gaining the majority of the info from Sgt Gyrsam: 50 XP

Promising to keep Sgt. Gyrsam informed about what they've learned and doing so: 50 XP

Encounter 3

Get information from the nobles: 25 XP per noble house (100 XP max)

Figuring out that officer Loucchina was involved in all of the attacks: 25 XP

Encounter 4

Defeating the villains: 50 XP

Returning to the Diamond Legion with info: 25 XP

Note: that they can't get both the xp for this and the XP in Encounter 2 for keeping the Legion informed.

Encounter 5

Not fighting the villains at the butchers: 25 XP

Getting info from the villains: 25 XP

Encounter 6

Saving Kaerina Eisner: 100 XP

Capturing the villains: 100 XP

Getting Delarus and Jedira to surrender:	100 XP
or	
Capturing Delarus and Jedira	50 XP
Discretionary Roleplaying Award	Up to 100 XP
Total Possible Experience:	900 XP

Treasure Summary

Intro A (total cash from mundane item sales)

ATL 2: 129.5 gp

ATL 3, 5: 259 gp

ATL 7, 9: 362 gp

Encounter 4 (total cash from mundane item sales)

ATL 2: 214 gp

ATL 3+: 432 gp

Encounter 6 (total cash from mundane item sales)

ATL 2: 53 gp

ATL 3+: 259 gp

Conclusion

- 200 gp each from Lady Mour
- 200 gp each additional from Lady Mour if they capture Delarus, Jedira and their parents or convince them to turn themselves in.
- **Favor of Sgt. Gyrsan (1 per PC):** Your actions in dealing with this situation have impressed Sgt. Gyrsan. He is willing to recommend you for membership in the Diamond Legion. He is well respected within the Diamond Legion, and the mention of his name will convey a +2 circumstance bonus to gather information and diplomacy checks involving the Diamond Legion.
- **Favor of the Noble Houses (1 per PC):** Your help in stopping the attacks against the noble houses has impressed them. This favor will convey a +2 circumstance bonus to Gather Information and Diplomacy checks involving

the noble families of Amthydor. This bonus is good for 365 TU with regard to House Mour, and 180 TU for all other noble houses, starting from the date marked below.

If the PCs also managed to capture/defeat, Delarus, Jedira and their parents or get them to turn themselves in they will get the following from the nobles as well:

The nobles of the city have arranged for you to get a magic item or enhancement at half of the usual cost. The item must have a total value of 8,000 gp or less before the discount. Reference the lists in the LSJ Mystical Marketplace document to see what items can be purchased. This part of the favor is usable only once; check the box below when it is used and note the item name and value.

Player Handout 1

The actions of the past
Motivate us to do what's right
Achieving justice at last
The end is almost in sight

The sins that were committed against us
Caused us pain that can't be denied
The people that turned against us
Will suffer until we're vilified

Children are the future of the city
Whether noble born or common folk
Indignities heaped upon children only foster pity
Society needs to learn it's no joke

Nineteen noble houses all ripe for the taking
Five noble houses have all been attacked
Aunt Kaerina caused this, we hope she's quaking
Until it's time for her to be whacked

They say that time heals all wounds
But those who say it are just buffoons
We've been wronged they know its true
Its payback time until they're battered and blue

The city's nobles are callous as can be
At least this can say I brought this on me
The apple doesn't fall far from the tree
The turmoils they face give us such glee

Five have paid the price
For past infractions
That they've only begged twice
Gives us immense satisfaction

Erkias, Bailey, Grimm, Hanith and Kailin
The Diamond Legion, their blood is trailin
The other noble houses had best beware
We're only trying to do what's fair

The time has come to end this all
And the most wicked of you will surely fall
She has caused all this to pass
And justice will be done at last

Player Handout 2

Perpetrators: Delarus and Jedira "Eisner"

Complainant: Kaerina Eisner

Charge: Impersonation of a Noble

Complaint: Kaerina Eisner alleged that the children known as Delarus and Jedira Eisner, the children of the late Algernon Eisner were frauds. They were the result of a relationship that their mother Calliope had with a man named Elgen. Calliope and Elgen broke up and then Calliope passed the children off as Algernon's, hoping to secure some of the Eisner fortune for herself and her children.

Defense: Calliope claimed the Algernon knew about the twin's paternity and accepted it. Unfortunately her claim was unable to be corroborated as Algernon was dead and attempts to speak with him were unsuccessful.

Facts: It was determined that Delarus and Jedira Eisner long believed to be the children of Algernon Eisner, were in actuality not his children. They were the children of Calliope Eisner and a gentleman named Elgen.

Disposition: As Algernon was deceased and attempts to communicate with him failed, the charge of fraud was unable to be disputed. There was no indication that the twins knew of this, and their mother did not seem to be the type of individual to perpetrate a hoax like this, so the officer in charge had Delarus, Calliope, Jedira and Elgen escorted into the port district of the city whereupon they were told never to set foot in the Noble District or they would be arrested..

Officer In Charge. Sergeant Carthusk

Note: Delarus and Jedira did threaten revenge upon their aunt Kaerina, and extra security was afforded her, but as nothing came of the threat and the manpower was needed elsewhere the threat was eventually deemed unfounded.

Player Handout 3

Excerpt from Kaerina Eisner's diary

I am so glad that my "late" brother Algernon was such trusting a fool. If he weren't, I wouldn't have had the opportunity to correct the mistake he made. When he told me that Delarus and Jedira were not his real children I pretended to understand. I knew that I would need to find some way to neutralize this situation. There was no way that I was going to let children not of noble birth, benefit from my family's name and money. Algernon told me that since he told me the news about the children, he was going to tell the rest of the family. I couldn't let that happen. I did some research with clerics of oblivion and they helped see the proper course of action. According to the clerics the "disease" that we were introducing into his system would be fast acting and fatal. Best of all there would be no chance of Algernon's surviving it as there was no cure for the disease as it was part disease, and part poison. The cleric said that the "disease" was a gift from Oblivion, and that I should use it well. I told him that he didn't have to worry about that.

Taking care of Algernon was child's play, and once that was done I set about plotting how to best deal with my dear "niece and nephew" as well as their mother. I needed to make sure that it was something humiliating and excruciatingly painful. I consulted with the cleric of Oblivion again and asked if he could let me know who the children's father was. Imagine my delight when not only was the cleric able to do so, but he informed me that Elgen was right here in Amthydor. All I needed to do was to wait for the proper time, and the day of Algernon's funeral was perfect as that night was Jedira's coming out party. It was absolutely delicious to humiliate them on this day, in front of their "peers", especially since they were still reeling from burying Algernon that morning.

The look on their faces was priceless when they were exposed for the frauds that they are. They swore revenge on me, but there's nothing those losers can do to me. I've got the full backing of the Amthydoran courts while they as commoners have nothing. At least now I don't have to worry about either of them getting their hands on Eisner family money.

Critical Event Summary: Cooking Good

Please answer the following questions and return this sheet to the event coordinator.

1. What was Jedira's status at the end of the module? (Circle all that apply)

Dead In Custody Injured Escaped Other

2. What was Delarus' status at the end of the module? (Circle all that apply)

Dead In Custody Injured Escaped Other

3. What was Calliope's status at the end of the module? (Circle all that apply)

Dead In Custody Injured Escaped Other

4. What was Elgen's status at the end of the module? (Circle all that apply)

Dead In Custody Injured Escaped Other

5. How did the heroes treat the city's nobles? (Circle whichever applies)

Respectful Disrespectful With contempt

6. Did the heroes save Kaerina Eisner? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

7. What did the heroes do with Kaerina's diary? (Circle whichever applies)

Keep it Give to the Diamond Legion Burn it

8. Who did the PCs talk to about the suspected corruption in the Diamond Legion? (Circle which ever applies)

Captain Vestra Sgt Gyrsan Lord Grimm Other (please list who and describe conversation on the other side of this paper)

10. Note any other important information on the back of this form (PC arrests, etc.).

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

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



Roster of Heroes: Cooking Good

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

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