



fists of fury

(Law and Disorder Trilogy - Part 2)

By David Samuels

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

Reports are coming in of people in the city being attacked for no reason. So far you've been lucky, in that you haven't been a victim. Will your luck hold out and prevent you from being a victim, or do you think that you have what it takes to do what the Diamond Legion can't and catch those responsible. A one round Legends of the Shining Jewel module for character levels 1-11. (This module is part 2 of the Law and Disorder series, and while it is recommended that you play them in order it is not required). This module contains graphic images that may not be suitable for young players.

(Updated November 2008)

www.theshiningjewel.com/lcj

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Adventure Background

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: Stolen Glances and Echoes Of Long Ago; and Beguiling Isn't It.

In this module one of the splinter groups of anarchists decided that they could cause chaos by

randomly attacking people in the city. The identities of those that were attacked did not matter as villains wanted to show that no one in the city was safe. They also found that live victims detailing their suffering would have more of an impact on their cause than dead bodies, although a few of those wouldn't hurt. Now as demoralizing as those attacks were, their real purpose was to draw out Diamond Legion members whom the group could then attack in an attempt to break the legionnaire's bodies and spirits. The Diamond Legion officers that responded to these cries for assistance were savagely attacked by because the villains thought that if people saw that the Diamond Legion couldn't protect themselves from these attacks, they would know that the Diamond Legion wouldn't be able to keep the populace safe.

Introduction: Welcome To My Party. The PCs will be greeted by a messenger who has will tell them that they have been summoned to Diamond Legion Headquarters.

Encounter 1: Diamond Legion Here we come. The PCs will head to Diamond Legion HQ where they will be briefed on the mission at hand.

Encounter 2: A little information Please

Encounter 2A: Temple Of Emerys

Encounter 2B: Society of Entertainers and Providers

Encounter 2C: Temple Of Peliron

Encounter 2D: Temple Of Galvandt

Encounter 2E: Shrine of Elianna

Encounter 2F: Temple Of Hyperion

Encounter 2G: Shrine Of Sorena

Encounter 2H: Temple Of Glissande

Encounter 2I: Temple Of Meneon

Encounter 2J: Temple Of Lucor

Encounter 2K: Temple of Cyrene

Encounter 2L: Shrine Of Destine

Encounter 2M: House Harquith

Encounter 2N: House Erikas

Encounter 2O: Jade Palace

Encounter 2P: Fraternity Of Venturers

Encounter 3: I Need A Little Help. After the PCs have been to 2 places gathering information, they

will stumble upon the handiwork of some of the villains.

Encounter 4: Bait and switch. After the PCs have been to 2 additional places gathering information they will be attacked in an attempt to draw the Diamond Legion out. The responding Diamond Legion officers will be attacked as well.

Encounter 5: The villain's lair. The PCs will get here by one of 3 ways; convincing the villains that they are on their side, getting information from the captured villains, or following the fleeing villains back here.

Encounter 6: The PCs will be tested by the villains and will come face to face with the villains hostages. The PCs will need to figure a way to rescue the hostages.

Conclusions – There are multiple conclusions based upon the PCs actions.

Introduction – Welcome to My Party

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 boy lying on the ground. The boy's body is badly beaten, and

his breathing is very shallow. He looks up at you; his eyes filled with tears and says "this is for you"

If the PCs try to question him without healing him, he will be gasping for breath. If they decide to question him after healing him (Heal check DC 10) he will give them the information without gasping.

➤ **Who are you?**

"My name is Tangee Vestra. My auntie Ardent used to be in charge of the Diamond Legion".

➤ **I'm sorry about your aunt. Is there anything we can do to help?**

"You can come with me."

➤ **Where do you want us to go?**

"To the Diamond Legion, silly."

➤ **Why are you here?/Why should we come with you:**

"Auntie Eloise sent me to find some adventurers. Are you adventurers? Real adventurers?"

➤ **What happened to you?**

"Bad men beat me".

➤ **How many bad men?**

"Two. They beat me and I ran away. I ran here."

➤ **Why does your Auntie Eloise need adventurers?**

"You need to ask Auntie Eloise".

➤ **Is it safe for you to come here by yourself?**

"I'm almost eight, so I don't need anyone to watch over me."

➤ **Did the men say anything to you as they were beating you?**

"Yes, but I'm not allowed to use those type of words."

➤ **Do you need us to escort you home?**

"I'm almost eight, so I'm fine. Do you think I'm a girl?"

- **Will you accompany us to meet with Aunt Eloise to make sure that we get there safely?**

“Okay.”

Encounter 1 – Diamond Legion Here We Come

After (escorting/being escorted by) Tangee to Diamond Legion HQ, you are immediately ushered in to meet with Sgt. Eloise Kyle. The grim look on Sgt. Kyle’s face conveys the urgency of this meeting. After motioning for you to be seated, Sgt. Kyle solemnly begins speaking.

“Thank you for coming. Let me get right ton 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. As if that weren’t bad enough, legionnaires responding to their rescue have also been savagely attacked. Citizens in this fine city are afraid to stay in their homes, and they’re equally afraid to leave them. This once fine city has been reduced to a city of fear.

Sgt. Kyle slams her hand on the desk. “That is unacceptable! Life in this city needs to return to normal. The Diamond Legion needs your help as does the city. This could turn out to be the most dangerous mission of your career, so I understand if you’re reluctant to help. The city and the Diamond Legion will not think any less of you if you choose not to help. Before I can tell you anymore, I need to know if you’re willing to help, or at least willing to consider helping. I also need you to promise to keep what I’m about to tell you secret, I don’t want to panic anyone else in the city.

If the PCs say yes please continue with the text below, if not then they will be asked to leave and will need to find another way into the module.

The Diamond Legion through various sources has heard rumors that a large number of individuals of questionable morals have joined forces to make our city more chaotic. Our

sources said that these individuals were unable to agree on the method that they would be using to achieve their goal, so it was decided that multiple methods would be used. The villains figured that their plan could still succeed if any of individual method was thwarted. From what we have been able to determine the recent attack on High Warrior Breng, and the deaths of Captain Vestra, Lt Collins and Sgt. Kenness are a part of these plans.

From what we have been able to determine the methods are brute force, magic, and subterfuge. I am not the only one recruiting people to stop this assault on our city. Two other groups are being recruited as well. I’m sure that you must have questions, so feel free to ask them and I’ll do my best to answer them.”

- **What other groups are recruiting adventurers?**

“The Society Of Entertainers and Providers and the Quorum of Faith are recruiting individuals as well.

- **Why are those groups recruiting adventurers?**

“The savage beatings on residents of this fine city and its legionnaires are not the only suspicious or criminal activity occurring at this time. Reports have come in saying that random people have been losing their sight, or hearing. If that wasn’t enough, a number of family residences or businesses have switched owners under dubious circumstances. In fact, someone tried to evict the members of Noble house Bailey from their estate. The quorum of Faith is hiring people to look into this assault on people’s senses, while 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 need you to find those individuals behind these vicious attacks, and either stop them, or gather information on them so that the Diamond Legion can stop them.”

➤ **What sort of information?**

“We need the following information: the names of their leaders, where those leaders can be found, the number of people involved and their names. We also need to know where to find them, and what the plans are. In fact, the more information that you can obtain the better.”

Now let me make one thing perfectly clear, while we’d like the villains brought to justice the information is just as important as their capture, so please make sure that it gets back to us.

➤ **How dangerous is this?**

“These villains are ruthless, and they demonstrated that they have no regard for those in authority. They ambushed, subdued and savagely attacked several legionnaires. Those legionnaires had all of their appendages broken. The villains wanted the legionnaires to suffer tremendous pain as well as break their spirits so the appendages were broken while the legionnaire was conscious. While it is true that they suffered great pain, the villains erred in thinking that this would break the legionnaire’s spirits. The fact is that it had the opposite effect in that the injured legionnaires were more determined than ever to capture those responsible for their ordeal.”

➤ **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?**

“Yes,”

(Please give the PCs Player Handout 1)

➤ **So this would mean that we’re at risk now too?**

“It is quite possible that the villains might choose to attack you when you leave because of your closeness to a Diamond Legion branch. If that should happen we will respond swiftly.”

➤ **Won’t they attack you?**

“Probably, but the Diamond Legion can’t be seen as afraid. We serve the city, and will do so until we utter our last breaths. We also don’t want you getting hurt.”

➤ **We can handle ourselves**

“You probably can, but there’s no reason to take unnecessary risks. I’d prefer that you not have to see if you can.”

➤ **Do you want us to capture them/Do you want us to infiltrate them?**

“We need answers, and it’s easier to get answers from a prisoner than a corpse. If you have the opportunity to infiltrate the villains, that option would provide the most information. The disadvantage is that while it would yield the most information, it is the most dangerous. One slip-up could get you killed or worse.”

➤ **What do you mean or worse?**

“I mean that they might torture you enough that you’ll wish that you were dead.”

➤ **Does this mean that we can break the law?**

“I cannot, and will not advocate the breaking of the city’s laws. Without our laws Amthydor would be nothing more than an anarchistic society.”

➤ **Can you explain to us the laws of Amthydor?**

“Yes. I can give you a copy of them that you can look at.”

➤ **How much does this job pay?**

“I am authorized to offer you 200 gold pieces each.”

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

“As I mentioned I believe that there is a good chance that you’ll be attacked when you leave here.”

It's also possible that one of the people used as "bait" to draw the legion out might remember something about their attackers. You can also check with the bard's guild or any of the temples that have been working overtime to heal those targeted by the attacks. "

➤ **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. "

➤ **How do we convince the villains that we're on their side?**

"That remains up to you".

➤ **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 answer. 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 no one was home in any of their bodies. 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"

➤ **What can you tell us about the homes and businesses changing hands?**

"The Society of Entertainers and Providers in looking into that, but I can tell you the following" A man showed up at legion headquarters claiming to be the rightful owner of the Bailey Estate. He had a bill of sale signed by High Lord Bailey. The signature on the bill of sale was an exact match for that of the high Lord.

Some legionnaires accompanied the man to the Bailey estate where they were greeted by Tristan, Drahl and Stella Bailey who explained that the elder members of their family were away on business. The legionnaires informed the young baileys that as the man's bill of sale appeared legitimate, that they would need to vacate the estate.

The Bailey's were escorted to one of the city's inns to spend the night, until word could sent to their elders and this situation straightened out.

Suddenly the door swings open and a legionnaire enters, apologizing for the interruption and asks to speak with Sgt. Kyle for a moment. After the officer is finished, Sgt. Kyle has a pained look on her face, as she begins speaking.

Those villains seem to be one step ahead of us. Reports have just come in that while we've been talking there was an attack at the Hall of Venturers, as well as on the priests of six more

temples from the Quorum of Faith. While I don't have all of the details on those attacks I did just hear that here were fatalities in each of those attacks.

➤ **Which temple's priests were attacked?**

"Priests from the temples of Sorena, Glissande, Meneon, Lucor, Cyrene, and Destine were savagely attacked.

➤ **What happened at the Fraternity Of Venturers?**

"Several adventurers waiting on line to check out jobs available at the Fraternity Of Venturers were viciously attacked by powerful sorcerers. Some of those attacked were reduced to ashes which were then scattered by strong winds. I was also told that while this was occurring Melton Dadderhoff was being attacked inside the Hall.

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

"Good Luck. I hope that your actions end this threat to both the city and the Diamond Legion"

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**

- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2: A Little Information Please

You start out towards your next destination wondering whether you would be attacked as Sgt. Kyle thought that you would be. Surprisingly, you manage to reach your destination without incident.

Encounter 2a: The Temple of Emerys

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. "I am Tamaranda, and I am one of Emerys' chosen. I understand that you wish to speak with me"

- **We hear that you're hiring groups to investigate the attacks on the priests and Diamond Legion members?**

"That is correct."

- **What does this job pay?**

"I already have a group investigating this."

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

“I already have a group looking into the attacks on the priests as well as the escalation of blindness and deafness in the city. I’d appreciate it if you didn’t interfere with their investigation. I’ve instructed them not to interfere with any of the other investigations going on.”

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

“Yes”

Please give the PCs Player Handout 2

➤ **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 improprieties 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 Temple Of Emerys **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 2c (page 12).**
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Encounter 2b:

The Society Of Entertainers and Providers

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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**

- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2c – Temple of Peliron

You arrive at the temple of Peliron, and manage to make your way through the mob trying to gain entrance to the temple. 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 every one 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 longwords.”

- **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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**

- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

“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.”

Encounter 2d – 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 were under better circumstances. How may I help you?”

➤ **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.”

➤ **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.”

➤ **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.”

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

➤ **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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**

- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 28).**

Encounter 2e – 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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**

- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2f– 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."

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2g – Shrine of Sorena

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

"I am Sister Cassiopia. Please tell me, 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?**

"Most of the injuries weren't life-threatening although they were designed to be painful. One of the officers, that we treated, a woman named Darina Milward, had all of the hair on her head, as well as part of her scalp removed". We were able to re-grow her scalp.

- **Is that officer here?**

"Yes. I can have someone take you to talk to her 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."

- **We understand that one of your priests was killed?**

"Yes. Sister Yneera Dargle was found dead this morning. When we found her she was missing both of her eyes".

- **What do you mean by missing her eyes?**

"Both of her eyes had been gouged out by a sharp instrument".

The acolyte has someone escort you to a room where a young woman is lying on a bed. Your guide tells you that this is Darina Milward.

- **May we talk to you Officer Milward?**

"Yes."

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

"I had responded to cries for help from High Lady Seabury who was being beaten in the street.

As I approached, I ordered the attackers to surrender. Suddenly 2 burly women appeared from nowhere and grabbed me. They held me firmly while the woman that was beating up Lady Seabury came and began yanking out my hair. It was incredibly painful, and then once she was bored she took out a dagger which she used to remove part of my scalp. My assailants threw me to the ground and started laughing before stepping on me and walking casually down the street. I managed to drag myself to the Shrine of Sorena before I passed out from loss of blood.”

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

“They were 6’0” blond-haired, blue-eyed, muscular women. They were dressed in tight leather armor and carried great swords“.

➤ **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 these types of attacks will not be tolerated regardless of whether they’re on a legionnaire or any other inhabitant of this city.

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**

- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 28).**

Encounter 2h – Temple of Glissande

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

“I am brother Toran, welcome to the temple of Glissande. 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 using a flaming sword removed their arms and legs. On a positive note the flaming sword sealed the wounds so that the officers didn’t bleed to death. The officers were found by a young mother after the family dog “fetched” one of the limbs and brought it home. The mother followed the dog back to where it found the limb and then summoned the authorities.“

- **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 Ilman?**

“Brother Ilman was discovered earlier this morning with his throat slit and his tongue removed. I’m not sure why anyone would want to do something so heinous.”

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

“No, but the incident was definitely demoralizing for the temple. It also caused some of Glissande’s followers to question Glissande’s devotion to his worshippers“.

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

“The only victims here are the two legionnaires I mentioned above that amputated. I can’t allow you to talk to them right now as they’re sleeping“.

- **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 Glissande be upon you as you try to save us from this”.

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**

- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28)**.

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

Encounter 2i – Temple Of Meneon

You arrive at the temple of Meneon, and after making your way through the mob trying to gain entrance to the shrine you are greeted by a young brown-haired brown-eyed female acolyte. She leads you into one of the temple's meeting rooms and then begins speaking.

"I am Sister Xon, welcome to the Temple Of Meneon. I wish that your visit here was under better circumstances. How may I help you?"

- **What happened to Sister Morella Belascio?**

"Her body was discovered this morning. Her hair had turned completely white as if she was scared to death. As if that wasn't enough, one of her ears was missing. It was cut with a serrated blade.

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

"No, but the incident was definitely demoralizing for the temple. It also caused some of Meneon's followers to lose faith in him for allowing one of his chosen o suffer as sister Belascio must have."

- **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".

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

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

- **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".

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

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

- **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. "

- **What happened to her?**

"The villains captured her and then placed him, on the ground. At that point all of the villains took turns jumping on her 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 her when she didn't return and they were able to get her to the Temple Of Meneon so that the injuries could be taken care of".

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

"No. May the blessings of Meneon be upon you as you try to save us from these attacks".

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

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12)**.
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12)**.
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13)**.

- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2j – Temple of Lucor

You arrive at the temple of Lucor, and after making your way through the assembled crowd trying to force its way inside the temple, you gain entrance. A young blond-haired female acolyte greets you. "I am Kindra, priestess of Lucor. 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 Temple of Lucor 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 Tholwood Myras?**

"We found Brother Myras body earlier this morning. There were several stab wounds of different sizes throughout his chest and back. It seems as if there was more than one attacker. In addition to the stab wound, Brother Myras' heart was ripped from his body."

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

"No, but the incident was definitely demoralizing for the temple. It also caused some of Lucor's followers to lose faith in Lucor 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 Lucor be upon you as you try to save us from this.”

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**

- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 28).**

Encounter 2k – Temple Of Cyrene

You arrive at the temple of Cyrene, and after making your way through the mob trying to gain entrance to the temple you are greeted by a young brown-haired brown-eyed male acolyte. He leads you into one of the temple’s meeting rooms and then begins speaking.

“I am Brother Noxion, welcome to the Temple Of Cyrene. I wish that your visit here 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 his?**

“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 she didn't return and they were able to get him to the Temple Of Cyrene 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 Norbert Zyna?**

“His body was discovered this morning. He was missing his left hand and his lungs were filled with sewer water.

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

“No, but the incident was definitely demoralizing for the temple. It also caused some of Cyrene’s followers to lose faith in her for allowing one of her chosen to suffer as he Brother Zyna must have. Imagine the irony of a priest of Cyrene “drowning“

➤ **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 Cyrene’s blessings guide you and keep you safe during these troubling times”.

➤ If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**

➤ If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**

➤ If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**

➤ If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**

➤ If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**

➤ If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**

➤ If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**

➤ If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**

➤ If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**

➤ If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**

➤ If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**

➤ If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**

➤ If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**

➤ If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**

➤ If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**

➤ If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**

➤ When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 28).**

Encounter 2l – Shrine of Destine

You arrive at the Shrine of Destine and after making your way through the assembled crowd trying to force its way inside the shrine you gain entrance. A young blond-haired human male acolyte greets you. “I am Thineous, priest of Destine. 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?**

“Unfortunately not, I guess we weren’t close to where the attacks took place”

➤ **What happened to Sister Altwina?**

“When sister Altwina didn’t show up for the start of her shift, we sent people out to find her. Her body was found in the Poor District, with a blank look on her face and without any of her belongings. Other than the fact that her right hand was missing, there were no visible wounds on her body.”

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

“No, but it seems like this incident was definitely designed to be demoralizing for the temple. It also raised questions among Destine’s worshippers of Destine not being willing or able to protect her 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 Lucor be upon you as you try to save us from this.”

Note: If the PCs should go to any of the temples or shrines in the city not listed above, the answers that they receive will be the same as those at the temple of Peliron

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**

- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

“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 “

Encounter 2m – 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?**

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

“Unfortunately not.“

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 28).**

Encounter 2n – 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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**

- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2o – Jade Palace

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

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguon, 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 Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**

- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 2p – Fraternity of Venturers

“As you head towards the Fraternity of Venturers you notice that the area is more chaotic than usual. Lying on the ground are the battered and bloodied bodies of nearly a dozen adventurers, as well as half a dozen legionnaires. Several priests have set up what appears to be a triage of some sorts and are tending to the wounded. A group of Legionnaires is starting to take statements “.

The information that the PCs can learn will depend on who they talk to:

From the priests:

- **Can you describe the wounds?**

“The wounded were suffering from bruises, sword wounds, as well as electrical, cold, acid, fire and sonic damage. Fortunately none of these wounds was life-threatening so we were able to send the majority of them home once the legionnaires spoke with them. Unfortunately, the same cannot be said for those poor individuals on the ground over there. In addition to the weapon and magical damage that each of them took, each of them also lost their souls. “.

- **How many people were killed or wounded?**

“23 adventurers, as well as 6 legionnaires were killed. An additional 50 adventurers were wounded“

- **We heard that Dadderhoff was wounded as well?**

“That is correct” There was a message written in blood on Dadderhoffs body

- **What did the message say?**

“Know that when you hire adventurers in the future you’ll be sending them to their deaths

- **Did the victims say what happened?**

“We didn’t ask them. We had been tending to their wounds and figured that any questioning could wait until after their wounds were dealt with and the legionnaires were ready to speak with them.

- **Is Dadderhoff going to be okay?**

“Yes, his wounds were not severe.

- **Which temples are healing the adventurers?**

“Members from about thirteen different temples are here working together.

From the legion:

- **What happened here?**

“There was a vicious assault here. Someone obviously wanted to keep the adventurers so that they couldn’t interfere while Melton Dadderhoff was wounded“.

- **How many people were killed or wounded?**

“23 adventurers and 6 legionnaires were killed. 50 other adventurers were wounded“

- **How many assailants were there?**

“From the statements I’ve taken there were about 20 to 30 powerful villains that descended the Hall Of Venturers with the intention of keeping the adventurers waiting on line occupied while other villains attacked Dadderhoff. From what people said a number of very powerful fire, electric, sonic, cold and water-based spells were tossed around here by both the villains and the adventurers trying to fight them off.

- **What did the message say?**

“Know that when you hire adventurers in the future you’ll be sending them to their deaths

➤ **Did the victims say what happened?**

“Not yet. We’ve been tending to their wounds and figured that any questioning could wait until after their wounds were dealt with

➤ **Is Dadderhoff going to be okay?**

“Yes, his wounds were not severe.

➤ **Which temples are healing the adventurers?**

“Members from about thirteen different temples are here working together.

Encounter 3

This encounter should be run after the PCs have been to 2 places from Encounter 2 to gather information

You start out towards your next destination wondering why if things are as bad as Sgt. Kyle and others are saying, you haven’t seen any villains yourself. As you continue onward you happen upon a disturbing sight.

There are two armored men swinging swords at the air. There is a dog nearby that yelps as one of the fighters hits it.

A Spot check DC 10 will enable the PCs to notice that the 2 men have empty eye sockets and that there are sword marks around their eyes. The wounds around the eyes have traces of a black substance around them. A Heal check DC 10 will reveal that the black substance is poison.

ATL 1

⚔ **Ftr 2 (2):** CR 2; Medium humanoid (human female); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk +5 (1d8+3 longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con

17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Jump +0, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 3

⚔ **Ftr 3 (4):** CR 3; Medium humanoid (human female); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +3/+8; Atk/Full Atk +9 (1d8+5 longsword), or +8 (1d4+5 dagger) or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Power Attack; SQ Nil; AL NE; SV Fort +6, Ref +2, Will +4; Str 16 (20), Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~pot~~ ~~ion of bull’s strength~~.

ATL 5

⚔ **Ftr 5 (2):** CR 5; Medium humanoid (human female); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+10; Atk/Full Atk +11(1d8+5 longsword), or +10 (1d4+5 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

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

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100

gp, ~~potion of bull's strength~~.

ATL 7

\ Ftr 7 (2): 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/ (1d8+9 longsword) or +12 (1d4+5 dagger) or +8 (1d6 shortbow); Full Atk +11/+6(1d8+9 longsword), or +10/+5 (1d4+5 dagger) or +8/+3 (1d6 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, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~potion of bull's strength~~.

ATL 9

\ Ftr 9 (2): 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+9 longsword 17-20/x2) , or +14 (1d4+7 dagger) or +10 (1d6 shortbow); Full Atk +13/+8(1d8+9 longsword 17-20/x2), or +12/+7 (1d4+5 dagger) or +10/+5 (1d6 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 11

\ Ftr 11 (2): 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~~.

ATL 13

\ Ftr 11 (2): 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.~~

If the PCs can calm the fighters down they can get information from them.

➤ **Who are you?**

"I'm Dervix and this is Parno".

➤ **What happened?**

"A group of men came up to us and started beating on us. We tried defending ourselves, when suddenly our muscles froze and we couldn't move or talk. The men came up to us and with a sharp dagger removed our eyes. We thought that they might've come back which is what we were trying to defend against".

➤ **Did the men say anything?**

"They said this will hurt. Have a bad day".

➤ **Why did they attack you?**

"They said something about how the adventurers in the city are always sticking their noses into things that don't concern them. And that if their plans are going to succeed than the adventurers need to be taught a lesson."

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

"Heading towards the Jade Palace.

If the PCs can heal them, or can get someone to do so the men will be grateful.

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**

- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
- If the PCs want to go to the house Erikas **GO TO Encounter 2n (page 17).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 4

This encounter should be run after the PCs have been to their 4th place from Encounter 2 to gather information.

As you continue to your next mission, one thing seems clear. While you've seen first hand some of the villains handiwork you haven't encountered any of them. It's almost as if the villains are either avoiding you, or biding their time until they're read to deal with you. As you round a corner you see a number of individuals heading in your direction.

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 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 12 (10 when raging) FF 21; 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, *potion of barkskin* +2

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 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 14 (12 when raging (*potion of barkskin* +2)) FF 21; 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, *potion of barkskin* +2

ATL 5

⚔ 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, (*potion of barkskin* +3)) Touch 15 (*potion of barkskin* +3) 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

ATL 7

⚔ Barbarian 6 (3); CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 15 (13 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +3) 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, ~~*potion of barkskin* -3~~

ATL 9

⚔ Barbarian 7 (4) ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40'; AC 23 (21 when raging)

(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +4) Touch 16 (14 when raging) FF 23 (21 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

ATL 11

⚔ Barbarian 9 (4); CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin*+5) Touch 14 (12 when raging, *potion of barkskin* +5) FF 24 (22 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 ~~*potion of barkskin* -4~~

ATL 13

⚔ Barbarian 11 (4); CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5) Touch 17 (15 when raging, *potion of barkskin* +5) FF 24 (22 when raging); 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, ~~*potion of barkskin* -5~~

Once the combat starts 2 legionnaires will show up to help the PCs. The villains will switch their attention to the legion members (please use the 2nd level fighter stats from encounter 3 above for the legionnaires). The villains will concentrate on the legionnaires until the PCs make their presence known. The PCs will have some options available to them:

- A) They can attack the villains. If this is the case please run the battle as written. If the PCs should be having problems with this battle, additional legionnaires will show up after the 2nd round of combat. If the PCs subdue any of the villains they can interrogate them. The list of what the villains know is below.
- B) They can attack the legionnaires. If the PCs should take this option, additional legionnaires will show up every round until the combat is over, and if the PCs remain will attempt to capture the PCs if

they've seen the PCs fight their companions, or have heard that they did. .

- C) They can attack the villain, but make sure that one escapes so that they can follow him back to the hideout. This option could include blocking the DL members attacks or subduing them.

Information that can be learned from the villains includes:

- **Why are you taking part in the attacks in the city?**

"The city is too lawful and that needs to change. You may think that you've stopped our plans, but you haven't. We've got dozens of other people willing to sign up and take our places."

- **Why did you attack the legionnaires?**

"The legionnaires deserved to be attacked, to teach them a lesson. The group leader said that there was no better way to panic people than to show that the legion is just as vulnerable as they are. This also proves that we have no respect for the laws of this city".

- **What are your groups plans?**

"Why should we tell you about our plans?"

- **If the plans can't be stopped, what's the harm in talking about them?**

"We are part of some groups of people trying to create chaos in the city. We meet daily, even 2-3 times a day to go over the plans and make sure that they will have the results we want. The other groups are using magic and trickery to cause panic"

- **How were your victims chosen?**

"The initial victims were chosen as bait to draw legionnaires out so that we could hurt them. We don't care how many legionnaires get hurt, or how many people we need to hurt to draw the legionnaires."

- **Where does your group meet?**

"We meet in a large room under the city's sewers. We prefer not to do anything out in the open."

- **How many people are in your group?**

"There are about 20 people in our group, but we are only one group"

- **What are the names of your groups leaders?**

"We don't know."

- **Do you know who the other groups will target?**

"A few nobles possibly the Lord Monarch or High Warrior Breng were on their list. The other groups think that is something happens to either the Lord Monarch or High Warrior Breng, the people of this city would be crushed."

- **You do realize that you committed treason?**

"We haven't committed treason or any other crimes. We did what we did for the betterment of the city."

- If the PCs want to go to the Temple Of Emerys **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 2c (page 12).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 13).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 15).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 15).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 15).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 15).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 15).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 15).**

- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 15).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 16).**
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- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 18).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 18).**
- If the PCs have been to 2 encounters for information other than the Diamond Legion **GO TO Encounter 3 (page 19).**
- If the PCs have been to 4 Encounters other than the Diamond Legion **GO TO Encounter 4 (page 20).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 28).**

Encounter 5 The Villains Lair

Encounter 5a (accompany the villains)

You accompany the villains back to their lair. They lead you through the Temple district, and down an alley at which point they lift up a sewer grate and descend into the murky water below. After trudging through the waist high sewer water the villains turn down a side passage where the level of sewage isn't as high. The villains head towards the end of the passage and touch a point on the wall at which causes a section of the wall to swing open and reveal a dry passage beyond.

The villains proceed down the corridor until they reach a door that is guarded by 2 well-armed and armored human males,. There is a large bin next to each guard. The guards exchange code phrases with the villains who indicate that the villains my pass through the door after depositing their weapons into the bins. The villains do so and indicate that you should do the same so that you can proceed through the door.

After leaving your weapons the villains lead you through the door and down 2 flights of stairs which end at a set of large double doors. One of the villains touches the doors and they swing

open into a large audience chamber. At the far end of the room, is a raised platform upon which sit 5 chairs. 2 door s, one each at the right and left end of the platform are also visible. Facing the platform are approximately 100 chairs. The villains indicate that you should be seated and then take seats as well.

The door on the right side of the platform opens and a man in flowing blue robes enters and takes a seat in one of the platform's chairs. He looks in your direction and begins speaking "who are you and why are you here?"

He will wait for the PCs to give their answers before continuing "what a touching story. I need some proof that you are on our side so here's what you're going to do. You need to think up the next victim for us to attack, as well as what sort of torture to inflict on the responding legionnaires. Being the good sport that I am, I will allow you to talk amongst yourselves before giving the answer. The gentleman seated on the platform gets up and goes back out through the door that he came in from while the villains seated behind you get up and move back towards the door that you entered from, leaving you and your companions alone to discuss this.

It is possible that the PCs might have problems with this, especially those of lawful good alignment. If so, then the villains will offer the PCs one last option for them to prove themselves. The villains will lead the PCs through a secret door into another room. In the center of this room seated on chairs are 3 bound and gagged figures. The PCs will notice that the figures are Lt. Bailey Collins, Sgt. Ashton Kenness and Sgt. Eloise Kyle

"You need to choose one of these individuals and attack them. You do not need to kill any of these hostages in fact we'd prefer that you didn't. To make things easier for you, we're willing to let you use your own weapons for this attack, they are in the bins at the other end of the room."

If the PCs should attack the legionnaires please make a note on the critical event summary. It is

possible that once they have their weapons the PCs might choose to attack the villains instead, or refuse to hurt the legionnaires. If that is the case please use the stats for the villains below encounter 5c. For each wave of villains that the PCs defeat they will earn the freedom of one of the hostages (their choice). If the PCs defeat at least 2 waves of villains they will earn the freedom of all 3 hostages.

Encounter 5b (follow the villains)

You've been following the villains, making sure to keep appropriate distance between you and the villains and to duck for cover every time the villains glance back to see if they are being followed. They lead you through the Temple district, and down an alley at which point they lift up a sewer grate and descend into the murky water below. After trudging through the waist high sewer water the villains turn down a side passage where the level of sewage isn't as high. The villains head towards the end of the passage and touch a point on the wall at which causes a section of the wall to swing open and reveal a dry passage beyond.

If the PCs make a Spot check DC 10+ATL they will be able to notice which panel the villains press. If not they can make a Search Check DC 15+ATL to locate the panel that was depressed. Once they locate and press the appropriate panel proceed with the boxed text below

You found the proper panel to press and are able to continue following the villains. The villains proceed down the corridor until they reach a door that is guarded by 2 well-armed and armored human males,. There is a large bin next to each guard. The guards exchange code phrases with the villains who indicate that the villains may pass through the door after depositing their weapons into the bins. The villains do so and then proceed through the door.

A DC 10+ATL Spot Check or a DC 10+ATL Listen check will enable the PCs to see/hear the exchange between the guards and the villains that they've been following.

Once the PCs approach the door, the guards will want to know what the PCs are doing here. If the PCs come up with a plausible explanation, the guards will allow them to pass after asking them to deposit all of their weapons. It's possible that the PCs might attack the guards to get through, if so use the fighter stats from Encounter 3, and remember to modify the boxed text below to account for that.

After leaving your weapons the villains head through the door and down 2 flights of stairs that end at a set of large double doors. One of the villains touches the doors and they swing open into a large audience chamber. At the far end of the room, is a raised platform upon which sit 5 chairs. 2 doors, one each at the right and left end of the platform are also visible. Facing the platform are approximately 100 chairs. The villains enter and take their seats.

The door on the right side of the platform opens and a man in flowing blue robes enters and takes a seat in one of the platform's chairs. He looks in your direction and begins speaking "who are you and why are you here?"

He will wait for the PCs to give their answers before continuing "what a touching story. I need some proof that you are on our side so here's what you're going to do. You need to think up the next victim for us to attack, as well as what sort of torture to inflict on the responding legionnaires. Being the good sport that I am, I will allow you to talk amongst yourselves before giving the answer. The gentleman seated on the platform gets up and goes back out through the door that he came in from while the villains seated behind you get up and move back towards the door that you entered from, leaving you and your companions alone to discuss this.

It is possible that the PCs might have problems with this, especially those of lawful good alignment. If so, then the villains will offer the PCs one last option for them to prove themselves. The villains will lead the PCs through a secret door into another room. In the center of this room seated on chairs are 3 bound and gagged

figures. The PCs will notice that the figures are Lt. Bailey Collins, Sgt. Ashton Kenness and Sgt. Eloise Kyle.

“You need to choose one of these individuals and attack them. You do not need to kill any of these hostages in fact we’d prefer that you didn’t. To make things easier for you, we’re willing to let you use your own weapons for this attack, they are in the bins at the other end of the room.”

If the PCs should attack the legionnaires please make a note on the critical event summary. It is possible that once they have their weapons the PCs might choose to attack the villains instead, or refuse to hurt the legionnaires. If that is the case please use the stats for the villains below encounter 5c. For each wave of villains that the PCs defeat they will earn the freedom of one of the hostages (their choice). If the PCs defeat at least 2 waves of villains they will earn the freedom of all 3 hostages.

Encounter 5c (use info from villains)

You’ve left the Diamond Legion after obtaining information from the villains about the location of their hideout, as well as the locations of the secret panels to press and the code phrase to get past the guards. The villains’ directions take you through the Temple district, and down the alley whose sewer grate when lifted allows you to descend into the murky water below. After trudging through the waist high sewer water your directions lead you down a side passage where the level of sewage isn’t as high. You reach the end of the passage and touch the point on the wall which the villains told you to which causes a section of the wall to swing open and reveal a dry passage beyond.

You proceed down the corridor until they see a door that is guarded by two well-armed and armored human males. There is a large bin next to each guard.

Once the PCs approach the door, the guards will want to know what the PCs are doing here. If the PCs come up with a plausible explanation, the

guards will allow them to pass after asking them to deposit all of their weapons. It’s possible that the PCs might attack the guards to get through, if so use the fighter stats from Encounter 3, and remember to modify the boxed text below to account for that.

After leaving your weapons the villains lead you through the door and down 2 flights of stairs that end at a set of large double doors. One of the villains touches the doors and they swing open into a large audience chamber. At the far end of the room, is a raised platform upon which sit 5 chairs. Two doors, one each at the right and left end of the platform are also visible. Facing the platform are approximately 100 chairs. The villains indicate that you should be seated and then take seats as well.

The door on the right side of the platform opens and a man in flowing blue robes enters and takes a seat in one of the platform’s chairs. He looks in your direction and begins speaking “who are you and why are you here?”

He will wait for the PCs to give their answers before continuing “what a touching story. I need some proof that you are on our side so here’s what you’re going to do. You need to think up the next victim for us to attack, as well as what sort of torture to inflict on the responding legionnaires. Being the good sport that I am, I will allow you to talk amongst yourselves before giving the answer. The gentleman seated on the platform gets up and goes back out through the door that he came in from while the villains seated behind you get up and move back towards the door that you entered from, leaving you and your companions alone to discuss this.

It is possible that the PCs might have problems with this, especially those of lawful good alignment. If so, then the villains will offer the PCs one last option for them to prove themselves. The villains will lead the PCs through a secret door into another room. In the center of this room seated on chairs are 3 bound and gagged figures. The PCs will notice that the figures are

Lt. Bailey Collins, Sgt. Ashton Kenness and Sgt. Eloise Kyle.

“You need to choose one of these individuals and attack them. You do not need to kill any of these hostages in fact we’d prefer that you didn’t. To make things easier for you, we’re willing to let you use your own weapons for this attack, they are in the bins at the other end of the room.”

If the PCs should attack the legionnaires please make a note on the critical event summary. It is possible that once they have their weapons the PCs might choose to attack the villains instead, or refuse to hurt the legionnaires. If that is the case please use the stats for the villains below. For each wave of villains that the PCs defeat they will earn the freedom of one of the hostages (their choice). If the PCs defeat at least 2 waves of villains they will earn the freedom of all 3 hostages.

Note: The PCS will face 2-3 waves of the villains listed below, one for each hostage that they want to gain freedom for. For these combats all of the villains will be *hasted* and under the effects of *prayer* and *heroism* spells. The benefits of these spells are not included in case they are dispelled. The caster level is the minimum needed to cast the spell.

ATL 1

½ Barbarian 2 (2); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 12 (10 when raging) FF 21; 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, *potion of barkskin* +2

ATL 3

½ Barbarian 2 (4); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 14 (12 when raging (*potion of barkskin* +2)) FF 21; 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, *potion of barkskin* +2

ATL 5

½ 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, (*potion of barkskin* +3)) Touch 15 (*potion of barkskin* +3) 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

ATL 7

⚔ Barbarian 6 (3); CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 15 (13 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +3) 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, *potion of barkskin* -3

ATL 9

⚔ Barbarian 7 (4) ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40'; AC 23 (21 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +4) Touch 16 (14 when raging) FF 23 (21 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

ATL 11

⚔ Barbarian 9 (4); CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5) Touch 14 (12 when raging, *potion of barkskin* +5) FF 24 (22 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 *potion of barkskin* -4

ATL 13

⚔ Barbarian 11 (4); CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5) Touch 17 (15 when raging, *potion of barkskin* +5) FF 24 (22 when raging); 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, ~~potion of barkskin~~ -5

Conclusion A

You managed to defeat the villains and earn the freedom of their hostages. Once the word gets out that the hostages have been freed, morale in the city should begin to pick up. You can't help but wonder if the villains had been holding Sgt. Kyle then who was it that briefed you this morning. It seems as if anything even good news can be the source of additional questions.

You return to Diamond Legion Headquarters with the freed legionnaires, and you can tell by the smiles on the faces of those legionnaires that they are glad to see their missing comrades. They bring you into "Sgt. Kyle's" office and ask you to be seated. The legionnaires take their place behind the desk. As the ranking officer in the room Lt. Collins begins speaking

"Before I begin answering your questions, I need to say Thank you for rescuing us. Its adventurers like you, and the adventurers that tried to stop the villains at the Hall of Venturers that make our job more rewarding. Now let me begin by saying that contrary to what you've been told neither Captain Vestra, Sgt. Kenness nor I had anything to do with the attack on High Warrior Breng. The villains tried to frame us in an attempt to break the spirits of the legion, but they couldn't. Captain Vestra is okay as well, the villains did not capture her.

The door opens and a young Diamond Legion officer enters and takes her place behind the desk. Once she is behind the desk, her appearance changes to that of Captain Vestra.

Captain Vestra motions for Lt. Collins to continue speaking

We are sorry for this deception, but based on past events thought it necessary. Please allow me to explain, a little over a year ago, Captain Vestra and I were attacked by some lycanthropes. We survived the attack, but discovered that someone was planning on attacking Captain Vestra. Believing that Captain Vestra was in trouble, Sgt Kyle selflessly volunteered to switch identities with Captain Vestra to keep her safe and able to coordinate responses against the villains' plans.

(She will pause and wait for the PCs to soak all this in.)

"It was Captain Vestra in the guise of Sgt. Kyle who hired you for what would turn out to be a rescue mission. I or rather we are extremely glad that you were able to rise up to the occasion and rescue us.

I believe that we have not seen the last of these foul villains, but you've at least managed to put a crimp in their plans.

In further appreciation for your help the Diamond Legion has arranged a special reward for you.

Conclusion B

You open your eyes and find that you are back at Diamond Legion HQ with all of your belongings. Sgt. Kyle is standing over you. Good, you're awake. Thank you for trying to put an end to these attacks. While you weren't successful yourselves in thwarting the villains, plans you delayed them long enough that a legion contingent was able to reach the villains lair and capture them and rescue the hostages.

The door opens and a young Diamond Legion officer enters followed by Sgt. Kenness and Lt. Collins. The officers take their place behind the desk. Once the other officer is behind the desk, her appearance changes to that of Captain Vestra.

Vestra. Captain Vestra motions for Lt. Collins to begin speaking.

We are sorry for this deception, but based on past events thought it necessary. Please allow me to explain, a little over a year ago, Captain Vestra and I were attacked by some lycanthropes. We survived the attack, but discovered that someone was planning on attacking Captain Vestra. Believing that Captain Vestra was in trouble, Sgt Kyle selflessly volunteered to switch identities with Captain Vestra to keep her safe and able to coordinate responses against the villains' plans.

(She will pause and wait for the PCs to soak all this in.

“It was Captain Vestra in the guise of Sgt. Kyle who hired you for what would turn out to be a rescue mission. I or rather we are extremely glad that you were able to rise up to the occasion and rescue us.

I believe that we have not seen the last of these foul villains, but you've at least managed to put a crimp in their plans.

In further appreciation for your help the Diamond Legion has arranged a special reward for you.

THUSENDS “FISTS OF FURY”

TIME UNIT COST: 5 TU (standard, may vary by module or by epilogue)

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 2							
Gathering information (25xp per encounter, max 100xp)	100	100	100	100	100	100	100
Encounter 3							
Helping the fighters	50	75	100	125	150	175	200
<u>Encounter 4 (PCs cannot get both of the xp awards listed for this encounter)</u>							
Helping the Diamond Legion capture the villains or	50	125	200	275	350	425	500
Allowing the villains to escape and getting past the guards in encounter 5 without killing them.	50	125	200	275	350	425	500
Encounter 5							
Defeating the villains	200	300	400	500	600	700	800
Discretionary Role Playing Award	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1,700

TREASURE SUMMARY

Encounter 4 (These amounts are for the group not per person)

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

- ATL 5 - 600-900gp
- ATL 7 - 900-1350gp
- ATL 9 - 1200-1800gp
- ATL 11 - 1200-1800gp
- ATL 13 - 1200-1800gp

Encounter 5 (These amounts are for the group not per person) The reason for the variance in gp is that the PCs will either have 2 or 3 combats depending on time

- ATL 1 - 600-900gp
- ATL 3 - 600-900gp

PLAYER'S HANDOUT #1 - List of Victims

Mitch Erikas

Juniper Harquith

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

Sister Yneera Dargle from the shrine of Sorena

Sister Altwina from the temple of Destine

Sister Morella Belascio from the temple of Meneon

Brother Ilman Hawthorn from the temple of Glissande

Brother Tholwood Myras from the temple of Lucor

Various Diamond Legion officers have received broken bones, severed limbs

PLAYER'S HANDOUT #2 - Priests Attacked

Brother Jessup from the temple of Galvandt

Brother Iliana from the temple of Peliron

Brother Nyrila from the shrine of Eliana

Sister Yneera Dargle from the shrine of Sorena

Sister Altwina from the temple of Destine

Sister Morella Belascio from the temple of Meneon

Brother Ilman Hawthorn from the temple of Glissande

Brother Tholwood Myras from the temple of Lucor

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



Roster of Heroes: Fists of Fury

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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