



Cold Iron Heart

Dark Tome Series - Part 6

By Keith Knecht

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

The Diamond Legion has need of adventurers to look into thefts from the learned places around the city. Can the heroes of Amthydor figure out who is behind this and why? For heroes of levels 1-11.

Note: If at all possible, this event should be played after “End of Innocence” and before “Genesis.”

(Updated June 2007)

www.theshiningjewel.com/lcj

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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

Over much time, the Magocracy of Pyrroth has come into possession of information on an ancient magic ritual. The ritual will allow them to create and control draconic liches, which will mean much death and destruction in Amthydor.

Over the first parts of the Dark Tome saga, the Pyrrothians have come into possession of some of the items needed to perform the ritual – the Manual of the Dead, the Cup of Discord, the Horn of Warrior’s Calling (an ivory war horn inlaid with silver), a brazier known as the Crucible, and The Dragon’s Eye (an emerald of the finest quality). They now seek the next and final piece in the puzzle, the Cold Iron Heart.

Introduction: PCs get a message to meet for lunch with the Diamond Legion rep.

Encounter 1: The PCs are hired by the Special Services Division of the Diamond Legion. They meet with Lt Argyn Zix and are asked to investigate the theft of information from some places around the city.

Encounter 2: PCs can speak to Record Keeper Peyton at the Great Hall of Records about stolen information.

Encounter 3: PCs can speak to Salindy Stonemith at the League of Thaumaturgical Studies about stolen information.

Encounter 4: PCs can speak to Lilika Ausbein at the Greyson Institute about stolen information.

Encounter 5: PCs can gather information about stolen information and infernal creatures.

Encounter 6: A snatch and grab by demons is attempted on a visiting scholar’s item. It will be successful.

Encounter 7: Speaking with the scholar and learning a bit more about things.

Encounter 8: Digging the Pyrrothians and friends out of their lair. Unfortunately, the Heart gets away thanks to the Big Bad.

Epilogue: Information is found about ritual and Pyrrothian plans. Search is begun for ritual site.

Introduction – The Setup

It is a fine day in the Shining Jewel, and you are currently heading for a good breakfast at the Dauntless Dolphin. A messenger boy approaches you, and hands you a scroll. He then nods at you as if to excuse himself for interrupting your morning and walks away. The scroll has a wax seal of a wolf’s head and skull on it.

Opening the scroll, you read a note from Lt. Argyn Zix requesting a meeting at nine bells today at the Diamond Legion headquarters. Breakfast will be provided. That leaves you a bit of time before you head there.

A **Knowledge (local) check of DC 10** will let a PC recall that Argyn Zix is a lieutenant for the Diamond Legion Special Services Division. The wolf’s head and skull is the Special Services Division’s insignia. The Special Services Division usually deals with the more unusual cases for the Diamond Legion.

If any of the PCs pick up the Daily Trumpeter (one of the local newspapers) they will find that the main story is about robberies from the Great Hall of Records, the League of Thaumaturgical Studies, and the Greyson Institute. The robberies all happened last night, in that order.

If the PCs decide to miss the meeting, wish the players well, award them no xp, and go play board games for a couple hours until the next mod starts.

If they go to the meeting **GO TO Encounter 1.**

Encounter 1 – The Task at Hand

Arriving at the Diamond Legion headquarters, a trooper shows you to a meeting room in a rather plain-looking part of the building. However, there is plenty of room for you and the few others present to sit comfortably around a table and have breakfast while waiting for Lt Zix. The breakfast is catered from the Jade Palace and is actually quite good.

Pause here and allow PC introductions. After 5-10 minutes, continue. Some PCs may recognize Lt. Zix from previous modules, but he won't spare more than a moment to recognize them, as he has important information to relay to them.

After a few moments, a man wearing the grey and black uniform of the Diamond Legion Special Services Division, complete with the emblem of a wolf's head and skull, enters the room. He takes the seat at the head of the table.

“Good morning. I am Lieutenant Argyn Zix, and I hope you found the food to your liking. I am pleased that you have answered my call to serve the interests of Amthydor.

“As to why I have summoned you, I have need for investigators into some thefts around the city. It seems that it was a busy night in the Academy District last night. The Great Hall of Records, the League of Thaumaturgical Studies, and the Greyson Institute were all burglarized, in that order, during the night.

“The preliminary reports have shown that nothing has been taken except for some old books and scrolls, texts on ancient history from what was said. The locations are still doing an inventory so I do not have exact details on what is missing yet. Other valuables were left alone and untouched.

“The common thread is that it appears creatures of a demonic nature committed the

thefts. From all accounts, one of the creatures grabbed whatever it was looking for and then vanished. The League wizards described the thing doing the snatching as a big spider-like creature. They have concluded that it used teleportation magic of some sort.

“My troopers are not geared up to go hunting for demons at the moment, but we are preparing. That is why I am asking you to look into this for me. Adventuring types tend to be prepared for many issues that arise. And the fact that Captain Vestra recommends you highly helps.

“Unfortunately, this is all the data I currently have. It seems that someone wants information, and I want you to find out who that someone is and what that information is.

“I will provide you with a writ to show you are serving the Legion in this matter.”

A **Knowledge (planes)** check of DC 20 will identify the creature described as a retriever. Retrievers are spider-like constructed creatures twice the height of a man. They are demonic errand boys that fetch all manner of things for their masters.

For every 5 points the check beats DC 20, the PCs can learn one ability of retrievers – IF THEY ASK about such. See **Appendix 1** for details.

The PCs will not actually fight a retriever during the adventure since the robberies have happened already, but the stat blocks are included in Appendix 1 if the PCs make a big Knowledge (planes) check.

➤ **What about payment? / How much we get for this?**

“I have been authorized to offer you (200 gp x ATL) each for the successful completion of the task at hand.”

➤ **Do you know Captain Abraham Carter?** (Carter appears in other modules.)

“I do not who he is.” (Zix knows neither the name nor anyone fitting the description of Carter.)

GM NOTE: If the PCs return to the Diamond Legion later in their travels (after learning a bit more about demonic creatures) to see Zix, he will busy speaking with another trooper about the investigation and can not see the PCs at this time. But he will have left a package for the party. The package is a pouch containing 3 oils of *bless weapon* and a note which reads “Information I received after our meeting shows that these could come in handy. A. Z.”

The PCs can also get the oils from Zix if they ask before they leave. A **Knowledge (planes) check of DC 15** will give the PCs information that good aligned weapons will bypass most demon DR.

If you are running this adventure at a low ATL and the PCs either have not thought to purchase *bless weapon* oil or cannot afford to do so, suggest they make a short report to Lt. Zix, which will allow them access to the items they will need later on.

- If the PCs want to go to the Great Hall of Records **GO TO Encounter 2.**
- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 3.**
- If the PCs want to go to the Greyson Institute **GO TO Encounter 4.**
- If the PCs want to gather information on their task **GO TO Encounter 5.**
- If the PCs want to make the show and speak with Sil (later that night) **GO TO Encounter 6.**

GM Note: All of the information taken in the following Encounters are not part of any set of tomes, volumes of encyclopedia, etc. They all just happen to contain information on the same general subject – legends and history of elves and dragons. Details are given in the specific encounters and player handouts.

If the PCs check the physical crime scenes, they will find evidence to support the story of the person at the site. There will be damage, but not as much as they **would expect** for something that large breaking in. Basically things like scraped floor where it walked, broken shelves where it squeezed through narrow spaces between racks, etc. This is because the creature knew exactly where to find what it was looking for and took nothing else. No searching to find things means minimal damage to the general area.

They will also find no real clues as to where the creature has gone since it teleports to and away from each scene.

Encounter 2 – Great Hall of Records

The Great Hall of Records is a large, imposing building made of white stone that has been smoothed to a shiny finish. Entering the main doors, you find yourself in a large open sitting area. The room is well lit by natural light from the many high windows and has soft looking chairs and reading tables scattered about the area. A finely crafted counter sits at the end of the room opposite the entry doors. It is set at different heights at each end to serve the tall and short folk of Amthydor. You can see several people behind it.

(When the party moves to the counter) *As you approach the counter, a middle aged human man wearing a pale grey robe moves toward you. He is bald and has a set of spectacles pushed up on his head. “Good day. I am Record Keeper Peyton. How may I help you?”*

Peyton will talk about his job and duties at the Great Hall if the PCs want. He is basically the equal of a modern day librarian at a large city library. He catalogs books and scrolls, does research, and helps the public find information they need.

His spectacles have a *comprehend languages* effect on them. Very handy for reading tomes and scrolls!

- **We're looking into the incident here for the Diamond Legion. / We're investigators. / etc**

“Dreadful... absolutely dreadful! I was here last night when it happened. I work the late afternoon to night shift. I was ready to leave for the night, just saying good night on my way out as a matter of fact, when it happened.”

“These creatures came slamming through the door. The smaller things harried me and the other Record Keepers on duty. Not many public folks here, it being almost midnight. The bigger one, a spider looking thing, headed for the ancient history section like it knew just what it wanted. Grabbed a couple of volumes out of a rack just as gentle as one of us would and then ‘poof’ – it vanishes clean away. The little things ran back out the door and away right after.”

Investigating the main doors will require a **Search check DC 20** or an **Open Locks check DC 15** to show that they have been recently hung back on their hinges and have had the glass and locks replaced. Recently, like earlier this morning.

- **What did the smaller things look like?**

“Horrid little creatures... They were humanoid, about 4’ tall. Squat and rubbery with sickly looking skin and claws, and a mouthful of fangs. They threatened us, but didn’t really attack. Then again, none of us tried to attack them or get past them either.”

A **Knowledge (planes) check of DC 12** will identify these creatures as dretch. Dretch are the lowest of demon kind and usually serve as cannon fodder or shock troops. They tend to be cowardly in fights, but will fight when pressed by their superiors.

For every 5 points the check beats DC 12, the PCs can learn information on one ability of the

creature – IF THEY ASK about such. See stats in encounter 8 for details on Dretch.

- **What about the spider thing?**

“It was easily 10’ tall. It looked like it wasn’t a natural creature. As if any demon thing is natural, right? It seemed built, like a golem maybe. And it acted like it knew just what it was looking for.”

A **Knowledge (planes) check of DC 20** will identify the creature described as a retriever. Retrievers are spider-like constructed creatures twice the height of a man. They are demonic errand boys that fetch all manner of things for their masters.

For every 5 points the check beats DC 20, the PCs can learn one ability of retrievers – IF THEY ASK about such. See **Appendix 1** for details.

The PCs will not actually fight a retriever during the adventure since the robberies have happened already, but the stat blocks are included in Appendix 1 if the PCs make a big Knowledge (planes) check.

- **What information was taken?**

“The thing took some scrolls from the ancient history section. They deal with legends about dragons and ancient elvish history. I can give you a basic summary since that is one of my specialties.” (Give them **Player Handout #1**)

GM NOTE: If this is the second crime scene the PCs have visited in their investigation, they also get more information.

“By the way, we have done a bit of additional research on demons and their kind and have found out that most of them are resistant to physical damage. Your weapons will not hurt them as much as they should unless the weapons can be blessed with goodness.”

- If the PCs want to go back to the Diamond Legion **GO TO GM Note in Encounter 1.**

- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 3.**
- If the PCs want to go to the Greyson Institute **GO TO Encounter 4.**
- If the PCs want to gather information on their task **GO TO Encounter 5.**
- If the PCs want to make the show and speak with Sil (later that night) **GO TO Encounter 6.**

Encounter 3 – The League of Thaumaturgical Studies

Your trek to the towers of the League of Thaumaturgical Studies is uneventful. Upon arrival, you are shown into a meeting room. In there seated at a table is a middle-aged human woman. She stands about 5’5”, has shoulder length salt and pepper brown hair, and wears a beige robe with a moon-white vest and a cap of sable.

“Good day, I am Salindy Stonesmith. I am the Head Conjurition Counselor for the Chapter of the Rabbit at the League of Thaumaturgical Studies. And what can I do for the Diamond Legion investigators today?”

- **How do you know who we are / what we want?**

She smiles at the question. “This is the League. It is our job to know these things. We are second only to the temple of Destine in our divinations.”

- **What happened last night? / What can you tell us about the robbery?**

“I was not in that area personally since it was rather late. I was called upon after the incident to do a check of the area and heard the story then.”

“A group of three humanoid creatures and one spider-like thing appeared in one of our smaller galleries. It is a chamber just outside the gallery that displays ancient artifacts and

also holds information about them. The humanoid creatures threatened the people in the gallery while the spider thing moved into the information storage area. It came out a few moments later with a tome in its jaws and vanished. Right after, the other creatures vanished also.”

“The wizards in the chamber tried to stop the creatures but were unsuccessful. Two of them were wounded and are currently resting at the temple of Ardra. They will make a full recovery.”

- **What did the humanoids look like?**

“They were gaunt with reddish black leathery skin. The skin also looked sort of slimy. They had large pointed ears and a single horn coming out of the back of the head. And they smelled rank.”

A **Knowledge (planes)** check of DC 17 will identify these creatures as babau demons. Babau serve the demon lords as spies and assassins.

For every 5 points the check beats DC 17, the PCs can learn one ability of the creature – IF THEY ASK about such. See stats in encounter 8 for details on Babau.

- **What about the spider thing?**

“It was easily 10’ tall. It looked like it wasn’t a normal demonic creature. It appeared to be constructed. It knew exactly where to find what it was looking for. I assume it has some sort of object location ability.”

A **Knowledge (planes)** check of DC 20 will identify the creature described as a retriever. Retrievers are spider-like constructed creatures twice the height of a man. They are demonic errand boys that fetch all manner of things for their masters.

For every 5 points the check beats DC 20, the PCs can learn one ability of retrievers – IF THEY ASK about such. See **Appendix 1** for details.

The PCs will not actually fight a retriever during the adventure since the robberies have happened already, but the stat blocks are included in Appendix 1 if the PCs make a big Knowledge (planes) check.

➤ **What information was taken?**

“It took one of our tomes on ancient artifacts and civilizations. In particular, one about the Ultimate Tome of Dragon Magic. This contains excerpts from the book known as the Dark Tome. I can tell you what I know about its legend.” (Give them **Player Handout #2.**)

➤ **What did you determine about the robbery site?**

“I scanned the site thoroughly and detected multiple conjuration auras. Auras of that type point toward teleportation magic, which is confirmed by how the creatures appeared and disappeared.”

“Also, it makes sense that the spider thing had to leave the main gallery area to teleport away. We keep our vault type areas under dimensional lock which prevents teleportation and dimensional transfer magics from working within the rooms. That makes it easier to prevent thefts. Or so we thought.”

GM NOTE: If this is the second crime scene the PCs have visited in their investigation, they also get more information.

“By the way, we have done a bit of additional research on demons and their kind and have found out that most of them are resistant to physical damage. Your weapons will not hurt them as much as they should unless the weapons can be blessed with goodness.”

- If the PCs want to go back to the Diamond Legion **GO TO GM Note in Encounter 1.**
- If the PCs want to go to the Great Hall of Records **GO TO Encounter 2.**
- If the PCs want to go to the Greyson Institute **GO TO Encounter 4.**
- If the PCs want to gather information on their task **GO TO Encounter 5.**

- If the PCs want to make the show and speak with Sil (later that night) **GO TO Encounter 6.**

Encounter 4 – Greyson Institute

You head for the Greyson Institute, which is the bardic college of Amthydor. The building is made of light colored stone and has an open and airy feel to it. There is an open air theater next to the main building. A pair of large shield-shaped masks hangs over the door to the building. One portrays a happy face; the other, a sad.

Upon entering, you are shown into the office of Lilika Ausbein. She is a human female and head of the Institute. She is olive skinned, stands about 5’ 7”, and has auburn hair and bright blue eyes. She wears a dress that looks like it is made from spun gold that flatters her lithe form. You have heard that her ability to play fugues and sonatas and her improvisational ability has never been matched, and some even say she was blessed by Glissande. “Please, be comfortable and let me know what I can do for you today.”

➤ **Tell us what happened? / What about the theft? / etc**

“It was fairly late last night, probably about 2 bells after midnight when there was a crashing in one of our library areas. I went to investigate and saw a few small flying demonic creatures harassing the staff on duty. They seemed to be keeping the staff at bay and not actually attacking. The crash was from a book shelf they had overturned. I also saw a large spider-like creature pull something out of the debris and then vanish.”

➤ **What did the small things look like?**

“Look like? I know what they were. Quasits are a fairly minor form of demon, but a demon none the less. They are small humanoid creatures with bat wings and greenish skin.”

Their claws are poisonous and can sap the mobility from those damaged.”

A **Knowledge (planes)** check of DC 13 will confirm the identity of the creature as a quasit. Quasits are low level demons that will sometimes bargain with evil mages to be familiars.

For every 5 points the check beats DC 13, the PCs can learn one ability of the creature – IF THEY ASK about such. See **Appendix 1** for details. The party will not encounter quasits in their travels.

➤ **What did the spider thing look like?**

“The spider creature was a retriever. Demon lords or commanders use them to find things. It’s said that they can fetch anything from any place.”

A **Knowledge (planes)** check of DC 20 will identify the creature described as a retriever. Retrievers are spider-like constructed creatures twice the height of a man. They are demonic errand boys that fetch all manner of things for their masters.

For every 5 points the check beats DC 20, the PCs can learn one ability of retrievers – IF THEY ASK about such. See **Appendix 1** for details.

The PCs will not actually fight a retriever during the adventure since the robberies have happened already, but the stat blocks are included in **Appendix 1** if the PCs make a big Knowledge (planes) check.

➤ **What information was taken?**

“A book on elvish lore and legends. And, oddly, a flyer advertising an appearance of a scholar here tonight. His lecture starts at 7 bells.” (Give players **Handout 3**)

“His name is Sil. He’s a desert elf. He is here to talk about elvish and dragon lore and legends. He is the foremost authority on the subject. It is said that he has found the Cold

Iron Heart and is showcasing it in cities around Raia.”

➤ **Cold Iron Heart? What’s that?**

“An ancient relic. It is rumored to be the heart of a dragon. Or maybe it was a piece of a heart of a dragon. Sil would know much more about it, of course.”

Lilika can arrange a meeting with Sil for after his presentation if the PCs wish to speak with him.

GM NOTE: If this is the second crime scene the PCs have visited in their investigation, they also get more information.

“By the way, we have done a bit of additional research on demons and their kind and have found out that most of them are resistant to physical damage. Your weapons will not hurt them as much as they should unless the weapons can be blessed with goodness.”

- If the PCs want to go back to the Diamond Legion **GO TO GM Note in Encounter 1.**
- If the PCs want to go to the Great Hall of Records **GO TO Encounter 2.**
- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 3.**
- If the PCs want to gather information on their task **GO TO Encounter 5.**
- If the PCs want to make the show and speak with Sil (later that night) **GO TO Encounter 6.**

Encounter 5 – Gathering Information

If the PCs decide to gather information at any time about their investigation, demons, dragons, Sil, etc here is what they can get.

The information is also included in **Player Handout #4.**

Demons about the city

DC 15

There have been demons running about the city lately. This bodes ill for us. (mostly true)

I heard that demons don't like blessed weapons. Hurts them more than normal ones do. (true)

DC 20

The demons were the ones that did the robberies last night. I heard that the things ate one of the mages at the League. (first part true, second part false)

I heard that some of the places in the Academy District got ripped off last night. (true)

DC 25

It's the Pyrrothian delegation that's doing the demon summoning. All the blasted wizards should be hung. (true and will be proven later)

It's that bunch of visitors from Jadenspur that are behind the demons. They do all kinds of black magic in that lawless city. (false)

The Oblivion worshippers are behind it. They'd be the ones to consort with demons. (false)

Sil / The Scholar / Dragons (legends, etc)

DC 15

Some elf guy is coming to town. Supposed to be a dragon scholar. Yeah right, like dragons exist. (true)

DC 20

Dragons existed long ago, so I heard. Now they're things in tales to tell children. (mostly true)

Sil's a desert elf. He's a scholar coming in to do a lecture on dragon and elf legends and myths. (true)

DC 25

Dragons and elves were the world's caretakers long ago. (true)

According to legends, there was only one type of elf before humans came to the lands here. (false)

I heard a tale that some ancient magic dark dragon tome was broken into pieces. Wonder if anyone will ever find them all? (true and will be proven later)

If the PCs want to go back to the Diamond Legion **GO TO GM Note in Encounter 1.**

If the PCs want to go to the Great Hall of Records **GO TO Encounter 2.**

If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 3.**

If the PCs want to gather information on their task **GO TO Encounter 5.**

If the PCs want to make the show and speak with Sil (later that night) **GO TO Encounter 6.**

Encounter 6 – The Pursuit of Knowledge

You arrive back at the Greyson Institute to be on hand for Sil's lecture. From what you have learned so far, it promises to be an interesting presentation.

As you approach the amphitheater, you see quite a few people waiting outside the entry gates. It looks like Sil is a popular guy in his circles. Or maybe many folks want to hear about legends and myths this evening.

There are several tables set up along the wall of the amphitheater that have appetizers and drinks on them. These are available for the crowd to enjoy while they wait to enter the theater proper. There are also a few servers walking up and down the line with trays of the same foodstuffs.

You also notice a few Diamond Legion troopers around the area. Apparently with all the thefts lately, the Institute decided not to take chances on losing Sil or his item.

If the PCs look around, they will find a human man that appears to be coordinating the crowd entering the theater, the servers, and the Diamond Legion troopers. He is about 5'7" tall with dark brown hair. His clothes are a bit garish, but not insanely so. He carries himself like he was born to the stage.

If the PCs approach him, he will introduce himself as Richard. He has been assigned to oversee the lecture this evening and keep general order of things. He does not antagonize the PCs, he just tells them the rules that he has to work by.

Richard will be the person that comes over if the PCs start making a scene. He can answer questions and give information below.

TROUBLESHOOTING THE LECTURE: PC Interference

It is quite possible that the PCs will want to get to the lecture well in advance to check it out or offer security, or many other suggestions. While this is perfectly reasonable, there are also perfectly reasonable reasons why the Greyson Institute will not enforce martial law upon an academic lecture, even though the PCs have good reason to believe otherwise. Use the following as guidelines for how to deal with insistent PCs that "know better than these idiots who won't take proper precautions." Odds are they'll still complain, but at least you can say that you addressed their concerns!

If the PCs get there too early, Richard will inform them that the seating begins at 1 hour before the lecture starts. (seating at 6 bells, lecture at 7 bells) Nobody will be allowed into the area before then due to Sil's request.

➤ **We want to guard the stage and podium.**

"I do apologize, but this is a lecture, not a battlefield. We have academics showing up for wine and cheese and some intellectual discourse. We have asked the Diamond Legion to be on site due to the other thefts of late, but we simply cannot allow you to make it look like

you are prepared for war. Your support will be welcome if it is needed of course, but please act accordingly otherwise. You may take seats as close as the third row before the stage...the front two rows are reserved for our VIPs."

➤ **But we need to be standing near the podium / seated in the front row!**

"I'm sorry, but that is simply not an option. Despite any information you may have uncovered, there is no tangible proof that anything will go wrong here at all. Without that, we cannot make it look like we're preparing for a siege and scare our guests and visitors! Being seated in the hall just in case is the best that we can do for you."

(NOTE: If there is a certified Noble PC in the party, they can try to use the 3rd level class ability *Influence* to arrange a seat change, for THAT PC ONLY, in the front row. Even noble influence has its limits!)

➤ **You need to get additional guards here!**

"We have already signed on additional guards from the Diamond Legion. While we will only station a minimum number of them inside the amphitheater, we will post the rest of them outside the entry gates should trouble arise."

(NOTE: When the crowd panics and clears the room, the Diamond Legion will be totally occupied dealing with getting people out safely and not getting trampled by fleeing guests, leaving the fight to the PCs.)

➤ **We want to talk to Sil before the lecture. / We need to get into the hall before the lecture.**

"Unfortunately, that cannot be done. Sil is one of the more flighty speakers in terms of his lecture conditions. His contract specifies no visitors before he goes on unless he requests it. He also needs the time before his presentations undisturbed. He likes to spend time alone getting a 'feel' for the acoustics of the room and preparing himself to speak. His reputation is such that most people give in to his few

foibles. I WILL promise to speak to him when I greet him and warn him of potential danger, and inform him of your presence in the theater. That should do the job.”

- **What’s wrong with you? Why aren’t you doing what we tell you to do? Are you idiots?**

“There’s no need to insult me or the Institute. While I appreciate your bringing news of potential danger to us, that does not entitle you to dictate orders to us. You are not High Warrior Breng, and your words carry no authority on criminal matters. I would appreciate a civil tongue if you wish to assist here. Remember, I am under no obligation to ALLOW you into OUR hall. As you have pointed out, there are others who might assist me at this time, and they will show me and the Institute the proper respect!”

- **Forget it! Do this our way or else!**

“Very well, then. I thank you for the warning. Please see yourselves out and do not return. We shall have the services of the Diamond Watch for security against any demons that may show up, and I’d hate to waste their time by having them arrest you.”

(NOTE: This should not be necessary unless the PCs are being absolute stubborn louts. In this event, unless they want to risk arrest by pushing their luck, they will HAVE to start the encounter outside the lecture hall, in which case it will run as written.)

When the PCs get settled in the theater, continue:

As you enter the theater and take seats, you see that the stage is set up with a table in the center. On the table is a wooden box about 3’ square.

You also see a Diamond Legion trooper on each side of the stage and two more in front of the stage. They are armed and appear alert.

As the city bell tolls 7, a human comes out on the stage and speaks. “Good evening one and all. I am Richard of the Greyson Institute and your host for this evening. I hope you found the snacks outside to your liking. And now, the Greyson Institute is proud to bring you the foremost expert on dragons and elves... SIL!” Richard makes an expansive gesture toward the back of the stage where a door slides open and a desert elf walks out. He walks slowly to the center of the stage in front of the table while the crowd applauds.

He has bronze colored skin, jet black hair, and blue eyes. He is wearing a loose fitting suit of a smooth sand-colored cloth. He removes a large rather plain hat and sets it on the table and addresses the room. “Good evening, learned folk. It is a pleasure to be in the fine city of Amthydor once again. Tonight, be prepared, for we will be discussing the legends of the most mythical and mysterious of beasts... the creature used in tales to frighten children in every city on Raia... DRAGONS!”

As Sil mentions dragons, there is a popping sound behind him and a creature appears on the stage with 2 men. It is a large spider-like creature that you have heard much about lately.

The Diamond Legion troopers around the stage turn toward the crowd. One of the men on the stage yells, “You shall not stop it! It has been too long coming!” The group of troopers near the stage moves toward you. The other two that remain on the stage have the look of fanatics on their faces and bloodlust in their eyes.

Sil has either heard the pop or has seen the look in the faces of the audience and turns to look behind him. He blanches, grabs his hat, and dives under the stage as the creature reaches for the box.

The people in the amphitheater panic and chaos erupts as a mad rush toward the gates begins. The Diamond Legion troopers stationed there are doing their best to keep a

semblance of order and not have folks get trampled. It appears they have their hands quite full at the moment.

See **Map #1** for the combat setup.

The retriever WILL win initiative and go first. For its actions, it will grab the box containing the Cold Iron Heart and teleport away.

The opponents are a Pyrrothian mage, an Oblivion cleric (the two on stage), and their hired goons, who are posing as Diamond Legion troopers to get near the stage.

They know that the Diamond Legion has some adventurers looking into the thefts and are here to oversee the theft of the Cold Iron Heart personally. They also want to forcibly discourage the PCs from continuing their investigation.

Tactics: Being fanatical, the cleric and sorcerer will fight to the death.

The hired mercenaries will fight until they get to single digit hit points and then attempt to flee. They are paid, but not paid that well.

The sorcerer or cleric will have no issues with catching the mercenaries in any area effects if the mercenaries start to run away. They will also use area of effect spells with Reflex saves freely on NPC rogues if they have evasion.

The fighters will attempt to beat down the PCs. The rogues will try to flank and get sneak attack.

If the PCs subdue the Pyrrothian or the Oblivionite, they will get no useful information from them, just things like “You can not stop it. We have labored long to make it come to pass.” They are fanatical and will not betray anything they know. And truthfully, they don’t know much in the grand scheme of evil things.

After the fight, the party will find a map and a key on the Pyrrothian sorcerer. The map

points to the location of a warehouse in the North Trade District.

After the fight, the PCs can talk to Sil. **GO TO Encounter 7.**

After the fight, the PCs can investigate the area on the map. **GO TO Encounter 8.**

ATL 1

\ Cleric 1 (1) starts at position A: Medium human; HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 18 (+2 Dex, +5 chainmail, +1 light shield), touch 12, FF 16; BAB/Grp +0/+1; Atk +1 melee (1d8+1, heavy mace) or ranged +2 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +4, Ref +2, Will +4; Str 12, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration +9, Diplomacy +1, Heal +4, Knowledge (religion) +3, Knowledge (planes) +3, Spellcraft +0.

Feats: Skill Focus (concentration), Still Spell

Equipment: chainmail, light steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 12 + spell level)

0 – *Detect Magic, Read Magic, Resistance*

1 – *Protection from Good (d), Bane, Bless*

\ Rogue 1 (1) starts at position B: Medium human; HD 1d6+2; hp 8; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor +1), touch 13, FF 13; BAB/Grp +0/+1; Atk +1 melee (1d6+1 nonlethal, sap) or +1 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +1d6; SQ none; AL N; SV Fort +2, Ref +5, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +3, Climb +2, Escape Artist +6, Hide +4, Jump +2, Knowledge (local) +2, Listen +3, Move Silently +4, Sense Motive +2, Spot +3, Swim +2, Tumble +7.

Feats: Dodge, Mobility

Equipment: Sap, +1 leather armor, rapier.

\ Fighter 1 (1) starts at position D: Medium human; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), touch 11, FF 17; BAB/Grp +1/+4; Atk +5 melee (1d8+4), +1 battleaxe, x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +5, Ref +1, Will +3, Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +3, Intimidate +3, Jump +3, Ride +2, Swim +2.

Feats: Cleave, Iron Will, Power Attack.

Equipment: +1 battleaxe, chainmail, heavy steel shield.

\ Sorcerer 2 (1) starts at position F: Medium human; HD 2d4+7; hp 15; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 bracers of armor +1), touch 12, FF 11; BAB/Grp +1/+1 Atk +1 melee (1d8, morningstar) or ranged +3 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 15.

Skills: Bluff +4 Concentration +10, Knowledge (arcana) +5 Spellcraft +5

Feats: Still Spell, Skill Focus (concentration)

Equipment: +1 bracers of armor, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/5

Spells: (save DC = 12 + spell level)

0 – *Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Grease, Magic Missile*

ATL 3

✧ **Cleric 3 (1) starts at position A:** Medium human; HD 3d8+6; hp 28; Init +2; Spd 20 ft.; AC 19 (+2 Dex, +5 chainmail, +2 heavy shield), touch 12, FF 17; BAB/Grp +2/+3; Atk +3 melee (1d8+1, heavy mace) or ranged +4 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +5, Ref +3, Will +5; Str 12, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills: Concentration +12, Diplomacy +4, Heal +6, Knowledge (religion) +4, Knowledge (planes) +4, Spellcraft +0.

Feats: Skill Focus (concentration), Still Spell, Dodge.

Equipment: chainmail, heavy steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (Save DC = 12 + spell level)

0 – *Detect magic, inflict minor wounds, read Magic, resistance;*

1 – *Protection from good (d), bane, bless, shield of faith;*

2 – *Invisibility (d), hold person, spiritual weapon.*

✧ **Rogue 3 (2) starts at position B & C:** Medium human; HD 3d6+6; hp 22; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor +1), touch 13, FF 13; BAB/Grp +2/+3; Atk +3 melee (1d6+1 nonlethal, sap) or +3 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +2d6; SQ Evasion; AL N; SV Fort +3, Ref +6, Will +2; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +4, Climb +2, Escape Artist +9, Hide +6, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +6, Sense Motive +4, Spot +3, Swim +2, Tumble +9.

Feats: Dodge, Mobility, Spring Attack.

Equipment: Sap, +1 leather armor, rapier.

✧ **Fighter 2 (2) starts at position D & E:** Medium human; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp

+2/+5; Atk +6 melee (1d8+4), +1 battleaxe, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +6, Ref +4, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +4, Intimidate +4, Jump +3, Ride +3, Swim +3.

Feats: Cleave, Iron Will, Lightning Reflexes, Power Attack.

Equipment: +1 battleaxe, +1 chainmail, heavy steel shield.

✧ **Sorcerer 2 (1) starts at position F:** Medium human; HD 2d4+7; hp 15; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 bracers of armor +1), touch 12, FF 11; BAB/Grp +1/+1 Atk +1 melee (1d8, morningstar) or ranged +3 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +2, Ref +2, Will +4; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 15.

Skills: Bluff +4 Concentration +10, Knowledge (arcana) +5 Spellcraft +5

Feats: Still Spell, Skill Focus (concentration)

Equipment: +1 bracers of armor, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/5

Spells: (save DC = 12 + spell level)

0 – *Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Grease, Magic Missile*

ATL 5

\ Cleric 5 (1) starts at position A: Medium human; HD 5d8+10; hp 44; Init +2; Spd 20 ft.; AC 19 (+2 Dex, +5 chainmail, +2 heavy shield), touch 12, FF 17; BAB/Grp +3/+4; Atk +4 melee (1d8+1, heavy mace) or ranged +5 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +6, Ref +3, Will +7; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +13, Diplomacy +4, Heal +8, Knowledge (religion) +4, Knowledge (planes) +4, Spellcraft +0.

Feats: Skill Focus (concentration), Still Spell, Dodge

Equipment: chainmail, heavy steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 13 + spell level)

0 – *Detect Magic, Inflict Minor Wounds x2, Read Magic, Resistance*

1 – *Protection from Good (d), Bane, Bless, Doom, Shield of Faith*

2 – *Invisibility (d), Hold Person, Inflict Moderate Wounds, Spiritual Weapon*

3 – *Magic Circle against Good (d), Blindness / Deafness, Dispel Magic*

\ Rogue 5 (2) starts at position B & C: Medium human; HD 5d6+10; hp 34; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor +1), touch 13, FF 16; BAB/Grp +3/+4; Atk +4 melee (1d6+1 nonlethal, sap) or +4 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +3d6; SQ Evasion, uncanny dodge; AL N; SV Fort +3, Ref +7, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +6, Climb +2, Escape Artist +11, Hide +10, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +10, Sense Motive +4, Spot +5, Swim +2, Tumble +11.

Feats: Dodge, Mobility, Spring Attack

Equipment: Sap, +1 leather armor, rapier.

\ Fighter 4 (2) starts at position D & E: Medium human; HD 4d10+12; hp 46; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +4/+7; Atk +9 melee (1d8+4 (3d8+12 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Intimidate +5, Jump +5, Ride +3, Swim +3.

Feats: Cleave, Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe).

Equipment: +1 *thundering battleaxe*, +1 *chainmail*, heavy steel shield.

\ Sorcerer 4 (1) starts at position F: Medium human; HD 4d4+11; hp 25; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 *bracers of armor* +2), touch 12, FF 11; BAB/Grp +2/+2 Atk +2 melee (1d8, morningstar) or ranged +4 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +3, Ref +3, Will +5; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

Skills: Bluff +9 Concentration +12, Knowledge (arcana) +8 Spellcraft +8

Feats: Dodge, Still Spell, Skill Focus (concentration)

Equipment: +2 *bracers of armor*, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/7/4

Spells: (save DC = 13 + spell level)

0 – *Acid Splash, Daze, Light, Ray of Frost, Read Magic, Touch of Fatigue*

1 – *Grease, Magic Missile, Ray of Enfeeblement*

2 – *Glitterdust*

ATL 7

✧ **Cleric 7 (1) starts at position A:** Medium human; HD 7d8+17; hp 63; Init +2; Spd 20 ft.; AC 20 (+2 Dex, +6 chainmail +1, +2 heavy shield), touch 12, FF 18; BAB/Grp +5/+6; Atk +6 melee (1d8+1, heavy mace) or ranged +7 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +7, Ref +4, Will +8; Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills: Concentration +16, Diplomacy +4, Heal +8, Knowledge (religion) +6, Knowledge (planes) +6, Spellcraft +0.

Feats: Skill Focus (concentration), Still Spell, Dodge, Toughness

Equipment: +1 chainmail, heavy steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 13 + spell level)

0 – Detect Magic, Guidance, Cure Minor Wounds x2, Read Magic, Resistance

1 – Protection from Good (d), Bane, Bless, Deathwatch, Doom, Shield of Faith

2 – Invisibility (d), Bull's Strength, Hold Person, Cure Moderate Wounds, Spiritual Weapon

3 – Magic Circle against Good (d), Blindness / Deafness, Dispel Magic, Invisibility Purge

4 – Unholy Blight (d), Freedom of Movement

✧ **Rogue 7 (2) starts at position B & C:** Medium human; HD 7d6+14; hp 46; Init +3; Spd 30 ft.; AC 17 (+3 Dex, +4 leather armor +2), touch 13, FF 17; BAB/Grp +5/+6; Atk +6 melee (1d6+1 nonlethal, sap) or +6 melee (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +4d6; SQ Evasion, uncanny dodge; AL N; SV Fort +4, Ref +8, Will +5; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +8, Climb +5, Escape Artist +13, Hide +13, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +13, Sense Motive +4, Spot +8, Swim +2, Tumble +13.

Feats: Dodge, Iron Will, Mobility, Spring Attack.

Equipment: Sap, +1 leather armor, rapier.

✧ **Fighter 6 (2) starts at position D & E** Medium human; HD 6d10+20; hp 68; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 19; BAB/Grp +6/+9; Atk +10 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Full Atk: +10/+5 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3) Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +8, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Intimidate +8, Jump +5, Ride +3, Swim +3.

Feats: Blind Fighting, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, chainmail +2, heavy steel shield.

✧ **Sorcerer 6 (1) starts at position F:** Medium human; HD 6d4+15; hp 35; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +2 bracers of armor +2, +2 mage armor (precast)), touch 12, FF 14; BAB/Grp +3/+3 Atk +3 melee (1d8, morningstar) or ranged +5 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

Skills: Bluff +12 Concentration +14, Knowledge (arcana) +10 Spellcraft +10

Feats: Dodge, Skill Focus (concentration), Still Spell, Toughness

Equipment: +2 bracers of armor, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/7/6/4

Spells: (save DC = 13 + spell level)

0 – Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Touch of Fatigue

1 – Grease, ~~Mage Armor~~, Magic Missile, Ray of Enfeeblement

2 – Flaming Sphere, Glitterdust

3 – Fireball

ATL 9

‡ **Cleric 9 (1) starts at position A:** Medium human; HD 9d8+21; hp 79; Init +2; Spd 20 ft.; AC 20 (+2 Dex, +6 chainmail +1, +2 heavy shield), touch 12, FF 19; BAB/Grp +6/+7; Atk +7 melee (1d8+1, heavy mace) or ranged +8 (1d8, 19-20, light crossbow); Full Atk: +7/+2 melee (1d8+1, heavy mace) or ranged +8/+3 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +8, Ref +7, Will +9; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills: Concentration +16, Diplomacy +4, Heal +8, Knowledge (religion) +9, Knowledge (planes) +9, Spellcraft +0.

Feats: Skill Focus (concentration), Rapid Reload, Dodge, Toughness, Lightning Reflexes

Equipment: +2 *chainmail*, heavy steel shield, heavy mace, light crossbow.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 13 + spell level)

0 – *Detect Magic, Guidance, Inflict Minor Wounds x2, Read Magic, Resistance*

1 – *Protection from Good (d), Bane, Bless, Deathwatch, Doom, Shield of Faith*

2 – *Invisibility (d), Bull's Strength, Cure Moderate Wounds, Hold Person, Spiritual Weapon x2*

3 – *Magic Circle against Good (d), Blindness / Deafness, Dispel Magic x2, Invisibility Purge*

4 – *Unholy Blight (d), Cure Critical Wounds, Freedom of Movement*

5 – *Dispel Good (d), Flame Strike*

‡ **Rogue 9 (2) starts at position B & C:** Medium human; HD 9d6+18; hp 58; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 leather armor +3), touch 14, FF 19; BAB/Grp +6/+7; Atk +10 melee (1d6+1 nonlethal, sap) or +10 melee (1d6+1 18-20, rapier); Full Atk +10/+5 melee (1d6+1 nonlethal, sap) or +10/+5 (1d6+1, 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +5d6; SQ Improved evasion, improved uncanny dodge; AL N; SV Fort +5, Ref +10, Will +6; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +9, Climb +5, Escape Artist +14, Hide +14, Jump +4, Knowledge (local) +4, Listen +4, Move Silently +14, Sense Motive +4, Spot +8, Swim +2, Tumble +14.

Feats: Dodge, Weapon Finesse, Iron Will, Mobility, Spring Attack.

Equipment: Sap, +3 *leather armor*, rapier.

‡ **Fighter 8 (2) starts at position D & E:** Medium human; HD 8d10+24; hp 86; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 20; BAB/Grp +8/+12; Atk +14 melee (1d8+7 x3 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +14/+9 melee (1d8+7 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Intimidate +10, Jump +6, Ride +3, Swim +3.

Feats: Blind Fighting, Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

‡ **Sorcerer 8 (1) starts at position F:** Medium human; HD 8d4+19; hp 49; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +3 *bracers of armor* +3), touch 13, FF 13; BAB/Grp +4/+4; Atk +4 melee (1d8, morningstar) or ranged +6 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +4, Ref +4, Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 17.

Skills: Bluff +14 Concentration +16, Knowledge (arcana) +12 Spellcraft +12

Feats: Dodge, Skill Focus (concentration), Still Spell, Toughness

Equipment: +3 *bracers of armor*, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/7/7/6/3

Spells: (save DC = 13 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*

1 – *Burning Hands, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Glitterdust, Hideous Laughter*

3 – *Fireball, Hold Person*

4 – *Resilient Sphere*

ATL 11

\ Cleric 11 (1) starts at position A: Medium human; HD 11d8+25; hp 95; Init +2; Spd 20 ft.; AC 21 (+2 Dex, +7 chainmail +2, +2 heavy shield), touch 12, FF 19; BAB/Grp +8/+9; Atk +8 melee (1d8+1, heavy mace) or ranged +9 (1d8, 19-20, light crossbow); Full Atk: +8/+3 melee (1d8+1, heavy mace) or ranged +9/+4 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +9, Ref +7, Will +10; Str 12, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills: Concentration +18, Diplomacy +4, Heal +10, Knowledge (religion) +10, Knowledge (planes) +10, Spellcraft +0.

Feats: Skill Focus (concentration), Rapid Reload, Dodge, Toughness, Lightning Reflexes

Equipment: +2 *chainmail*, heavy steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 13 + spell level)

0 – *Cure Minor Wounds x2, Detect Magic, Guidance, Read Magic, Resistance*

1 – *Protection from Good (d), Bane, Bless, Deathwatch, Divine Favor, Doom, Shield of Faith*

2 – *Invisibility (d), Cure Moderate Wounds, Bull's Strength, Hold Person, Spiritual Weapon x2*

3 – *Magic Circle against Good (d), Blindness / Deafness, Dispel Magic x2, Invisibility Purge, Searing Light*

4 – *Unholy Blight (d), Cure Critical Wounds, Freedom of Movement, Greater Magic Weapon*

5 – *Dispel Good (d), Flame Strike, Slay Living*

6 – *Mislead (d), Harm*

\ Rogue 11 (2) starts at position B & C: Medium human; HD 11d6+22; hp 70; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 Leather Armor +3), touch 14, FF 19; BAB/Grp +8/+9; Atk +12 melee (1d6+1 nonlethal, sap) or +12 melee (1d6+1 18-20, rapier); Full Atk +12/+7 melee (1d6+1 nonlethal, sap) or +12/+7 (1d6+1 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +6d6; SQ Improved uncanny dodge, improved evasion; AL N; SV Fort +5, Ref +11, Will +6; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +12, Climb +5, Escape Artist +14, Hide +18, Jump +6, Knowledge (local) +4, Listen +5, Move Silently +18, Sense Motive +4, Spot +8, Swim +2, Tumble +18.

Feats: Dodge, Mobility, Spring Attack, Iron Will, Weapon Finesse.

Equipment: Sap, +3 *leather armor*, rapier.

\ Fighter 10 (2) starts at position D & E: Medium human; HD 10d10+30; hp 106; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +10/+14; Atk +17 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +17/+12 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +10, Ref +6, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +6, Intimidate +14, Jump +6, Ride +5, Swim +5.

Feats: Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

\ Sorcerer 10 (1) starts at position F: Medium human; HD 10d4+23; hp 55; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 *bracers of armor* +3), touch 12, FF 13; BAB/Grp +5/+5; Atk +5 melee (1d8, morningstar) or ranged +7 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 17.

Skills: Bluff +16 Concentration +18, Knowledge (arcana) +14 Spellcraft +14

Feats: Dodge, Improved Initiative, Skill Focus (concentration), Still Spell, Toughness

Equipment: +3 *bracers of armor*, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/7/7/7/5/3

Spells: (save DC = 13 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*

1 – *Burning Hands, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Glitterdust, Scorching Ray, Hideous Laughter*

3 – *Fireball, Hold Person, Slow*

4 – *Black Tentacles, Resilient Sphere*

5 – *Cone of Cold*

ATL 13

⚔ **Cleric 13 (1) starts at position A:** Medium human; HD 13d8+29; hp 111; Init +2; Spd 20 ft.; AC 21 (+2 Dex, +7 chainmail +2, +2 heavy shield), touch 12, FF 19; BAB/Grp +9/+10; Atk +9 melee (1d8+1, heavy mace) or ranged +10 (1d8, 19-20, light crossbow); Full Atk: +9/+4 melee (1d8+1, heavy mace) or ranged +10/+5 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA none; SQ spells; AL LE; SV Fort +12, Ref +8, Will +12; Str 12, Dex 14, Con 14, Int 10, Wis 18, Cha 12.

Skills: Concentration +20, Diplomacy +6, Heal +10, Knowledge (religion) +10, Knowledge (planes) +10, Spellcraft +0.

Feats: Skill Focus (concentration), Rapid Reload, Dodge, Toughness, Lightning Reflexes, Greta Fortitude.

Equipment: +2 *chainmail*, heavy steel shield, heavy mace, light crossbow and bolts.

Domains: Evil (casts evil spells at +1 caster level), Trickery (Bluff, Disguise and Hide are class skills).

Spells: (save DC = 14 + spell level)

0 – *Cure Minor Wounds x2, Detect Magic, Guidance, Read Magic, Resistance*

1 – *Protection from Good (d), Bane, Bless, Deathwatch, Divine Favor, Doom, Shield of Faith*

2 – *Invisibility (d), Cure Moderate Wounds, Bull's Strength, Hold Person x2, Spiritual Weapon x2*

3 – *Magic Circle against Good (d), Blindness / Deafness, Dispel Magic x2, Invisibility Purge, Searing Light*

4 – *Unholy Blight (d), Cure Critical Wounds, Freedom of Movement x2, Greater Magic Weapon*

5 – *Dispel Good (d), Flame Strike, Slay Living*

6 – *Mislead (d), Harm*

7 – *Blasphemy (d), Cure Critical Wounds Mass.*

⚔ **Rogue 13 (2) starts at position B & C:** Medium human; HD 13d6+26; hp 82; Init +4; Spd 30 ft.; AC 19 (+4 Dex, +5 Leather Armor +3), touch 14, FF 19; BAB/Grp +9/+10; Atk +13 melee (1d6+1 nonlethal, sap) or +13 melee (1d6+1 18-20, rapier); Full Atk +13/+8 melee (1d6+1 nonlethal, sap) or +13/+8 (1d6+1 18-20, rapier); Space/Reach 5 ft/5 ft.; SA Sneak attack +7d6; SQ Improved uncanny dodge, improved evasion, defensive roll; AL N; SV Fort +7, Ref +13, Will +7; Str 12, Dex 19, Con 14, Int 12, Wis 12, Cha 10.

Skills: Balance +14, Climb +8, Escape Artist +16, Hide +20, Jump +6, Knowledge (local) +4, Listen +8, Move Silently +20, Sense Motive +4, Spot +10, Swim +2, Tumble +20.

Feats: Dodge, Mobility, Spring Attack, Iron

Will, Weapon Finesse.

Equipment: Sap, +3 *leather armor*, rapier.

⚔ **Fighter 12 (2) starts at position D & E:** Medium human; HD 12d10+36; hp 126; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +12/+16; Atk +20 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +20/+15/+10 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +11, Ref +8, Will +8; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills: Climb +8, Intimidate +14, Jump +8, Ride +5, Swim +5.

Feats: Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

⚔ **Sorcerer 12 (1) starts at position F:** Medium human; HD 12d4+27; hp 65; Init +6; Spd 30 ft.; AC 15 (+2 Dex, +3 *bracers of armor* +3), touch 12, FF 13; BAB/Grp +6/+6; Atk +6 melee (1d8, morningstar) or ranged +8 (1d8, 19-20, light crossbow); Full Atk +6/+1 melee (1d8, morningstar) or ranged +8/+3 (1d8, 19-20, light crossbow); Space/Reach 5 ft/5 ft.; SA spells; SQ none; AL NE; SV Fort +6, Ref +6, Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 18.

Skills: Bluff +16, Concentration +20, Knowledge (arcana) +16, Spellcraft +16

Feats: Dodge, Improved Initiative, Skill Focus (concentration), Spell Penetration, Still Spell, Toughness

Equipment: +3 *bracers of armor*, Morningstar, light crossbow and bolts, toad familiar.

Spells per Day: 6/7/7/7/5/3

Spells: (save DC = 14 + spell level)

0 – *Acid Splash, Daze, Detect Magic, Light, Mage Hand, Ray of Frost, Read Magic, Resistance, Touch of Fatigue*

1 – *Burning Hands, Grease, Mage Armor, Magic Missile, Ray of Enfeeblement*

2 – *Flaming Sphere, Glitterdust, Scorching Ray, Hideous Laughter, Touch of Idiocy*

3 – *Fireball, Hold Person, Displacement, Slow*

4 – *Black Tentacles, Confusion, Resilient Sphere*

5 – *Cone of Cold, Feeblemind*

6 – *Chain Lightning*

Encounter 7 – The Real Deal

A bedraggled desert elf crawls out from the spot beneath the stage where he took cover.

*Dropping an empty potion vial, he reaches back under the stage and pulls out **his** large, fairly plain looking hat and places it on his head as he moves to greet you.*

“It is a good thing for me that you were here today, is it not? Gods know what they would have done to me if you had not come along. I am Sil, and I believe you wished to speak to me.”

PCs that have played other modules in the Dark Tome series may recognize Sil. He is (apparently) the desert elf that a group of adventurers did a service for in the adventure *Night Ransom*. (Please, no spoilers if people haven't played it.)

TROUBLESHOOTING: PLAYER/PC MEMORY SHIFT

When *Night Ransom* originally premiered, it took place in a different campaign world, which required retroactive changes for legal reasons. Originally Sil was a type of dragon we no longer may use or mention, disguised as a drow (which does not exist yet in the LSJ campaign). Thus, players of the old event may remember things differently than they are now.

Please explain to these players that, for legal reasons, changes were made. Sil is a desert elf now, not a drow, and in the characters' memories he always was a desert elf.

If anyone asks about him really being a dragon (and ONLY if they ask...angering Sil in *Night Ransom* could result in him assuming his true form to scare the PCs), tell him (in private if possible) that Sil transformed into some kind of dragon...but they were so terrified by his aura of fear that they couldn't register or recall what

kind! All they know is that it scared them within an inch of their lives!

If this doesn't answer all of your questions, send a private e-mail to lsj-coord@theshiningjewel.com for further assistance.

And now back to the module... ☺

Sil is haughty, snobbish, and sometimes downright condescending in his mannerisms. He speaks nicely, if coldly to the PCs since they have just 'rescued' him, but some of his nature will still show through. He is not nasty enough to make the PCs hate him or attack, but it is enough to be irritating at most times -- kind of as if he was a high elf rather than a desert elf. If the PCs get uppity with Sil, then the niceness goes away and he becomes his full snobbish self.

Sil is also much more than he appears to be. He is actually a force dragon that keeps the form of a desert elf to make interaction with humanoids easier. He has taken a liking to some humanoids and also likes to talk about and debate many things. When you live as long as Sil, you need to have things to discuss and places to see. Discussing things with semi-intelligent and talkative pets is better than nothing. They do have flashes of insight on occasion.

Sil's full stats are in **Appendix 1** if there are actually people that foolish at your table. He will not attack the PCs as he feels it would not be worth his time and effort. But if the PCs are that dumb and attack, Sil will use his frightful presence to make the PCs run away. If that doesn't work, he will beat them severely and call it a day. Sil will not kill the entire party since they did 'rescue' him from the Pyrrothians. He has to keep up the front of being an elf scholar, after all.

➤ **What happened here?**

“I was preparing backstage for my lecture...practicing my speech, checking out the stage, seeing where to stand and such. There were a number of people coming in. I suppose they all wanted to hear my tales...”

“The lecture began and I took the stage and did my introduction and then, all of a sudden, that spider thing appears out of thin air.”

“The rest of the patrons in the seating area all headed for greener pastures, and can you blame them? I dove for cover under the stage. I came out when I heard your scuffle was over.”

You were in the crowd, were you not? So I assume you made the rest of the story.”

Sil didn't stop the Retriever because he is mildly curious to see how this saga plays out around him. He normally doesn't interfere with his pets (humans, elves, dwarves, etc), but lets them do their own things and solve their own problems. He puts on the elf scholar act well. VERY well. He's had a long time to practice.

➤ **What was that creature?**

“That, my friends, was a retriever. It's a construct creature built by demons on their infernal plane, made to go out and fetch things for them. It can find virtually anything of which it has a clear description. It has a built in locate object ability of some kind.”

“This one was looking for the Heart, I would guess...seeing as it snatched my box right off the table.”

“And before you ask it, yes the Cold Iron Heart was really in the box. Displaying it is the reason I am here.”

➤ **The Heart? / What's the Heart?**

“The Cold Iron Heart. It is an ancient artifact. Sit, and let me educate you about a legend or three. It may shed some light on what's been happening of late. Since I came here to lecture someone, it might as well be my rescuers.”
(Give them **Player Handout #5**)

➤ **The Greyson folks said you might have some information on dragons / elves for us?**

“Ah, yes. That is what my whole lecture tour is about. The subject seems to have attracted the interest of some undesirables apparently. Sit and let me educate you about a legend or three. It may shed some light on what's been happening of late. Since I came here to lecture someone, it might as well be my rescuers.”
(Give them **Player Handout #5**)

PCs that have played other modules in the Dark Tome series will probably recognize the names of the other items that Sil listed. All of these items have made their way to the Pyrrothians by one means or another, although the PCs probably don't know that yet. The Heart is the last item needed to reform the Tome. Again, please, **NO SPOILERS** for those who have not played other modules in the series.

GM NOTE: If any of the PCs ask about Sil's deal from the module Night Ransom (a deal to be granted immortality), he will just say that he is still considering it. Something along the lines of:

“It is a tempting offer, but I must consider all of the sides of it before I commit myself to something that drastic. Such an offer would certainly come with a heavy price, and I have yet to decide if I am willing to pay it or not.”

Sil does not know that the Pyrrothians have all the items.

The information Sil gives the PCs will open up a whole new line of possibilities, not many of them good if the Pyrrothians get the Tome remade. Sil does not have details on any specific thing that the Tome can do or the knowledge it contains.

If the PCs insist on trying to Gather Information or make Knowledge checks, feel free to make up rumors of any and all kinds of rites and rituals that are possible: everything from raising those centuries dead to working miracles to summoning and controlling powerful demons to granting wishes and more is covered in the

Tome. Pretty much any major magical thing the PCs can think of is a possibility.

When the PCs are ready to continue and follow the lead on the map **GO TO Encounter 8**

Encounter 8 – Hunting Pyrrothians

You approach the warehouse indicated by the map you found on the Pyrrothian mage. The building is a non-descript wooden warehouse 60' long, 60' wide and 20' high. The building looks weathered and old, but sturdy. A pair of closed, 10' wide doors is set in the wall that faces the main street. There is also a normal sized door in the back wall. There are no windows on the building or in the doors.

If the PCs check out the area, they will find alleys between the warehouse and its neighbors. See **Map #2** for the warehouse and its surrounding area.

The pair of doors in the front also has a normal sized door set into it. The large doors and the normal sized one are all locked. The rear door is also locked.

The doors in front and the door in back are trapped with a magical trap. There is a magical rune inscribed on the door that will explode in a *fireball* like spell (that was changed to sonic damage by the Energy Substitution feat) if the door is opened by any means except the key taken from the Pyrrothian sorcerer in **Encounter 6**.

The rune can be detected with *detect magic* or found with a **Trapfinding / Search check of DC 20 + ATL**. Once found, the trap can be disabled with a *dispel magic* spell (DC 21) or a **Disable Device check of DC 28**.

The trap does sonic damage to all creatures within 20' of the door.
ATL 1 – 1d6 Reflex save DC 13 for ½

ATL 3 – 2d6 Reflex save DC 15 for ½
ATL 5 – 3d6 Reflex save DC 17 for ½
ATL 7 – 4d6 Reflex save DC 19 for ½
ATL 9 – 5d6 Reflex save DC 21 for ½
ATL 11 – 6d6 Reflex save DC 23 for ½
ATL 13 – 7d6 Reflex save DC 25 for ½

Whether the PCs bypass the trap or not, the main man inside will know of the party's entrance. The trap makes a big bang, and use of the key will set off a mental alarm in his head.

Upon entering the warehouse, you see a large open space. There are a few old crates spread around the room, but from the lack of things stored here it appears that the warehouse has not been used for a while. At least not as a warehouse...

There are catwalks along the wall 10' up that encircle the entire space. On the back side of the building you can see what appear to be offices at the level of the catwalks. Spiral stairs in each corner of the area lead to the catwalks and offices above.

In the center of the room is a crate with a wooden box on it. The box looks much like the one that you saw the spider creature take from Sil at the theater.

Near the box is a creature of nightmares. It has a serpent's body with the torso of a six armed human looking woman. It stands about 9' tall and has to be 20' long from head to tail tip. With the creature is a bald humanoid man of average size dressed in common robes. They appear to be discussing something.

A **Knowledge (planes) check of DC 26** will identify the creature is a marilith. Mariliths are generals and tacticians for the demonic armies and sometimes serve as servants for demonic royalty.

For every 5 points the check beats DC 26, the PC can get 1 ability of a marilith IF THEY ASK about it. See **Appendix 1** for complete stats.

The PCs will not be fighting the marilith or the mage.

The man and the creature turn to look toward the doorway where you have entered. The man speaks in a low voice that carries clearly across the room.

“So it seems that the ones due to meet us here have been interrupted, my sweet.” He says to the demon. “I suppose we shall have to adjust our plans then.”

The creature replies, “A pity it is. I was getting used to this place. I shall introduce them to our friends before we leave, I think.”

She makes a gesture and more demonic creatures appear between you and them. She smiles as only a demon can and says to the new creatures, “These mortals are a thorn to me. You may indulge yourselves with them.”

As the demonic fiends look in your direction, you see the man grasp one of the creature’s hands, the creature grab the wooden box, and the man, creature, and box vanish.

This all happens quickly as the PCs enter the warehouse, so they have no time to act to prevent the marilith and the mage from teleporting away. They bad guys have to get away to move the story along to the next part.

If the PCs win the fight, **GO TO Conclusion A.**
If the PCs lose the fight, **GO TO Conclusion B.**

Tactics: The demons will fight to their death. They have been looking for a real fight since the marilith summoned them to help the retrievers steal information.

They have currently been under orders to not harm mortals during the information thefts. Being afraid of the punishment that they would take if they disobeyed the marilith, they have listened and not seriously hurt any humans... yet.

If the PCs all go unconscious (or worse), the demons will toss them into the office and barricade them in to save them for snack time later. They will even stabilize PCs that have not yet died...demons like fresh food! Let the PCs sweat a bit over their situation before going to **Conclusion B.**

ATL 1

\ Dretch (2): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20'; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; BAB/Grp +2/-1; Space / Reach: 5' / 5'; Atk claw +4 melee (1d6+1); Full Atk 2 claws +4 melee (1d6+1) and 1 bite +2 melee (1d4); SA: spell like abilities, summon 1 dretch 1/day with 35% success; SQ: DR 5/cold iron or good, immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal); AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2

Feats: Multiattack

Spell Like Abilities: 1/day – *scare* (DC 12), *stinking cloud* (DC 13) Caster level 1st. The save DCs are charisma based.

A Knowledge (planes) check of DC 12 will identify the creatures. For every 5 points the check beats DC 12, the PCs can learn one ability of the creature – IF THEY ASK about such.

ATL 3

⚡ **Dretch (4):** CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20'; AC 16 (+1 size, +5 natural), touch 11, flat-footed 16; BAB/Grp +2/-1; Space / Reach: 5' / 5'; Atk claw +4 melee (1d6+1); Full Atk 2 claws +4 melee (1d6+1) and 1 bite +2 melee (1d4); SA: spell like abilities, summon 1 dretch 1/day with 35% success; SQ: DR 5/cold iron or good, immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal); AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2

Feats: Multiattack

Spell Like Abilities: 1/day – *scare* (DC 12), *stinking cloud* (DC 13) Caster level 1st. The save DCs are charisma based.

A Knowledge (planes) check of DC 12 will identify the creatures. For every 5 points the check beats DC 12, the PCs can learn one ability of the creature – IF THEY ASK about such.

ATL 5

⚡ **Babau (2):** CR 6; Medium Outsider; HD 7d8+35; hp 66; Init +1 (Dex); Spd 30'; AC 19 (+1 Dex, +8 natural) touch, 11, flat-footed 18; BAB/Grp +7/+12; Space / Reach: 5' / 5'; Atk: claw +12 melee (1d6+5); Full Atk: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); SA: sneak attack 2d6, spell like abilities, summon 1 babau 1/day with 40% success; SQ: DR 10/cold iron or good, SR 14, immunity to electricity and poison, resistance 10 to acid, cold, and fire, protective slime, telepathy 100' (abyssal), darkvision 60'; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1, Use Rope +1;

Feats: Multiattack, Power Attack, Cleave.

Spell-Like Abilities: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

A Knowledge (planes) check of DC 17 will identify the creatures. For every 5 points the check beats DC 17, the PCs can learn one ability of the creature – IF THEY ASK about such.

ATL 7

∖ Vrock (2): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2 (Dex); Spd 30', fly 50' (average); AC 22 (-1size, +2 Dex, +11 natural), touch 11, flat-footed 20; BAB/Grp +10/+20; Space / Reach: 10' / 10'; Atk: claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6), bite +13 melee (1d8+3), and 2 talons +13 melee (1d6+3); SA: Dance of ruin, spell like abilities, spores, stunning screech, summon 2d10 dretch or 1 vrock 1/day with 35% success; SQ: DR 10/good, SR 17 immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal), darkvision 60'; AL CE; SV Fort +14, Ref +9, Will +10. Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3;

Feats: Cleave, Combat Reflexes, Multiattack, Power Attack.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Dance of Ruin (Su): To use this ability, a group of at least three vocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vocks stops the dance. The save DC is Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4

days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

A Knowledge (planes) check of DC 20 will identify the creatures. For every 5 points the check beats DC 20, the PCs can learn one ability of the creature – IF THEY ASK about such.

ATL 9

‡ **Chaaor (2)** CR 9; Medium Outsider; HD 11d8+66; hp 115; Init +3 (Dex); Spd 30'; AC 26 (-1 size, +3 Dex, +14 natural) touch, 12, flat-footed 23; BAB/Grp +11/+23; Space / Reach: 10' / 10'; Atk: claw +18 melee (1d8+8); Full Atk: 2 claws +18 melee (1d8+8) and bite +13 melee (2d6+4); SA: Improved grab, rend 2d8+12, roar, spell like abilities, summon 2d4 dretch or 1 chaaor 1/day with 35% success; SQ: DR 10/good, SR 20, immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal), darkvision 60'; AL CE; SV Fort +13, Ref +10, Will +9; Str 26, Dex 17, Con 22, Int 8, Wis 14, Cha 14.

Skills: Climb +22, Intimidate +16, Jump +22, Listen +24, Move Silently +17, Search +13, Spot +24;

Feats: Blind Fight, Cleave, Great Cleave, Power Attack.

Spell-Like Abilities: At will - *darkness*, *greater teleport* (self plus 50 pounds of objects only), *see invisibility*. 1/day – *chaos hammer* (DC16) Caster level 11th. The save DC is charisma based.

Improved Grab (Ex): To use this ability, a chaaor must hit an opponent up to one size larger than itself with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rend.

Rend (Ex): A chaaor that hits with both claw attacks tears the flesh of its opponent. This attack automatically deals 2d8+12 points of damage.

Roar (Ex): Three times per day, a chaaor can loose a powerful and deadly roar that deals 3d6 points of sonic damage to all creatures within 60 feet that hear it. A successful DC 17 Reflex save halves the damage.

In addition, creatures smaller than the chaaor must succeed on a DC 17 Reflex save or be knocked prone from the force of its roar. The save DC is Charisma-based.

A **Knowledge (planes)** check of DC 21 will identify the creatures. For every 5 points the check beats DC 21, the PCs can learn one ability of the creature – IF THEY ASK about such.

The Chaaor is a massive, hulking ape like brute with a bear's head. Large downward curving silver horns jut from its head and end in rounded points. Its body is covered with shaggy reddish fur matted with blood. Its powerful arms end in wicked claws caked with filth. Its mouth glistens with long sharpened teeth. Chaaor are used as shock troops in the demonic armies.

ATL 11

⚔ **Hezrou (1):** CR 11; Large Outsider; HD 10d8+93; hp 138; Init +0; Spd 30'; AC 23 (-1 size, +14 natural), touch 9, flat-footed 23; BAB/Grp +10/+19; Space / Reach: 10' / 10'; Atk: bite +14 melee (4d4+5); Full Atk: bite +14 melee (4d4+5) and 2 claws +9 melee (1d8+2); SA: spell like abilities, stench, improved grab, summon 4d10 dretch or 1 hezrou 1/day with 35% success; SQ: DR 10/good, SR 19, immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal), darkvision 60'; AL CE; SV Fort +16, Ref +7, Will +9. Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills: Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2, Use Rope +0

Feats: Blind-Fight, Cleave, Power Attack, Toughness

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Improved Grab (Ex): To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

A Knowledge (planes) check of DC 20 will identify the creatures. For every 5 points the check beats DC 20, the PCs can learn one ability of the creature – IF THEY ASK about such.

ATL 13

⚔ **Glabrezu (1):** CR 13; Huge Outsider; HD 12d8+120; hp 174; Init +0; Spd 40'; AC 27 (-2 size, +19 natural), touch 8, flat-footed 27; BAB/Grp +12/+30; Space / Reach: 15' / 15'; Atk: pincer +20 melee (2d8+10); Full Atk: 2 pincers +20 melee (2d8+10), 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5); SA: spell like abilities, improved grab, summon 4d10 dretch or 1d2 vrock 1/day with 50% success or 1 glabrezu 1/day with 20% success; SQ: DR 10/good, SR 21, immunity to electricity and poison, resistance 10 to acid, cold, and fire, telepathy 100' (abyssal), darkvision 60', true seeing; AL CE; SV Fort +18, Ref +8, Will +11. Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (arcana) +18, Knowledge (planes) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3

Feats: Cleave, Great Cleave, Multiattack, Persuasive, Power Attack

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

A Knowledge (planes) check of DC 22 will identify the creatures. For every 5 points the check beats DC 22, the PCs can learn one ability of the creature – IF THEY ASK about such.

Conclusion A **The Thrill of Victory**

After defeating the spawn of the nether planes, your search of the warehouse turns up only a single clue, an envelope containing a letter in the office. It is unsigned and unaddressed.

The letter reads:

At long last we have all the pieces required and the ritual can begin. The draconic liches that we create shall make all of Raia bow to our will. Bring the Heart to the appointed place immediately.

The PCs will get the promised reward from Lt Zix and the Diamond Legion. They will also get the Favor of Lt Zix for completing the mission without assistance.

The PCs will get an assignment in Part 7 of the Dark Tome series to follow up this lead.

Conclusion B **The Agony of Defeat**

After being beaten to a pulp by the spawn of the nether planes, you have been locked away in the office of the warehouse. It seems that they store their snacks here for safe keeping and to preserve freshness.

As you look around your prison, you find an envelope containing a letter. It is unsigned and unaddressed.

The letter reads:

At long last we have all the pieces required and the ritual can begin. The draconic liches that we create shall make all of Raia bow to our will. Bring the Heart to the appointed place immediately.

After about an hour of wondering over your fate, you hear sounds of combat from out in the

main warehouse. It seems that other folks are on the trail of the demons also.

The PCs will be found and “rescued” by a squad of Diamond Legionnaires led by Tal’Shia, an aasimar paladin of Peliron.

If the PCs want to, they can get out of the office when they hear the fighting and help the squad mop up the demons. Make it cinematic and dramatic, but there is no need to roll out the combat since the Legionnaires are prepped for demonic creatures now.

The PCs will get the promised reward from Lt Zix and the Diamond Legion.

The PCs will get an assignment in Part 7 of the Dark Tome series to follow up this lead.

Epilogue

Your discovery of the Pyrrothian plot to create draconic liches does not bode well for the near future of Amthydor and it even sounds bleak for the future of Raia itself.

Many theories have been tossed about by the various scholarly types as to what exactly the ritual entails and what type of place is needed to complete it.

Unfortunately, there are only theories as to where, when, or how this ritual will happen...

THUS ENDS “COLD IRON HEART”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
Encounter 1							
Accept Mission	25	25	25	25	50	50	50
Get Bless Weapon Oils sometime during adventure. (from Zix or Shopping Spree)	50	75	75	75	100	100	100
Encounter 2							
Get Info at Great Hall	25	50	75	100	100	100	100
Encounter 3							
Get Info at League	25	50	75	100	100	100	100
Encounter 4							
Get Info at Greyson	25	50	75	100	100	100	100
Encounter 6							
Beat Pyrrothian and Friends	100	150	200	250	300	400	500
Encounter 7							
Get Real Deal Info from Sil	50	50	75	100	150	150	150
Encounter 8 (can get only one reward below)							
Beat Demons	100	150	200	250	300	400	500
Lose to Demons and need Rescue	50	75	100	125	150	200	250
Discretionary Role Play Award	100	100	100	100	100	100	100
Total Possible XP	500	700	900	1,100	1,300	1,500	1,700

TREASURE SUMMARY

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

Encounter 1

- 3 oil of *bless weapon*, if the PCs ask Zix / return to the Diamond Legion. (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 6

ATL 1

- Mundane equipment – 217 gp resale value
- +1 *leather armor*
- +1 *battleaxe*
- *bracers of armor +1*

ATL 3

- Mundane equipment – 152 gp resale value
- +1 *leather armor* (2)
- +1 *battleaxe* (2)
- +1 *chainmail* (2)

- *bracers of armor +1*

ATL 5

- Mundane equipment – 152 gp resale value
- +1 *leather armor* (2)
- +1 *thundering battleaxe* (2)
- +1 *chainmail* (2)
- *bracers of armor +2*

ATL 7

- Mundane equipment – 152 gp resale value
- +1 *leather armor* (2)
- +1 *thundering battleaxe* (2)
- +1 *chainmail*
- +2 *chainmail* (2)
- *bracers of armor +2*

ATL 9

- Mundane equipment – 152 gp resale value
- +2 *leather armor* (2)
- +1 *thundering battleaxe* (2)
- +1 *chainmail*

- +2 *chainmail* (2)
- *bracers of armor* +3

ATL 11 & 13

- Mundane equipment – 152 gp resale value
- +2 *leather armor* (2)
- +1 *thundering battleaxe* (2)
- +2 *chainmail*
- +3 *chainmail* (2)
- *bracers of armor* +3

Conclusion A

- ATL * 200 gp reward each from Lt Zix and the Diamond Legion Special Services Division.
- Favor of Lt. Argyn Zix

Conclusion B

- ATL * 200 gp reward each from Lt Zix and the Diamond Legion Special Services Division.

Cert Details

- **Battleaxe** – This well-crafted magical battleaxe has a stylized visage of a dragon etched into the head.

Thundering: a thundering weapon does bonus sonic damage on a successful critical hit. x2 crit = +1d8, x3 crit = +2d8, x4 crit = +3d8

ATL 1-3 - +1 *battleaxe*, Value: 2,310 gp, (sale: 1,155 gp)

ATL 5-13 - +1 *thundering battleaxe*, Value: 8,310 gp, (sale: 4,155 gp)

Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

- **Leather Armor** – This magical leather armor has been dyed black.

ATL 1-7 - +1 *leather armor*. Value: 1,160 gp, (sale: 580 gp)

ATL 9-13 - +2 *leather armor*. Value: 4,160 gp, (sale: 2,080 gp)

Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

- **Chainmail** – This suit of magical chain mail is a bit run down looking but still serviceable.

+1 *chain mail*. Value: 1,300 gp, (sale: 650 gp).

+2 *chain mail*. Value: 3,300 gp, (sale: 2,150 gp).

+3 *chain mail*. Value: 9,300 gp, (sale: 4,650 gp).

Size: Medium, Rarity: Uncommon, Tradable: Yes, Legality: Legal.

- **Bracers of Armor** – This set of bracers is carved in a draconic motif and provides an armor bonus.

ATL 1/3 - +1 *bracers of armor*, Value: 1,000 gp, (sale: 500 gp).

ATL 5/7 - +2 *bracers of armor*, Value: 4,000 gp, (sale: 2,000 gp).

ATL 9/13 - +3 *bracers of armor*, Value: 9,000 gp, (sale: 4,500 gp).

Size: Medium, Rarity: Common, Tradable: Yes, Legality: Legal.

- **Favor of Lieutenant Argyn Zix**

As a reward for finding out the Pyrrothian's plans, Lt. Argyn Zix has arranged for you to have continuous training from the Diamond Legion in how to deal with Outsiders.

PCs receiving this reward will receive a +1 competence bonus to all attack (both to hit and damage) rolls involving Outsiders at the cost of 1 additional TU per scenario played. This represents the additional time needed to keep this knowledge up to date.

In addition, you gain the Skill Focus (Knowledge (planes)) feat for as long as this training is current.

If the PC stops paying the extra TU per scenario cost, the above benefits of this favor are lost and can not be regained.

This favor can also be used to help fulfill the requirements for joining the Special Services Division of the Diamond Legion. This use of the favor in this manner does not void the training benefits as long as the PC keeps current with TUs.

Player Handout 1 – Great Hall Information

Record Keeper Peyton takes on the tone and demeanor of a teacher as he recites the information below as if giving a history class to students -

“Legends say that Dragons were the first creatures put upon Raia by the gods. They had amassed much knowledge prior to the coming of the first humanoids to the great lands.

“The first humanoids to come were the elves. While not as long-lived as the dragons, due to their life span and long term vision, the elves were given the responsibility to help maintain the natural order of things. They nourished the land, they protected the animals, and they maintained a mutual compatibility with all of Raia’s creatures – great and small.

“New races came to be and they worked in harmony, more or less. Dwarves, halflings, and even humans worked well with the elves and respected their desire to not despoil the lands. Orcs and the goblinoids were a bit more of a problem, but in time even they learned to treat the world with at least a smattering of respect. They are not nearly as **gluttonous** as they were in ancient times.”

Player Handout 2 – League Information

Information about *The Ultimate Tome of Dragon Magic*, as told by Salindy Stonemith:

“The elves were given the responsibility by the dragons to help maintain the natural order of things. They nourished the land, they protected the animals, and they maintained a mutual compatibility with all of Raia’s creatures – great and small.

“Time passed on and the dragons soon retreated from sight. Where they all went is a mystery and is surrounded by rumors and myths. The elves continued their task in maintaining the natural order of things.

“Unlike the elves, humans differ throughout their clans, cities, and countries. One group of humans sought out the dragons in an effort to communicate and trade knowledge with them.

“One man of the group was successful. He was a simple man, but knew of the magics that surrounded him, the elves, and the world. What he wanted to know was the type of magic that surrounded the dragons.

“The man wrote everything he learned into his tome, which he titled *The Ultimate Tome of Dragon Magic*. It was learned that the tome was broken into pieces after his death and disguised as different objects in attempt to keep its knowledge a secret.

“I think it was about half a dozen objects in total.”

Player Handout 3 – Greyson Institute Information

A quick lesson in ancient elven history, courtesy of the head bard:

“The elves were given the responsibility to help maintain the natural order of things by the dragons.

“They nourished the land, they protected the animals, and they maintained a mutual compatibility with all of Raia’s creatures – great and small.

“Because of this duty, the elves adapted and became a part of their environments; the elves of the sea came to breathe underwater, the elves of sky were blessed with wings, the elves of the desert were quick to adapt to its harsh conditions, and the elves of the forest became one with its natural surroundings.

“A fifth group of elves maintained their relations with the dragons and became known as ‘high’ elves. These high elves watched over everything and all the elves in an effort to maintain order.”

Player Handout 4 – Gathered Information

Demons about the city

DC 15

- There have been demons running about the city lately. This bodes ill for us.
- I heard that demons don't like blessed weapons. Hurts them more than normal ones do.

DC 20

- The demons were the ones that did the robberies last night. I heard that the things ate one of the mages at the League.
- I heard that some of the places in the Academy District got ripped off last night.

DC 25

- It's the Pyrrothian delegation that's doing the demon summoning. All the blasted wizards should be hung.
- It's that bunch of visitors from Jaderspur that are behind the demons. They do all kinds of black magic in that lawless city.
- The Oblivion worshippers are behind it. They'd be the ones to consort with demons.

Sil / The Scholar / Dragons (legends, etc)

DC 15

- Some elf guy is coming to town. Supposed to be a dragon scholar. Yeah right, like dragons exist.

DC 20

- Dragons existed long ago, so I heard. Now they're things in tales to tell children.
- Sil's a desert elf. He's a scholar coming in to do a lecture on dragon and elf legends and myths.

DC 25

- Dragons and elves were the world's caretakers long ago.
- According to legends, there was only one type of elf before humans came to the lands here.
- I heard a tale that some ancient magic dark dragon tome was broken into pieces. Wonder if anyone will ever find them all?

Player Handout 5 – The Whole Story from the Expert

Sil, the desert elf waxes scholarly and tells you what he knows. His tone and mannerisms are fervent, and you can tell he is speaking on one of his life's passions. Even so, he seems to have an air of elvish haughtiness about him.

“Legends say that Dragons were the first creatures put upon Raia by the gods. They had amassed much knowledge prior to the first coming of humanoids to the Raia, the first of which was the elves. While not as long-lived as the dragons, the elves were given the responsibility to help maintain the natural order of things. They nourished the land, they protected the animals, and they maintained a mutual compatibility with all of Raia's creatures, great and small.

“Because of this, the elves adapted and became a part of their environments. The elves of the sea came to breathe underwater; the elves of sky were blessed with wings; the elves of the desert were quick to adapt to its harsh conditions; and the elves of the forest became one with their natural surroundings. A fifth group of elves maintained their relations with the dragons, and became known as ‘high’ elves. It has further been rumored that there are as many sub-types of elves as there are varied environments on Raia.

“These high elves watched over everything, and all the elves, in an effort to maintain the natural order. With constant contact with the dragons, the high elves developed a slight superiority complex. They regarded their other elven brothers with respect, but with anyone else their attitudes were arrogant and haughty... and they weren't afraid to show it.

“Ages passed, and the dragons one day retreated from sight. Where they went is a mystery surrounded by rumors and myths. The elves continued their task in maintaining the natural order of things.

“New races came to be and they worked in harmony with the elves, more or less. Dwarves, halflings, and even humans worked well with the elves and respected their desire to not despoil the lands. Orcs and goblinoids were a bit more of a problem, but in time even they learned to treat the world with at least a smattering of respect. They are not nearly as great gluttons now as they were in ancient times.

“However, unlike the elves, humans differed in their attitudes by their clans, cities, and countries. Each human has an agenda, whether it be for good or ill. One group of humans sought out the dragons in an effort to communicate and trade knowledge with them. Of these, one man was successful. He was from a nation, little known at that time, called Pyrroth. He was but a man, but knew of the magicks that surrounded him, the elves, and the world. What he wanted to know was the type of magic that surrounded the dragons as well.

“To his fortune, the dragon he encountered was a very old and senile red dragon. The man was able to learn many of the dragon’s secrets, including magicks even the dragons had deemed to be off limits and forbidden to lesser races. The man was intrigued, and wrote everything he learned into his tome. He spent years with the dragon, learning things that no other non-dragon had known. As he penned his final page, the dragon finally breathed its last breath. It was as if the man was meant to find this dragon, and the dragon was meant to part with its knowledge before it died. It was destiny.

“Well, destiny has a strange way of making things happen. Shortly after he completed his Ultimate Tome of Dragon Magic, the man set off back to his home country. He sent word ahead of what he discovered, and requested a meeting of the High Council of Mages. But the Pyrrothians weren’t the only ones to learn of the man’s discovery. Several high elves were livid at the audacity that a ‘mere human’ would seek an audience with a dragon, much less steal its secrets! Needless to say, the man never made it home, and the knowledge that he inscribed was lost. This was before the rise of the Great Empire.

“What would the Pyrrothians have done with this dragon knowledge had they received it tens of thousands of years ago? It is something that is not contemplated. But the Magocracy of Pyrroth never forgot...

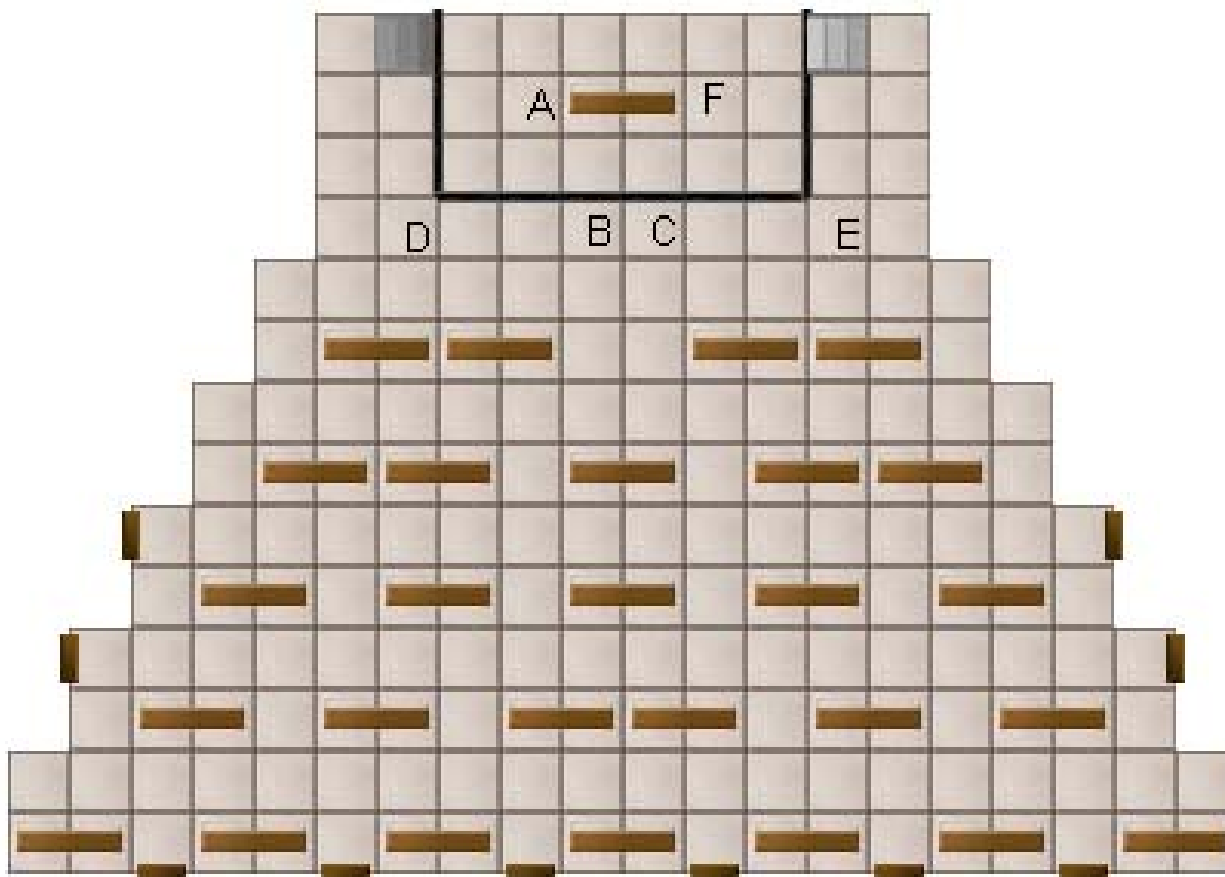
“So in an effort to find and retrieve the tome, the Magocracy of Pyrroth has sent its own agents around Raia. It was learned that the Tome was broken into pieces, and disguised as different objects, in an attempt to keep its knowledge a secret. Pieces that, when brought together, would reform into the Tome that had long been sought.

“These pieces are: the Manual of the Dead, the Cup of Discord, the Horn of Warrior’s Calling (an ivory war horn inlaid with silver), a brazier known as the Crucible, the Dragon’s Eye (an emerald of the finest quality), and the Cold Iron Heart.

“I have... well I had the Heart. Physically, it is not an imposing item. It is a lump of cold iron, about three feet long, that does indeed look like a large creature’s heart solidified. It even has jagged edges on the ends of the ‘veins’ as if it was ripped out. It was to be unveiled today and put on display at the Greyson Institute...until that thing absconded with it.

“The Cold Iron Heart is rumored to be the heart of the red dragon that the Pyrrothian lived with and learned from those many ages ago. The dragon died, but it was punished by its own kind, and the high elves, so it could never achieve its final rest. Supposedly, the heart was removed just after the dragon expired, and cursed to be forever as hard and cold as iron, so it could contain the dragon’s soul for all time. It is said that the Heart was magically absorbed or merged into this human’s Tome, and was used in place of a binding spine. Only the heart of a dragon could hold together the Dark Tome.”

Map #1 – A Day at the Theater



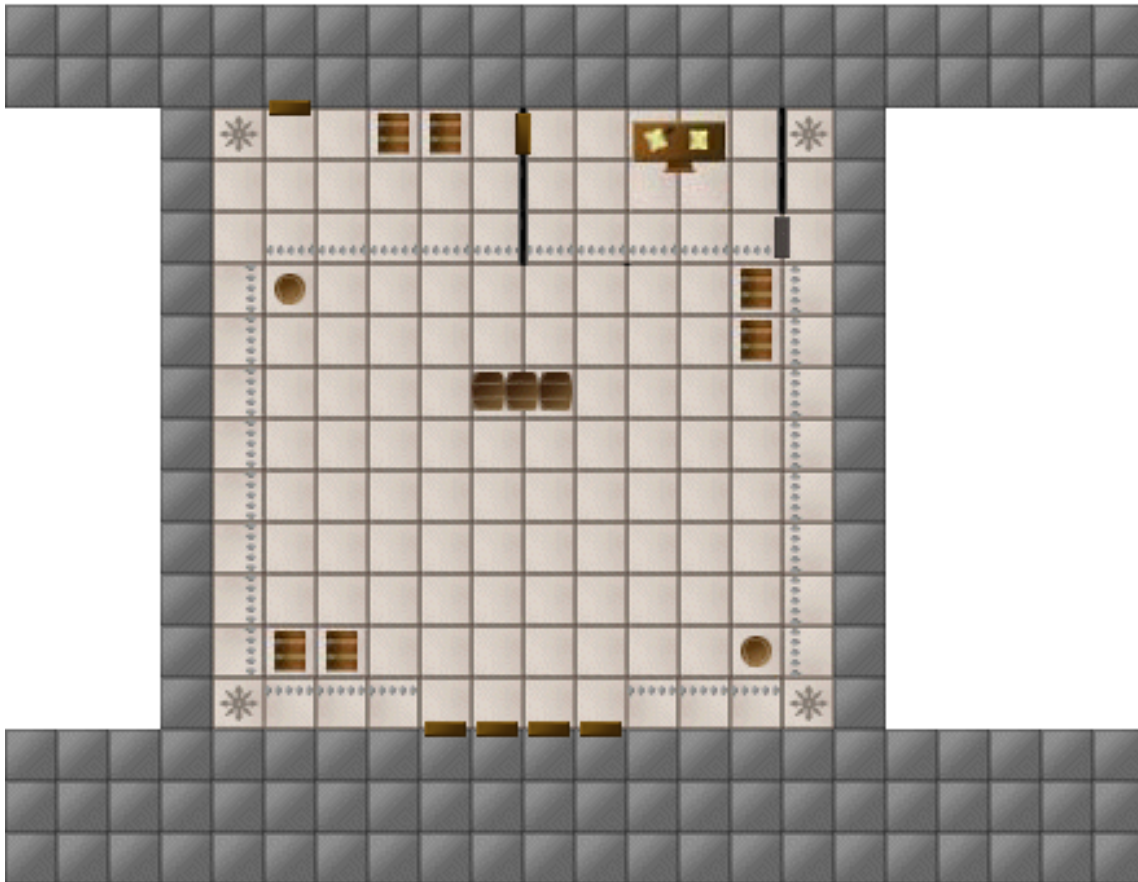
Each square = 5 ft.

Stage height = 5ft. with stairs up on either side of stage.

Benches are not fixed to the ground so can be moved easily.

A – F show enemy starting positions.

Map #2 – Demonic Storage



The light area is the warehouse. The dark area is the road space around the warehouse. Other buildings are to right and left of the warehouse.

The catwalks are the dotted lines around the space. They are 10' up the walls.

The asterisks are the spiral stairs up to the catwalk area.

The office area is level with the catwalks 10' high. It effectively makes a second floor in part of the warehouse.

The man and marilith are at the barrels/crates in the center of the warehouse. The new demons arrive between them and the party; exact placement depends on the party using the front or back door. If they use both doors, split the demons between both.

Appendix 1 – Creatures and NPCs

RETRIEVER

Huge Construct (Extraplanar)

Hit Dice:	10d10+80 (135 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	21 (-2 size, +3 Dex, +10 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+7/+25
Attack:	Claw +15 melee (2d6+10) and eye ray +8 ranged touch
Full Attack:	4 claws +15 melee (2d6+10) and bite +10 melee (1d8+5) and eye ray +8 ranged touch
Space/Reach:	15 ft./10 ft.
Special Attacks:	Eye rays, <i>find target</i> , improved grab
Special Qualities:	Construct traits, darkvision 60 ft., fast healing 5, low-light vision
Saves:	Fort +3, Ref +6, Will +3
Abilities:	Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1
Skills:	—
Feats:	—
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	11–15 HD (Huge); 16–30 HD (Gargantuan)
Level Adjustment:	—

A retriever specializes in recovering lost or desired objects, runaway slaves, and enemies and bringing them back to its master. A retriever has a body the size of an ox, with legs spanning more than 14 feet. It weighs about 6,500 pounds.

Combat

Retrievers attack with four claws, but their eye rays are far more deadly.

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by *discern location*.

The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

QUASIT

	Tiny Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	3d8 (13 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15
Base Attack/Grapple:	+3/-6
Attack:	Claw +8 melee (1d3-1 plus poison)
Full Attack:	2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10
Skills:	Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6
Feats:	Improved Initiative, Weapon Finesse
Environment:	A chaotic evil-aligned plane
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	4-6 HD (Tiny)
Level Adjustment:	— (Improved Familiar)

In its natural form, a quasit stands about 1-1/2 feet tall and weighs about 8 pounds.

Quasits speak Common and Abyssal.

Combat

Although quasits thirst for victory and power as other demons do, they are cowards at heart. They typically attack from ambush, using their alternate form ability and *invisibility* to get within reach, then try to scuttle away. When retreating, they use their *cause fear* ability to deter pursuit.

A quasit's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th.

The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

MARILITH

	Large Outsider (Chaotic, Extraplanar, Evil)
Hit Dice:	16d8+144 (216 hp)
Initiative:	+4
Speed:	40 ft. (8 squares)
Armor Class:	29 (-1 size, +4 Dex, +16 natural), touch 13, flat-footed 25
Base Attack/Grapple:	+16/+29
Attack:	Longsword +25 melee (2d6+9/19–20) or slam +24 melee (1d8+9) or tail slap +24 melee (4d6+9)
Full Attack:	Primary longsword +25/+20/+15/+10 melee (2d6+9/19–20) and 5 longswords +25 melee (2d6+4/19–20) and tail slap +22 melee (4d6+4); or 6 slams +24 melee (1d8+9) and tail slap +22 melee (4d6+4)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constrict 4d6+13, improved grab, spell-like abilities, <i>summon demon</i>
Special Qualities:	Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.
Saves:	Fort +19, Ref +14, Will +14
Abilities:	Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24
Skills:	Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls)
Feats:	Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword)
Environment:	A chaotic evil-aligned plane
Organization:	Solitary or pair
Challenge Rating:	17
Treasure:	Standard coins; double goods; standard items, plus 1d4 magic weapons
Alignment:	Always chaotic evil
Advancement:	17–20 HD (Large); 21–48 HD (Huge)
Level Adjustment:	—

A marilith usually holds a longsword in each of its six hands and wears many bangles and jewels.

A marilith stands about 9 feet tall and measures about 20 feet from head to tip of tail. It weighs about 4,000 pounds.

Combat

Though mariliths thrive on grand strategy and army-level tactics, they love physical combat and never pass up an opportunity to fight. Each of a marilith's six arms can wield a weapon, and the creature gets an additional three weapon attacks with its primary arm. Mariliths seldom rush headlong into battle, however, preferring to hang back and size up the situation first. They always seek to gain the best possible advantage from the local terrain, obstacles, and any vulnerability or weakness in their opponents.

A marilith's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*align weapon*, *blade barrier* (DC 23), *magic weapon*, *project image* (DC 23), *polymorph*, *see invisibility*, *telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

SIL (Young Force Dragon)

	Gargantuan Dragon (Epic)
Hit Dice:	30d12+210 (405 hp)
Initiative:	+4
Speed:	60 ft., fly 300 ft. (clumsy)
Armor Class:	43 (−4 size, +8 deflection, +29 natural), touch 14, flat-footed 43
Base Attack/Grapple:	+30/+56
Attack:	Bite +40 (4d6+14 19-20) melee
Full Attack:	Bite +40 (4d6+14 19-20) melee, 2 claws +35 (2d8+14 19-20) melee, 2 wings +35 (2d6+14 19-20) melee, tail slap +35 (4d6+14 19-20) melee
Space/Reach:	20 ft./15 ft.
Special Attacks:	Crush 4d8+21 (DC 32), tail sweep 2d8+21 (DC 32), breath weapon - 60' cone, 15d12 (DC 32), frightful presence (DC 33), spells (caster level 9th), spell-like abilities
Special Qualities:	Damage reduction 15/magic, deflecting force, immune to force spell resistance 30
Saves:	Fort +24, Ref +17, Will +25
Abilities:	Str 39, Dex 10, Con 25, Int 26, Wis 27, Cha 26
Skills:	Bluff +30, Concentration +24, Diplomacy +24, Escape Artist +16, Intimidate +30, Knowledge (all) +30, Listen +41, Search +41, Sense Motive +35, Spot +41, Use Magic Device +31
Feats:	Flyby Attack, Hover, Wingover, Blind Fighting, Power Attack, Cleave, Improved Critical (bite), Improved Critical (claw), Improved Critical (wing), Improved Critical (tail slap), Improved Initiative
Challenge Rating:	21
Alignment:	Neutral

A young force dragon's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Combat

Breath Weapon (Su): A force dragon has one type of breath weapon, a 60' cone of force that tears through creatures and objects in its area to devastating effect. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice.

Crush (Ex): This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Tail Sweep (Ex): This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. Affected creatures can attempt Reflex saves to take half damage.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Immune to Force (Ex): A force dragon cannot be harmed by any force effect, including *magic missiles*, *explosive runes*, *mage's sword*, the *sphere* spells, or any other spell or effect with the Force descriptor. It can move freely through barriers made of force, such as a *wall of force*.

Deflecting Force (Su): A force dragon is protected by a shield of force that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Spell-Like Abilities: 3/day—*forcecage*, *maze*, *resilient sphere*, *telekinetic sphere*, *wall of force*. The save DC = 18+ spell level.

Critical Event Summary: Cold Iron Heart

1. Did the PCs get the information from the Great Hall of Records? Yes No
2. Did the PCs get the information from the League of Thaumaturgical Studies? Yes No
3. Did the PCs get the information from the Greyson Institute? Yes No
4. Did the PCs get the full story from Sil? Yes No
5. How did the PCs treat Sil?

Friendly

Unfriendly

Indifferent

Other (explain)

6. Did any of the PCs attack Sil? If Yes, list real name(s) and character name(s) below.

7. Did the PCs need rescue from the demons in the final combat? Yes No

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email to
lsj-roster@theshiningjewel.com.



Roster of Heroes: Cold Iron Heart

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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