



# All Broke Up

(Elemental Fragments - Part 1)

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

A journey to reunite mystical pottery shards begins in Amthydor. Of possible interest to followers of the elemental deities. This module is not playable by PCs of noble House Reilly. For heroes of levels 1 to 11.

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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 GM Empowerment Clause

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

If the party is having trouble dealing with 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**

Lord Alan Cauderwaller is researching a pottery jar relic that was broken into four pieces. The unique thing about this relic is it appears to have elemental aspects. He has not yet determined the historical significance of the pottery piece.

He does own one of the four pieces of the pottery jar. Through networking channels and research, he has determined the locations of two other portions of the jar. One is located in the underground ruins of Lohmlohron, and the opposing noble House Reilly owns another piece.

Introduction: The PCs are brought together with Lord Alan Cauderwaller through the Fraternity of Venturers. Here they are offered the mission to recover two pottery pieces for House Cauderwaller.

Encounter 1: Isavetta Ritestar, a desert elf, is a follower of Zara that seeks the two pottery pieces that the PCs have been hired to retrieve, for her own purposes. She approaches the PCs and offers them gold in return for the two pottery pieces.

Encounter 2: This encounter details the gathering of information by the PCs.

Encounter 3: Just before leaving the city of Amthydor (likely in route to Lohmlohron), the PCs are approached by Herald, a Mouthpiece of Karios, who believes that uniting the four elemental pottery pieces will cause the world to become a ball of flame and sand. He pleads with the PCs to stop their search for the two pottery pieces they have been hired to retrieve.

Encounter 4: House Reilly has one pottery piece. PCs may interact with House Reilly, specifically Eilish, to secure one of the two currently sought after pottery pieces.

Encounter 5: Arriving at Lohmlohron, the PCs are greeted by its guardian, an ancient dwarven hermit. Successfully proving their worthiness to enter the sacred ruins of Lohmlohron, allows the PCs access

to Lohmlohron without harm, but failure results in the PCs either having to abandon their quest for the one pottery piece resting inside or fight the ruin's other guardians to proceed onward.

Encounter 6: Two halfling rogues, disguised as children, attempt to pickpocket the two pottery pieces from the PCs and quickly make a getaway. They have been sent by Isavetta if the players have rebuffed her. If they are providing the pieces to Isavetta, they have been sent by followers of Karios.

Conclusion: This wraps up the disposition of the pottery pieces.

### **IMPORTANT NOTES BEFORE STARTING THIS ADVENTURE:**

1. The adventure is non-linear. Please read the adventure in its entirety prior to running the event.
2. Because of the non-linear fashion of this event, all eventualities are unable to be accommodated by the authors. Please be sure to allow for role-play. Players should be encouraged to chat with NPCs or visit places within Amthydor from prior events and should be rewarded for such actions.
3. Knowledge-based skills are of importance to enhance the player characters' knowledge. Please determine what Knowledge skills each player has and at what skill modifier.
4. Religion: Followers of the elemental-based deities (Aurelian, Cyrene, Lohm, and Zara) may alter the play of the episode. Please be familiar with players at your table who are followers, paladins, clerics or druids of these deities.
5. There are a number of GM Aids attached to the appendix area of this event. If you are unable to find the specific information, be sure to check within the GM Aids.

## Introduction

*Just inside the greeting room of the Fraternity of Venturers, you can scan the street outside through an open window. The rain falls in buckets today, but that does not stop young rambunctious children from playing outdoors. Six boys stomp around large puddles that have gathered outside the Fraternity of Venturers office. The soaking rain and splashed mud seem to have no affect on their cheerfulness as they sing:*

*"Pitter patter, what's the matter?*

*Rain and play don't mix*

*Don't tell our Moms or we are in a fix!*

*Pitter patter, what's the matter?*

*Here she comes! We better run!"*

*With that the children scamper away and your attention turns to several other individuals in the greeting room.*

This is the time for character descriptions and introductions. Once completed, continue with the following boxed text.

*The receptionist motions to your group, "Mr. Dadderhoff will see you now." She points to a small hallway to the left of her desk. There is a closed door at the end of the hallway.*

When the PCs proceed to the door at the end of the hallway, continue with the following boxed text.

*The familiar smiling face of Melton Dadderhoff greets you with another, not-so-familiar face. A silver-haired refined gentleman sits across from the director's desk. Both Dadderhoff and the gentleman stand to greet you as you enter.*

*Dadderhoff begins, "Thank you for coming please let me introduce to you Lord Alan Cauderwaller, cousin of Lady Consul Inustria Cauderwaller."*

*The silver-haired man bows with a small flourish. "No need to drop names, Melton."*

*Lord Cauderwaller turns in your direction; "I thank you each kindly for coming to the Fraternity of Venturers in response to our request for adventurers. I, too, was once an adventurer, but as my salad years have waned, I know my limits are not that which I once could attain, so I am in need of assistance.*

*"I have been a collector of relics and of the rare and unusual all my life. During my adventures, I acquired a unique pottery piece, which is a broken piece of an entire pottery container. I have ascertained the location of other pieces of this container and would like to assemble the pieces together for study, and perhaps to recreate the pottery vessel.*

*Would you be interested in assisting with retrieving these pottery pieces? For compensation, of course. What say you?"*

Allow players to ask questions, if they so desire, before agreeing to Lord Alan Cauderwaller's request. Lord Alan Cauderwaller does not answer questions regarding the locations or what he knows of the pottery pieces until the entire party has agreed to undertake the task.

➤ **What is the compensation?**

*"I will provide each of you 150 gold pieces per pottery piece returned to me."*

➤ **What about expenses?**

*"Yes, I would anticipate that you would have some. I am willing to advance you 50 gold pieces each if you agree to the mission. This is in addition to the 150 gold pieces."*

➤ **How many pieces are there to recover?**

*"At the present time, just two."*

➤ **What about the fourth/last piece?**

*"The location and means of gathering the fourth, or last, piece is still being determined via divination spells and non-magical research, Unfortunately, I do not have enough information*

*to provide you for any attempt to gain the piece to be successful.”*

➤ **Is this a "secret" mission?**

*“Not particularly. But I would expect some discretion with whom you choose to involve.”*

➤ **Why do you need adventurers?**

*“Well as I mentioned earlier, I am not as young as I once was. I am not up to some of the rigors of adventuring. Also, one of the pieces is a bit delicate for one of House Cauderwaller to retrieve.”*

➤ **What is the relevance of these pottery pieces/pottery vessel?**

*“They may have some historical significance, but until I can assemble the pieces together for study, any answer I would provide at this time would merely be an educated guess.”*

**Once players agree to work for Alan:**

➤ **Where do we find the pottery pieces?**

*“One is in the hands of House Reilly. This is the ‘delicate’ piece I spoke of. Unfortunately, due to politics, our houses are at odds.*

*“The second piece is within the ruins of Lohmlhron, a holy place of Lohm. It lies in the Telsigir Mountains, a journey of about three to four days to the northeast, into the Unclaimed Lands”*

➤ **What can you tell us about the Unclaimed Lands?**

*“The unclaimed lands have no single cohesive or definable government. They are home to wandering humanoid bands, small farms, outcasts, bandit gangs and small, self-appointed lords who have built ‘strongholds’ to varying degrees. Some are little more than small wooden stockades, while others are small stone keeps, where men calling themselves ‘generals’, ‘dukes’, ‘barons’, ‘lords’, or ‘knights’ command whatever caliber of folk will flock to their banner.”*

➤ **Why are House Cauderwaller and House Reilly at odds?**

*“That is a good question. But I am really not at liberty to discuss family politics. I hope you will respect my family's privacy. It would be wise for you not to mention my family name when you seek this particular pottery piece.”*

➤ **How will we get into the Noble District to meet with House Reilly?**

*“Their family estate is actually outside of the city. After all, they are not time-honored, established Amthydor nobility.”*

*Alan chuckles, “They refer to their ‘estate’ as the Lion's Den. It is a small country farmhouse outside of Amthydor. I will provide written directions to get there.”*

➤ **Who should we speak to in House Reilly?**

*“I believe one of their younger members is an adventurer - Eilish Reilly. I have heard from a good source that she may have acquired the pottery piece through her adventures.”*

➤ **What is Lohmlhron?**

*“It is a stone ruin in the Telsigir Mountains. Here you go; this map should do the trick.”*

➤ **Where exactly did you find your pottery piece?**

*“One of my last expeditions was in the Tasman Sea visiting the city of Abaris. I have some contacts there and was doing some explorations outside the city. My group was assaulted by a group of sharkmen. They were a tough group, but we prevailed. I found the piece within the belongings of a sahaugin priest, and my group allowed me to keep it as part of my portion of the treasure.”*

➤ **So now that we have accepted the mission, what is the real significance of these pottery pieces?**

*“Truly, I am more of academican now than an adventurer. I am studying this piece for historical purposes. My research at this time is somewhat inconclusive. There is some magical*



*quality to the piece, but nothing that I have been able to define.”*

➤ **What does the pottery piece look like?**

*“The piece appears to come to from a vessel that was perhaps one foot in height. It is your typical brown pottery, but ever so slightly I see hints of green and blue in the coloration.*

*“Unfortunately, it is in a case at my family estate, to protect it from any further wear and tear and not available for viewing.”*

➤ **What (else) can you tell us about Lohm?**

*“Lohm is the elemental god of earth, and things that come from the earth, like gems, are sacred to him .”*

➤ **Where do we return the pieces to you?**

*“It will be fine for you to turn them in to Melton Dadderhoff. He will have your compensation waiting as each piece is returned.”*

✠ **Alan Cauderwaller, Nob1/Brd3/Clr3/Exp3:** medium human; *Skills/Abilities:* Bardic Knowledge +6, Diplomacy +13, Gather Information +9, Knowledge Arcana +6, Knowledge Nobility +6, Knowledge Religion +8, Spellcraft +6.

*Physical Description:* Alan Cauderwaller is a human standing 6 feet tall, blue eyes, silver hair, thin but slightly muscular. His garb is well-tailored in the pale blue colors of House Cauderwaller.

When the players leave the Hall of Venturers, the rain has subsided, and the sun has come out. Ask the players what they would like to do. Before they begin their next move, Isavetta will approach them.

➤ **GO TO Encounter 1.**

## **Encounter 1 – Isavetta Ritestar**

Isavetta has a belief that Zara wishes the pottery jar restored.

Isavetta Ritestar, a desert elf, is a devout follower of the Lady of Flames (Zara). Isavetta has spent her life researching lore regarding her goddess. In her studies, she has found portions of sacred text that describe the "Beloved" and the "Joy" of Zara and a pottery jar that was a work of love between the two, and that the jar belongs to the Zarans. She wishes to garner the pieces, study how the pieces can be restored, and present it to the Temple of Zara herself. She does not however, represent the will of Zara's temple, which considers the text to be incomplete.

If there are any actual followers of Zara in the party, Isavetta approaches them first and asks to speak privately with them, attempting to convince them of her way of thinking. If there are no followers of Zara in the party, she chooses another elemental deity worshiper, except Cyrene (whom she distains), to speak with privately. If there is neither a follower of Zara nor another elemental deity, she simply approaches the party.

Isavetta will offer the PCs gold pieces for delivering the pottery pieces to her. If she is rebuffed, she hires halfling rogue pickpockets, in Encounter 7, to resolve the situation to her liking. If the PCs agree to deliver the pieces to her, then the halflings in Encounter 7 will be working for followers of Karios instead.

Read or paraphrase as necessary:

*A wavering voice rises from behind you. "Excuse me, a minute of your time please."*

*A small female desert elf pulls down her red hood to reveal flowing gray hair that shimmers red as if on fire. Her dull, burnt amber eyes glisten deep crimson as she realizes she has your attention. She has a small package tucked neatly between her arm and shoulder.*

*"I think we have a mutual interest," her voice growing more firm.*

*"The pottery pieces you have been sent to retrieve belong in the hands of the clergy of Zara, not some common Amthydoran noble. I am willing*

*to make it worth your while to ensure that the pottery pieces end up in the right hands."*

Allow the PCs to ask Isavetta any questions they might have.

➤ **What is the compensation?**

*I will provide you with 200 gold pieces each, for each pottery piece that you bring to me.*

➤ **What about expenses?**

*"That will be your own problem. I am paying well."*

➤ **How many pieces are there to recover?**

*"Two."*

➤ **What about Lord Cauderwall's piece?**

*"I will need to address that at a later time."*

➤ **What about the fourth/last piece?**

*"Unfortunately, it seems that the location of the fourth and final piece is unknown to all but the keeper at this moment in time. Perhaps that will change at some point in the future, but for now the focus must lie upon the pieces that can be recovered."*

➤ **Is this a "secret" mission?**

*"Yes, it should stay between us."*

➤ **What is the relevance of these pottery pieces/this pottery vessel?**

*"They have religious significance. They once belonged to Zara and her Beloved."*

➤ **Where do we find the pottery pieces?**

*"Ah, but you know where two of the pottery pieces are, do you not?"*

➤ **What do you have against House Cauderwall?**

*"Nothing, this is purely a religious matter."*

➤ **Have you cast any *divinations* on the pottery pieces? What do you know about the magical auras?**

*"Only from afar. The pieces should come together to form a relic holy to Zara."*

➤ **What does the pottery piece look like?**

*"The piece appears to come to from a vessel that was perhaps a foot in height. It is your typical brown pottery."*

➤ **Where do we return the pieces to?**

*"I can wait for you outside the south gate. Are you agreeing to give the pieces to me?"*

✠ **Isavetta Ritestar, Clr10:** medium humanoid (desert elf); *Skills:* Concentration +8, Decipher Script +5, Diplomacy +4, Knowledge (Arcana) +12, Sense Motive +4, Spellcraft +8.

*Description:* Isavetta is an older desert elf. Worry lines mar her face. She has long gray hair with streaks of red. Her eyes are dull burnt amber that take on a red spark when she speaks of Zara. Her worship of Zara borders on the fanatical. She is cold to any open worshipers of the goddess Cyrene, whom she distains as weak.

**Note:** If the PCs decide to use Sense Motive to determine the validity of Isavetta's statements, they will detect that she is being truthful with them.

**Note:** If the PCs decide to check with the shrine of Zara about the validity of Isavetta's claim, they will be told that sacred Zaran text does mention a pottery jar, but the text concerning the jar is incomplete. It could be true as Isavetta claims, but they're not totally sure of that.

➤ If the PCs want to gather information **GO TO Encounter 2 - Gathering Information (Page 7).**

➤ If the PCs leave Amthydor for the first time **GO TO Encounter 3 Leaving Amthydor (page 8).**

➤ If the PCs want to visit House Reilly **GO TO Encounter 4 - House Reilly (page 10).**

- If the PCs head to Lohmlohron **GO TO Encounter 5 - Lohmlohron (page 12).**

## **Encounter 2 – Gathering Information**

At any point in time, the PCs may seek to gather additional information. This section handles any type of information the players might seek. Please be sure to allow for role-play. PCs should be encouraged to chat with NPCs or visit places within Amthydor from prior events and should be rewarded for such actions.

When making gather information checks, please use the following modifiers:

- +1 circumstance bonus: Visiting an establishment with which the PC has a loose relationship. Example: the Jade Palace.
- +2 circumstance bonus: Visiting an establishment with which the PC has a close relationship. Example: a cleric of Lucor at the Golden Pavilion.

Should the PCs seek to cast *divinations* or use NPCs to cast *divinations* of any kind, see DM Aid #1 & 2 to address each specific scenario request by temple.

- If the PCs leave Amthydor for the first time **GO TO Encounter 3 Leaving Amthydor (page 8).**
- If the PCs want to visit House Reilly **GO TO Encounter 4 - House Reilly (page 10).**
- If the PCs head to Lohmlohron **GO TO Encounter 5 - Lohmlohron (page 12).**
- When the PCs are ready to turn in the pottery pieces **GO TO Encounter 6 - Thug Encounter (page 18).**

## **Encounter 3 – Leaving Amthydor**

*Just a well-hurled stone's distance outside Amthydor's walls, a startling figure steps from the shadows. The graying human man stands gnarled and bent from disease and age. He raises a bony, scabbed appendage to hail your group. He does not appear armed.*

Allow the PCs an opportunity to determine what actions they would like to take.

If the PCs choose to ignore him, continue with the next relevant encounter, as detailed at the end of this encounter.

If the PCs choose to approach the man, please continue with the following boxed text. *(Please ensure to tone down the text for children and sensitive players.)*

*The man stands bent, no higher than four feet, although perhaps his full height may have been six foot at one time. Patches of his hair are missing, the remainder is long and gray pulled in a bedraggled ponytail behind his head. His right eye is crusted shut. What passes for his clothing is tattered and filthy, filled with holes and tears. Scabs filled with greenish yellow puss erupt from the tears in his clothing. A miniature petrified tree stub hangs around his neck from a string, covered in dried blood.*

*He raises a bloated red hand that trembles in salute. His body shakes, a sickening cough erupts from his lips, and he spits some blood onto the ground. In a raspy voice, he whispers, "Herald (cough), I am Herald, mouthpiece of the Withered One. (Cough.) I bear words (cough) for you to hear."*

At this point in time, the PCs may make several checks:

- **Knowledge (religion, DC 15)** - The tree stub is a holy symbol of Karios, lesser god of blight. (His portfolio is blight, decay, disease, rot, corruption, cold, drought, and insects.)



- **Knowledge (religion, DC 20)** - The reference to the "Withered One" is a reference to Karios, lesser god of blight.
- **Heal (DC 12)** - Herald is afflicted with filth fever.
- **Heal (DC 13)** - Herald is afflicted with the shakes.
- **Heal (DC 14)** - Herald is afflicted with slimy doom.
- **Heal (DC 15)** - Herald is afflicted with red ache.
- **Heal (DC 16)** - Herald is afflicted with cackle fever.

With the additional information now in hand, allow the PCs to determine what actions they would like to take. They may choose to ignore him, attack him, parley with him, or choose to listen to him.

If players listen, read or paraphrase the following:

*Green mucus dribbles from one nostril, as the Herald shakes and trembles. "Good, good," coughs Herald, "I see I have your attention."*

*"I mean you all no harm. (Cough) I have an important message for you from my master (cough), then I shall (cough uncontrollably) . . . be on my way. Now where was I?"*

*He pauses for what appears to be several moments, his one good eye glazes over. "Yes a message... I am listening, do you hear?"*

*After several more coughs, he continues, his voice taking on a more clear tone. "You are seeking something that is all broke up. My master says it should remain all broke up. Do not seek the pieces. Do not unite the pieces. You will regret your actions. The world will become a ball of flame and sand."*

*Herald breaks into another fit of uncontrollable coughs. "Well, (cough) that's about (cough) all I have got (cough) to say (cough.)"*

*With that he turns, and wanders away.*

The PCs may follow Herald, but he wanders aimlessly about. If asked anything by the PCs, he gets the glazed look on his face and says, "**Ball of flame and sand!**"

If the PCs want to parley with Herald paraphrase the message relayed above in a fashion that meets with characters interactions.

**If PCs attack Herald** he does not become aggressive, but does resist any attempts to imprison or otherwise capture him. However, any PC attempt to attacking him must make a Fortitude Save against disease based on ATL. This is a supernatural defense granted to Herald as a "Mouthpiece of Karios."

#### ATL 1 & 3

**Filth fever:** DC 12 Fortitude Negates; Incubation 3 days. Ability damage the character takes after incubation, and each day afterward: 1d3 Dex, 1d3 Con.

#### ATL 5+

Roll percentile dice:

0 to 25%: **Red Ache** - DC 15 Fortitude Negates; Incubation 1d3 days. Ability damage the character takes after incubation, and each day afterward: 1d6 Strength. Skin turns red, bloated, and warm to the touch.

26 to 50%: **Shakes** - DC 13 Fortitude Negates; Incubation 1 day. Ability damage the character takes after incubation, and each day afterward: 1d8 Dexterity. Causes involuntary twitches, tremors, and fits.

51 to 75%: **Slimy Doom** - DC 14 Fortitude Negates; Incubation 1 day. Ability damage the character takes after incubation, and each day afterward: 1d4 Constitution. Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

76 to 100%: **Cackle Fever** - DC 16 Fortitude Negates; Incubation 1 day. Ability damage the character takes after incubation, and each day afterward: 1d6 Wisdom. Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as the "shrieks."

Should the PCs choose to look for Herald after their initial meeting, he simply cannot be found, even if the aid of the locals is enlisted, as he simply wandered aimlessly to an exterior wall of Amthydor and disappeared. If PCs choose to try to track him down, his footprints lead to an exterior wall of Amthydor and "disappear."

PCs who agree to not unite the pieces, or are not successful uniting the pieces with one owner receive a Blessing of Karios, which grants cold resistance (5) for the next 5 LSJ adventures. If Herald is slain, PCs receive the Attention of Karios (Any PC with this certificate when under combat with followers of Karios must make a DC 17 Will save or suffer the effects of a *doom* spell as if cast by a 20<sup>th</sup> level caster.)

- If the PCs want to gather information **GO TO Encounter 2 - Gathering Information (Page 7).**
- If the PCs want to visit House Reilly **GO TO Encounter 4 - House Reilly (page 10).**
- If the PCs head to Lohmlohron **GO TO Encounter 5 - Lohmlohron (page 12).**
- When the PCs are ready to return with the pottery pieces **GO TO Encounter 6 - Thug Encounter (page 18).**

### **Encounter 3 – House Reilly**

Allow the PCs to make any preparations prior to approaching House Reilly.

*Within a wooden-fenced farmland stands the three-story high Lion's Den - home of House Reilly. The Lion's Den consists of high, flat stone walls with unusual brown-streaked marble that runs throughout. Thick lettered runes mark the individual slabs of marble that form the estate.*

*A cobblestone path leads to the iron-bound double doors that mark the main entrance into the Lion's Den. There is no visible lock on either door, but each bears a polished lion-headed*

*knocker. Two gold lions act as sentinels to the entryway. Their eyes seem to follow your every move.*

At this point in time, the PCs may make several skill checks:

- **Stonecunning or Knowledge (architecture or engineering, DC 12)** - The Lion's Den is of dwarven craftsmanship.
- **Knowledge (architecture, engineering, local or history, DC 20)** - The Lion's Den, was built in 2000 AF by the dwarven Master Builder, and Guildmaster of the Amthydor Builders' Guild, Nystivia Kelon. It was considered his crowning achievement of architecture.
- **Knowledge (arcana, DC 21)** - The purpose of the runes on the stone are as defenses of the estate. The lions are *figurines of power: golden lions*. See *Core Rulebooks II* and *III* in the unlikely event that stats are needed for the lions.
- **Knowledge (arcana, DC 24)** - The purposes of the runes on the stone are both for defense and strength of the estate walls.
- **Speak Language, Dwarven (literate)** - The runes are written in the dwarven alphabet.

Attempts at divination magic reveal the following information:

- *Animate object* (transmutation) on the lion statues.
- *Arcane lock* (abjuration) on the door.
- *Magic mouth* (illusion) on the door.
- *Silent image* (illusion) on the door.
- *Message* (transmutation) on the door.
- A number of transmutation and abjuration effects along the estate walls and doors.

The golden lions are affixed to their positions and cannot be moved or removed by the PCs. The lions only animate if the door is opened without the permission of those within House Reilly (such as by force or a picked lock). If attacked the

golden lions attack back. If for any reason the lions are destroyed, House Reilly demand that the cost of the lions is repaid (16,500 gp).

Assuming the PCs knock on the front door, read or paraphrase the following:

***A regal looking lion materializes from the brass doorknocker. The king of beasts makes a silent roar and gazes about, scanning the cobblestone path leading to the door.***

***"Who shall I say is calling, and what is your business?" he roars.***

The image of the lion remains for a period of one minute if no one speaks. Once someone speaks to the lion, a *message* spell is activated that delivers the first 25 words spoken by one individual to Eilish Reilly. The lion can be reactivated by knocking on the door, and the sequence repeats itself.

Eilish Reilly is currently working in the greenhouse behind the estate on several herbs she cultivates for use as spell components. When she receives the *message*, she responds (through the lion image) for the PCs to come around back to the greenhouse. The PCs may walk around the outside of the estate unhampered.

Assuming the PCs go around back of the estate read or paraphrase the following:

***The estate consists of rolling green land and large boulders. Many of the boulders appear to have been chiseled by more than just the elements.***

***Outside the estate manor, a small circular opaque greenhouse stands. A young dark-haired woman, dressed in druid garb, carefully closes the greenhouse door behind her. She has a wild look about her eyes. She motions to nearby wrought iron table and chairs. She smiles revealing very large teeth, particularly her canines, that appear of unusual size.***

***"I am Eilish Reilly, how may I help you?"***

**⚔ Lady Eilish Reilly, Drd6/Wiz9/Nob1:** medium humanoid (half-orc); *Skills:* Bluff +4, Concentration +8, Craft (Alchemy) +10, Craft (Woodworking) +10, Decipher Script +8, Diplomacy +8, Disguise +14, Gather Information

+3, Handle Animal +7, Heal +6, Intimidate +4, Knowledge (Arcana) +22, Knowledge (Local) +10, Knowledge (Nature) +10, Knowledge (Nobility) +10, Listen +4, Ride +5, Search +3, Sense Motive +4, Spellcraft +14, Spot +4, Survival +5.

**Description:** Eilish Reilly is a curiosity. Other than an unsettling wild look in her eyes, and the ever so slightly oversized canines, one would never notice this young beauty's mixed breeding. Her Rune Magic has proved invaluable to her half-sister over the years. Eilish is well loved by her family, and bears no shame for her mixed parentage. She is a pleasant person, if somewhat reserved outside of her family and immediate social circle.

For diplomatic purposes Eilish is currently indifferent to the party. (If a member of the party is a noble or noble guard of House Harquith, Grimm, Mour, Seabury, or Torestyn, she begins as friendly to that PC only.) To move Eilish to friendly, the PCs must succeed at a Diplomacy check (DC 15). If the PCs mention that they are working for House Cauderwallar at any time, her mood changes to unfriendly (regardless if she was indifferent or friendly), requiring a Diplomacy check (DC 15) to move her back to indifferent or a Diplomacy check (DC 25) to move her attitude to friendly.

Eilish does indeed have the pottery piece that the PCs seek for Lord Alan Cauderwallar. The pottery piece is tinged red and warm to the touch. She has not discovered what the significance of the pottery shard is. She wants answers to following questions answered prior to giving over the piece:

- Why does the party want the pottery piece?
- Who are they giving it to?
- What is the pottery piece being used for?

If Eilish's current attitude towards the PCs is unfriendly, any falsehoods spoken require a successful Bluff check (DC 24). A failure results in Eilish refusing to sell the PCs the pottery piece.

If Eilish's current attitude towards the PCs is indifferent, any falsehoods spoken require a successful Bluff check (DC 14). A failure results in Eilish's attitude towards the PCs to unfriendly.

If Eilish's current attitude towards the PCs is friendly, no Bluff check is required, as she is already trusting of them.

If Eilish determines that the PCs have no evil intent with the pottery piece she will bargain with them for the sale:

- If she is unfriendly, she requires 900 gp and a debt to House Reilly.
- If she is indifferent, she requires 300 gp and a debt to House Reilly.
- If she is friendly (or helpful), she requires only a debt to House Reilly.

Securing the pottery piece causes the PCs to each receive the Debt to House Reilly. House Reilly may call in this favor at some future time. This debt may include work for House Reilly without payment for a future (lawful) service.

If the PCs have questions for Eilish and they have moved her to **friendly**, she may answer some of the following questions. Otherwise she will be evasive on any questions asked by the players.

- **Where did you find the pottery piece? How did you come by this pottery piece?**

*"I found it during a journey to the Sea of Fire. Some folks find it strange, but I enjoy adventuring. And I collect the unusual during my adventures.*

*"I was there hoping to study some of the rock formations that can be found under the desert floor. I took this piece from the remains of Eryx that attacked us."*

- **What is an eryx?**

*"Beneath the sands of the Zur'Oun, or Sea of Fire, live the Eryx, an evil race of desert-dwelling reptilian humanoids that prey on unsuspecting travelers."*

- **Have you performed any divinations on the pottery piece?**

*"Yes, but only detect magic. The piece has some minor conjuration magic. It looks like a lingering aura - as if the magic has already been used."*

- **Is there a reason House Reilly and House Cauderwaller don't get along?**

*"That is a question for Ellyn. I prefer to stay out of Amthydor politics."*

- If the PCs want to gather information **GO TO Encounter 2 - Gathering Information (Page 7)**.

- If the PCs head to Lohmlohron **GO TO Encounter 5 - Lohmlohron (page 12)**.

- When the PCs are ready to turn in the pottery pieces **GO TO Encounter 6 - Thug Encounter (page 18)**.

## **Encounter 5 – Lohmlohron**

This encounter should be run when the PCs are ready to seek out Lohmlohron.

If the PCs have the map given to them by Lord Alan Cauderwaller, it takes three days to reach Lohmlohron. Without the map, the players must search using Survival, Track, and/or Knowledge (geography) and can "take 20," reaching their destination after four days.

Read or paraphrase the text below as warranted.

*The trip thus far has been uneventful. Your map indicates that Lohmlohron is nestled in between four small mountains in the foothill area of the Telsigir Mountains.*

*The surface of the mountains has gone from grassy to increasingly more rocky. Reaching an area where four rocky mountains meet, sits an*

*ancient male dwarf in simple grubby earthen robes. His long unkempt brownish beard nearly touches the rocky ground he sits upon. A pendant depicting a mountain hangs about his neck.*

*He raises his left eyebrow and begins to speak, "You have come to enter Lohmlohron, but to enter you must be worthy."*

*He then pauses, as if expecting something.*

The dwarven hermit waits for each PC to pay their respects before speaking further. Dwarven PCs and those wearing holy symbols of Lohm are only expected to give respect to Lohm in the form of prayer, while donations (in the form of metal coins, gems or jewels) of at least 25 gp are expected from all other PCs.

Once all PCs have paid their proper respect, they may enter Lohmlohron. Continue with the text below.

It is possible that PCs might come up with other ways to prove their worth and pay their respect to Lohm, and it is okay to accept them, as creativity should be rewarded. Bards performing songs or speeches praising Lohm and the earth, or non-Lohm worshippers offering prayers and/or thanking Lohm for the earth that they stand on are just some ideas that PCs might try.

If any PC attempts to proceed past the dwarven hermit without paying the proper respect, he holds up his hand and shakes his head no, but says nothing.

If the PCs still proceed past the dwarven hermit without paying the proper respect or attack him, he immediately burrows into the rocky ground, apparently unharmed by the attacks. Meanwhile, his guardians attack until the PCs retreat or are called off from the fight.

Several skill checks are appropriate at this time:

- **Knowledge (religion, DC 15) or a follower of Lohm** - The symbol of the

mountain, which the dwarven hermit wears, is the holy symbol of Lohm.

- **Knowledge (nature, DC 10)** - The rocks of the mountain face are made of granite.

Allow the PCs one minute to determine how they will address this challenge. There are several possibilities that may occur:

- If the PCs become hostile with the dwarven hermit, move immediately to the combat sequence.
- The players may determine an individual or a group spokesperson to prove their worthiness to the guardian.

### ENCOUNTER NOTES

**1) There is nothing to stop parties from leaving and returning when they are better prepared for combat if they so choose.**

**2) If PCs enter combat, and they are being soundly defeated, the dwarven hermit will call out for their surrender to avoid any type of TPK.**

**3) It is possible during the combat that the PCs might realize the error of their ways and ask for a chance to prove their worthiness to enter Lohmlohron. This chance will be granted only ONCE. If they continue to attack, there is no third chance.**

*Tactics:* The dwarven hermit calls forth one (or more) of his minions (xorn) to drive away the PCs. The xorn, due to their tremorsense ability, burrow out of the ground just in front of the lead player character with the hope of driving them away. Meanwhile, the dwarven hermit leaves the scene by burrowing into the rocky ground to avoid getting involved in the bloodshed, but not before insisting that the player characters leave since they did not successfully prove their worth.

**ATL 1**

⚔ **Minor xorn (1):** CR 4; Small outsider (extraplanar, earth); HD 5d8+13; hp 35; Init +0; Spd 20 ft., burrow 20 ft.; AC 23 (+1 size, +12 natural), touch AC 11, flatfooted 23; BAB/Grp +5/+3; Atk Bite +8 (2d8+2); Full Atk Bite +8 (2d8+2) and 3 claws +6 (1d3+1); Space/Reach 5 ft./5 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +6, Ref +4, Will +4; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +12, Intimidate +5, Knowledge (dungeoneering) +8, Listen +8, Move Silently +5, Search +8, Spot +10, Survival +8 (+10 following tracks or underground); Multiattack, Toughness.

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**ATL 3**

⚔ **Average xorn (1):** CR 6; Medium outsider (extraplanar, earth); HD 7d8+17; hp 52; Init +0; Spd 20 ft., burrow 20 ft.; AC 24 (+14 natural), touch AC 10, flatfooted 24; BAB/Grp +7/+10; Atk Bite +10 (4d6+3); Full Atk Bite +10 (4d6+3) and 3 claws +8 (1d4+1); Space/Reach 5 ft./5 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground); Cleave<sup>B</sup>, Multiattack, Power Attack, Toughness.

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.



**ATL 5**

⚔ **Average xorn (2):** CR 6; Medium outsider (extraplanar, earth); HD 7d8+17; hp 52; Init +0; Spd 20 ft., burrow 20 ft.; AC 24 (+14 natural), touch AC 10, flatfooted 24; BAB/Grp +7/+10; Atk Bite +10 (4d6+3); Full Atk Bite +10 (4d6+3) and 3 claws +8 (1d4+1); Space/Reach 5 ft./5 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +10, Intimidate +10, Knowledge (dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground); Cleave<sup>B</sup>, Multiattack, Power Attack, Toughness.

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**ATL 7**

⚔ **Elder xorn (2):** CR 8; Large outsider (extraplanar, earth); HD 15d8+63; hp 130; Init +0; Spd 20 ft., burrow 20 ft.; AC 25 (-1 size, +16 natural), touch AC 9, flatfooted 25; BAB/Grp +15/+26; Atk Bite +21 (4d8+7); Full Atk Bite +21 (4d8+7) and 3 claws +19 (1d6+3); Space/Reach 10 ft./10 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +13, Ref +9, Will +9; Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18 (+20 following tracks or underground); Awesome Blow, Cleave<sup>B</sup>, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness.

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**ATL 9**

⚔ **Advanced Elder xorn (2):** CR 10; Large outsider (extraplanar, earth); HD 19d8+71; hp 156; Init +0; Spd 20 ft., burrow 20 ft.; AC 25 (-1 size, +16 natural), touch AC 9, flatfooted 25; BAB/Grp +19/+30; Atk Bite +25 (4d8+7, 19-20); Full Atk Bite +25 (4d8+7, 19-20) and 3 claws +23 (1d6+3); Space/Reach 10 ft./10 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +15, Ref +11, Will +11; Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +18, Intimidate +22, Knowledge (dungeoneering) +22, Listen +22, Move Silently +22, Search +26, Spot +26, Survival +22 (+24 following tracks or underground); Awesome Blow, Cleave<sup>B</sup>, Great Cleave, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Toughness.

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**ATL 11**

⚔ **Advanced Elder xorn (2):** CR 12; Huge outsider (extraplanar, earth); HD 22d8+171; hp 271 each; Init -1; Spd 20 ft., burrow 20 ft.; AC 26 (-2 size, -1 Dex, +19 natural), touch AC 7, flatfooted 26; BAB/Grp +22/+41; Atk Bite +31 (6d8+11, 19-20); Full Atk Bite +31 (6d8+11, 19-20) and 3 claws +30 (1d8+5); Space/Reach 15 ft./15 ft.; SA None; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +19, Ref +12, Will +13; Str 33, Dex 8, Con 23, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +16, Intimidate +25, Knowledge (dungeoneering) +25, Listen +25, Move Silently +24, Search +29, Spot +29, Survival +25 (+27 following tracks or underground); Awesome Blow, Cleave<sup>B</sup>, Great Cleave, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Toughness, Weapon Focus (claw).

*Equipment:* None.

**All-Around Vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction providing a +4 bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## Entering Lohmlohron

There is a long earthen corridor that leads deep into the earth. This corridor leads down into the earth for about one mile.

It ends in a 50-foot diameter circular room full of murals. The murals show various rocks, metals, and dirt coming together to form the earth and land of Raia. In the center of the room sits two small stone tablets on a granite dais. The dais is also a secret locked door to the next level. The first tablet is a scroll of *stone tell*. A **Craft (mason check, DC 20)** allows PCs to remove the tablet. Failure on this check by more than 5 destroys the tablet. The second tablet is written in Terran and reveals the password. It says "Don't take me for granite." The password to open the dais door is "granite."

The PCs will notice that there are several objects on the floor near the altar: a light brown gem (elemental), and a thin quartz wand that appears to be darkened from heavy use. At ATL 5 and above, the PCs will also find a small jar.

A successful Search check (DC 10) of the room reveals that the granite dais appears to be a door to a chamber below. The dais must somehow be unlocked if the PCs do not figure out the password.

**Secret locked dais door:** Hardness 8; Hit Points 90; Open Locks: DC 20+ATL; Break DC 35.

A successful Stonecunning check (DC 15) reveals that the temple was dug out by multiple earth elementals.

Once the dais path has been opened, a spiral stone stairway descends further into the depths. It leads down some fifty feet into a smaller 30-foot diameter circular rough-hewn room filled with stalactites and stalagmites. A dark basalt altar with great mountainous scenery (the holy symbol of Lohm) stands at one end of the room. On the altar sits a carved mountain of snowflake obsidian (holy symbol), and a brown pottery piece (one of the two pottery pieces sought by the PCs).

A successful **Spot check (DC 15)** reveals that there are no stalagmites around the altar. A successful Search check (DC 14 + ATL) reveals that there is a layer of dust around the altar. The dust is non-magical.

There is nothing further to investigate within Lohmlohron. Continue on to the next encounter based on the choices below.

- If the PCs want to gather information **GO TO Encounter 2 - Gathering Information (Page 7).**
- If the PCs want to visit House Reilly **GO TO Encounter 4 - House Reilly (page 10).**
- When the PCs are ready to turn in the pottery pieces **GO TO Encounter 6 - Thug Encounter (page 18).**

## Encounter 6 – Thug Encounter!

This encounter occurs when the PCs are returning to one or more parties to deliver the pottery piece(s). Two halfling rogues, disguised as children, attempt to pickpocket the two pottery pieces from the PCs and quickly make a get away. The rogues have been sent by Isavetta if the players have rebuffed her; if the PCs are providing the pieces to Isavetta, they have been sent by followers of Karios. Alter the boxed text as befitting the situation:

*The spring rains seem to have returned almost like a forgotten friend, along with young rambunctious children. Eight boys stomp around large puddles that have gathered outside the Hall of Venturers office. They begin to run around your party smattering mud and soaking your clothing further.*

*Several of the children bump each other, and than into your party.*

Two of these children are actually thieves paid by either Isavetta or Karios' followers (depending who the PCs agree to give the pieces to) to steal the pottery pieces. Allow the PCs a Spot check versus

the thieves' Sleight of Hand attempts to realize the attempted theft of the pottery piece. If the pottery pieces are stored in such a way that the container must also be taken (such as a *bag of holding*), the halfling thieves will certainly take the container to ensure success in their mission.

If the thieves fail in their first attempt to steal the pottery pieces, they will immediately reattempt.

If and when the thieves are successful in stealing the pottery pieces, they immediately move down the street, splitting up. If the theft is undetected, the thieves merely skip away (a double move) until they are out of sight. If (or when) the theft is detected, the thieves run down the street, splitting up. They head into different side alleys then can try a variety of means to get away, such as hiding within a large pile of trash, climbing up the side of a building, climbing or jumping over a small fence to continue running away, etc.

If the PCs think to check their belongings after being bumped into (which occurs during the surprise round), it takes a full round action to Search (DC 0) and realize that the pottery piece is missing. While this occurs, the two halfling thieves are moving away with the stolen pottery pieces in hand.

The thieves' purpose is to get away with the two pottery pieces, not fight, but if cornered, they fight with saps that are currently hidden upon them.

If any PC uses lethal force to apprehend the thieves, they are fined 1,000 gold pieces per death plus the cost to have the victim(s) healed, or brought back to life if killed.

If either of the halfling thieves is captured, they keep their mouths closed except for stating that ***"She paid us not to talk if we were unsuccessful."*** Without the use of unlawful means, no further information can be gained from Namez and Nome.

If PCs attempt to *detect thoughts* and are successful, they get an image of a nondescript human woman wearing a dark hooded cloak. She

gave them minimal information to perform the task. This woman was a disguised intermediary and cannot be traced by the PCs, nor can the person who hired them be tracked down.

**NOTE:** It is possible that the tablet will be hidden in such a fashion as to be unretrievable, such as merged in the form of a wildshaped druid, or in a *secret chest*. If that is the case, then the rogues will pass on the theft and just let the PCs move along. Note that this does not include extradimensional spaces, which can (and will) be taken.

**ATL 1**

‡ **Namez & Nome, Rog 1 (2):** CR 1; Small humanoid (halfling); HD 1d6; hp 6 each; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+1 size, +5 Dex), touch AC 16, flatfooted 11; BAB/Grp +0/-4; Atk/Full Atk +1 sap (1d4 non-lethal); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Halfling traits, trapfinding; AL CN; SV Fort +1, Ref +8, Will +3; Str 10, Dex 20, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Bluff +5, Climb +6, Disguise +5, Escape Artist +10, Hide +14, Jump +6, Listen +2, Move Silently +12, Sleight of Hand +10, Spot +4, Tumble +10; Iron Will.

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 1 & 3:** *Ring of Sustenance* (Value 2,500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)

**ATL 3**

‡ **Namez & Nome, Rog 3 (2):** CR 3; Small humanoid (halfling); HD 3d6; hp 16 each; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+1 size, +5 Dex), touch AC 16, flatfooted 11; BAB/Grp +2/-2; Atk/Full Atk +3 sap (1d4 non-lethal); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ Evasion, halfling traits, trap sense +1, trapfinding; AL CN; SV Fort +2, Ref +9, Will +4; Str 10, Dex 20, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Balance +7, Bluff +7, Climb +8, Diplomacy +3, Disguise +8 (+10 to act in character), Escape Artist +12, Hide +16, Intimidate +3, Jump +10, Listen +2, Move Silently +14, Sleight of Hand +17, Spot +6, Tumble +14; Iron Will, Skill Focus (sleight of hand).

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 1 & 3:** *Ring of Sustenance* (Value 2,500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)

**ATL 5**

**\ Namez & Nome, Rog 5 (2):** CR 5; Small humanoid (halfling); HD 5d6; hp 24 each; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+1 size, +5 Dex), touch AC 16, flatfooted 16; BAB/Grp +3/-1; Atk/Full Atk +4 sap (1d4 non-lethal); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Evasion, halfling traits, trap sense +1, trapfinding, uncanny dodge; AL CN; SV Fort +2, Ref +10, Will +4; Str 10, Dex 21, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Balance +7, Bluff +9, Climb +10, Diplomacy +3, Disguise +10 (+12 to act in character), Escape Artist +14, Hide +18, Intimidate +3, Jump +12, Listen +2, Move Silently +16, Sleight of Hand +19, Spot +8, Tumble +16; Iron Will, Skill Focus (sleight of hand).

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 5 & 7:** *Ring of Protection* +2 (Value 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)

**ATL 7**

**\ Namez & Nome, Rog 7 (2):** CR 7; Small humanoid (halfling); HD 7d6; hp 32 each; Init +5 (+5 Dex); Spd 20 ft.; AC 16 (+1 size, +5 Dex), touch AC 16, flatfooted 16; BAB/Grp +5/+1; Atk/Full Atk +6 sap (1d4 non-lethal); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Evasion, halfling traits, trap sense +2, trapfinding, uncanny dodge; AL CN; SV Fort +3, Ref +11, Will +5; Str 10, Dex 21, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Balance +7, Bluff +11, Climb +12, Diplomacy +3, Disguise +12 (+14 to act in character), Escape Artist +16, Hide +20, Intimidate +3, Jump +12, Listen +4, Move Silently +18, Sleight of Hand +21, Spot +10, Tumble +18, Use Rope +7; Deft Hands, Iron Will, Skill Focus (sleight of hand).

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 5 & 7:** *Ring of Protection* +2 (Value 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)



**ATL 9**

‡ **Namez & Nome, Rog 9 (2):** CR 9; Small humanoid (halfling); HD 9d6; hp 40 each; Init +10 (+6 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 size, +6 Dex), touch AC 17, flatfooted 16; BAB/Grp +6/+2; Atk +7 sap (1d4 non-lethal); Full Atk +7/+2 sap (1d4); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6; SQ Evasion, halfling traits, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL CN; SV Fort +4, Ref +12, Will +6; Str 10, Dex 22, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Balance +8, Bluff +13, Climb +14, Diplomacy +3, Disguise +14 (+16 to act in character), Escape Artist +19, Hide +22, Intimidate +3, Jump +13, Listen +5, Move Silently +21, Sleight of Hand +24, Spot +12, Tumble +21, Use Rope +8; Deft Hands, Improved Initiative, Iron Will, Skill Focus (sleight of hand).

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 9 & 11:** *Ring of minor energy resistance, cold* (Value 12,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal.)

**ATL 11**

‡ **Namez & Nome, Rog 11 (2):** CR 11; Small humanoid (halfling); HD 11d6; hp 48 each; Init +10 (+6 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 size, +6 Dex), touch AC 17, flatfooted 11; BAB/Grp +8/+4; Atk +9 sap (1d4); Full Atk +9/+4 sap (1d4 non-lethal); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6; SQ Evasion, halfling traits, improved uncanny dodge, special ability (slippery mind), trap sense +3, trapfinding, uncanny dodge; AL CN; SV Fort +3, Ref +12, Will +5; Str 10, Dex 22, Con 10, Int 14, Wis 10, Cha 12.

*Skills and Feats:* Balance +8, Bluff +15, Climb +16, Diplomacy +3, Disguise +16 (+18 to act in character), Escape Artist +21, Hide +24, Intimidate +3, Jump +15, Listen +5, Move Silently +23, Sleight of Hand +26, Spot +14, Tumble +23, Use Rope +8; Deft Hands, Improved Initiative, Iron Will, Skill Focus (sleight of hand).

*Equipment:* Sap (hidden), cloak, disguise kit.

Namez is wearing a magic ring which is not factored into the stat blocks above. The type depends on ATL – see below.

**ATL 9 & 11:** *Ring of minor energy resistance, cold* (Value 12,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal.)

## Conclusion A

The PCs are unsuccessful in retrieving any pottery pieces:

*Returning utterly empty handed to Melton Dadderhoff is quite embarrassing. He thanks you for you for your efforts. His promises to keep you in mind for future missions seem hollow. You can only hope he means it.*

The PCs receive the Disfavor of House Cauderwaller.

## Conclusion B

The PCs retrieve a pottery piece(s) and return them to Isavetta:

*Isavetta's normally dull eyes, burn with a passion as she thanks you profusely. She rewards you as promised. With a word and a gesture, she disappears with the pottery piece(s).*

The PCs receive the Disfavor of House Cauderwaller. If they return only one shard to Isavetta, the PCs also get the Displeasure of Isavetta Ritestar.

## Conclusion C

The PCs retrieve a/the pottery piece(s) and return it/them to Alan via Melton Dadderhoff: (This also includes if one piece is provided to Isavetta and one piece to Alan.):

*Melton beams, "I knew I chose wisely when I selected this group! A job well done! Here is the compensation Lord Cauderwaller promised. I will be sure to get these to him right away."*

*"Oh, and it is raining outside, please try to stay dry."*

The PCs receive the Favor of House Cauderwaller and Displeasure of Isavetta Ritestar.

## Conclusion D

The PCs keep the pottery shards:

*Not being true to your word, it is unlikely that the Fraternity of Venturers will have a need for you in the future.*

The PCs receive the Disfavor of House Cauderwaller and Displeasure of Isavetta Ritestar.

## Conclusion E

The PCs donate the shards to a temple/shrine other than the Shrine of Zara:

*While you didn't live up to your agreement with Lord Cauderwaller, you can sleep better knowing that you put the fate of the city ahead of monetary reward. In time you're sure that Melton Dadderhoff will see that you did the right thing and will request your services again.*

The PCs receive the Disfavor of House Cauderwaller and Displeasure of Isavetta Ritestar. However they will get a *potion of healing* from the temple for turning the pottery shards in.

## Epilogue

*Endless rain seems to be the weather trend in Amthydor. But is Cyrene weeping tears of joy or sorrow?*

**THUS ENDS "ALL BROKE UP"**

**TIME UNIT COST: 8 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11
<b>Introduction</b>						
Getting more than half the information from Lord Cauderwaller	25	25	25	25	25	25
Getting information on Lohm	25	25	25	25	25	25
<b>Encounter 2</b>						
Gathering information on at least two things listed (i.e. Isavetta, Lohmlohron, Lord Cauderwaller etc)	25	25	25	25	25	25
<b>Encounter 4</b>						
Obtaining the pottery piece from Eilish Reilly <b>or</b>	25	25	25	25	25	25
Obtaining the pottery piece from Eilish Reilly without mentioning Lord Cauderwaller	50	50	50	50	50	50
<b>Encounter 5</b>						
Proving worthiness <b>or</b> defeating the guardians	75	150	250	350	450	550
Getting the 2 <sup>nd</sup> pottery piece	50	50	50	50	50	50
<b>Encounter 6</b>						
Defeating the thieves without using lethal force	75	150	250	350	450	550
Keeping both pottery pieces from being stolen	50	100	100	100	100	100
<b>Conclusion</b>						
Explaining to Lord Cauderwaller why you can't turn the pieces over to him	25	25	25	25	25	25
<b>Discretionary Role Playing Award</b>	100	100	100	100	100	100
<b>Maximum Possible XP</b>	<b>500</b>	<b>700</b>	<b>900</b>	<b>1,100</b>	<b>1,300</b>	<b>1,500</b>

## TREASURE SUMMARY

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

### Introduction

- 50 gp (per PC).

### Encounter 4

- *Debt to House Reilly* (Value None, Size: N/A, Rarity: Common, Legality: Legal). House Reilly may call in this favor at some future time. This debt may include work for House Reilly without payment for a future (lawful) service. This debt may only be satisfied by working for NPC members of noble House Reilly.
- *Pottery Shard* (Value 0 gp, Size: Small, Rarity: Rare, Legality: Legal). This shard is tinged red and warm to the touch. It radiates slight magic, but the school is unable to be determined at this point in time. To the average citizen of Amthydor it has no value but it is priceless to particular individuals.

### Encounter 5

- *Elemental Gem (Earth)* (Value 2,250 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11<sup>th</sup> level caster, Legality: Legal). This gem contains a conjuration spell attuned to a specific Elemental Plane (Earth). When the gem is crushed, smashed, or broken (a standard action), a Large earth elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem. The gem is light brown.
- *Divine Wand of Stoneskin*: Terran script winds about this quartz wand with praises to Lohm. It has been darkened by heavy use and has a limited number of charges left based upon the ATL at which this scenario was played.
  - ✧ ATL 1 & 3: 5 charges (Value 3,350 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)

- ✧ ATL 5 & 7: 10 charges (Value 6,700 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)
- ✧ ATL 9 & 11: 15 charges (Value 10,050 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal.)

- *Holy Symbol of Lohm*: This carved mountain of snowflake obsidian is a non-magical holy symbol of Lohm. (Value 200 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, Legality: Legal.)
- *Stone Salve* - This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a non-petrified creature, it protects the creature as a *stoneskin* spell.
  - ✧ ATL 5 & 7: 1 ounce (Value 4,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 13<sup>th</sup> level caster, Legality: Legal.)
  - ✧ ATL 9 & 11: 2 ounces (Value 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 13<sup>th</sup> level caster, Legality: Legal.)
- *Pottery Shard* (Value 0 gp, Size: Small, Rarity: Rare, Legality: Legal). This shard has a brown/black hue and is somewhat cold to the touch. It radiates slight magic, but the school is unable to be determined at this point in time. To the average citizen of Amthydor it has no value but it is priceless to particular individuals.

### Encounter 6

- *Alabaster Ring*. This ring is made of alabaster, with a sheen that makes it appear to glow softly white in candlelight or firelight. Its magical properties are dependent upon the ATL at which this scenario was played.
  - ✧ ATL 1 & 3: *Ring of Sustenance* (Value 2,500 gp, Size: Tiny,

- Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)
- ✧ ATL 5 & 7: *Ring of Protection +2* (Value 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal.)
  - ✧ ATL 9 & 11: *Ring of minor energy resistance, cold* (Value 12,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal.)

### Conclusion

**NOTE:** Due to the multiple parties either seeking to acquire the pottery shards or seeking to keep them separated, players are likely to get more than one of the rewards (or penalties) listed below. GMs should review this section carefully, based on who got the two shards at the end of the module.

- 150 gp per pottery piece (300 gp maximum) returned to Lord Alan Cauderwaller, including the 50 gp advance given in the Introduction.
- 200 gp per pottery piece (400 gp maximum) returned to Isavetta Ritestar.

### If the PCs did not give at least one shard to Melton/Lord Cauderwaller:

- *Disfavor of House Cauderwaller* (Value Special, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal) - You failed in a mission for Alan Cauderwaller and he has informed others of his house of your lack of ability. On your next mission for House Cauderwaller you will receive only half the normal compensation offered.

### If the PCs gave at least one shard to Melton/Lord Cauderwaller:

- *Favor of House Cauderwaller* (Value Special, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal) - You have impressed Alan Cauderwaller. This may be used to double to compensation offered for the next mission offered by House Cauderwaller OR at the Temple of

Hyperion for one free healing spell of 4<sup>th</sup> level or less, including spells such as *remove curse*, *remove disease*, or *remove blindness*. Mark this certificate as used once it has been redeemed.

### If the PCs gave at least one shard to someone other than Isavetta Ritestar:

- *Displeasure of Isavetta Ritestar* (Value Special, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal) - This player has displeased Isavetta and this may have future ramifications.

### If the PCs gave one or more shards to one of the temples of Amthydor:

- *Potion of cure light wounds* (1), for turning the pottery shards over to one or more of the city's temples. (Value 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3<sup>rd</sup> level caster, Legality: Legal.)

### If the PCs gave the shards to two separate individuals, regardless of whom, including themselves:

- *Blessing of Karios* – Karios has blessed you for your actions. For the next 5 adventures, you have been granted cold resistance (5).

### If the PCs gave both shards to the same individual, NPC or PC:

- *Attention of Karios* – The bearer of this certificate, when in combat with any follower of Karios, must make a DC 17 Will save or suffer the effects of a *doom* spell as if cast by a 20<sup>th</sup> level caster.

### If the PCs gave both shards to Isavetta Ritestar:

- *Favor of Isavetta Ritestar* (Value Special, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal) – For turning of all the shards you have collected over to Isavetta, you have earned her favor. The affects of this favor are not known at this point, but will be dealt with in a future scenario.

# GM AID #1: Spellcasting Sources in Amthydor

## Purchasing Spells from NPCs (from the LSJ CCG)

Characters who are in the city of Amthydor (or who visit the druid grove outside the city) may pay NPCs to cast spells for them. The fee is as specified at the end of the Equipment chapter in *Core Rulebook I*. The PC is limited to purchasing spells of 5th caster level or lower at this time. Clerical and druidical spells may be purchased from the appropriate temples in the city's Quorum of Faith. Arcane spells may be purchased from the League of Thaumaturgical Studies (*wizard, sorcerer, or bard.*) Spells purchased must abide by the restrictions noted above unless otherwise noted in the module.

### Temples within Amthydor:

The following temples are present in Amthydor, as part of the Quorum of Faith, and provide complete services to the faithful of these deities:

The following chart lists the following information: Temple, Deity, Alignment, Power Level, and Portfolio.

- ✧ **Hall of Prosperity:** **Ardra** NG Greater Goddess of Life, fertility, athletics
- ✧ **Druid's Grove:** **Ayla** N Lesser Goddess of Flora, plants, wilderness, forests
- ✧ **Druid's Grove:** **Brianna** N Lesser Goddess of Fauna, animals, hunting, journeys
- ✧ **House of Abundance:** **Cerion** NG Lesser God of Agriculture, farmers, wine, shepherds
- ✧ **Fountain of Serenity:** **Cyrene** N Greater Goddess of Water, purification, rain
- ✧ **Hall of Enlightenment:** **Destine** N Intermediate Goddess of Knowledge, education, quests, lore, travel, prophesy, fate
- ✧ **House of Sensation:** **Dymora** LE Intermediate Goddess of Desire, lust, temptation, intrigue, pain, secrets
- ✧ **Hall of Mysteries:** **Emerys** N Intermediate God of Magic, runes, arcane study
- ✧ **Tower of Vigilance:** **Galvandt** LG Lesser God of Vigilance, guardians, defenders, strategy
- ✧ **Dome of the Arts:** **Glissande** CG Lesser Goddess of Art, performance, communication
- ✧ **Highlord's Cathedral:** **Hyperion** LN Intermediate God of Nobles, divine right of noble rule
- ✧ **Crafter's Hall:** **Kalek** LN Lesser God of Crafts, smithing, invention, engineering
- ✧ **Golden Pavilion:** **Lucor** CN Lesser God of Wealth, merchants, commerce, gambling
- ✧ **The Moonlight Pavilion:** **Meneon** NG Intermediate God of the Moon, peaceful death, grieving
- ✧ **House of Judgment:** **Peliron** LG Greater God of Justice, law, honor, judgment
- ✧ **Lady's Radiant Hall :** **Sorena** CG Greater Goddess of Light, sun, royalty, truth

The following shrines, while not part of the Quorum of Faith, provide basic services to the faithful of these deities in Amthydor. These smaller temples and shrines have fewer resources, and are staffed by lower ranked clergy than their larger Quorum counterparts.

- ✧ **Hall of the Four Winds:** **Aurelian** N Greater God of the Air, sky, weather, freedom
- ✧ **House of the Rose:** **Elianna** CG Intermediate Goddess of Love, beauty, romance, vanity
- ✧ **House of Fortune:** **Illudra** CN Intermediate Goddess of Tricksters, pranks, luck, illusion, lies
- ✧ **Stone Hall:** **Lohm** LN Greater God of the Earth, mining, underground, caverns
- ✧ **House of Mercy:** **Pietos** LG Intermediate God of Mercy, solace, endurance, healing
- ✧ **The Sacred Hearth:** **Zara** CN Greater Goddess of Fire, cleansing, consumption, zeal



### **Additional Temple Descriptions:**

**The Highlord's Cathedral** - The Temple of Hyperion is a tall cathedral consisting of high walls of stained glass.

**The House of Judgment** - The House of Judgment is among the most ancient and most ornate temples of Peliron in all the Realms. As the worship of Peliron in his guise as the God of Law is widespread among the warriors of the Diamond Legion, their white tabards and clinking armor can often be found in the massive great hall of the temple. The House of Judgment is presided over by High Priest Jalinor "The Just".

**The Tower of Vigilance** is where Galvandt is venerated. This temple is presided over by High Guardian Miekaufr Naetrune. The Tower of Vigilance is located in the area in which Temple Row bends towards the Merchant District.

**The Golden Pavilion** is the new temple dedicated to Lucor. For reasons of his own, Lucor went unheard from for a long period of time. And then when he returned, he ordered all of his temples to be sold throughout all of Raia. Well, such an idea was considered appalling to Arbill Crythien and he went mad. Arbill had to be cared for in a sanitarium for the next decade. Apparently he was unable to cope with the betrayal of the deity to whom he had dedicated so much of his life. But apparently, it wasn't Lucor that made such orders. It was Illudra playing a practical joke in Lucor's absence. Upon Lucor's official return, he made a full recovery and has since resumed his duties without any cause for complaint. However, memories run long and I suppose there are those who would hold his past medical problems against him. Sadly, it is easy to see why he comes under some suspicion.

**The Hall of Prosperity** was dedicated to **Lucor**, but has been reconsecrated to **Ardra** in 1365 DR. Ardra's place of worship in Amthydor is one of the few exceptions to the strictly controlled expansion of the religions within the city. If it weren't for the fact that Ardra had watch over the floundering Lucorans, their presence in the city would have been something completely different. So, it was allowed that The Golden Pavilion would be reconsecrated as The Hall of Prosperity in favor of Ardra.

**The Lady's Radiant Hall** is the temple of Sorena. The Lady's Radiant Hall resides at the other side of the same building that houses the temple of Ardra. All around the hall there are trophies brought back from grand adventurers.

**The Random Hall** is the temple of **Illudra**, and is overseen by High Priest Aln Taeger. The Random Hall resides in the other side of the same building that also houses the temple of Glissande. All around the Hall are trophies brought back from grand adventures, many different games of chance (common games as well as other games from outside the Free Lands), and a fully stocked bar so patrons and clergy can test their luck under every condition.

**The Moonlight Pavilion** is the temple to **Meneon**, which is overseen by High Priestess Delenia Lunasole. The Moonlight Pavilion resides in the temple to the rear of the district.

**The Shrine of Kalek** presided over by Wonderer Querquetalanus "Querq" Krimpach, the second son of House Krimpach. The shrine is the easternmost building in the rear (south) of the district. It appears as if it'd be circular, but has several protrusions making the walls discontinuous. (PCs with Engineering or

those that worship Kalek would realize that the building is shaped like a gear upon a successful proficiency check.) The building itself is shaped like a giant cog with a hollow center.

**The Shrine of Cyrene** presided over by Essential Servant Pergamea. The shrine is located at the bend in the road (Loyal Court), with the road continuing on towards the Temple of Galvandt. There is a grand clear blue pond outside and leading up to the shrine with currents of water cascading down from the shrine's wall into the pond below. There is no door, only an archway to enter the shrine.

**The Temple of Emerys**, presided over by Lady of Mystery Lilyra, who was a close personal friend of the Magus Consul and is now trying to make amends. His shrine is located off the main road and is located at the end of the Path of Mysteries. The PCs can tell that the shrine dates back many years from its architecture and markings. The building is two stories tall and there is a definite feel of magic that saturates the surrounding air.

**The Dome of the Arts:** The house served as the home of the Grand Patriarch of Glissande, Patriarch of Amthydor, recognized as the “Voice of Glissande”. About twenty years ago, the Grand Patriarch disappeared without a trace. His home now sits as a shrine to Glissande in Amthydor. The Shrine in Amthydor is part of the Orthodox Church of Glissande.

**The House of Sensation - The Shrine of Dymora**, presided over by the woman known as Jade Tezriine, who is known by those who worship here as “Mistress Jade”. Many visitors have often wondered why a lawful city such as Amthydor would support worship of a deity that is in reality of fiend of the Lower Planes. But the Shrine itself has been a sanctioned entity for at least four hundred winters with each of the Lord Monarchs' blessings.

**The Shrine of Destine:** The shrine of Destine is a large building whose simplicity in design belays the importance to the city. Inside its walls are not only a large library of books but also all the birth and death records for the city. The building is one story tall, but has a deep basement to protect the vital records and other important documents from ages past.

## GM AID #2: Divinations

- *arcane sight* (on the pottery pieces): Same as *detect magic*.
- *analyze dweomer* (on the pottery pieces): Spell fails.
- *augury* (regarding potential actions with the pottery pieces): Spell fails as the spell can only see half an hour into the future.
- *contact other plane* (regarding potential actions with the pottery pieces): Should the pottery pieces be united? True answer: No. Lie: Yes. Is the pottery piece an artifact? True answer: Yes. Lie: No. Any other questions will receive the "Don't know" answer. Remember the GM must make this roll in secret, and the caster must save versus the Intelligence and Charisma drain.
- *detect chaos/evil/good/law* (on the pottery pieces): None detected.
- *detect magic* (on the pottery pieces): 1<sup>st</sup> round - presence of magic; 2<sup>nd</sup> round - one faint lingering aura; 3<sup>rd</sup> round - Spellcraft Check DC 15 to reveal school of magic: conjuration.
- *divination*: Cost of spell for player to cast is 25gp. Answers are cryptic and GM must roll in secret to determine if a true answer is received. Examples of questions and true answers might be: Q. What is the purpose of the pottery jar? A. It holds things. Q. What type of magic is the pottery jar capable of? A. It holds things. Q. What will happen if the pottery pieces are united? A. The jar will be whole. Q. Is anything in the jar? A. Dust and air.
- *find the path*: This may be used to find locales, but not objects. This could be used to locate Lohmlöhron.
- *identify*: This spell takes one hour and 100 gp to cast. Once cast, the spell fails.
- *legend lore* (on the pottery pieces) Casting this spell takes two weeks and costs 300 gp. If the players choose to follow this route, deduct 20 additional day units in addition to the standard 8 day units for the entire party. They receive the following divination: "*The Joy of Zara*" plotted with his fiery mistress to return flame to Raia's crust and forged himself this vessel. The plot was cracked along with the vessel. It now remains "all broke up."
- *locate object*: Spell fails as the pottery pieces are unique objects.
- *true seeing* (on the pottery pieces) Reveals no additional information on the pottery pieces.
- *vision* (on the pottery pieces): Caster must succeed at a DC 30 caster level check. Cost is 300 gp and is used up regardless if the caster level check fails. The vision reveals a tall regal looking human, with warm flaming hair that flows over his shoulders, a handsome physique, and amber eyes that dance with fiery flecks of red mischief. He is bent at a potter's wheel. His hands caress the lump of clay that rides on the pottery wheel. A woman of flame appears to dance at the edge of the vision, and it is impossible to determine her full origin or appearance. Only players who experienced the vision may make a Knowledge (planes) check (DC 16) to determine that the man is a janni.

## GM AID #3: Information Gathering/Knowledge Checks

**Note:** Bardic Knowledge checks should function at the same DC as the relevant knowledge check. It is not listed individually below.

### **House Cauderwaller:**

#### *Gather Information:*

DC 15: Cauderwaller is a noble house of Amthydor.

DC 20: The consul of house Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 25: House Cauderwaller are often patrons of archeological digs, and are highly involved in the temple politics of Hyperion.

#### *Knowledge (local):*

DC 15: Cauderwaller is a noble house of Amthydor.

DC 20: The consul of house Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 25: Other notable members of House Cauderwaller are Alan, Laida and Norlan Cauderwaller. All serve the temple of Hyperion.

#### *Knowledge (nobility):*

DC 10: Cauderwaller is a noble house of Amthydor, the family crest is a silver crown over two lances on a field of pale blue. The consul of house Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 15: Other notable members of House Cauderwaller are Alan, Laida and Norlan Cauderwaller. All serve the temple of Hyperion.

DC 20: They get along well with House Pelligari and not at all with House Reilly.

DC 25: The House was founded in 1823 AF. It is believed that the rise to nobility was through connection to House Pelligari.

#### *Knowledge (religion):*

DC 20 (15 for followers of Hyperion, 10 for clerics/paladins of Hyperion): House Cauderwaller has several family members that serve in high-ranking positions within the temple of Hyperion.

### **Lord Alan Cauderwaller:**

#### *Gather Information:*

DC 15: He is a member of House Cauderwaller. He has been known to adventure.

DC 20: He has an interest in religious artifacts.

DC 25: He is a member of the clergy of Hyperion.

#### *Knowledge (local/nobility):*

DC 15: He is a member of House Cauderwaller. He has been known to adventure.

DC 20: As an adventurer, he has unearthed a number of sights of religious significance.

DC 25: He is rather influential within the Temple of Hyperion.

### **House Reilly:**

#### *Gather Information:*

DC 15: Reilly is a noble house of Amthydor.

DC 20: The consul of house Reilly is Lady Consul Ellyn Reilly and she is unmarried.

DC 25: House Reilly are known to be patrons of archeological digs, and several members actually adventure.

#### *Knowledge (local):*

DC 15: Reilly is a noble house of Amthydor.

DC 20: The consul of house Reilly is Lady Consul Ellyn Reilly and she is unmarried.

DC 25: Other notable members of House Cauderwaller are Hellish, Connor, Siam, and Liam. Several are accomplished adventurers.

#### *Knowledge (nobility):*

DC 15: Reilly is a noble house of Amthydor; the family crest is gold lion rampant on a green field. The consul of house Cauderwaller is Lady Consul Inustria Cauderwaller and her spouse is High Lord Nantuk Cauderwaller.

DC 20: Other notable members of House Cauderwaller are Eilish, Connor, Siam, and Liam. Several are accomplished adventurers.

DC 25: Reilly has a strong friendship with High Lady Alissa Torestyn, and therefore a great hatred of House Bailey. They do not care for House Cauderwaller.

DC 30: This House was raised to nobility in 1986 AF, only 14 years ago, due to its major role in defending against the Vanyr invasion against Amthydor. The family is originally Vanyran. They turned on their own native Vanyr.

#### *Knowledge (history):*

DC 20: House Reilly was raised to nobility in 1986 AF only 14 years ago due to its major role in defending against the Vanyr invasion against Amthydor.

DC 25: Arylina Reilly, came from Vanyr with Vanyran inventories of ships and men, and early plans for a new assault by Vanyr on the city of Amthydor. It was information, which would allow Amthydor to be prepared for the war, which came in 1789 AF.

### **Eilish Reilly:**

#### *Gathering Information:*

DC 15: She is a member of House Reilly. She has been known to adventure.

DC 20: She prefers the countryside to the formalities of the Noble District.

DC 25: She is an accomplished rune crafter. She is a collector of unusual and rare items and often adventures to collect items.

#### *Knowledge (local/nobility):*

DC 15: She is a member of House Reilly. She has been known to adventure.

DC 20: She prefers the countryside to the formalities of the Noble District.

DC 25: She is an accomplished rune crafter. She is a collector of unusual and rare items and often adventures to collect items.

DC 30: Eilish is not quite what she seems. There is some question about her noble heritage.

### **Pottery pieces:**

#### *Gather Information:*

DC 19 or less: What do I look like? A sage?

DC 20: Why not check it out at the Temple of Destine? They specialize in lore.

*Note:* Should players choose to pursue this path, the Temple of Destine and the required spells are noted in GM AID #1 & #2.

*Knowledge (arcana/geography/history):* (Note: Only one bardic knowledge check should be allowed for this information.)

DC 35: There is myth of an elemental battle that occurred millennia ago in which a pottery jar was used as a primary weapon of destruction.

*Knowledge (religion):* (Clerics/druids/paladins of Aurelian, Cyrene, Lohm, and Zara only)

DC 30: There is myth of an elemental battle that occurred millennia ago in which a pottery jar was used as a primary weapon of destruction.

*Note:* If a player who qualifies for this check has ranks in knowledge history add +5 competence bonus to this check.

### **Lohmlorhron:**

#### *Gather Information:*

DC 19 or less: What do I look like? A sage?

DC 20: Why don't you check it out at the Stone Hall. Sounds like someplace a Lohmian would hang out.

DC 25: (Deciding to go to the Stone Hall.) Yes, Lohmlorhron is a sacred place to Lohm. You must show the proper respect and deference for Lohm.

*Knowledge (geography):*

DC 25: Lohmlorhron is rumored to be nestled in the foothills of the Telsigir Mountains. The landmarks to find this place are the conjoining of four small mountains heavily laden with granite stone.

*Knowledge (religion):* (Clerics/druids/paladins of Lohm only)

DC 25: Lohmlorhron is rumored to be nestled in the foothills of the Telsigir Mountains. It is guarded by servants of Lohm and only those who are worthy may enter.

### **Isavetta Ritestar:**

#### *Gather Information:*

DC 15: Isavetta is a local priestess of Zara.

DC 20: Isavetta is a known "fanatical" follower of Zara.

DC 25: Isavetta was recently expelled by the formal clergy of Zara as a fanatic whose ideology differs from generally accepted beliefs of most Zarans.

*Knowledge (religion):* (Clerics/druids/paladins of Zara only)

DC 25: Isavetta was recently expelled by the formal clergy of Zara as a fanatic whose ideology differs from generally accepted beliefs of most Zarans.

# Critical Event Summary: All Broke Up

1. Was House Reilly's pottery piece successfully recovered? (Circle)

Yes                  No

2. Was the Lohmlohron pottery piece successfully recovered? (Circle)

Yes                  No

3. Who were the pottery pieces given to (stolen by) at the end of the event?  
(Circle **all** that apply)

Alan Cauderwaller

Followers of Karios

Isavetta Ritestar

Party Kept

Thieves stole them

Other (explain)

4. Did the players perform any divinations on the pottery pieces? If so, what were the results?

5. Did players contract any diseases from Herald? If so, which ones?

6. Did the players attack Herald?

7. Did any of the players kill the guardians at Lohmlohron?

Return this form to: David Samuels, 2722 East 64<sup>th</sup>, Brooklyn, NY 11234, or by e-mail to [lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com).

Please send completed form to:  
David Santana, 604 Liberty Ave,  
Jersey City, NJ 07307, or email to  
lsj-roster@theshiningjewel.com.



## Roster of Heroes: All Broke Up

**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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