



Stolen Glances and Echoes of Long Ago

(Law and Disorder - Part 1)

By David Samuels

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

Several citizens have reported losing their sight, or their hearing, while others have been disappearing. Someone needs to figure out what is happening, is that someone you? A one round Legends of the Shining Jewel module for character levels 1-13. This module contains graphic images that may not be suitable for young players.

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www.theshiningjewel.com/lmj

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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

A group of anarchists decided that the city of Amthydor was entirely too lawful and decided to do something to change that. Unfortunately, they were not able to reach a consensus on how they wished to accomplish this. Groups were formed each with its own agenda, and it was decided that a competition would be held with each of the groups having the chance to put their plan into motion. The winning group's members would be known throughout Raia for their accomplishments. The groups planned to use brute force, magic, and deception to help them achieve their goal.

The groups' plans attracted the attention of a group of powerful elves who have a grudge against the city of Amthydor. Amthydor had been guarding a powerful tome that radiated draconic magic until it was stolen from the city. The elves blame Amthydor for the tome's loss and have decided to use the anarchists as pawns in their plans. In order to "help" the anarchists plans achieve fruition, the made any magic items that the groups wished to use available to them for this task.

The 3 different groups of anarchists have already begun putting their plans into motion. It was decided that regardless of a group's methods, any attempt at creating anarchy in Amthydor needed to involve attacks on the city's laws and their enforcers, the Diamond Legion and the courts. The city's nobles and temples would also be targeted, especially those temples that are part of the Quorum of Faith.

The recent attack on High Warrior Breng, as well as the deaths of Captain Ardent Vestra, Lt. Bailey Collins and Sgt. Ashton Kenness, has begun their intended purpose of demoralizing the Diamond Legion.

This module is part of a series called Law and Disorder. The other parts of the series are: Fists Of Fury; and Beguiling Isn't It.

In this module one of the splinter groups of anarchists decided that they could cause chaos and mayhem by wreaking havoc with people's senses of sight and hearing. In addition to that, they targeted the priests of some of the city's temples because the elves that are "guiding" their actions felt that the temples were spending too much time focusing on the recent election of the Patriarch, and not enough time focusing on the security of the ancient tome laced with draconic magic that was stolen. The Diamond Legion officers that responded to these cries for assistance were targeted by the group as well, because in order to cause chaos you need to target the bastions of law.

Introduction: I Need Somebody: The PCs will be greeted by a blind messenger who will give them a

message asking them to report to the Temple Of Emerys.

Encounter 1: Let The Adventure Begin. The PCs report to the Temple of Emerys to meet with a representative of the Quorum of Faith to be briefed on the mission at hand.

Encounter 2: The quest for Knowledge.

Encounter 2a: A diamond in the rough - The PCs will be able to talk to the Diamond Legion about the events going on

Encounter 2b: A Little Music Please - The PCs will be able to talk to the Society of Entertainers and Providers about the events going on.

Encounter 3: On the Road Again. The PCs start out on the quest to gather information and come across some of the villains' handiwork. The PCs will have the opportunity to find a list of the villain's targets.

Encounter 3a: Temple of Peliron. The PCs can go to the temple of Peliron and speak with a wounded Diamond Legion officer.

Encounter 3b: Temple of Galvandt. The PCs can go to the temple of Galvandt and learn about the priest that was killed.

Encounter 3c: Shrine of Eliana. The PCs can go to the temple of Eliana and learn about the priest that was killed.

Encounter 3d: Temple of Hyperion. The PCs can go to the temple of Hyperion and learn about the priest that was killed.

Encounter 3e: House Harquith. The PCs can go to House Harquith and talk to Juniper Harquith who was one of the victims.

Encounter 3f: House Erikas. The PCs can go to House Erikas and talk to Mitch Erikas who was one of the victims.

Encounter 3g: Jade Palace. The PCs can go to the Jade Palace and talk to the owner whose wife was one of the victims.

Encounter 4: Warnings and Frayed Nerves. The PCs will stumble upon an attack on some elves by a crowd in the city, and will have a chance to see first hand the effects of all this tension on the populace of the city.

Encounter 5: The first of the 3 combats

Encounter 6: The second of the 3 combats

Encounter 7: The final combat. The PCs are at the villains hideout.

Conclusions: There are two conclusions based upon whether the PCs actions fail or are successful.

Note some of the descriptions in the module can be quite graphic. If you have young children at the table, or players you think might be sensitive to these things please tone down the encounters.

Introduction – I Need Somebody

It is the start of another fine day in the city of Amthydor, or rather it would be, were it not for the recent incidents within this fine city. Citizens in this fair city have been attacked, and the Diamond Legion members who went to help were ambushed, beaten senseless and had their appendages broken. The mood in the city has begun to sour, with citizens wondering who will be attacked next, and when. As if that weren't enough, the city still hasn't recovered from the deaths of Captain Ardent Vestra, Lt. Bailey Collins, and Sgt. Ashton Kenness.

A pounding on your door catches your attention.

When the PCs open the door continue with the following:

Opening the door, you see a young blond-haired girl standing in front of the door, her fist

appearing ready to knock on the door again. The most noticeable things about the young girl are her milky white eyes, her blood covered clothing, and the visible bruises indicating that she was badly beaten. Her breathing is very shallow, and she is trembling. She raises her head "Is anyone there? I'm looking for (insert name of PC), do you know where I can find him/her? I have something that I need to give him/her"

If the PCs try to question her she knows the following information, but will be gasping for breath while relating it unless they heal her. If they decide to question her after healing her (Heal check DC 10) she will give them the information without gasping.

➤ **Who are you?**

"My name is Darius. I was sent to bring you a message".

➤ **Who sent you to find me?**

"A lady from the temple of Emerys hired me to find you."

➤ **Who did this to you?**

"Two bad men stopped me on my way here and told me that I should mind my own business. I told them that I was doing my job. They grabbed me and then began beating me. I screamed and then I saw 2 members of the Diamond Legion heading towards me, before a woman pointed a stick at me and then I couldn't see anything else."

➤ **How did you get here?**

"I walked here. I remembered where I was and knew where your address should be with regards to that location. It took me a little longer to get here than I'd hoped, but I made it"

➤ **Why didn't you go to a temple to get your eyesight fixed?**

"I had a job to do. I can't afford to lose my job because ever since my father died I've been working to help my mother take care of my brothers and sisters."

- **What did the people that did this to you look like?**

“The men were tall humans with brown hair and brown eyes. The woman had blond hair and was dressed in fancy robes.”

- **Why does the Temple of Emerys need adventurers?**

“You need to ask them, but maybe it’s to prevent this from happening to other people. The blindness I mean.”

- **Do you need help getting home, or to a temple?**

“Thank you for your offer, but I should be okay. I’ve been delivering messages for a while and know the locations places in the city with relations to other places. I promise that once I finish with those that I need to deliver, I will head to the temple.”

- **Do you know what happened to the legionnaires?**

“I heard the legionnaires show up and order the villains to surrender. The villains laughed at the request and then something strange happened. I’m not exactly sure what happened but I heard cheering as well as someone whimpering. I also heard the sounds of bones breaking. I was afraid so I got myself away from there as quick as I could and came to find you.”

- **So you haven’t reported this to the Diamond Legion?**

“No. I was scared and knew that I needed to finish my assignment. ”

- **Will you come with us to make a statement to the temples, or the Diamond Legion?**

“Once I’ve delivered all of my messages, I will head to the Diamond Legion to make a report. ”

- **Are you going to be okay?**

“I’ll be fine. I need to get used to this in case the temple priests aren’t able to help me. Relying on others won’t help me learn how to deal with this myself. ”

- **Is there anything else that you can tell me about the incident of your attack?**

“I’ve told you all that I remember.”

A Sense motive check DC 5 will reveal that her statements are truthful.

Encounter 1: Let the Adventure Begin

After arriving at the Temple of Emerys, you are ushered into a room where a dwarven woman dressed in robes embossed with the symbols of Emerys sits. She motions for you to be seated on a pew, and then begins speaking.

“Thank you for coming. My name is Tamaranda, and I am one of Emerys’ chosen. I sent for you because the Quorum of Faith, or rather the city, needs your help. I should also point out that you are not the only groups that the Quorum of Faith is recruiting, each temple in the Quorum of Faith is recruiting their own adventurers to look into the situation I’m about to tell you.”

Let me get right to the reason that I’ve asked you here. I’m sure that you’re all aware of the recent number of attacks on residents of this fair city. Random people within the city are being beaten, and when the Diamond Legion responds to their calls for aid, the responding legionnaires are savagely beaten. People have been having property, specifically homes and businesses, stolen from them, and then after complaining about the theft the complainants disappeared. Legionnaires investigating these complaints were also savagely beaten. If those incidents weren’t enough, there have been reports of people in the city losing their sight and/or their hearing. As with the other 2 incidents legionnaires coming to their aid were also savagely attacked. As disheartening as all that is, there’s something more chilling that I have to tell you. Priests from several of the city’s temples have been attacked, killed, and then animated and sent into their temples. The priests of those temples had no choice but to put down their fallen comrades.

The Diamond Legion and the Society of Entertainers and Providers are looking into the assaults and the thefts. I'd like you to look into the incidents of blindness and deafness that have been reported, as well as try to obtain any information that you can on the attack on the city's priests.

- **What does this job pay?**

"I have been authorized to offer you 150 pieces of gold each."

She is willing to negotiate the price (she'll offer up to 200 gold per PC).

- **What exactly do you want us to do?**

"I'd like you to investigate the incidents and find out who's responsible. While I'd like you to stop them if you are able to, the most important thing is to get the information back to me so that we can stop this."

- **Do you have a list of the priests that were attacked?**

"So far the attacks have been limited to 3 of the city's temples and shrines. The attacks have been on brother Jessup from the temple of Galvandt, brother Iliana from the temple of Hyperion, and brother Nyrila from the shrine of Elianna. All of these temples are members of the Quorum of Faith."

- **Do you know of any enemies that these temples, or even the Quorum of Faith might have?**

"I don't know if you're familiar with this or not, but we recently held the election of the head of the Quorum of Faith. The members of the quorum that weren't up for election cast the votes. It was originally thought that Mistress Jade of the Shrine of Dymora would be elected, but after some inproprieties were discovered, a revote was ordered and Jalinor the Just from the Temple of Peliron was declared the winner."

It was also at that time that a group of elves from Mystwood visited Amthydor and demanded to see the Lord Monarch to retrieve an arcane tome.

The tome, which radiated draconic magic, had been kept in Amthydor for safekeeping. When the Lord Monarch had the container holding the tome brought to him, and the container was opened, the tome was not inside. To say that the elves were upset would be an understatement."

- **Do you think that the elves might have something to do with this??**

"I honestly don't know. I don't want to speculate on who might be behind this."

- **Do you have a list of those people that were attacked?**

"Yes." (Please give the PCs Player Handout 1).

- **Do you know if the Diamond Legion or Society of Entertainers and Providers have any leads?**

"I'm not sure. I haven't heard of any. You would have to ask them. I only ask that you don't interfere with their investigations"

- **Is there anything else that you can think of?**

"Other than to wish you good luck, no."

- **Are Captain Vestra, Sergeant Kenness and Lt. Collins really dead?**

"Yes. From what I've been told they weren't able to be brought back."

- **Can you provide us with a writ so that we can enter the Nobles District to talk to the nobles that were attacked?**

"Yes. You must remember to treat the nobles with the proper respect and that if you commit any crimes I will see that you pay for them.."

"One other thing you need to know is that all of the temples have been working overtime healing the wounds of the populace as well as the legion, and as such they might be somewhat tired or frustrated."

- **If the PCs want to go to the Diamond Legion**
GO TO Encounter 2a (page 7).

- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8)**.
- If the PCs want to speak with some of the victims of the blindness and deafness **GO TO Encounter 3 (page 10)**.

Encounter 2: The Quest for Knowledge

Encounter 2a: A Diamond In The Rough

You arrive at Diamond Legion HQ, where you are immediately ushered in to meet with Sgt. Eloise Kyle. The grim look on Sgt. Kyle's face conveys the seriousness of the situation facing the city. After motioning for you to be seated, Sgt. Kyle solemnly begins speaking.

"I understand that you wanted to see someone at Diamond Legion HQ. How can I help you?"

- **We understand that you are recruiting adventurers to investigate the attacks in the city?**

"That is correct. The Society of Entertainers is also recruiting adventurers to look into things."

- **Do you have any leads?**

"None that I can reveal at this time, the investigation is still ongoing."

- **We understand why the Diamond Legion is looking into this, but why is the Society of Entertainers?**

"A number of family residences or businesses have switched owners under dubious circumstances. The Society of Entertainers and Providers, sensing a story behind the dubious transactions, is hiring investigators to look into them."

- **What is it that you need us to do?**

"We already have adventurers looking into this, and ask that you don't interfere with their investigation. We have asked them not to

interfere with your investigation. The Society of Entertainers and Providers has said that they will instruct their operatives similarly."

- **Who has been attacked?**

"Residents from each of the city's districts were attacked, and the only thing that the victims seemed to have in common was their proximity to the closest Diamond Legion branch at the time of the attack."

- **Do you have a list of those attacked?**

"I do, but since you're not the ones looking into these attacks I can't give it to you. The one thing that all of the attacks seem to have in common is that the original victims seem to have been bait to draw out legionnaires to attack."

- **Do you have any leads?/Do you know where we should start?**

"No. I don't have any specific leads with relation to your investigation. You might want to start with the list of your victims. They might remember things talking with you that they didn't tell us".

- **What happened to the victims?**

"The legionnaires that were attacked are recovering from their injuries. Most of those individuals that were used as bait have been treated and sent home, a few required more serious attention for their wounds, but they also will make a full recovery. "

- **So all of the victims have recovered/ will recover?**

"Other than the priests that were killed, animated and then sent into their respective temples to be dispatched by their former friends, all of the other victims have made, or will make, a complete recovery."

- **Is High Warrior Breng okay?**

"Yes. He's still on leave though."

- **Are Captain Vestra, Lt. Collins and Sgt. Kenness really dead?**

"We're not entirely sure. We do have their bodies, and have attempted to speak to them using speak with dead but have not received any responses to our questions. One of the priests at the temple of Peliron acting on a hunch cast a divination spell to see if this was really them, and not surprisingly received a cryptic answer. The surprising part is that the answer was both yes and no. Further divinations were cast and multiple locations were revealed. Unfortunately when we sent people to investigate, there was no sign of the officers or their "captors" at that location."

➤ **What happened to High Warrior Breng?**

"We're still investigating the matter but I can tell you the following. High Warrior Breng received a message stating that Captain Vestra needed to meet with him. When he arrived at the meeting location he found that the area was completely dark. He tried to use a lantern but it didn't work.

As if that wasn't bad enough, he was attacked by unseen assailants. When the battle was over and the darkness dissipated and he was able to see the bodies of Captain Vestra, Lt. Collins and Sgt. Kenness laid out at his feet."

➤ **Are you saying that Captain Vestra, Lt. Collins and Sgt. Kenness were the ones that attacked High Warrior Breng?**

"No. The three of them are highly decorated officers and there are too many questions that this raises. We tried to speak with them but were unable to get a response it was as if either no one was home in any of their bodies, or they chose to ignore us. Our attempts to raise them were also unsuccessful. That's all I can say as this is an ongoing investigation, and getting to the bottom of this is a top priority."

➤ **Is there anything else you can tell us?**

"Good luck with your investigation. Be careful as the recent incidents have caused a rise in vigilantism. Vigilantes, especially those without any training, are extremely dangerous, and you should be careful not to underestimate them. I

hope that your actions end this threat to both the city and the Diamond Legion"

- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to speak with some of the victims of the blindness and deafness **GO TO Encounter 3 (page 9).**

Encounter 2b: A Little Music Please

You arrive at the Society of Entertainers and Providers and are immediately ushered into an ornately decorated room. There is a sofa in the room as well as 6 chairs. A buxom raven-haired human woman in her mid 30's enters the room and asks you to be seated.

"Greetings my name is Cinnamon. Who are you and why are you here?"

- **We understand that you are recruiting adventurers to look into the theft of homes and businesses in the city?**

"That is correct. "

➤ **Do you have any leads?**

"Unfortunately I don't have any yet. I haven't heard back from the people that I asked to look into things, but wasn't expecting to yet as this isn't a typical investigation. Those people that complained about their property being stolen disappeared shortly after making their complaint."

- **All of those that complained disappeared ?**

"Yes".

➤ **Who lost their homes/businesses ?**

"A number of family residences or businesses have switched owners under dubious circumstances. I can't name names right now, but there definitely is a story behind these dubious transactions. That was why we hired investigators to look into them."

➤ **What is it that you need us to do?**

“We already have adventurers looking into this, and ask that you don’t interfere with their investigation. We have asked them not to interfere with your investigation. The Diamond Legion has said that they will instruct their operatives similarly.”

➤ **Who has had their homes/businesses stolen?**

“While I can’t name names right I can say that nobles and normal people have lost their homes and/or businesses. So far there doesn’t seem to be any connection between the victims of these property transfers. Diamond Legion members investigating these complaints were savagely attacked requiring extensive healing. Those officers were discovered by other officers and treated for their injuries. Unfortunately, when the officers discovered their fallen comrades, the complainants were nowhere to be seen”

➤ **Do you have a list of those that lost their homes/businesses?**

“I do, but since you’re not the ones looking into these incidents I can’t give it to you. In the event that something should happen to you, I don’t want the villains learning that they’re being investigated. The one thing that all of the thefts seem to have in common is that the original victims seem to have been bait to draw out legionnaires to attack. From what I’ve heard from the Quorum of Faith and the Diamond Legion, this is common among all these different types of attacks.”

➤ **Do you have any leads?/Do you know where we should start?**

“No. I don’t have any specific leads with relation to your investigation. You might want to start with the list of your victims. They might remember things that they didn’t remember previously.”

➤ **What happened to the victims?**

“The legionnaires that were attacked are recovering from their injuries. As I mentioned, the complainants haven’t been found.”

➤ **Have there been a lot of people who’ve been victimized?**

“Enough so that we can say that this isn’t an isolated incident.”

➤ **Is High Warrior Breng okay?**

“Yes. According to the Diamond Legion, he’s still on leave.”

➤ **Are Captain Vestra, Lt. Collins and Sgt. Kenness really dead?**

“Yes, according to the Diamond Legion. We think that the Diamond Legion might have more information that they’re not telling us, but considering how devastating the deaths of these 3 officers were to the citizens of this fine city, we’re not applying too much pressure to get the information.”

➤ **What happened to High Warrior Breng?**

“We’re still investigating the matter, but I can give you the following information that we received from the Diamond Legion.

High Warrior Breng received a message stating that Captain Vestra needed to meet with him. When he arrived at the meeting location he found that the area was completely dark. He tried to use a lantern but it didn’t work.

As if that wasn’t bad enough, he was attacked by unseen assailants. When the battle was over and the darkness dissipated and he was able to see the bodies of Captain Vestra, Lt. Collins and Sgt. Kenness laid out at his feet.”

➤ **Are you saying that Captain Vestra, Lt. Collins and Sgt. Kenness were the ones that attacked High Warrior Breng?**

“No, the legion has not confirmed that, and we’re not going to spread unsubstantiated rumors. The three of them are highly decorated officers and there are too many questions that this raises. The Legion promised us an exclusive if we’re patient.”

➤ **Is there anything else you can tell us?**

“Good luck with your investigation. I hope that your actions end this threat to the city.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with some of the victims of the blindness and deafness **GO TO Encounter 3 (page 10).**

Encounter 3 – On the Road Again

You head out on your journey, hoping to gain some answers to your questions. As you proceed towards your next lead, you happen upon a disturbing sight.

Lying on the ground in front of you are the battered and bruised bodies of 2 young girls, who couldn't be more than 7 or 8 years old, as well as the bloodied bodies of 2 legionnaires.

A Heal check DC 10 will reveal that the “victims” are all alive, and that none of the injuries was designed to be fatal. One of the girls has milky white eyes and the other is deaf.

A Search check DC 10+ATL will reveal a piece of parchment. The parchment lists the name of some upcoming targets of the villains. (Please give the PCs Player Handout 2)

If the PCs heal the girls and try to talk to them, they can get the following information.

Note that, due to the blindness and deafness, this will require some creativity on the part of the PCs to gain the information.

One of the girls will look at the PCs trying to see if she can “read their lips” to get their questions (she will read their lips and understand every 5th word), while the other will talk really loudly but won't be able to look at the PCs, she will turn her head towards the sound of the PCs voices.

- **Who are you?**

“I'm Salana and this is Jalina.”

- **What happened?**

“Two big men came and started hitting us. The Diamond Legion came and tried to help us but more big men came and beat them up.”

- **Did the men say anything?**

“They said this will hurt. Have a bad day.”

- **Why did they attack you?**

“I don't know. Our daddy said that big girls don't cry so we didn't cry. That made them hit us more. They stopped hitting us when the Legion showed up.”

- **What were you doing before they attacked you?**

“Playing hide and seek.”

If the PCs heal the legionnaires and try to talk to them they can get the following information

- **What happened?**

“We came upon a disturbing scene. Two men were beating up 2 young girls. We ordered the men to stop. But before we could take any action to save the girls, four more perpetrators showed up and attacked us. They held us in place and then cut off all of our fingers and toes using a flaming blade. I wish that I could be more help but at that point I blacked out from the pain.”

- **Did they say anything?**

“They said ‘Down with the Legion’, and we're getting what we deserve.”

- **Did you see which way they went?**

“Unfortunately not. Are the girls okay?”

- **Do you have a description of them?**

“6'1” blond-haired blue-eyes men dressed in chainmail armor and carrying longwords .“

One of the legionnaires will ask the PCs to blow his whistle to summon legionnaires to take them to the temple of Peliron. If the PCs should decide to accompany the legionnaires to the temple of

Peliron they will notice that the temple district is in a state of chaos. People are trying to push their way into the temples. The crowd is yelling for the various gods to protect them from whatever is happening in the city. Each of the temples has acolytes at the door trying to maintain order.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villains' hideout **GO TO Encounter 7 (page 28).**

Encounter 3a – Temple of Peliron

You (arrive at/help the legionnaires and the young girls to) the temple of Peliron. You are escorted in to talk to one of the acolytes . The acolyte begins speaking.

“I am brother Ignium. How can I help you?”

- **Have you treated any of the wounded Diamond Legion members here?**

“Yes. Some of the legionnaires .”

- **How bad were the injuries?**

“They weren’t life-threatening although they were designed to be painful. One of the officers, that we treated, a man named Jarl Zylan, had all the bones in his fingers toes, wrists and ankles shattered .”

- **Is that officer here?**

“Yes. I can have someone take you to talk to him when we’re done here.”

- **Have you done any divination spells to locate those responsible for these attacks?**

“Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded.”

- **Is there anything else that you can tell us?**

“I wish that there was. The recent incidents in the city are causing chaos and demoralizing the city.”

The acolyte has someone escort you to a room where a gentleman is lying on a bed. Your guide tells you that this is Jarl Zylan.

- **May we talk to you officer Zylan?**

“Yes.”

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

“I had responded to cries for help from Mitch Erikas who was being beaten in the street. As I approached, I ordered the attackers to leave him alone and surrender. Without warning 2 additional men appeared from nowhere and grabbed me. They held me firmly while the man that was beating up Mitch Erikas came and began breaking each and everyone of my fingers and toes. The pain was unbearable. I tried calling for assistance, but the area was strangely quiet

and no sounds came out of my mouth. I held out for as I could but I eventually passed out from the pain."

➤ **What did your attackers look like?**

"6'1" blond-haired blue-eyes men dressed in chainmail armor and carrying longswords."

➤ **Is there anything else that you can tell us?**

"I hope that you catch those responsible for my attack. Once the healers say that I can go back out on the street I will be out there looking to bring my attackers to justice. We need to do something to show that we are handling this crisis, because right now the citizens of this fine city are panicking. The people need to know that the legion is there to protect them."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**

- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 3b – Temple of Galvandt

You arrive at the temple of Galvandt, and manage to make your way through the mob trying to gain entrance to the temple. A young blond-haired blue-eyed acolyte greets you, and leads you into one of the temple's meeting rooms before he begins speaking.

"I am brother Jesten, welcome to the temple of Galvandt. I wish that your visit was under better circumstances. How may I help you?"

➤ **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

➤ **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

➤ **Have you treated any of the wounded legionnaires here?**

"Yes, although the two that we just finished treating were the worst I've seen."

➤ **What happened to those two?**

"The villains captured them and then tied them up back to back so that they couldn't escape, and then totally drenched their bodies and clothing with oil. One of the villains, a woman wearing robes targeted them with a burning hands spell. The area that the officers were in was targeted with a silence spell so that no one could hear the officers anguished screams. (he pauses, shuddering slightly).

Luckily for the officers, someone saw the flames and summoned the Diamond Legion. The Legion

arrived en masse and drove off the villains. Legion casters, both arcane and divine, quenched the flames and stabilized the officers so that they could be transported here. The burning was so severe that in some places the charred skin just flaked off."

➤ **Are the officers going to be okay?**

"Yes, and no."

➤ **What do you mean?**

"We healed their physical wounds, but the officers will need to work through the trauma of this attack at their own pace. Right now they have been able to sleep through the use of potions and spells."

➤ **What happened to brother Jessup?**

"Brother Jessup was killed in a battle with 2 elementals that appeared in front of the temple. After Brother Jessup died, he was animated and sent into the temple to cause mayhem. Several of the temple's priests managed to keep him at bay until he was able to be dispatched to his proper rest."

➤ **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Galvandt's followers to lose faith in Galvandt for allowing this to happen to one of his chosen."

➤ **Was there anything unusual about the wounded?**

"Someone appears to have gone to great lengths to keep victims, other than the priests, from dying."

➤ **Are any of the victims here that we can talk to?**

"The only victims here are the two legionnaires I mentioned above that were burned. I can't allow you to talk to them right now."

➤ **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

➤ **Is there anything else that you can think of?**

"No. May the blessing of Galvandt be upon you as you try to save us from this."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 3c – Shrine of Elianna

You arrive at the shrine of Elianna, the newest member of the Quorum of Faith, and manage to make your way through the mob trying to gain entrance to the shrine. A young brown-haired brown-eyed acolyte greets you, and leads you into

one of the temple's meeting rooms before he begins speaking.

"I am brother Sylrivan, welcome to the shrine of Elianna. I wish that your first visit here since we became part of the Quorum of Faith was under better circumstances. How may I help you?"

➤ **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

➤ **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

➤ **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his back broken."

➤ **What happened to him?**

"The villains captured him and then placed him, on the ground. At that point all of the villains took turns jumping on his back while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance.

"Luckily for the officer, a squadron of legionnaires was sent out to locate him when he didn't return and they were able to get him to the shrine of Elianna so that the injuries could be taken care of."

➤ **Is the officer going to be okay?**

"Yes, he's been treated and is back on the streets trying to find those that did this to him."

➤ **What happened to brother Nyrma?**

"As near as we can tell, Brother Nyrma was targeted by a finger of death spell which killed

him. After he died Brother Nyrma's body was animated and sent into the shrine. Brother Nyrma attacked a young boy attending services in the temple. He was sent to his final resting place by priests of Elianna."

➤ **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Elianna's followers to lose faith in Elianna for allowing this to happen to one of her chosen."

➤ **Was there anything unusual about the wounded.?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

➤ **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

➤ **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded. "

➤ **Is there anything else that you can think of?**

"No. May the blessing of Elianna be upon you as you try to save us from this."

➤ If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**

➤ If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**

➤ If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**

➤ If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**

➤ If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**

➤ If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**

➤ If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**

- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 3d – Temple of Hyperion

You arrive at the temple of Hyperion, and after pushing your way through the crowd you gain entrance. A young blond-haired female acolyte greets you. "I am Syndella, priestess of Hyperion. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his neck broken."

- **What happened to him?**

"The villains captured him and then placed him, on the ground. At that point all of the villains

took turns jumping on his neck while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance.

"Luckily for the officer, a squadron of legionnaires was sent out to locate him when he didn't return and they were able to get him to the shrine of Elianna so that the injuries could be taken care of."

- **Is the officer going to be okay?**

"Yes, he's been treated and is back on the streets trying to find those that did this to him."

- **What happened to brother Ilian?**

"As near as we can tell, Brother Ilian encountered a group of ruffians that attacked him. They ran swords through various parts of his body including his heart. After he died Brother Ilian's body was animated and sent into the temple of Hyperion where he attacked High Lady Mour who was in the temple on personal business. He was sent to his final resting place by priests of Hyperion."

- **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Hyperion's followers to lose faith in Hyperion for allowing this to happen to one of his faithful."

- **Was there anything unusual about the wounded?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

- **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

- **Have you done any divination spells to locate those responsible for these attacks?**

“Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded.”

➤ **Is there anything else that you can think of?**

“No. May the blessing of Hyperion be upon you as you try to save us from this.”

Note: If the PCs should go to any of the other temples or shrines in the city, the answers that they receive will be the same as those at the temple of Peliron

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain’s hideout **GO TO Encounter 7 (page 28).**

Encounter 3e – House Harquith

When the PCs show up at house Harquith, they will be met at the door by one of the Harquith’s servants. The servant will want to know why the PCS are here. Once the PCS explain why they are here the servant will allow them entry to talk to Juniper Harquith.

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

The PCs can learn the following information from Juniper:

➤ **We heard that you were attacked. What happened?**

“I had gone out to visit some friends. I was on my way back home when a man grabbed me. I started screaming and then a woman appeared. She pulled out 2 sticks, pointed them at me and the next thing I knew, I couldn’t see or hear anything. At that point the man threw me to the ground. I tried to get up, but there was something on top of me preventing me from getting off the ground. I then felt a warm liquid, at which point the weight on top of me became unbearable and I passed out. I later found out that the weight on top of me was three legionnaires that the villains took down, and the liquid was their blood.”

➤ **Did you get a look at your attackers?**

“I didn’t really pay much attention to those people. The woman was wearing robes and the man was wearing armor, I could see the metallic gloves he was wearing ”

➤ **Is there anything else you can tell us?**

“Unfortunately not.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 16).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 3f – House Erikas

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

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

The PCs can learn the following information from Mitch:

- **We heard that you were attacked. What happened?**

"I had woken up one morning and discovered an intruder in my home. The intruder, a man in robes, sat on me and prevented me from getting out of my bed. I saw a woman in robes appear and point 2 sticks at me. The next thing I knew, I couldn't see or hear anything. At that point, the man got off of me and they grabbed me and dragged me out of my bed, and out of my house.

"The man threw me to the ground, and began beating and kicking me. I tried to defend myself but it wasn't possible without being able to see and hear where your enemy is and what he's up to. After a few minutes the beating and kicking stopped. I tried to lift myself off the ground but discovered after my ordeal that I didn't have the strength to do so.

"I also felt some heavy things being piled on top of me. It wasn't until later that I learned that those heavy things were Diamond Legionnaires that had come to my rescue."

- **Did you get a look at your attackers?**

"Not really. I didn't have much of a chance to do so, and was a little angered that someone was attacking me in my own home."

- **Are you okay now?**

"The priests from the temple of Galvandt did an excellent job healing me. I am working on dealing with the trauma of the attack now."

- **Is there anything else that you can tell us?**

"I wish that there was. These people need to be caught. People, whether they're noble or average citizens, should be able to feel safe in their own home. Please catch those responsible for these attacks."

He will then have his servants show the PCs out.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 3g – Jade Palace

The Jade Palace is run by a Daiguon man named Fan Ye Wu and is quite popular, serving meals native to Daiguou.

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguou, it is very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties makes your stomach growl and your mouth water."

All food prices are 25% higher than those listed in the *Core Rulebook I* due to the excellent service and the exotic food.

A Daiguon man comes up to you and introduces himself.

"I am Fan Ye Wu. Welcome to the Jade Palace. How may I help you?"

- **We heard that your wife was blinded. May we speak with her about that incident?**

"My wife is resting right now, the attack traumatized her. I can tell you what happened. I was going about my business walking through the streets of the city near our establishment when 2 men walked up to me and then for no reason they began beating me. My wife heard me shout and came out of our store to see if I was okay. Out of the corner of my eye I saw a man grab her. My wife screamed and then a woman appeared and pointed a stick at my wife. My wife screamed about how she couldn't see."

- **Did they say anything?**

"They said that I was, or rather we were, bait to draw out Diamond Legion members that they could beat up. Diamond Legion members showed up to rescue me, and then the villains turned their attention to the legionnaires. I got to my wife and helped her get away from here. We managed to get some more legionnaires to the area to drive the villains away."

- **Do you have a description of them?**

"6'0" brown-haired brown-eyed men dressed in chainmail armor and carrying spiked chain. The woman had fiery red hair and was wearing robes. Neither my wife nor I really got a good look at her."

- **Did you see which way they went?**

"No. I wasn't here when they left."

- **If we have more questions, may we contact you again?**

"Yes, but I've already told you everything that we know."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 4 – Warnings and Frayed Nerves

You head to your destination hoping that you're in time to either prevent an attack on the intended victim or to bring those responsible for it to justice. As you head that way you can't help but notice the look of fear etched into the faces of those individuals brave enough to be out on the streets. You also notice that everyone in the street is armed with a makeshift weapon of some sort;

bottles, rocks, bricks, and sticks are some of the more common weapons.

As you turn the corner of the street you hear shouts from up ahead. Moving forward to investigate you find that a crowd has assembled and is beating a young elven man in tattered clothing. Upon seeing you the bloodied and bruised young elf calls for help. The crowd begins beating him more fanatically."

If the PCs should attempt to break up the crowd, it will reluctantly disburse, at which point the PCs will notice the body of an older elven woman lying on the ground. A Heal check DC 10 will reveal that the woman was hit on the head with a blunt object, possibly a brick.

If the PCs should question the people they will get the following information.

From the crowd

- **What happened/what did you do?**

"They got what they deserve, they're stinking elves. It's their fault that the city is in the state of chaos that it's in."

- **What do you mean?**

"All of these problems started happening after a stuck up elf got upset because a book was missing."

- **Do you know that these elves are responsible for what's happening in the city?**

"We don't need to, they're elves. Bloody stinking elves! We need to let them know that they're not welcome here in Amthydor."

- **Who gave you the right to decide that ?**

"No one, but since the Diamond Legion can't protect us we decided to protect ourselves."

- **You do realize that you committed a crime??**

"No, these are elves. It's not like they're people."

- **You better hope that the elves are in a forgiving mood, or else you're probably looking at jail time?**

"You're kidding right?"

From the elves

- **What happened?**

"My mother and I were walking along minding our own business, when that crowd attacked us just because we're elves."

- **Is my mother okay?**

"She will be."

- **You do realize that tensions are high in the city due to the ongoing incidents?**

"Yes, but that doesn't give them the right to attack people for no reason. My mother and I had nothing to do with these incidents, and we told them that."

- **People are trying to protect themselves/keep their loved ones safe?** (This question will be answered by the mother)

"I do understand, but that doesn't give them the right to attack someone without provocation. Regardless of their race, people should be able to feel safe in the city's streets."

- **Can you find it in your heart to forgive them?**

"They attacked my mother and I, and you want us to forgive them?"

- **If you can forgive them, it might make them think twice about pre-judging all elves or any other race?**

"So you want us to give them a free pass for their assault on us? They won't learn that actions have consequences unless they have a chance to feel that for themselves."

- **What would it take for you to forgive them?**

"If they apologize for what they did, promise never to attack someone without provocation due to their race, and reimburse us for the clothing that they ruined, but they need to be sincere."

Once the PCs explain the elves generosity to the crowd, the crowd will accept their terms. They will be sincere.

If the PCs wish to diffuse the situation, they can attempt to do so by making either a Diplomacy check (DC 15+ATL), a Perform check (DC 20+ATL) or an Intimidate check (DC 25+ATL).

It is also possible that the PCs might attempt to use spells like *calm emotions*

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 5 – Something Wicked This Way Comes

You start on towards your next destination when (please insert number from ATL) of individuals begin heading towards you. The individuals are dressed in robes, and definitely appear to be hostile.

ATL 1

½ Ex-Monk 2 (2); CR 2; Medium humanoid (human); HD 2d8+4; hp 24; Init +7 (+3 Dex, Improved Initiative); Spd 30'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +1/+1; ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow)/Full ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow) or flurry of blows (-1/-1) ; Space/Reach 5'/5'; SA Flurry of Blows, Stunning Fist (2x/day); SQ Deflect Arrows, Evasion; AL CE; SV: Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +8, Diplomacy +5, Knowledge (religion) +5, Move Silently +8, Tumble +7; Dodge, Improved Initiative,

Equipment: robe, quarterstaff, light crossbow

ATL 3

½ Ex-Monk 2 (3); CR 2; Medium humanoid (human); HD 2d8+4; hp 24; Init +7 (+3 Dex, Improved Initiative); Spd 30'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +1/+1; ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow)/Full ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow) or flurry of blows (-1/-1) ; Space/Reach 5'/5'; SA Flurry of Blows, Stunning Fist (2x/day); SQ Deflect Arrows, Evasion; AL CE; SV: Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +8, Diplomacy +5, Knowledge (religion) +5, Move Silently +8, Tumble +7; Dodge, Improved Initiative,

Equipment: robe, quarterstaff, light crossbow

ATL 5

½ Ex-Monk 4 (3); CR 4; Medium humanoid (human); HD 4d8+8; hp 36; Init +7 (+3 Dex, Improved Initiative); Spd 40'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +3/+3; ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow) or flurry of blows (+1/+1); Space/Reach 5'/5'; SA Flurry of blows , Ki Strike (Magic), Stunning Fist (4x/day); SQ Deflect Arrows, Evasion, Slow Fall 20', Still Mind; AL CE; SV: Fort +6, Ref +7, Will +7; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +10, Diplomacy +7, Knowledge (religion) +7, Move silently +10, Tumble +9; Dodge, Improved Initiative, Mobility

Equipment: robe, quarterstaff, light crossbow

ATL 7

½ Ex-Monk 6 (3); CR 6; Medium humanoid (human); HD 6d8+12; hp 52; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +4/+4; ATK +4 (1d8/19-20x2 unarmed strike) or +4 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +4 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +7 (1d8/19-20 light crossbow) or flurry of blows (+3/+3); Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (6x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind; AL CE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +12, Diplomacy +9, Knowledge (religion) +9, Move silently +12, Tumble +11; Dodge, Improved Initiative, Mobility, Spring Attack

ATL 9

½ Ex-Monk 7 (4); CR 7; Medium humanoid (human); HD 7d8+14; hp 60; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +5/+5; ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow); Full ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow) or Flurry Of blows (+4/+4); Space/Reach 5'/5'; SA Flurry of blows, Improved Disarm, Ki Strike (Magic), Stunning Fist (7x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind, Wholeness of Body; AL CE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +13, Diplomacy +10, Knowledge (religion) +10, Move silently +13, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack

Equipment: robe, quarterstaff, light crossbow

ATL 11

½ Ex-Monk 9 (4); CR 9; Medium humanoid (human); HD 9d8+18; hp 76; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 18 (+3 Dex, +4 Wis, +1 class bonus) Touch 18 FF 14; BAB/GRAP +6/+6; ATK +6 (1d10/19-20x2 unarmed strike) or +6 (1d6/x2 quarterstaff) or +9 (1d10/20 shortbow); Full ATK +6/+1 (1d10/19-20x2 unarmed strike) or +6/+1 (1d6/x2 quarterstaff) or +9/+4 (1d8/19-20 light crossbow); or Flurry Of blows (+6/+6+1)Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (9x/day); SQ Deflect Arrows, Evasion, Improved Evasion, Purity of Body, Slow Fall 40', Still Mind, Wholeness of Body; AL CE; SV: Fort +8, Ref +9, Will +10; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +15, Diplomacy +12, Knowledge (religion) +12, Move silently +15, Tumble +14; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

ATL 13

½ Ex-Monk 11 (4); CR 11; Medium humanoid (human); HD 11d8+22; hp 92; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 19 (+3 Dex, +4 Wis, +2 class bonus) Touch 19 FF 16; BAB/GRAP +8/+8; ATK +8 melee (1d10 unarmed strike) or +8 (1d6/x2 quarterstaff) or +11 (1d10 shortbow); Full ATK +8/+3 (1d10 unarmed strike) or +8/+3 (1d6/x2 quarterstaff) or +11/+6 (1d8/19-20 light crossbow) or Flurry of blows (+8/+8/+8/+3);Space/Reach 5'/5'; SA Flurry of Blows, Greater Flurry of blows, Improved Disarm, Ki Strike (Lawful, Magic), Stunning Fist (11x/day); SQ Deflect Arrows, Diamond Body, Evasion, Improved Evasion, Purity of Body, Slow Fall 50', Still Mind, Wholeness of Body; AL CE; SV: Fort +9, Ref +10, Will +11; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +17, Diplomacy +14, Knowledge (religion) +14, Move silently +17, Tumble +16; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

The PCs can obtain the following information from the villains:

- Our names are Arlis, Janthra, Belarus, and Jayden (note Belarus and Jayden are only present at the higher ATLS)
- We were given the task of taking you out, because you're meddling in things that don't concern you.
- Our bosses are trying to create chaos and unrest in the city, but couldn't agree on the proper method to use
- It was decided that three different methods would be used. The methods are brute force, deception and, magic. Separate groups have been given the task of implementing each method.
- Now we could care less about the chaos aspect that they're trying to promote. We're doing this because the groups leaders pay well, and surprisingly had a structured plan on the steps to cause chaos in the city
- We are part of the group from the magical method

- We don't know who the other groups might target, although they do know that each group of targets must include attacks on the temples and shrines, especially those that are part of the Quorum of Faith.
- We were told that any members of the Diamond Legion that responding to the attacks would need to be dealt with severely to send a message.
- Our group consisted of 20 members not including our leaders .
- Zoella is one of our leaders. We've heard her talking to Oblivion.
- We don't know where Zoella is right now.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 6 (page 23).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 6 – Can You Feel The Evil

You start on towards your next destination when (please insert number from ATL) individuals begin heading towards you. The individuals are dressed in armor and brandishing weapons and definitely appear to be hostile.

ATL 1

⚔ Barbarian 2 (2); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 19; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +4, Jump +4, Swim +4; Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield

ATL 3

⚔ Barbarian 2 (2); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 19; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +4, Jump +4, Swim +4; Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield

Rog 2: CR 2; Medium humanoid (human male); HD 2d6+4; hp 16 Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk +2 melee (1d6+1 non-lethal sap), or +2 melee (1d4+1, 19-20x2 dagger), or +2 (1d6+1 shortsword 19-20/x2 shortsword), or +4 ranged (1d6 x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

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

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows

ATL 5

Rog 4: Barbarian 4 (2); CR 4; Medium humanoid (human); HD 4d12+12; hp 54; (62 when raging) Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 FF 19; BAB/GRAP +4/+8 (10 when raging); ATK/Full ATK +8 (10 when raging) (1d8+4 (+6 when raging) longsword) or +7 (+9 when raging) (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +1, Uncanny Dodge; AL CE; SV: Fort +7, Ref +3, Will +1 (+3 when raging); Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +6, Jump +6, Swim +6; Point Blank Shot, Power Attack, Cleave

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

Rog 4: CR 4; Medium humanoid (human male); HD 4d6+8; hp 28 each; Init +10(+6 Dex*, Improved Initiative); Spd 30 ft.; AC 17 (+6* Dex, +2 leather armor), touch 16, FF 17; BAB/Grp +3/+4; Atk/Full Atk +3 melee (1d6+1 non-lethal

sap), or +3 melee (1d4+1, 19-20x2 dagger), or +3 (1d6+1 shortsword 19-20/x2 shortsword), or +7 ranged (1d6 x3 shortbow; Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +1, Uncanny Dodge; AL NE; SV Fort +3, Ref +8* , Will +2; Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Sleight of Hand +11, Search +5, Spot +6, Tumble +11, Use Rope +10; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows *potion of cat's grace**.

ATL 7

⚔ Barbarian 6 (2); CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +6/+10 (12 when raging); ATK +11 (13 when raging) (1d8+4(+2 when raging) longsword) or +8 (1d8 shortbow) ; Full ATK +11/+6 (13/8 when raging) (1d8+4(+6 when raging) longsword) or +8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +2, Uncanny Dodge, Improved Uncanny Dodge;; AL CE; SV: Fort +8 (+10 when raging), Ref +4, Will +2 (+4 when raging); Str 19 (21 when raging), Dex 14, Con 16 (18 when raging), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +8, Handle Animal +8, Jump +8, Swim +8; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 6:** CR 6; Medium humanoid (human male); HD 6d6+12; hp 40 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +4/+5; Atk/Full Atk +4 melee (1d6+1 non-lethal, sap), or +4 melee(1d4+1 19-20/x2 dagger), or +4 melee(1d6+1 19-20/x2 shortsword), or +9 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Evasion, trapfinding, trapsense +1, Uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3 Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +13, Listen +9, Move Silently +13, Open Lock +12, Sleight of Hand +12, Search +7, Spot +8 Tumble +13, Use Rope +13; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace**.

ATL 9

⚔ Barbarian 7 (2) ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +7/+11(+12 when raging); ATK +12 (14 when raging) (1d8+4 longsword) or +9 (1d8 shortbow) ; Full ATK +12/+7/ (+14/+9 when raging)(1d8+4(+6 when raging) longsword) or +9/+4 (1d8 shortbow) ; Space/Reach 5'/5'; SA Rage 2/day (lasts 8 rounds); SQ Fast Movement, Illiteracy, Trapsense +2. Damage Reduction 1/-; AL CE; SV: Fort +8, Ref +4, Will +2; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +9, Handle Animal +9, Jump +9, Swim +9; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 7 (2):** CR 7; Medium humanoid (human male); HD 7d6+14; hp 46 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +5/+6; Atk/Full Atk +6 melee (1d6+1 19-20/x2 non-lethal sap), or +6 melee (1d4+1 19-20/x2 dagger), or +6 melee (1d6+1 shortsword), or +11 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Evasion, trapfinding, trapsense +2, uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3; Str 12, Dex 18 (22), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +15, Listen +11, Move Silently +15, Open Lock +14, Sleight of Hand +14, Search +9 Spot +9 Tumble +15, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*

ATL 11

⚔ Barbarian 9 (2); CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +9/+14 (+16 when raging); ATK +15 (17 when raging) (1d8+5 (+7 when raging) 19-20/x2 longsword) or +11 (1d6x3 shortbow) ; Full ATK +15/+10/(17/12 when raging) (1d8+5 (7 when raging) longsword) or +11/+6 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 1/-; AL CE; SV: Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Precise Shot

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 9:** (2) CR 9; Medium humanoid (human male); HD 9d6+18; hp 58 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +6/+7; Atk +12 melee (1d6+1 19-20/x2 non-lethal sap), or +12 melee (1d6+1 19-20/x2 shortsword) or +12 melee (1d4+1 19-20/x2) or +12 ranged (1d6x3 shortbow); Full Atk +12/+7 sap (1d6+1 non-lethal), or +12/+7 (1d4+1 dagger) or +16/+11 (1d6+1 shortsword) or +12/+7 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +12, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +17, Listen +15, Move Silently +17, Open Lock +16, Sleight of Hand +16, Search +13 Spot +11 Tumble +17, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*.

ATL 13

⚔ Barbarian 11 (2); CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17; BAB/GRAP +11/+16; ATK +16 (18 when raging) (1d8+6(8) when raging) longsword) or +13 (1d8 shortbow) ; Full ATK +16/+11/+6/(18/13/8) (1d8+6 (8 when raging) longsword) or +13/+8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Greater Rage, Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 2/-; AL CE; SV: Fort +10, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 11 (2):** CR 11; Medium humanoid (human male); HD 11d6+22; hp 70 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +8/+9; Atk +14 melee (1d6+1 19-20/x2 non-lethal sap), or +14 (1d6+1 shortsword); Full Atk +14/+9 melee (1d6+1 19-20/x2 non-lethal sap), or +14/+9 (1d4+1 dagger) or +14/+9 (1d6+1 shortsword) or +14/+9 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6, crippling strike; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +13, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +12, Hide +19, Listen +17, Move Silently +19, Open Lock +18, Sleight of Hand +18, Search +15 Spot +13 Tumble +19, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger,

shortsword, shortbow and 10 arrows *portion of cat's grace*.

The PCs can obtain the following information from the villains:

- Our names are Crinalus, Mojara, Nidertra and Drago (Note Mojara and Drago are only there at the higher ATLS)
- We were given the task of taking you out, because you're meddling in things that don't concern you.
- Our bosses are trying to create chaos and unrest in the city, but couldn't agree on the proper method to use
- It was decided that three different methods would be used. The methods are brute force, deception and magic. Separate groups have been given the task of implementing each method.
- We are part of the group from the magical method.
- We don't know who the other groups might target, although they do know that each group of targets must include attacks on the temples and shrines, especially those that are part of the Quorum of Faith.
- We were told that any members of the Diamond Legion that responding to the attacks would need to be dealt with severely to send a message.
- Our group consisted of 20 members not including our leaders .
- We've recently killed some Diamond legion members, Grix, Zix, and Gyrsan.
- Zoella is one of our leaders. We've heard her talking to Oblivion.
- Zoella is in her underground lair in the city's sewer system. (They will give the PCs directions)
- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Society of Entertainers and Providers **GO TO Encounter 2b (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 3a (page 11).**

- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 3b (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 3c (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 3d (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 3e (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 3f (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 3g (page 18).**
- If the PCs have been to 1 encounter for information other than the Diamond Legion, The Society of Entertainers and Providers **GO TO Encounter 4 (page 19).**
- If the PCs have been to 2 Encounters other than the Diamond Legion, and The Society of Entertainers and Providers **GO TO Encounter 5 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 7 (page 28).**

Encounter 7 –The Best Laid Plans ...

You follow the instructions given to you by the villains you've captured and find yourself trudging through the city's sewers. You manage to locate the secret passage that the villains told you would lead to their secret base. After following the villains' instructions on how to avoid the traps you find yourself standing outside a closed door. It's behind those doors that the villains indicated that their leaders would be found.

When the PCs check the door they will find that it is closed but not locked. The positioning of the doors' hinges indicates that the door opens outward. When the PCs are ready to enter the room please continue with the following text.

Note that the descriptions below are somewhat graphic and should be toned down if there are young children or individuals that you think might be sensitive to this.

Opening the door you are greeted by a startling scene. On the left, right and farthest sections of the walls various images appear and begin talking. A voice begins speaking: "Now for the first part of tonight's triple feature."

You see a large vat filled with a liquid, Sergeant Gyrsan a well known and respected member of the Diamond Legion officer is tied up.

"I want to apologize for the acidity of tonight's broadcast but it couldn't be helped. You are watching the death of one of the Diamond Legion's finest."

Sergeant Gyrsan is lifted and tossed into the vat, at which point a splash is heard along with some screaming and then the image fades out.

A voice begins speaking from the image on the left. "For tonight's second feature, we are proud to present the R rated death of Argyn Grix."

The image is now that of Argyn Grix a respected and well liked member of the legion. Officer Grix is standing there, not moving as a large demonic type creature begins stripping off pieces of his flesh and begins eating them as the image fades away.

"And now for the final feature of our presentation, we present an unexpected delight entitled the deaths of Argyn and Nestor Zix."

The officers have been bound and gagged. Both officers are covered with oil and then positioned in such a way as to be able to watch each other die, before being set on fire. You can smell the acrid smoke as the officers frantically struggle to free themselves. Then just as with the other images, it fades to black .

A magic mouth begins speaking. "We knew that as concerned citizens you would want to be informed of events that happened while you were busy sticking your nose into business that doesn't concern you. So we're happy to oblige."

Now before you think we're going soft, get them my boys."

A wall opens at the back of the room and (please insert appropriate number of villains based on ATL) *villains emerge to battle you.*

ATL 1

‡ Ex-Monk 2 (2); CR 2; Medium humanoid (human); HD 2d8+4; hp 24; Init +7 (+3 Dex, Improved Initiative); Spd 30'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +1/+1; ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow)/Full ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow) or flurry of blows (-1/-1) ; Space/Reach 5'/5'; SA Flurry of Blows, Stunning Fist (2x/day); SQ Deflect Arrows, Evasion; AL LE; SV: Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +8, Diplomacy +5, Knowledge (religion) +5, Move Silently +8, Tumble +7; Dodge, Improved Initiative,

Equipment: robe, quarterstaff, light crossbow

‡ **Rog 2:** CR 2; Medium humanoid (human male); HD 2d6+4; hp 16 Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk +2 melee (1d6+1 non-lethal sap), or +2 melee (1d4+1, 19-20x2 dagger), or +2 (1d6+1 shortsword 19-20/x2 shortsword), or +4 ranged (1d6 x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

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

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows

ATL 3

⚔ Ex-Monk 2; CR 2; Medium humanoid (human); HD 2d8+4; hp 24; Init +7 (+3 Dex, Improved Initiative); Spd 30'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +1/+1; ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow)/Full ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow) or flurry of blows (-1/-1) ; Space/Reach 5'/5'; SA Flurry of Blows, Stunning Fist (2x/day); SQ Deflect Arrows, Evasion; AL LE; SV: Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +8, Diplomacy +5, Knowledge (religion) +5, Move Silently +8, Tumble +7; Dodge, Improved Initiative,

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 2; CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 19; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +4, Jump +4, Swim +4; Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield

⚔ **Rog 2:** CR 2; Medium humanoid (human male); HD 2d6+4; hp 16 Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk +2 melee (1d6+1 non-lethal sap), or +2 melee (1d4+1, 19-20x2 dagger), or +2 (1d6+1 shortsword 19-

20/x2 shortsword), or +4 ranged (1d6 x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

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

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows

ATL 5

⚔ Ex-Monk 4; CR 4; Medium humanoid (human); HD 4d8+8; hp 36; Init +7 (+3 Dex, Improved Initiative); Spd 40'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +3/+3; ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow) or flurry of blows (+1/+1); Space/Reach 5'/5'; SA Flurry of blows, Ki Strike (Magic), Stunning Fist (4x/day); SQ Deflect Arrows, Evasion, Slow Fall 20', Still Mind; AL LE; SV: Fort +6, Ref +7, Will +7; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +10, Diplomacy +7, Knowledge (religion) +7, Move silently +10, Tumble +9; Dodge, Improved Initiative, Mobility

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 4; CR 4; Medium humanoid (human); HD 4d12+12; hp 54; (62 when raging) Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 FF 19; BAB/GRAP +4/+8 (10 when raging); ATK/Full ATK +8 (10 when raging) (1d8+4 (+6 when raging) longsword) or +7 (+9 when raging) (1d8 shortbow); Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +1, Uncanny Dodge; AL CE; SV: Fort +7, Ref +3, Will +1 (+3 when raging); Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +6, Jump +6, Swim +6; Point Blank Shot, Power Attack, Cleave

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 4:** CR 4; Medium humanoid (human male); HD 4d6+8; hp 28 each; Init +10(+6 Dex*, Improved Initiative); Spd 30 ft.; AC 17 (+6* Dex, +2 leather armor), touch 16, FF 17; BAB/Grp +3/+4; Atk/Full Atk +3 melee (1d6+1 non-lethal sap), or +3 melee (1d4+1, 19-20x2 dagger), or +3

(1d6+1 shortsword 19-20/x2 shortsword), or +7 ranged (1d6 x3 shortbow; Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +1, Uncanny Dodge; AL NE; SV Fort +3, Ref +8*, Will +2; Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Sleight of Hand +11, Search +5, Spot +6, Tumble +11, Use Rope +10; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows *potion of cat's grace**.

ATL 7

⚔ Ex-Monk 6; CR 6; Medium humanoid (human); HD 6d8+12; hp 52; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +4/+4; ATK +4 (1d8/19-20x2 unarmed strike) or +4 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +4 (1d8/19-20x2 unarmed strike) or +3 (1d6 /x2 quarterstaff) or +7 (1d8/19-20 light crossbow) or flurry of blows (+3/+3); Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (6x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind; AL LE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +12, Diplomacy +9, Knowledge (religion) +9, Move silently +12, Tumble +11; Dodge, Improved Initiative, Mobility, Spring Attack

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 6; CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +6/+10 (12 when raging); ATK +11 (13 when raging) (1d8+4(+2 when raging) longsword) or +8 (1d8 shortbow) ; Full ATK +11/+6 (13/8 when raging) (1d8+4(+6 when raging) longsword) or +8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +2, Uncanny Dodge, Improved Uncanny Dodge;; AL CE; SV: Fort +8 (+10 when raging), Ref +4, Will +2 (+4 when raging); Str 19 (21 when raging), Dex 14, Con 16 (18 when raging), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +8, Handle Animal +8, Jump +8, Swim +8; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 6; CR 6; Medium humanoid (human male); HD 6d6+12; hp 40 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +4/+5; Atk/Full Atk +4 melee (1d6+1 non-lethal, sap), or +4 melee(1d4+1 19-20/x2 dagger), or +4 melee(1d6+1 19-20/x2 shortsword), or +9 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Evasion, trapfinding, trapsense +1, Uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3 Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +13, Listen +9, Move Silently +13, Open Lock +12, Sleight of Hand +12, Search +7, Spot +8 Tumble +13, Use Rope +13; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*.*

ATL 9

⚔ Ex-Monk 7; CR 7; Medium humanoid (human); HD 7d8+14; hp 60; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +5/+5; ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow); Full ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow) or Flurry Of blows (+4/+4); Space/Reach 5'/5'; SA Flurry of blows, Improved Disarm, Ki Strike (Magic), Stunning Fist (7x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind, Wholeness of Body; AL LE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +13, Diplomacy +10, Knowledge (religion) +10, Move silently +13, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack

⚔ Barbarian 7 ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +7/+11(+12 when raging); ATK +12 (14 when raging) (1d8+4 longsword) or +9 (1d8 shortbow) ; Full ATK +12/+7/ (+14/+9 when raging)(1d8+4(+6 when raging) longsword) or +9/+4 (1d8 shortbow) ; Space/Reach 5'/5'; SA Rage 2/day (lasts 8 rounds); SQ Fast Movement, Illiteracy, Trapsense +2. Damage Reduction 1/-; AL CE; SV: Fort +8, Ref +4, Will +2; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +9, Handle Animal +9, Jump +9, Swim +9; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 7:** CR 7; Medium humanoid (human male); HD 7d6+14; hp 46 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex,

+2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +5/+6; Atk/Full Atk +6 melee (1d6+1 19-20/x2 non-lethal sap), or +6 melee (1d4+1 19-20/x2 dagger), or +6 melee (1d6+1 shortsword), or +11 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Evasion, trapfinding, trapsense +2, uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3; Str 12, Dex 18 (22), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +15, Listen +11, Move Silently +15, Open Lock +14, Sleight of Hand +14, Search +9 Spot +9 Tumble +15, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*

⚔ **Ftr 7:** CR 7; Medium humanoid (human female); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+12; Atk +13 melee/ (1d8+7 19-20/x2 longsword) or +12 melee (1d4+5, 19-20/x2 dagger) or +8 ranged (1d6x3 shortbow); Full Atk +11/+6(1d8+7 19-20/x2 longsword), or +10/+5 (1d4+5 19-20/x2 dagger) or +8/+3 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +11, Handle Animal +7, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, heavy steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

ATL 11

⚔ Ex-Monk 9; CR 9; Medium humanoid (human); HD 9d8+18; hp 76; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 18 (+3 Dex, +4 Wis, +1 class bonus) Touch 18 FF 14; BAB/GRAP +6/+6; ATK +6 (1d10/19-20x2 unarmed strike) or +6 (1d6/x2 quarterstaff) or +9 (1d10/20 shortbow); Full ATK +6/+1 (1d10/19-20x2 unarmed strike) or +6/+1 (1d6/x2 quarterstaff) or +9/+4 (1d8/19-20 light crossbow); or Flurry Of blows (+6/+6+1)Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (9x/day); SQ Deflect Arrows, Evasion, Improved Evasion, Purity of Body, Slow Fall 40', Still Mind, Wholeness of Body; AL LE; SV: Fort +8, Ref +9, Will +10; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +15, Diplomacy +12, Knowledge (religion) +12, Move silently +15, Tumble +14; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 9; CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +9/+14 (+16 when raging); ATK +15 (17 when raging) (1d8+5 (+7 when raging) 19-20/x2 longsword) or +11 (1d6x3 shortbow) ; Full ATK +15/+10/(17/12 when raging) (1d8+5 (7 when raging) longsword) or +11/+6 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 1/-; AL CE; SV: Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Precise Shot

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 9; CR 9; Medium humanoid (human male); HD 9d6+18; hp 58 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +6/+7; Atk +12 melee (1d6+1 19-20/x2 non-lethal sap), or +12 melee (1d6+1 19-20/x2 shortsword) or +12 melee (1d4 +1 19-20/x2) or +12 ranged (1d6x3 shortbow); Full Atk +12/+7 sap (1d6+1 non-lethal), or +12/+7 (1d4+1 dagger) or +16/+11 (1d6+1 shortsword) or +12/+7 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +12, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +17, Listen +15, Move Silently +17, Open Lock +16, Sleight of Hand +16, Search +13 Spot +11 Tumble +17, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*.

⚔ Ftr 9; CR 9; Medium humanoid (human female); HD 9d10+36; hp 105 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +9/+14; Atk +15 (1d8+7 longsword 19-20/x2) , or +14 (1d4+7 19-20/x2 dagger) or +10 (1d6x3 shortbow); Full Atk +13/+8(1d8+7 longsword 19-20/x2), or +12/+7 (1d4+5 19-20/x2 dagger) or +10/+5 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +10 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Improved Critical (longsword) Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

ATL 13

⚔ Ex-Monk 11; CR 11; Medium humanoid (human); HD 11d8+22; hp 92; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 19 (+3 Dex, +4 Wis, +2 class bonus) Touch 19 FF 16; BAB/GRAP +8/+8; ATK +8 melee (1d10 unarmed strike) or +8 (1d6/x2 quarterstaff) or +11 (1d10 shortbow); Full ATK +8/+3 (1d10 unarmed strike) or +8/+3 (1d6/x2 quarterstaff) or +11/+6 (1d8/19-20 light crossbow) or Flurry of blows (+8/+8/+8/+3); Space/Reach 5'/5'; SA Flurry of Blows, Greater Flurry of blows, Improved Disarm, Ki Strike (Lawful, Magic), Stunning Fist (11x/day); SQ Deflect Arrows, Diamond Body, Evasion, Improved Evasion, Purity of Body, Slow Fall 50', Still Mind, Wholeness of Body; AL LE; SV: Fort +9, Ref +10, Will +11; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +17, Diplomacy +14, Knowledge (religion) +14, Move silently +17, Tumble +16; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 11; CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17; BAB/GRAP +11/+16; ATK +16 (18 when raging) (1d8+6(8) when raging) longsword) or +13 (1d8 shortbow) ; Full ATK +16/+11/+6/(18/13/8) (1d8+6 (8 when raging) longsword) or +13/+8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Greater Rage, Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 2/-; AL CE; SV: Fort +10, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 11: CR 11; Medium humanoid (human male); HD 11d6+22; hp 70 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +8/+9; Atk +14 melee (1d6+1 19-20/x2 non-lethal sap), or +14 (1d6+1 shortsword); Full Atk +14/+9 melee (1d6+1 19-20/x2 non-lethal sap), or +14/+9 (1d4+1 dagger) or +14/+9 (1d6+1 shortsword) or +14/+9 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6, crippling strike; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +13, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +12, Hide +19, Listen +17, Move Silently +19, Open Lock +18, Sleight of Hand +18, Search +15 Spot +13 Tumble +19, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows ~~*potions of cat's grace*~~.

⚔ Ftr 11: CR 11; Medium humanoid (human female); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+16; Atk;+17 (1d8+7 longsword 17-20/x2) or +16 (1d4+5 dagger) or +12 (1d6 shortbow); Full Atk +17/+12/+7 (1d8+7 longsword 17-20/x2), or +16/+11/+6 (1d4+5 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow & 12 arrows, 100 gp, *potion of bull's strength.*

The PCs can obtain the following information from the villains:

- Our names are Yallas, Jintha, Tinsk, and Marvith.
- We were given the task of taking you out, because you're meddling in things that don't concern you.
- Our bosses are trying to create chaos and unrest in the city, but couldn't agree on the proper method to use.
- It was decided that three different methods would be used. The methods are brute force, deception and , magic. Separate groups have been given the task of implementing each method.
- We are some members of the group from the magical method. The spell casters in our group went out to cause more havoc.
- We don't know who the other groups might target, although they do know that each group of targets must include attacks on the temples and shrines, especially those that are part of the Quorum of Faith.
- We were told that any members of the Diamond Legion responding to the attacks would need to be dealt with severely to send a message.
- Our group consisted of 20 members not including our leaders .
- We've recently killed some Diamond Legion members, Grix, Zix, and Gyrsan
- Zoella is one of our leaders. We've heard her talking to Oblivion.
- We don't know where Zoella is.
- Zoella said that the groups have several important guests. She didn't say who they were, just that they were important, and that their identities would turn the city upside down.

A search of the lair will turn up a note from the villains. (Please give them Player Handout 3)

- If the PCs are able to defeat the villains or bring back information as to who is

responsible for the attacks and where to find them please **GOTO Conclusion A (Page 36).**

- If the PCs are unable to defeat any of the villains and don't bring back information as to who's responsible for the attacks please **GOTO Conclusion B (Page 37).**

Conclusion A

You return to the temple of Emerys and are immediately ushered in to see Tamaranda. She is on the stage of the chapel and motions of you to be seated in one of the pews.

"Thank you for returning. Please let me know how things went? Were you able to locate those responsible for the attacks and either stop them, or bring us the information so that we can stop them?"

She will pause and wait for their answers to her questions.

"It is good to know that when this fair city needs assistance, the city's adventurers are able to rise to the challenge. Let me now introduce you to the Jalinor the Just, Patriarch, of the Quorum of Faith."

As she finishes speaking, the members of the Quorum of Faith file out on to the stage of the chapel. Jalinor the Just steps in front of the other members and begins speaking. "The Quorum of Faith owes you a great debt and we have taken steps to adequately compensate you. I understand that Tamaranda offered you monetary compensation of approximately 200 gold each, well if you'll let us we'd like to change that. We'd like to offer you the following rewards:

"You have impressed the Quorum and earned our Gratitude. As part of this favor we have arranged for you to receive a spell from one of the city's temples based on your level of expertise.

"In further appreciation for your help the Quorum will also contribute funds towards the purchase of a magic item based on your expertise

level. If you prefer to keep the 200 gold, that is your option. You will still get the spell.

"We also have some troubling news to report. While you were conducting your investigation several Diamond Legion members were captured and put to death. The methods that the villains used were quite painful, and included flaying, burning alive and dissolution in acid. Those responsible for this must be brought to justice."

Conclusion B

You return to the temple of Emerys and are immediately ushered in to see Tamaranda. She is on the stage of the chapel and motions of you to be seated in one of the pews.

"Thank you for returning. Please let me know how things went? Were you able to locate those responsible for the attacks and either stop them, or bring us the information so that we can stop them?"

She will pause and wait for their answers to her questions.

"I am glad that you are okay, I wish that you were able to stop the attacks on this fair city, or were able to retrieve information that would help us to do so. Perhaps the Diamond Legion will be able to find some clues to help us locate those responsible and bring them to justice. On behalf of the Quorum of Faith I will pay you 200 gold for your services.

"I also realize that you gave it your all and shouldn't be penalized if the villains were tougher than you were able to handle. On behalf of the Quorum, I'd like to offer you our thanks for trying to put an end to this. The temples of the quorum are willing to cast a spell for you free of charge."

THUSENDS "Stolen Glances and
Echoes Of Long Ago"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
Encounter 3							
Get information from at least 3 different sources (25xp per source 75 max)	75	75	75	75	75	75	75
Encounter 4							
Diffuse the situation and convince the crowd that they shouldn't be attacking people without provocation	75	75	75	75	75	75	75
Encounter 5							
Defeating the villains	75	125	175	225	275	325	375
Encounter 6							
Defeating the villains	75	125	175	225	275	325	375
Encounter 7							
Defeating the villains	100	200	300	400	500	600	700
Discretionary Role Playing Award	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1700

TREASURE SUMMARY

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

Encounter 5 (These amounts are for the group not per person and represent a reward for the villains captured)

ATL 1 - 300gp
 ATL 3 - 450gp
 ATL 5 - 450gp
 ATL 7 - 450gp
 ATL 9 - 600gp
 ATL 11 - 600gp
 ATL 13 - 600gp

Encounter 6 (These amounts are for the group not per person and represent a reward for the villains captured)

ATL 1 - 300gp
 ATL 3 - 450gp
 ATL 5 - 450gp
 ATL 7 - 450gp
 ATL 9 - 600gp
 ATL 11 - 600gp
 ATL 13 - 600gp

Encounter 7 (These amounts are for the group not per person and represent a reward for the villains captured)

ATL 1 - 300gp
 ATL 3 - 450gp
 ATL 5 - 450gp
 ATL 7 - 450gp
 ATL 9 - 600gp
 ATL 11 - 600gp
 ATL 13 - 600gp

Conclusion A

➤ **Gratitude of the Quorum of Faith**, (1 per PC). In appreciation for your efforts the Quorum has arranged for you to receive the sum of 500 gold pieces per experience level towards the purchase of a magic item.

In addition, the Quorum has arranged for you to have a spell cast at one of the city’s temples or shrines once per adventure. The level of the spell is determined by your experience level (**see below**) (Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Caster level is the minimum level necessary to cast the spell, Legality: Legal).

PC Level/Spell Level

- 1/1
- 2/1
- 3/2
- 4/2
- 5/3
- 6/3
- 7/4
- 8/4

- 9/5
- 10/5
- 11/6
- 12/6
- 13/6

Note if a PC decides that they want the 200 gold instead of the money towards a magic item, please cross out that part of the cert.

Conclusion B

➤ **Thanks of the Quorum of Faith**, (1 per PC). While your efforts weren’t as successful as the Quorum of Faith would have liked, they have arranged for you to have a first through fourth level spell cast at one of the city’s temples or shrines once per adventure.

(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Caster level is the minimum level necessary to cast the spell, Legality: Legal).

➤ 200 gold pieces

Player Handout 1 – List of Victims

Mitch Erikas was blinded and deafened
Juniper Harquith was blinded and deafened
Proprietress of the Jade Palace

Brother Jessup from the temple of Galvandt
Brother Iliana from the temple of Peliron
Brother Nyrila from the shrine of Eliana

Various Diamond Legion officers have received broken bones, severed limbs

Player Handout 2 – List of Future Victims

High Lady Mour
Mistress Jade
Jalinor the Just
Sergeant Eloise Kyle
Stella, Tristan, or Drahl Bailey
High Lady Seabury
Sophia Grimm
Gillian Grimm
Melton Daedderhoff

As many Diamond Legionnaires as possible.

Player Handout 3

You think that you're so smart
And that you've thwarted my plans
These were just that start
We'll see what the city can stand

Your leaders have underestimated
Our ability to cause havoc in your city
It's a mistake they'll only make once
Though they do have our pity

When next we meet
This city will fall like a badly built building
Our victory will be sweet
While for your leaders it will be debilitating

J

Critical Event Summary: Stolen Glances and Echoes of Long Ago

Convention: _____ **Date:** _____

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

1. Did the heroes get help for/offer to help the young girl with her blindness? Yes No

2. Did the heroes get help for the legionnaires? Yes No

3. Did the heroes get help for the young girls? Yes No

4. Status of the villains from the first combat? (Circle all that apply)

Alive and Free Dead In Custody Other (please explain below)

5. Status of the villains from the second combat? (Circle all that apply)

Alive and Free Dead In Custody Other (please explain below)

6. Status of the villains from the final combat? (Circle all that apply)

Alive and Free Dead In Custody Other (please explain below)

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

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to
lsj-roster@theshiningjewel.com.



Roster of Heroes: Stolen Glances and Echoes of Long Ago

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):

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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