



Inner Demons

(Dymora Trilogy - Part 1)

By Jay Fisher

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

It wasn't until five years ago that Amthydor was blissfully ignorant of demon activity. But since then, (and increasingly so) demon activity has been on the rise . . . with much concern from both the Diamond Legion and the Shrine of Dymora. Now it is up to you to discover why the demon incursions are occurring and to put a stop to it once and for all. A one-round Legends of the Shining Jewel module for character levels of 1-13.

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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).

(OPTIONAL TEXT FOR DEMON-HEAVY MODS) Since this event has multiple demon encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of affecting demons, you might need to lower the ATL by 1. Use your best judgment.

Adventure Background

Demons (in one form or another) have been appearing in Amthydor for several years now. No one realized that it was from the abduction of the Harvinder Grimm's child by three tieflings (*LSJ03 "Nobles"*) that had opened the "floodgate" for additional encroachments by abyssals (demons) and their kindred. Every now and again, a demon would pop in and cause trouble, with the frequency of their visits increasing as time went on.

The Triad was the ones behind the original kidnapping. They took Zander Grimm as the child was like them (a tiefling) and had no actual noble blood running through his veins. The Triad took the child to a lower Abyssal plane in which time passed by at an accelerated rate. This was done purposely to age Zander so that he may command the Triad as it was meant to be.

But with the apparent return of the Grimm child (*LSJ53 "Double Jeopardy"*) – as well as him having the blood of nobility – it was determined to be time to set things in motion that will wreak the ultimate havoc upon Amthydor and its citizens.

Encounter 1/Intro: Introduction to the fundraiser and then the demons attack to abduct the children. The PCs are directed by Captain Alistair Webster of the Diamond Legion to investigate the children's disappearance and to find some way to stop the demon incursions once and for all.

Encounter 2 – The Gilded Cage: This will most likely be the PC's first stop to gain a list of the total number of suspects that could have summoned the demons and abducted the children. Encounter 2A: The PCs return to confront Marissa Chandler about some interesting extra-curricular activities that the Society had been involved in long ago ... but not before more demons attack!

Encounter 3 – The Red Star Inn: The PCs are directed here to find Kiandra Gallastan-Gaines and/or a half-elf by the name of Wynton. Even more demons attack!

Encounter 4 – Shrine of Dymora: PCs go here to learn of some (past) illicit activities done by the Society of Entertainers & Providers many years ago.

Encounter 5 – Temple of Galvandt: The PCs go here to get information from both High Priest Mickauf Nactrune and Staern Bladebreak.

Encounter 6 – Shrine of Destine (Optional): The PCs aren't directed to this shrine, but they could easily end up there for additional clues.

Encounter 7 – The Nobles District:

Encounter 7A – House Bailey: PCs try to learn information about Lord Tristan Bailey.

Encounter 7B – House Erikas: PCs try to learn information about Lord Andonicus Erikas.

Encounter 7C – House Gaines: PCs try to learn information about Lady Consul Kiandra Gallastan-Gaines.

Encounter 7D – House Kailin: PCs try to learn information about Lord Rathandar Kailin.

Encounter 7E – House Sahdein: PCs try to learn information about Lady Sheira Sahdein.

Encounter 8 – Society of Entertainers & Providers: PCs find the underground passage leading to the final encounter where they attempt to rescue the children. But who is there? Yet even more demons!

Conclusions/Epilogues – Results from the PCs' actions (or inactions) and the varying degrees of success and/or failure.

PLEASE NOTE: Pass out **GM Play Aid #1** and have the players note all the previous events in which their current PC had participated. This could result in possible recognition by some NPCs and could affect their reaction(s) to the group.

Also, outright divination of the missing children is not possible. The children are being kept in an area of non-detection, and all divination attempts to find them in this manner will fail.

Encounter 1 / Introduction – A Fund-raising Demon-stration

It is a beautiful day in the city of Amthydor. With the arrival of Mennor (twelfth-month), the temperature has fallen many degrees, leaves have turned various shades of reds, yellows, and oranges, and trade has increased as the winter months are right around the corner. Despite the declaration of war by the Mystwood Elves looming on the horizon, the city is remarkably “business as usual.” With his reelection as the leader of the Quorum of Faith, Jolinar “the Just” has been both very active and very visible in his efforts to try and keep the spirits high throughout the city.

Over a year has passed since the city was liberated from the undead plague. But the final effects are still being felt as many families had been torn asunder as both parents and children had been victims of the undead attacks. So in an attempt to bring more unity to the city, Jolinar of Peliron (in conjunction with the Society of Entertainers and Providers) is putting on a fundraiser to help Amthydor’s orphans. Donations to the cause are nice, but the goal is to get as many of the orphans adopted as possible. Invitations had been sent throughout the Amthydoran Protectorate announcing this worthwhile cause.

The location of the event is spectacular. The Gilded Cage has graciously offered their courtyard as the setting for this grand event. The clear-running fountains and well-manicured landscape creates a beautiful backdrop for those that attend. Many of Amthydor’s well to do are present as they mill with both the Society members and the children.

Go ahead and allow party introductions at this point. At the same time, have the PCs roll a **Knowledge (local)** or **Knowledge (nobility)** check **DC15**. They may add their Charisma bonus to the roll if desired. If the check succeeds, the PC recognizes 4-7 (1d4+3) individuals at the fundraiser. Roll on the table to determine those the

PC recognizes. (NOTE: PCs of the same Noble House will always recognize NPCs nobles of the same family. Re-roll any duplication.)

Roll d10	Name
1	Lord Tristan Bailey
2	Staern Bladebreak of Galvandt
3	Marissa Chandler
4	Lord Andonicus Erikas
5	Lady Consul Kiandra Gallastan-Gaines
6	Lord Rathandar Kailin
7	High Guardian Miekauf Nactrune
8	Lady Sheira Sahdein
9	Captain Alistair Webster
10	Re-roll

GM Play Aid #2 has what the PC knows of the recognized NPC(s). Of course, if the PC has already encountered the NPC in a previous event, then he/she will indeed recognize the NPC.

When all instructions, observations, and identifications are done, proceed with the following:

Laughing children can easily be heard as the event continues. Much of the entertainment is provided by many of the Society members themselves. But then an overwhelming smell of sulfur seems to permeate the entire area. Looking towards the smell, many of the attendees gasp in horror as they recognize the creatures that had just appeared before them ... Demons! The sound of the creature’s deep, guttural voice booms in the deafening silence.

“Take as many children as the Masters commands.”

The number of children present is 4+ATL. The demons will attempt to grapple a child and then teleport away. The demons’ goal is to transport back as many children possible equaling to at least half (round up) the number present. The demons will not harm the children (yet), but have no compunctions about harming those willing to protect the children. Since the goal is to get as many children possible, the demons will try and

keep the PCs away from those actually reaching the children. The demons will break off the attack when their quota is met or they lose 75% of their attack force.

When the battle ensues, Captain Webster and High Guardian Nactrune (and guards) will attempt to evacuate the fundraiser attendees. The demons will not care about anyone but the children.

ALL ATLS

\ Demon, Babau (6+ATL): CR 6; Medium Outsider; HD 7d8+35; hp 66; Init +1; Spd 30ft.; AC 19 (+1 Dex, +8 natural), touch AC 11, flatfooted AC18; BAB/Grp: +7/+12; Atk: Claw +12 melee (1d6+5); Full Atk: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); Space/reach: 5 ft./5 ft.; SA: Spell-like Abilities, Summon Demon, Sneak Attack +2d6; SQ: Immunity: Electricity, Immunity: Poison, Resistance: Cold: 10, Resistance: Fire: 10, Resistance: Acid: 10, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Spell Resistance: 14, Telepathy: 100 ft., Protective Slime; AL CE; SV Fort +10, Ref +6, Will +6;

Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11; Cleave, Multi-attack, Power Attack.

Description: Babaus serve as assassins that strike with sudden ferocity. They are devious, forming careful plans before going into fights. Always making sure that they do not have to engage in a fair fight. Almost every demon lord has a number of babaus employed as spies and killers. A babau is about 6ft tall and weighs about 140 pounds.

Combat: Babaus are sneaky and sly. They attack the most powerful foe first hoping to eliminate the true threat quickly and then toy with the rest.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

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

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

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

NOTE: The PCs are not meant to win this fight. This is meant to be an introduction to the module and send the PCs on the path to find the abducted children. The PCs will have plenty opportunity to fight the demons and either win or lose throughout this event. 😊

When the battle is complete, Captain Webster will approach the PCs.

“Well met!” Thank you very much for your quick action. This attack completely blindsided the Legion. After all, who would have thought to send demons to kidnap children?! They had done nothing to deserve this! Can't they get just a little bit of a break??”

Captain Webster takes a moment to center himself and gets his temper back under control. “My apologies for my outburst. The thought of the children in the clutches of those demons sends my blood to boil. And I have had enough of the demon incursions as well. I want to know exactly who is behind this and to get it stopped once and for all!”

Captain Webster will also mention that the shrine of Dymora is concerned about the demon

incursions as well. Considering the nature of the deity, the shrine might have important information for the PCs to learn.

➤ **Do you have any suspects?**

“At this point I would say that anyone that attended the fundraiser is a suspect. And one of them did mention ‘Masters’ right before they attacked. I’d suggest you question any of the attendees to see if you can come up with any leads.”

➤ **Who might have a list of attendees?**

“Most likely Marissa Chandler of the Gilded Cage. She is the Society’s leader and a very detailed-oriented woman. She could definitely help you on that front.”

➤ **Do you suspect the Dymorans at all?**

“I didn’t see any present at the event, but that doesn’t mean anything. But I very much doubt they had any direct responsibility in today’s events. After all, they are allied to both Dymora and Infernals ... not Abyssals. They have as much desire to rid the city of demons as I do ... probably more so. The shrine might have a unique insight as to what’s going on.

➤ **Some of those attending the fundraiser today were Nobles. Could we have a writ/pass to enter the Nobles District?**

“Yes, of course. This writ will be good for the duration of your investigation,” he says as he hands _____ (the most responsible-looking/highest charisma PC) a piece of rolled parchment.

If the PCs don’t come up with this idea on their own, have them roll a **Knowledge (local)** or **Knowledge (nobility) DC10** check. This will allow them to recall the need to have a writ/pass for non-nobles to enter the Nobles District. Of course if there is/are noble PC(s) in the group, needing the writ would not be necessary.

➤ **Where can we find these people?**

“Marissa Chandler would, of course, be inside the Gilded Cage right here. High Guardian Miekaufr Nactrune and Staern Bladebreak would be at the

Temple of Galvandt in the Temple District. The nobles would most probably be in the Nobles District, although Lady Consul Gallastan-Gaines has been known to frequent the Red Star Inn here in the Port District. She may or may not be there.”

Only give the locations of NPCs that the PCs ask. Don’t volunteer any extra information (Marissa Chandler will have a full list anyway).

➤ **Will there be some kind of monetary compensation?**

“Yes. I understand that there will be costs involved and that your time is precious. The Legion will pay the standard fee of compensation.”

The standard fee is 50 x ATL gp.

When the questioning has been concluded or there is no other information to be learned here, continue:

“Good luck in your assignment. It will indeed be a good day when we call all go outside again and not have to worry if a demon will appear on our doorstep. Best of luck to you all.”

- If the PCs wish to speak with Marissa Chandler, **GO TO Encounter 2 (page 7).**
- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 2 – The Gilded Cage / Marissa Chandler

You stand in the plush waiting area of the Gilded Cage, the most exclusive and popular fest hall in Amthydor. A large oak desk rests beside the front door, staffed by an attractive human receptionist. The accoutrements of the main parlor hint at the wealth of its customers. The room is filled with plush couches and comfortable divans. Tables along the wall are adorned with bowls of fruit, plates of cheese, pâté, and crackers, bottles of wine, and other, more exotic appetizers. Hand-rolled cigars on a silver platter are left for the enjoyment of those who waiting. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians.

A young woman in a very elegant light blue dress quickly greets you. She smiles warmly to you. “Welcome to the Gilded Cage. My name is melody. Do you have an appointment today or would you like to make one?”

The PCs will most likely wish to see Marissa Chandler. Melody knows that she is busy and will apologize profusely. *“I am sorry, but Ms. Chandler will not be seeing anyone today for she is very busy. If you would like, I can make an appointment for you to see her tomorrow or the day after next.”*

- **We are here concerning Demon attack at the fundraiser. Captain Webster asked us to investigate.**

“Oh! In that care, please come this way. I am sure Ms. Chandler will be happy to see you are here to help.”

Melody beckons you to follow her. She takes you across the main room to its far side. Passing the stairs leading up to the second floor, you stop before a closed door. Melody timidly knocks upon its solid oak surface. “Ms. Chandler? There are some people from the Legion here to see you.”

There is an audible click as the door shifts slightly. Melody smiles as she opens the door for you to enter. “Ms. Chandler will see you. Good luck with your investigation.”

Entering the room, you stop short on the other side of the threshold. You gaze in wonder at how cluttered and messy the room is. Indeed, there are open tomes and unrolled scrolls on just about every flat surface imaginable. The confident woman that was seen earlier at the fundraiser is no longer present. In her stead is a woman who seemed to be working at a desperate pace. The once prim and proper face is stained with tears. She looks up to you as you enter ... quickly trying to get a hold of herself.

“Please come in. Thank you in advance for your efforts. This is a tragedy! If anything should happen to those children I don’t know what I might do ...” Marissa’s tears begin to flow anew.

GM notes should come after Boxed Text answers in normal text. Answers always use Boxed Text format.

- **Captain Webster mentioned that you might have a list of those who attended in which we can use for our investigation.:**

“Yes, of course. There were a number of people that attended the fundraiser. Before the attack, we managed to raise well over 500,000 gold and to get four children new homes as well. Even some of the noble houses were in attendance. I don’t know if they were going to adopt, but they at least showed their support in presence and in coin. Here is a list of all of those who had attended.”

Give the PCs **Player’s Handout #1**.

- **We didn’t see some of the people listed here.**

“Perhaps because they had already left. As I had mentioned, we did raise a substantial amount of gold already.”

- **Do you recall who was present at the time of the attack?**

“Let me think ... Kiandra Gallastan-Gaines, Andonicus Erikas, Tristan Bailey, Staern Bladebreak, High Guardian Nactrune, Rathandar Kailin, Sheira Sahdein ... and of course Captain Webster and yourselves.”

- **Could you tell us a little about some of the attendees? Do you think they might do anything like this?**

“I can try.”

- **Kiandra Gallastan Gaines:**

“Lady Kiandra has done much to improve her family’s long-tarnished name. Of course, she had to use another family name to do it. But in addition to her being there for the Amthydor Shining Jewel, I believe she was interested in adopting one of the children as well.”

- **Tristan Bailey:**

“Lord Bailey was definitely free with the gold. I very much doubt he had his House’s permission to give such a large donation. But thankfully that is not my problem.”

- **Andonicus Erikas:**

“Unlike most of the family in House Erikas, he is a half-elf. But that doesn’t mean anything. He did seem a little stand-offish. Which is not what the fundraiser was all about.”

- **Sheira Sahdein:**

“A very opinionated woman, and often a handful for her father. I am not sure if she was at the fundraiser with her father’s blessing or in spite of them. But she was nonetheless all smiles with the children.”

- **Rathandar Kailin:**

“Hmm. Lord Kailin normally tends to either keep with himself or be with family members and/or elven dignitaries. To be honest, I was rather surprised to see him at the fundraiser at all as there weren’t any elven children needing adoption.”

- **Staern Bladebreak:**

“I believe he was here with High Guardian Nactrune and Captain Webster. He did have a wistful look on his face.”

- **High Guardian Miekaufr Nactrune:**

“She was with Captain Webster for sure. Many followers of Galvandt tend to supplement the Diamond Legion.”

- **Was there anyone else there that wasn’t on this list? Anything else out of the ordinary?**

“Oh yes. Latimer stumbled through the courtyard. He seemed distraught saying five words over and over. ‘Grim will be their fate.’”

- **Who is Latimer?**

“Oh, just a kindly gentleman that had his brain addled long ago.”

- **Oh, you mean he’s the crazy oldman?**

“I wouldn’t say it in that manner of speaking, but you are essentially correct.”

- **What about the others that attended, but weren’t present at the time of the attack?**

“Arim Montgar and Kwella Harquith actually adopted a child. Veredain Rydlen and Constance Grimm made considerable donations to help care for those left behind.”

- **Grimm? A connection to what the crazy old man said?**

“I don’t know. He wasn’t forthcoming as to what kind of fate it would be.”

- **Where is the crazy old man now?**

“He could be anywhere.”

At this point, Marissa will take a drink from her glass of water and rest a moment. She will then seem a little more focused and spiritually stronger as she speaks to the PCs.

“I think that is about all I have for you for now. Hopefully you can gain a little insight in some of the people to find the culprit of this travesty! Please let me know what you discover.”

- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 2A – Gilded and Caged

Returning to the Gilded Cage, Melody smiles as she remembers you from before. “Back again so soon? Business or pleasure?” After studying your faces for a moment she comes to her own conclusion. “Business for sure. This way ... I am sure Ms. Chandler would like to know how things are coming along with the investigation.”

Following the same path, you return to Marissa’s office. Melody allows you to enter and the office (from what you can tell) isn’t any cleaner than before. Marissa perks up at your return.

“Ahh. Welcome back! Any news on where the children might be?”

The PCs will most likely go straight and to the point over items from what they have learned. This could easily put Marissa on the defensive, although she knows for a fact that there wouldn’t be any charges levied against her. It is simply the political ramifications if any of the Society’s past becomes known in the present.

- **Do you know anything about a smuggling ring that was around several years back?**

“Smuggling ring? What do you mean?”

The PCs can explain the information they had learned. Also, a successful **Sense Motive (DC 15)** check will determine that Marissa does indeed know a little on the subject.

When pressed (especially if threatened to get the Diamond Legion involved), she will acquiesce.

“I am not exactly sure this is relevant, after all it had happened many years ago.

“There was a kind of network that you describe, but it had ceased to be a long time ago. The heads of the organization realized that they were duped into becoming the very thing they were fighting against. Since then, all ties were cut and everything is legitimate.”

- **That explanation is very vague.**

“Yes, it is. The people I refer to are important individuals in this city and they have done much good these past several years. I will not be a party to naming names.”

- **So you are sure the people you are protecting have nothing to do with the demons or the kidnappings or with what is happening now?**

“Absolutely! I can say without a shadow of a doubt that these people had nothing to do with it.”

- **Do you know who might be aware of any old ties/network becoming active again?**

Marissa thinks for a moment. “There is one person that always had his ear to the ground about this sort of thing. His name is Wynton. He is a half-elf of over 100 years, but still has his wits about him. If anything is going on, he should know.”

- **Where can we find this Wynton?**

“I believe he stays in the Red Star Inn here in the Port District.”

- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 3 – The Red Star Inn

Most inns you have come to cater to all types of people. Upon approaching the Red Star Inn, you realize that this inn is for the very well to do. Upon crossing the threshold, you can easily make out the marble floor beneath your feet. Polished darkwood is used throughout the walls, and plush chairs and exquisite furniture adorn this high0classed establishment.

A slim man, perhaps about forty years old, approaches you. He is dressed in sheer ebony pants, a pressed white turtleneck shirt, and a matching black waistcoat. His graying hair is slicked back and his nose is turned up to you in a rather snobbish way.

“Do you have a reservation?”

This is Woodroe. He is the manager of the Red Star Inn. Prior to approaching the PCs, he has already sized them up as being people of “poor association.”

If the PCs inquire about a room, he will say that the inn is completely booked (this is a lie). If confronted with the lie, he will simply shrug and say, *“I can refuse service to anyone. You are obviously in the wrong place. The Beserker’s Festhall is in the Adventurers’ District.”*

If the PCs inquire to the whereabouts of Kiandra Gallastan-Gaines or Wynton, Woodroe will simply reply: *“All patrons of this establishment expect a*

high degree of privacy (pronounced: priv-ih-see). You cannot expect me in good conscience to disrupt my guests’ peace and tranquility.”

Woodroe can be bribed. He will take no less than 25x ATL gp to take the PCs to a single person. If the PCs were belligerent, the bribe will cost the PCs double. If the PCs wish to see a second guest, Woodroe would need to be bribed a second time.

Upon taking the PCs’ bribe, he will simply say, *“This way please.”* If the PCs don’t bribe him (or the offer is too low for him to accept), Woodroe will politely ask for the PCs to leave. If the PCs insist on staying, he will threaten to call the Diamond Legion for the PCs’ removal. Woodroe will be unimpressed that the PCs are on a mission for the Legion.

“If you don’t leave this instant I will have you arrested for trespassing and disturbing my peace. You adventurers think you can go anywhere you like and do whatever you wish to do. That is not the case! Leave. Now. You will not get another warning.”

Whether the PCs paid the bribe or if they are being warned away, it is at this moment that demons will teleport in and attack the PCs. The demons were sent to hinder the PCs’ progress in their investigation. Unlike the demons in Encounter 1, the demons here will indeed fight. If 75% of their numbers are defeated, the rest will teleport away to fight another day.

When the combat is over, Woodroe will shakily emerge from beneath an upturned chair.

“Who did you wish to see? Please, come right this way.”

If Woodroe accepted a bribe, he will return it with his compliments and happily escort the PCs to whomever they desire.

- If the PCs wish to see Kiandra Gallastan-Gaines, **GO TO Encounter 3A (page 18).**
- If the PCs wish to see Wynton, **GO TO Encounter 3B (page 20).**

ATL 1

⚔ Demon, Dretch (4): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 3

⚔ Demon, Dretch (8): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 5

⚔ Demon, Babau (6): CR 6; Medium Outsider; HD 7d8+35; hp 66; Init +1; Spd 30ft.; AC 19 (+1 Dex, +8 natural), touch AC 11, flatfooted AC18; BAB/Grp: +7/+12; Atk: Claw +12 melee (1d6+5); Full Atk: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); Space/reach: 5 ft./5 ft.; SA: Spell-like Abilities, Summon Demon, Sneak Attack +2d6; SQ: Immunity: Electricity, Immunity: Poison, Resistance: Cold: 10, Resistance: Fire: 10, Resistance: Acid: 10, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Spell Resistance: 14, Telepathy: 100 ft., Protective Slime; AL CE; SV Fort +10, Ref +6, Will +6;

Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11; Cleave, Multiattack, Power Attack.

Description: Babaus serve as assassins that strike with sudden ferocity. They are devious, forming careful plans before going into fights. Always making sure that they do not have to engage in a fair fight. Almost every demon lord has a number of babaus employed as spies and killers. A babau is about 6ft tall and weighs about 140 pounds.

Combat: Babaus are sneaky and sly. They attack the most powerful foe first hoping to eliminate the true threat quickly and then toy with the rest.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

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

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18

Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

ATL 7

⚔ Demon, Succubus (6): CR 7; Medium Outsider; HD 6d8+6; hp 33; Init +1; Spd 30 ft., Fly 50 ft. (average); AC 20 (+1 Dex, +9 natural), touch AC 11, flatfooted AC 19; BAB/Grp: +6/+7; Atk: Claw +7 melee (1d6+1); Full Atk: 2 claws +7 melee (1d6+1); Space/reach: 5 ft./5 ft.; SA: Energy Drain, Summon Demon, Spell-like Abilities; SQ: Tongues, Immunity: Electricity, Immunity: Poison, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Spell Resistance: 18, Telepathy: 100 ft.; AL CE; SV Fort +6, Ref +6, Will +7;

Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (The Planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive.

Description: Succubi are the most comely of the demons (perhaps of all demons), and they live to tempt mortals. A succubus usually appears as a stunningly beautiful humanoid, with perfect build and flawless skin. Succubi usually take a female form but occasionally appear as males (called incubi). Their natural appearance is decidedly demonic: statuesque humanoid bodies, large bat wings, and sinister, glowing eyes. Succubi are about 6 feet tall in its natural form and weigh about 125 pounds.

Combat: Succubi are not warriors and flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their change shape ability to assume a humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will: *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Change Shape (Su): A succubus can assume the form of any Small or Medium humanoid.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Immunities (Ex): Succubi are immune to poison and electricity.

Resistances (Ex): Succubi have cold, fire, and acid resistance 10.

Telepathy (Su): Succubi can communicate telepathically with any creature within 100 feet that has a language.

ATL 9

⚔ Demon, Vrock (3): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 11

☩ Demon, Vrock (4): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 13

☩ Demon, Vrock (5): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

Encounter 3A – Kiandra Gallastan-Gaines

There is a 50% chance that Lady Consul Gaines will be here. If she isn't, then she is at the Gaines manor in the Nobles District.

Woodroe leads you through a hall and knocks on a door. After a moment a feminine voice calls through the door.

“Enter.”

Woodroe opens the door and proceeds inside, not waiting for anyone to follow. “Lady Consul Gaines. These ... individuals request to speak to you concerning a most dire circumstance. I thought it'd be prudent to allow an audience.”

Kiandra looks up from her desk and quickly gives you a once-over. Standing up from her chair she quickly moves around her desk and gestures to the vacant seats available. “Yes, of course. Would you please be seated?” She then turns to Woodroe. “Thank you very much, Woodroe. That will be all.”

“My please, milady.”

Once Woodroe has closed the door, Kiandra turns to you in askance. “Now then ... how can I help you?”

This is Kiandra Gallastan-Gaines. About twenty years ago, her House lost its nobility at the conclusion of the second Amthydorian Siege. She is all that is left of her house, but is constantly trying to win the Lord Monarch's favor in order to regain her previous status: nobility. Recently, she had married Lord Consul Petrov Gaines of House Gaines. But this does not preclude to her reinstating her old family name as well. PCs that have the **Knowledge (nobility)** will know about Kiandra's desires (no check needed). Those that have the **Knowledge (local)** would need a **DC 15** to know the same information.

PCs may indeed recognize Kiandra if they played *LSJ20* “*On a Wing and a Prayer*.” Of course, the reverse is true, too. And Kiandra's recollection is not so pleasant.

If she recognizes some (or all) of the PCs, she may become dispassionate to their quest. After all, she had made a request of them and they had either refused or gave the desired object to another. (She sought the golden eagle that had inadvertently appeared in Amthydor due to a malfunctioning League of Thaumaturgical Studies experiment in Portal Magic.)

➤ **We are investigating the disappearance of the children from the Society Fundraiser.**

“Yes, such a tragedy. I hope your investigation is going well.”

➤ **What were you doing there?**

“I have a column that I write for in the Amthydor Shining Jewel. I report on community and society events. I even have a gossip column as well ... to which I get a lot of reaction,” she says with a smirk. “Hey, if they can't take a joke, then they shouldn't read my column at all. So to answer your question, I was there for the paper.”

➤ **Where you also interested in adopting a child?**

“I was considering it. But the demons' appearance made me change my mind.”

➤ **You weren't there to summon the demons?**

“Summon the demons?! Who on Raia would lead you to believe that I would have something to do with this?”

➤ **_____ (insert name) had said that you weren't to be trusted/had past family issues.**

Kiandra sighs. “I will forever be haunted by the demons of what my family had done in the past ... IN THE PAST! It doesn't matter what good I do now, I will always be remembered as being part of the Gallastan Legacy. Judge me for my actions now and not my family's past and we will get along famously.”

- **Oh, so you didn't have an ulterior motive for wanting the golden eagle from a couple of years ago?**

Cool level eyes focus on the speaker. "No more than most. I do understand that pure souls such as yourselves have never done anything wrong in your entire life. Souls like yours will never need redemption. Yes, having that eagle would have gone a long way to reestablish my family's reputation, but you didn't bring it to me did you? Remind me again now, why should I help you since you didn't help me?"

- **Because of the children.**

Kiandra stares at you coldly, but then seems to shake herself while taking a deep breath. "Yes, of course. Their fates shouldn't be tied into our petty squabbles. But don't you think I will ever forget."

- **So if it wasn't you, who do you think did it? We think it was someone who as in attendance at the time of the demon attack.**

"So? Who was there? I saw a few people and I hadn't yet followed up to see what the overall results were for my column. Perhaps if you share with me of those that you saw, I might be able to give an opinion or two ..."

- **Marissa Chandler:**

"As much as I would like to blame her because of past associations, I cannot. That would be hypocritical. So no, I don't think she had anything to do with the attack."

- **Captain Alistair Webster:**

"Pah-lease. Don't waste my time."

- **Staern Bladebreak:**

"Again, past associations and all that ... I cannot condemn the man. And I doubt he could do such a thing after he was forced to give up his own child."

Kiandra will not expound on this. It isn't relevant to the storyline anyway. ☺

- **What do you mean by "past associations"?**

"Both are (or were) associated with Alissa Windsong."

- **I take it that you don't like her?**

"Ah ... no."

- **Rathandar Kailin:**

"Now there is a patriot that seemed to have gotten the short end of the stick. After all, he was only following orders and he gets condemned for it. Sure, he was exonerated from any treasonous charges, but was he allowed to be a part of the Diamond Legion? Indeed not. Past allegiances and all that."

- **High Guardian Miekaufr Naetrune:**

"The High Priest of the temple of Galvandt? She cares much for the security of the city as High Warrior Breng. But she has been a little jittery of late. Something, I believe, is bothering her. But I haven't had a chance to inquire as to the reason."

- **Andronicus Erikas:**

"Ah, now he's a schemer ... always looking at the long-term big picture. Could he be a part of something like this? That would depend on his overall goals. While there is no proof, it was rumored that he had a hand in the fall of House Arawl."

- **Tristan Bailey:**

"An interesting combination. Bailey and Erikas tend to work together, but Tristan tends to be free with other people's money. He's never done an honest day of work in his life ... a truly privileged man."

- **Sheira Sahdein:**

"She's a strong-spirited young woman. I like her. She believes in family, but is not afraid to buck the system if she deems something is wrong. I did see her at the fundraiser and she seemed oblivious to everything but the children."

- **Do you have any suggestions to where we might learn more about what happened?**

“You mean about demons? As much as I despise them, your best bet might be at the shrine of Dymora. It looks as if the ongoing battle between infernals and abyssals is starting to spill over into our fair city.”

- **It was suggested that the children might be smuggled out of the city. Do you have any idea on who might be capable of such a feat?**

A glint appears in Kiandra’s eye. “Smuggling you say? I don’t know for sure, but long ago I have suspected that the Society of Entertainers and Providers weren’t as pure as they projected themselves to be. Perhaps you should pay a visit to the current Society Leader and ask some very pointed questions ... and I would be very interested in learning these answers as well.”

At this point, Kiandra will tire of the interview.

“Perhaps it might be a good idea that you should be on your way. I think I have given you a number of things to think about for your investigation and I am a very busy woman. Good luck. I truly hope you find the perpetrators.”

- If the PCs wish to go back to the Gilded Cage, **GO TO Encounter 2A (page 9).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 3B – Wynton

Woodroe leads you through a hall and knocks on a door. After a moment, an old half-elf answers the door. He looks from you to a resigned expression on Woodroe’s face.

“Whatever it is you’re selling, I’m not buying.”

This is Wynton. He is a half-elf that had just recently celebrated his first century of life, and he shows it. His hair is thinning and white, hanging straight to his shoulders. His skin is beginning to wrinkle, and he walks with a hunched back. However, his eyes still shine a bright blue hue, and his age has not affected his mental faculties. His regal clothing hangs on him as if upon a scarecrow and his fingers are bedecked by rings. He also wears a cape: a crimson garment trimmed with the feathers of a hawk.

- **We aren’t here to sell, but to inquire for information.**

“Oh? What’s an unassuming old half-elf like me have anything that you would like to know? Go buy a paper. There’s plenty of information in there.”

- **What can you tell us about the Society?**

“Nice people. Always having fundraisers. Group of service-oriented busy-bodies. Gods I am glad I got out of that!”

- **You were part of the Society/You got out?**

“Imagine being a bar wench for 90 years. Same concept.”

- **Do you know anything about the Society that might not be commonly known?**

“Pshaw! What’s common? Facts? Fiction? Rumors? Guestimations? Stop beating around the bush! I’m not getting any younger!”

- **Okay. Do you know of any smuggling operations that the Society may have been participants?**

Wynton eyes you critically as his “old-geezer” mannerism quickly dissipates. His blue eyes looks upon you with calculated intelligence, suddenly deep in thought. “Now why would you come to me asking that kind of question?”

- **Marissa Chandler sent us your way.**

Wynton lets out a forced laugh. “You must have made her really uncomfortable to get her to give my name up. Or ... she could be desperate to find

the children. Yes, I heard about what had happened. You'd have to be dead or stupid not to know.

“Several years back there used to be a network that smuggled items in and out of the city. It was shut down when the Lord Monarch returned to power.”

➤ **Do you think that someone may have reactivated this network?**

“Could be. If so, it's been a recent thing. I haven't played the game in several years, so whoever is doing this is doing so without my knowledge.”

➤ **And who exactly are you?**

“No more than what I appear to be ... and old half-elf. A cranky old half-elf if you keep implying anything.

“I understand that you need this info in order to help the abducted children, but apparently there is a lot more going on than you realize. What I am about to tell you is privileged information, and if word of it gets out it will damage the reputation of a number of important individuals.”

➤ **Namely yourself?**

“Me? I'm not important. I'm nobody. And it was always meant to be that way. But the unscrupulous racketeering, black market, and smuggling action by the very same individuals that today's society holds in high esteem would be dealt a devastating blow in the specifics of what I say this day get out. The Diamond Legion can't even know. If they get their sniffers going, next thing you know a full-scale investigation would be in progress. Promise me that you will only use what I tell you to save the children and that is it.”

➤ **Come on, Wynton! Time's a-wasting!**

“Promise me.”

➤ **Okay, we promise.**

“So I see you can make an intelligent decision if you have to. Good. You will need your wits about you to continue the trend. Now, the

location of the old operation is beneath the Society of Entertainers & Providers main HQ. Of course the lower levels aren't accessible from the main building. There is a trap door in a small shed behind the building that will allow you access to the lower tunnels. Once inside, there are a number of passageways that lead from one room to another. You want to go to the room that has access to the underground river. It is a fast-flowing and objects placed within end up as easy pickings in the Tasman Sea.”

➤ **None of this information seems compromising.**

“Wake up and smell the orc droppings! Only a few people were aware that the tunnels and the past operation were even in existence. The leadership of the Society at that time was in the know of all happenings above and below the books. It wouldn't be hard to put two and two together if people start making direct comparisons of certain actions. In fact, Lady Gallastan-Gaines has often tried to find incriminating evidence against the Lady Monarch. They each don't like each other much. But the secrets have held to this day. And should the information leak, I will know for certain where the source had come from ... and will deal with it accordingly.”

➤ **Is that a threat?**

“Why? Feeling unsure of yourselves? After all, what can one little cranky old half-elf do to young and strong people such as yourselves. Feeling threatened by little old me?”

➤ **Do you know who might be running the network now?**

“No. But do let me know if/when you find out. Not letting me know to begin with is just plain rude.”

➤ **Do you think any of these people might have a hand in revitalizing the network?**

“I can take a guess. No more than that.”

Encounter 4 – Shrine of Dymora

➤ **Marissa Chandler:**

“She sent you to me, remember? Of course she was in the know, but able to do something like this? I don’t think so.”

➤ **Staern Bladebreak:**

“He’s still alive? Amazing! Of course, I am one to talk. There are several out there that wish I were dead. But that isn’t here or there. While Bladebreak has been known to make tough decisions, this wouldn’t be his style at all.”

➤ **Nobles:**

“I don’t know any of them personally, although that Kailin fellow had a few run-ins with the Society back when the Star Guard was in power. It was on his recommendation that the Society be shut down and that Alissa Windsong was declare public enemy number one for kidnapping the Lord Monarch. For which the charge was true, but the intention behind it was to save the Lord Monarch rather than exploit him. The Lord Monarch would probably be dead if not for Ms. Windsong and a handful of adventurers that had kept him from harm’s way.”

At this point, Wynton will grow very tired from the interview.

“You know, I think I have yapped long enough. Time’s a-wasting and I doubt I have any more pertinent information for you. Good luck. And be careful. After all, whoever is dealing with all this ... demons and whatnot, will most likely have a number of resources at their fingertips.”

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Please Note: GMs and players can get a little “overboard” when describing and/or acting out the activity that goes on in this type of setting. If there are children present, please take them into consideration and tone down the encounter to a PG or PG-13. Of course on the flip side, if everyone is “game”, then the sky’s the limit. ☺

Like most temples in Amthydor, Dymora’s is a sight to behold! The type of luxuries that wait inside can only be hinted by the extravagant construction and detail of this multi-storied temple. The main antechamber looks similar to a common tavern, though done up with red hues. A large, circular bar dominates the center of the room, which is surrounded by many small tables and chairs. Near each wall there are a number of booths. Red curtains can be drawn while sitting in these booths to invoke privacy if desired. The only thing that would suggest that this is a religious structure is the altar to Dymora in the corner of the room adjacent to the main door.

You see members of the clergy catering to the many patrons in the room. Both males and females alike are scantily clad in tight fitting apparel. The scene strongly resembles the main parlor of the Gilded Cage – though without the class!

As you take in the décor, a young woman dressed in tight black leathers approaches you. Her long blonde hair cascades down past her shoulders. Her attire, what little there is of it, consists of leather straps and chain links. She smiles and gazes at you with her deep brown eyes.

“Good day and welcome to the Temple of Dymora. My name is Kat. How may I tempt you today?”

Kat’s full name is Katerina Georigiana DeVargio. She is a big believer in the “no pain, no gain” method of achievement. If asked any questions

she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. Even still, Kat thrives on imagination and wit of those around her. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her.

PCs will probably explain that they were sent by the Diamond Legion to find out who is behind the demon attacks and to stop the culprits. If they don't give up this information, Kat will "take a wild guess" and correctly give the reason for the PCs being here.

➤ **How did you know?**

"Well, I am not just another pretty face. One: The Society fundraiser was attacked by demons. Two: The involvement of children being kidnapped would (and did) result in immediate action by the Diamond Legion. And Three: You are not unfamiliar to me, but not familiar enough that you are a card-carrying member of this glorious establishment. Therefore, you must be here on the Legion's business."

➤ **What can you tell us about the demons?**

"They are very chaotic in nature and tend not to work well with different demon species. But they all hold an instinctual hatred towards devils or infernals. Give each a devil and a demon the same task, but put them together in the same room and all bets are off. They will immediately go for each others' throats forgetting completely about the original goal."

➤ **We aren't here to sell, but to inquire for information.**

"Oh? What's an unassuming old half-elf like me have anything that you would like to know? Go buy a paper. There's plenty of information in there."

➤ **Can demons spontaneously appear within our city/realms?**

"Sure. At least the more powerful demons (or devils for that matter) can. But they won't unless it benefits them. Otherwise, the only other way

they can appear in our realm is for them to be summoned into it."

➤ **So you think the demons were summoned?**

"Yes, most likely. And summoning demons isn't cheap, too. I think that it would most likely be someone (or a few) that would have the necessary monetary resources to accomplish such a feat."

➤ **Do you have any ideas on who the culprit(s) might be?**

"Not having been at the Society fundraiser, I don't really have a clue. Someone that was indeed present at the event mostly likely did it. A focal point was needed."

➤ **If we give you some names of people that attended the fundraiser, could you help determine who might be suspect?**

"I can take an informed guess, but it wouldn't be proof positive. And I could very well be wrong. But Dymorans tend to hear much more than anyone would want us to hear. So yes, I could probably point out a few possibilities."

➤ **Marissa Chandler:**

"She might have the resources, but I think she is sympathetic to Dymora. After all, our businesses are almost similar. Almost."

➤ **Kiandra Gallastan-Gaines:**

"She has the resources for sure. House Gaines has definitely benefited financially since she had become involved in their affairs. And her original house, House Gallastan, had betrayed the city many years ago during the last war. So a definite possibility."

➤ **Andonicus Erikas:**

"I don't know Lord Erikas personally or by reputation, but House Erikas has been in trouble many times for unauthorized privateering. But that has changed with the recent outbreak of hostilities ... and they will do what they do best."

➤ **Tristan Bailey:**

“Another person I don’t know, but House Bailey has been in trouble many times in the past.”

➤ **Sheira Sahdein:**

“I have never seen one of House Sahdein come into our shrine. Perhaps it is from their beliefs? Or it could be something else. Many of your compatriots refuse to step into our parlor as well. Maybe it is because they know they have a low temptation threshold and will give into their desires too easily.” She says with a coy smile.

➤ **Captain Alistair Webster:**

“Indeed not. If there is one person who cannot be tempted it I him ... which is why I see him here often when it is time to interrogate ... I mean when Mistress Jade is to be questioned. I’ve often wondered what it would take to make him even nibble.”

➤ **High Guardian Miekauf Nactrune:**

“I don’t think so. Let us just say that the shrine of Dymora and the Temple of Galvandt have an understanding and leave it at that.”

➤ **An understanding?**

“This is not a subject I am willing to talk about. And it has no relevance to your mission. Please let us continue with pertinent questions.”

➤ **Staern Bladebreak:**

“While he does know how to get his hands dirty, I doubt he would be someone behind such a kidnapping. It definitely isn’t his style.”

➤ **Rathandar Kailin:**

“Ah, now there is an interesting fellow. A half-elf amongst a house of High Elves. Someone who needs to prove himself. He superseded Alaric Grimm for leadership of the Guardians of the Star Sapphire during the attempted coup several years back. When the Lord Monarch returned to power, the Star Guard was disbanded and a limit was imposed on all Houses as to how many guards each house can employ. Rathandar, however, didn’t take the disbandment

well. While he thought he was taking orders from the legitimate government, his overzealousness and vindictiveness had caused a mental collapse right before his trial. Although cleared of any treasonous charges, Lord Kailin seemed to withdraw completely from society. The only time he was ever seen in public was with family members or with visiting elven dignitaries. Personally, I am surprised to hear he was in attendance of the fundraiser at all. I doubt there was very many elven children to be had.”

➤ **Why do you think the children were taken in the first place?**

“Most probably for some ritualistic sacrifice.”

➤ **Would you be familiar as to what kind of ritual or reasons behind the abduction?**

“Sorry, no. I think I missed that particular staff meeting on the subject,” she says in a pronounced sarcastic manner.

➤ **Do you have any ideas in where the children might be?**

“The exact location, no. But I can hazard a guess that they are still within the city walls.”

➤ **In the city?**

“There is a little known fact about this city that many aren’t aware. Demons, and devils for that matter, can gate in and out of the city in limited numbers. But they can’t bring anything or anyone with them beyond the city’s walls. And to answer your next question, apparently the numbers used at the attack site wasn’t enough to curtail their appearance. Mistress Jade is currently working on the problem to get the demons banned from the city altogether. But it is a difficult task and the answer is currently eluding her at the moment.”

➤ **So you are saying that the children are still within the city walls.**

“Oh yes. But how long they remain within the city is up to you I imagine.”

- **You just said the demons couldn't take the children out of the city.**

"By demonic methods, that is correct. They will most likely try more conventional and stealthier tactics."

- **You mean smuggle them out.**

"A crude way to put it, but essentially correct."

- **Have you heard of a smuggling network being in the city before?**

"There was a point in time in which that sort of network benefited the city. Of course, smuggling tended to benefit people in different ways. Our own Rafe Torestyn was somehow smuggled out of the city to recuperate from an illness just prior to the undead plague that was let loose upon Amthydor. Rumors persisted long before that time about smuggling, black marketeering, and all sorts of lawlessness that the Diamond Legion couldn't clamp down. Interestingly enough, the rumors vanished when the Lord Monarch returned to power ... and a few personnel changes were made."

- **What changes?**

"The first change is quite obvious: Alissa Windsong was married to the Lord Monarch. Lord Alaric Grimm, who until then wasn't able to return to active duty in the Legion, had become commandant of the training facilities for the Diamond Legion. I don't know if there was any significance to each of their rise in power, but I find it very interesting."

- **Interesting? How so?**

"The then Ms. Windsong was only the society column editor to the Amthydor Shining Jewel. Of course, she owned a couple of businesses (including the Gilded Cage). When she got married to the Lord Monarch, her partner Marissa Chandler bought the controlling interest in the business to run it properly. Although it is rumored that Ms. Windsong still has her fingers in some of the Gilded Cage operations."

- **Who would have the means to do this?**

"Now there is the million gold piece question. Who would have the means, resources, network, know-how, and balls to pull something like this off? I mean they could have just taken the children in the middle of the night ... but no; it was done in broad daylight at a public event. Someone is sending a message."

- **What kind of message?**

"That I do not know. After all, if we knew the message, we might know who is responsible for this atrocity."

NOTE: PCs that had played the event *LSJ03 "Nobles"* might remember that four years ago Zander Grimm was abducted by demonic tiefling agents. If the players come up with this information on their own, allow the knowledge without a check. Or allow a **Knowledge (local) DC 25** or **Knowledge (nobility) DC 20** check to know the same information.

- **Wasn't there an abduction from a noble house around four years ago?**

"Now that you mention it, I think there was. I believed it involved the House of Grimm. If I recall correctly, three tieflings manage to spirit away the child before anyone could locate them."

- **Do you know where these tieflings might be?**

Kat sighs. "You are asking me of the whereabouts of three tieflings that have alluded justice for a crime that happened over four years ago? I'm not even going to dignify that with an answer."

At this point, if the PCs try to ask any more questions, Kat will cut them off.

"Enough already. I'm starting to feel like Mistress Jade when being interrogated by Captain Webster: frustrated, tried, and parched. You have a number of leads in which to follow up upon. I suggest you start there. Now if you will excuse me, I think I see one of our regulars coming in now. So have a pleasant day."

“And for what it’s worth, I hope you find the children.”

- If the PCs wish to go back to the Gilded Cage, **GO TO Encounter 2A (page 9).**
- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 26).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 5 – The Temple of Galvandt

Two cathedrals within the temple district always catch your eye upon entering; the Temple of Peliron and the Temple of Galvandt. Much work and artistry had gone into both temples, though each beholds many differences. The temple of Galvandt, or the Tower of Vigilance as it is also called, is perhaps the second tallest building in all of Amthydor. While the main building of the temple is almost fort-like, of the three spires the central one reaches high into the Raian sky. Those at its peak can see all of the city in addition to much of the surrounding area. It is the “crow’s nest” of the city and has prevented many surprises from both land and sea.

As you approach the temple, you see what appears to be two armed guards blocking your path. As you get within ten feet of the sentries, one of them bellows to you.

“Halt! Who goes there?”

The Tower of Vigilance works in tandem with the Diamond Legion for many aspects of protecting the city. With the prospect of war, the temple clergy has been put on high alert. One might think they were guarding a fortress (which they are) as they bar the PCs from entering.

If the PCs say they are to see either Staern Bladebreak or High Guardian Nactrune, the sentry will inquire the reason for their visit. Upon saying that they are investigating the children kidnapping, demon attack, or on a mission from the Diamond Legion, the demeanor from the sentry guards will quickly change from wary to that of embarrassment.

“Yes, of course. The High Guardian will want to speak with you immediately. Please follow me.”

The tower is a fortress in its own right. The walls seem twice as thick as you would expect from a normal temple. Also, the PCs will pass through a number of portcullises on their way to the High Priest’s chamber.

High Guardian Nactrune’s office looks very similar to a dungeon in atmosphere. There are no windows at all; the large stone block walls are Spartan. The only thing in the room of note is a desk and a number of empty chairs. The High Guardian will look up from her work as the sentries announce the PCs’ presence (and reason for being there). Miekauf Nactrune will immediately get up and welcome the PCs.

“Welcome! Welcome! Yes, please be seated. I am glad you are taking care of this awful affair. Please tell me, how is your investigation going thus far?”

After the PCs’ explanation of events, they will most undoubtedly have a number of questions for the High Guardian.

➤ **You were at the fundraiser?**

“Yes I was. Many of my clergy help fill in the ranks of the Diamond Legion whenever we can. This is usually done when the Legion is either shorthanded or on alert. It just so happens that both reason seem to be in effect at the moment.”

➤ **What happened?**

“To me, all seemed well. I had my people in their proper places and I was inquiring with Captain Webster on how things were doing on his end.”

He never had the chance to answer me as it was at that moment in which the demons teleported into our presence.”

➤ **Is this normal?**

“Indeed not! Well, demons have been appearing more and more frequently of late, but it is most definitely NOT normal. Someone has to put a stop to their incursions into the city.”

➤ **Did you notice anything unusual at the fundraiser?**

“Unusual? Hmm ... let me think. Beyond the demons appearing? No. Wait ... the demons didn’t really put up a fight. They were there for one reason only no matter what the cost. Which is probably why there was so few injuries when the children were taken.”

➤ **Where do you think they might be?**

“Somewhere within the city for sure. The demons wouldn’t have been able to teleport out with passengers. The magicks over Amthydor prevent that ... (he says “thank Dymora” under his breath). Hopefully the city will soon be completely demon-free. At least that sounds good in theory.”

➤ **Is there something going on between you and the church of Dymora?**

“Me? What do you mean by “going on...” If its some dark implications, then absolutely not! My church is consulting with the shrine of Dymora for a mutually beneficial solution to the demon problem. So far we have come up with nothing ... but the collaborations are still in the early stages. We will find a solution and all of Amthydor will be safe once again.”

➤ **Can you tell anything about some of the individuals that were in attendance of the fundraiser?**

“I can try. There were many in attendance that I don’t know of or ever associated with. It won’t hurt to ask.”

➤ **Marissa Chandler:**

“Yes, a lovely young lady. Full of beauty and grace, and a heart that never ceases to give. While I can see some of the more devious-minded people might stage a benefit and then feign surprise when it is attacked. Marissa Chandler is not one of those people.”

➤ **Staern Bladebreak:**

“He’s my right-hand man here at the church. A very dependable person with a level head. And he advises me from time to time as well. I can guarantee that Staern had nothing to do with the kidnapping.”

➤ **Kiandra Gallastan-Gaines:**

“Now here is beauty and the beast all rolled into one. She can be sweet to your face, but cross her ... and you better be out of range for the oncoming fireworks and grand retribution. Could she do such a thing? Perhaps ... if she had a reason good enough to do so. But she has done a lot to keep her nose clean of late. But then again, this would be just the sort of thing that she might do in order to divert suspicion. But the overall truth of the matter is that: yes, she is quite capable.”

➤ **Andonicus Erikas:**

“He’s one of those pirates I mean pribateer nobles. Well beyond that, I don’t know anything about him. His House, however, was recently given a writ by the Lord Monarch to harass shipping lanes occupied by the Mystwood Elves. Which seemed to bring the House into a better light amongst Amthydor’s citizens.”

➤ **Tristan Bailey:**

“I don’t know anything about him.”

➤ **Sheira Sahdein:**

“I don’t know anything about her.”

➤ **Rathandar Kailin:**

“There is a name I haven’t heard in a long time. At one point he was the commander of the Guardians of the Star Sapphire, which was put in

a position to police the city. What a disaster! Nobles are good at policing themselves, but to try and do so on a city-wide scale ... Let's just say that many of us had taken our freedom for granted until the Star Guard almost took it away. Now we do what we can to support the Lord Monarch and the Diamond Legion to make sure what had happened before never happen again!"

➤ **May we speak to Staern Bladebreak?**

"Most certainly. He should be arriving momentarily anyway. So much time and so little to do ... wait a moment. Strike that. Reverse it."

- If the PCs wish to go back to the Gilded Cage, **GO TO Encounter 2A (page 9).**
- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Staern Bladebreak, **GO TO Encounter 5A (page 28).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 5A – Staern Bladebreak

Entering the High Guardian's chamber, you see a man that appears to be in his early forties. His hair is brown, although you can see strands of silver speckled throughout. His physique is well defined and it is quite obvious that he stays in shape. He wears only light armor at the moment, his eyes widening slightly upon seeing you with the High Guardian.

"Excuse me, Mickauf. I wasn't aware you were busy."

"Not at all, Staern. These fine individuals are investigating the demon decibel that happened earlier today. And you are just in time as they have a number of questions to pose for you."

"Of course. I would be glad to help where I can."

➤ **Perhaps you can tell us what had happened?**

"Well, I was making my rounds. In addition to helping keep an eye on the sentries, I was asked by Lady Consul Reilly to take a look at some of the children to see if any would be good candidates for adoption into House Reilly. Shortly after meeting with one of the young girls, I was about to speak with Ms. Chandler about setting the adoption process in motion when the demons attacked. The girl that I was planning to have adopted was one of the children that was taken."

➤ **Can you tell anything about some of the individuals that were in attendance of the fundraiser?**

"I can try."

➤ **Marissa Chandler:**

"She's a good woman. She spent many years with Alissa Windsong as an assistant in the Gilded Cage and helped much with the Society. When Alissa had gotten married, Marissa easily rose to fill the shoes left vacant by the new Lady Monarch. She can recognize the deviousness and evil of others, but wouldn't stoop to their level. You understand what I mean?"

➤ **Kiandra Gallastan-Gaines:**

"I don't like that woman. She has agendas within agendas. But she is smart, too. She knew full well she wouldn't be able to regain her nobility on her own, so she married back into it. Of course, she could have tried to earn her nobility as Lady Reilly had done, but no ... that would take both work and moral fiber."

➤ **Andonicus Erikas:**

"This guy is bad news. I wouldn't be surprised if he was part of this ordeal. I think I saw a strange look in his eyes."

➤ **Tristan Bailey:**

"He's a waif. Granted, I think he did much to bring a positive light to his House's name by his generous donations, but we all know that he spends money just to spend it. I'm actually

surprised his father hasn't cut him off by now. I thought he did ..."

Encounter 6 (Optional) – Shrine of Destine

➤ **Sheira Sahdein:**

"Nice young woman. Very independent. Her House (Sahdein) and House Reilly had butted heads on many occasions, but never maliciously. Lady Sheira seemed interested in many of the young girls. She greeted each of them with a smile."

➤ **Rathandar Kailin:**

"It was interesting to see one of the Noble Elves there. More interesting that it was him to boot. There were no elves needing adoption. After all, elven families are so large that a home is easily found by any of the many surviving family members. So why he was there I haven't a clue."

➤ **Did you notice anything out of the ordinary at that time?**

"No, I don't think so. Wait a moment. I didn't think of it at that time, as chaos was everywhere. I found it strange that Lord Bailey, Lord Erikas, and Lady Sahdein had to be helped away. Apparently they all froze in place. I don't know if it was from fright or some other reason. I didn't think the demons were near them to cause any problems."

➤ **Do you know where they were taken?**

"Probably back to their respective Houses in the Nobles District."

➤ **Thank you very much for your help.**

"You are quite welcome. I hope you find the children and bring them back safely."

- If the PCs wish to go back to the Gilded Cage, **GO TO Encounter 2A (page 9).**
- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. Just past the double-doors you see what appears to be a sedate hallway. The walls are lined with shelves from floor to ceiling. Within twenty feet of the door is a medium-sized desk. Behind the desk is a young priest, a male human, perhaps in his late teens or early twenties. His brown hair is short and he wears a pair of circular wire-rimmed glasses. He looks up to you as you approach.

"Welcome to the shrine of Destine, a destination in which you are always expected."

This is Bartholomew, a long-time associate of the shrine of Destine.

➤ **Perhaps you can tell us why we are here?**

"Ah, but I am not you and the choices are yours to make. Destine is the one who knows why you are here. I, on the other hand, am just a humble servant in the service of the Goddess of Destiny and am less in the know than she is. If you would enlighten me as to the reason for your visit, perhaps I can be of assistance."

➤ **We are here concerning the abduction of the children from the SoE&P fundraiser.**

"Of course you are. Such a tragedy indeed. You know what they say: "Good news travels fast ... devastating news is instantaneous.""

➤ **Do you know where they were taken?**

"Probably back to their respective Houses in the Nobles District."

➤ **Do you know who abducted them?**

Bartholomew smirks slightly. "Um, demons?"

➤ **And you think this is funny?**

“No, only the question. You knew that answer, but you asked the questions phrased that particular way anyway.”

➤ **Do you know who summoned the demons?**

“Now you are being more precise. Excellent! I am unable to give you the desired information without specific and exacting questions. But alas, I have no knowledge of the perpetrators. Not that I simply don’t know, but their identities seem to be shrouded in mystery and darkness.”

➤ **Identities? So there are more than one person behind this?**

“More than one, yes. Exactly how many, I don’t know.”

➤ **If we were to give you some names that were present at the fundraiser, could you possibly help us try to determine who might be suspect?**

“Well, is it my opinion do you want or Destine’s? I doubt that I have personally dealt with any of the people you may mention. So my opinion wouldn’t mean squat. As far as Destine’s opinion ... funny you should ask. It seems that she was expecting you to do so and left this riddle for you. She left the impression that you really lo-o-o-ve deciphering her messages and she didn’t want to disappoint you.”

Give PCs Player’s Handout #2.

➤ **So what does this mean?**

“Now that would be telling! Seriously, though ... if it was meant for me, I could give you the answers. You must draw on your own knowledge, experiences, and instinct to walk the proper path. To which, I have no doubt that you will succeed.”

➤ **So who do you think that might be able to help us?**

“Have you been to the shrine of Dymora? They would be the foremost authority on demons. After all, know thy enemy”

➤ **Who is the Society leader**

“That would Marissa Chandler, the owner of the Gilded Cage. She rose to the position about seven years ago when the previous leader had gotten married to the Lord Monarch. Yes, the previous leader was none other than Alissa Windsong.”

➤ **We heard the quote “Grim will be their fate.” Does that mean anything to you?**

“Who said that? It certainly sounds like something Destine would say. But alas, I’m not privy to all of her prophecies.”

➤ **The crazy old man / Latimir said it.**

“Oh, well there you go then. The quote is probably another piece in your ongoing puzzle. Hopefully you will be able to piece everything together in time.”

➤ **House of Gold? Could that mean nobles?**

“Hmm. That could very well be! After all, I am not aware of any houses constructed of actual gold. The cost of building such a thing would be phenomenally expensive! So I think that would be a safe assumption.”

➤ **Where can we find these people?**

“Let’s see ...”

<i>Marissa Chandler</i>	<i>Gilded Cage – Port District</i>
<i>Kiandra Gallastan-Gaines</i>	<i>In the Nobles District or the Port District (Red Star Inn)</i>
<i>Andonicus Erikas</i>	<i>Nobles District</i>
<i>Tristan Bailey</i>	<i>Nobles District</i>
<i>Sheira Sahdein</i>	<i>Nobles District</i>
<i>High Guardian</i>	<i>Temple District</i>
<i>Miekauf Nactrune</i>	
<i>Rathandar Kailin</i>	<i>Nobles District</i>
<i>Staern Bladebreak</i>	<i>Temple District</i>

➤ **Thank you very much for your help.**

“You are quite welcome. I hope you find the children and bring them back safely.”

- If the PCs wish to go back to the Gilded Cage, **GO TO Encounter 2A (page 9).**
- If the PCs wish to go to the Red Star Inn, **GO TO Encounter 3 (page 10).**
- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 22).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 6 (page 29).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 7 (page 31)**

Encounter 7 – The Nobles District

Only run this section if it is the first time the PCs enter the Nobles District.

Making your way along the Royal Way, you reach the gate that separates you from the Nobles District. The sentries in front of the closed gate eye you as you approach ... ready for anything. Both sentries are impeccably dressed and while roughly the same height, they still manage to look down upon you (it must be a noble thing). In spite of his alertness, his tone sounds rather bored. He doesn't even dignify you with a complete sentence.

“Yes?”

Even outnumbered 2-to-1 (or even 3-to-1), the sentries will not be intimidated. A Noble PC will elicit some respect from the sentries. Either way, a writ (or the presence of the Noble PC) will allow the PCs into the district. Otherwise, the PCs will stay on the closed side of the gate.

- If the PCs wish to go to House Bailey, **GO TO Encounter 7A (page 31).**
- If the PCs wish to go to House Erikas, **GO TO Encounter 7B (page 32).**
- If the PCs wish to go to House Gaines, **GO TO Encounter 7C (page 34).**
- If the PCs wish to go to House Kailin, **GO TO Encounter 7D (page 36).**
- If the PCs wish to go to House Sahdein, **GO TO Encounter 7E) (page 38).**

Encounter 7A – House Bailey

Following the directions given to you, you make your way to the noble house of Bailey. Compared to a number of other noble houses, this mansion doesn't seem at all that impressive. The building has two levels, which tends to be pretty common within the other districts. The landscaping seems to be slightly overgrown and the outside of the building looks ... for the lack of a better word ... dirty. Two house guards stand on the stoop in front of the door. They eye you as you approach.

The guards are loyal to House Bailey. They will not speak to the PCs at all unless spoken to (and even then, they will give the shortest answers possible).

- **If the PCs ask to see Tristan Bailey:**

“He is not in.”

- **Do you know where he went?**

“No.”

- **Can we see someone else?**

One of the guards sighs. “One moment,” he says as he opens the door and steps thought. The door closes behind him, his footfalls beyond the door quickly getting quieter and quieter. You wait outside for quite a while ... bordering on about 20 minutes before the door suddenly swings open again. Arriving with the guard, a lovely young woman looks upon you as she walks though the door. The guard clears his voice. “Presenting Lady Stella Bailey.”

Stella Bailey is actually unlike the rest of her family. While she does look for glory, she will not cheat or lie to get it. She has an air of respectability as she looks over the PCs with intelligent eyes.

“I understand that you are looking for my brother, Tristan. May I ask what this is about?”

- **No, we need to speak to Lord Tristan personally.**

“Well, as the guards have mentioned, Tristan is not here. To be honest, I don’t know where he is. Though he is undoubtedly spending lots and lots of money.”

- **Yes (and the PCs tell Lady Stella the story).**

“Oh my! Yes, I have heard there was some trouble at the Gilded Cage, but I wasn’t aware of the details. Certain members of this House tend to turn a blind eye, or a deaf ear, on certain individuals or groups if it doesn’t directly involve them.”

- **Tristan was at the Society Fundraiser.**

“Really? While spending money is something he does at the drop of a hat, being charitable he is not. I find it strange that he was there at all.”

- **How long ago did he leave?**

“He was home for a short while and then he left. He didn’t say where he was going... but that is nothing new anyway. Although now that I think about it, he did say that he was going to service something. I didn’t pay much attention to it as it didn’t really make much sense.”

- **Does he often not make sense?**

“Normally yes. Lately, no. I don’t really know what to make of it. It is beyond my own experience.”

- **Could he have gone to the Service District?**

“Could be. Though would make more sense. Although why he would go there I don’t know.”

- **Thank you very much for your help.**

“You are quite welcome. I hope you find the children and bring them back safely.”

- If the PCs wish to go to House Erikas, **GO TO Encounter 7B (page 20).**
- If the PCs wish to go to House Gaines, **GO TO Encounter 7C (page 34).**
- If the PCs wish to go to House Kailin, **GO TO Encounter 7D (page 36).**

- If the PCs wish to go to House Sahdein, **GO TO Encounter 7E) (page 38).**
- If the PCs wish to go to the Society HQ, **GO TO Encounter 8 (page 39).**

Encounter 7B – House Erikas

Following the directions given to you, you make your way to the noble house of Erikas. House Erikas is commonly known to be privateers for the city. And until recently, were looked upon with disfavor. The mansion itself looks old, but well maintained. Other mansions in the district try to look more “modern,” but House Erikas, even though they have been nobles for less than a century, try to show established “roots.”

As you approach the main door, two house guards block your way. They wait until you are right before them before speaking.

“You are either uninvited or unexpected. What say you?”

The guards are loyal to House Erikas

- **Uninvited:**

“You’ve got that right. Otherwise we would have known you were coming.”

- **Unexpected:**

“You’ve got that right. I certainly didn’t expect the lot of you to waste my time.”

- **Uninvited and Unexpected:**

“Look here! Honest folks! You are right on both counts! But honesty does count for something. Tell us why you are here and if we deem it necessary for us to disturb someone inside, we will.”

- **We would like to speak to Andonicus Erikas.**

“I am sorry, Lord Andonicus is not in right now. If you like to leave a message, we’ll be sure to give it to him.”

A Sense Motive check DC 10 will determine that he has no intention of giving him a message.

- **Do you know where we might find him?**

“Nobles don’t normally give their entire itineraries to guards for approval. Especially Lord Andonicus. So I cannot rightfully say on where he might be.”

- **Do you know who might know where he is?**

“Why? Is it important?”

If the PCs elect not to explain to the guards, they simply won’t care and not allow the PCs to see any of the nobles within the house. *“You best be on your way.”*

If the PCs explain what had happened at the fundraiser, one of the guards will go inside the manor to get one of the residing nobles.

You wait outside for several minutes before the guard returns. He opens the door while the other guard steps off of the stoop. The guard clears his voice. “Presenting Lord Mitch Erikas.” The noble walks through the door with a look of irritation on his face. It is quite evident (in his mind) he had better things to do.

“Yes, what is it?”

Mitch Erikas is a scholarly wizard. He cares neither for the family business or what the family does otherwise. All he cares about is his books and spell components for his experiments.

- **We are looking for Lord Andonicus.**

“He’s not here.”

- **Do you know where he might be?**

“Not really. I’m the last person people tell what’s going on.”

- **Did you know that Lord Andonicus was at the Society Fundraiser?**

“No. What was the fundraiser for?”

- **The orphaned children.**

“That doesn’t make any sense unless he was getting something out of it in return. Andonicus isn’t the most honest fellow in the family and if he was at the fundraiser then it was probably for no good.”

- **Was he here at all today?**

“He was here for a short while, but then stepped out perhaps an hour ago.”

- **Did he say where he was going?**

“I told you that nobody tells me where ... wait a moment. He was mumbling something as he left. I thought it irritating as it was disrupting my concentration. I remember the words “extraction,” but everything else was incoherent.”

- **Is he always like this?**

“No, never. Andonicus is usually very tight-lipped.”

- **Do you know where he went?**

“No.”

- **Thank you very much for your help.**

“Bah! Just leave me be.”

- If the PCs wish to go to House Bailey, **GO TO Encounter 7A (page 31).**
- If the PCs wish to go to House Gaines, **GO TO Encounter 7C (page 34).**
- If the PCs wish to go to House Kailin, **GO TO Encounter 7D (page 36).**
- If the PCs wish to go to House Sahdein, **GO TO Encounter 7E) (page 38).**
- If the PCs wish to go to the Society HQ, **GO TO Encounter 8 (page 39).**

Encounter 7C – House Gaines

If Kiandra Gaines was encountered at the Red Star Inn, she will not be here. If this is the first attempt to locate her, there is a 50% chance that she will be here. If not, she will be at the Red Star Inn.

Following the directions given to you, you make your way to the noble house of Gaines. House Gaines has been heard to throw a number of parties, but none of which you've been invited to. But the extravagance of each party has been talked about on many occasions. Although with the past year, the frequencies of the parties have declined. It is no doubt that the new Lady Consul has had a hand in this. The House's standing seems to have strengthened both monetarily and politically since the union of Kiandra Gallastan and Lord Petroff Gaines. But people are still unsure whether it is for good or ill that House Gaines has begun to prosper again.

The mansion itself is quite large, although there are many areas that are in a state of disrepair. But it is also obvious that the mansion is currently being renovated as a number of construction workers can be seen bringing new life to the tattered building. As you approach the main door, two house guards block your way. They wait until you are right before them before speaking.

“Please state your business. If you are simply sight-seeing, then be gone.”

The guards are loyal to House Gaines. While some of the guards might still be a little leery about the new Lady Consul, these guards are not. They were specifically chosen for their loyalty through and through.

➤ **We are here to see Kiandra Gallastan.**

If the PCs forget to address her as “Lady,” “Lady Consul,” or address her using her new last name “Gaines,” the guards will be miffed and correct the PCs of the oversight.

➤ **She is not here.**

“Lady Consul Gaines is visiting one of her businesses in the Port District. You may find her at the Red Star Inn.”

➤ **She is here.**

“Yes she is here. What does this pertain to?”

If the PCs elect not to explain to the guards, they simply won't care and not allow the PCs to see any of the nobles within the house. *“You best be on your way.”*

If the PCs explain what had happened at the fundraiser, one of the guards will go inside the manor to get one of the residing nobles.

You wait outside for several minutes before the guard returns. He opens the door while the other guard steps off of the stoop. The guard clears his voice. “Lady Consul Kiandra Gallastan-Gaines.” The woman that walks through the door does so with a regal manner. It was if she was meant to be in this position all her life. She looks upon you with intelligent eyes.

“Yes, what is it?”

This is Kiandra Gallastan-Gaines. About twenty years ago, her House lost its nobility at the conclusion of the second Amthydorian Siege. She is all that is left of her house, but is constantly trying to win the Lord Monarch's favor in order to regain her previous status: nobility. Recently, she had married Lord Consul Petroff Gaines of House Gaines. But this does not preclude to her reinstating her old family name as well. PCs that have the **Knowledge (nobility)** will know about Kiandra's desires (no check needed). Those that have the **Knowledge (local)** would need a **DC 15** to know the same information.

PCs may indeed recognize Kiandra if they played *LSJ20 “On a Wing and a Prayer.”* Of course, the reverse is true, too. And Kiandra's recollection is not so pleasant.

If she recognizes some (or all) of the PCs, she may become dispassionate to their quest. After all, she had made a request of them and they had either refused or gave the desired object to another. (She sought the golden eagle that had inadvertently appeared in Amthydor due to a malfunctioning League of Thaumaturgical Studies experiment in Portal Magic.)

- **We are investigating the disappearance of the children from the Society Fundraiser.**

“Yes, such a tragedy. I hope your investigation is going well.”

- **What were you doing there?**

“I have a column that I write for in the Amthydor Shining Jewel. I report on community and society events. I even have a gossip column as well ... to which I get a lot of reaction,” she says with a smirk. “Hey, if they can’t take a joke, then they shouldn’t read my column at all. So to answer your question, I was there for the paper.”

- **Where you also interested in adopting a child?**

“I was considering it. But the demons’ appearance made me change my mind.”

- **You weren’t there to summon the demons?**

“Summon the demons?! Who on Raia would lead you to believe that I would have something to do with this?”

- **_____ (insert name) had said that you weren’t to be trusted/had past family issues.**

Kiandra sighs. “I will forever be haunted by the demons of what my family had done in the past ... IN THE PAST! It doesn’t matter what good I do now, I will always be remembered as being part of the Gallastan Legacy. Judge me for my actions now and not my family’s past and we will get along famously.”

- **Oh, so you didn’t have an ulterior motive for wanting the golden eagle from a couple of years ago?**

Cool level eyes focus on the speaker. “No more than most. I do understand that pure souls such as yourselves have never done anything wrong in your entire life. Souls like yours will never need redemption. Yes, having that eagle would have gone a long way to reestablish my family’s reputation, but you didn’t bring it to me did you? Remind me again now, why should I help you since you didn’t help me?”

- **Because of the children.**

Kiandra stares at you coldly, but then seems to shake herself while taking a deep breath. “Yes, of course. Their fates shouldn’t be tied into our petty squabbles. But don’t you think I will ever forget.”

- **So if it wasn’t you, who do you think did it? We think it was someone who as in attendance at the time of the demon attack.**

“So? Who was there? I saw a few people and I hadn’t yet followed up to see what the overall results were for my column. Perhaps if you share with me of those that you saw, I might be able to give an opinion or two ...”

- **Marissa Chandler:**

“As much as I would like to blame her because of past associations, I cannot. That would be hypocritical. So no, I don’t think she had anything to do with the attack.”

- **Captain Alistair Webster:**

“Pah-lease. Don’t waste my time.”

- **Staern Bladebreak:**

“Again, past associations and all that ... I cannot condemn the man. And I doubt he could do such a thing after he was forced to give up his own child.”

Kiandra will not expound on this. It isn’t relevant to the storyline anyway. ☺

- **What do you mean by “past associations”?**

“Both are (or were) associated with Alissa Windsong.”

- **I take it that you don't like her?**

"Ah ... no."

- **Rathandar Kailin:**

"Now there is a patriot that seemed to have gotten the short end of the stick. After all, he was only following orders and he gets condemned for it. Sure, he was exonerated from any treasonous charges, but was he allowed to be a part of the Diamond Legion? Indeed not. Past allegiances and all that."

- **High Guardian Miekauf Nactrune:**

"The High Priest of the temple of Galvandt? She cares much for the security of the city as High Warrior Breng. But she has been a little jittery of late. Something, I believe, is bothering her. But I haven't had a chance to inquire as to the reason."

- **Andronicus Erikas:**

"Ah, now he's a schemer ... always looking at the long-term big picture. Could he be a part of something like this? That would depend on his overall goals. While there is no proof, it was rumored that he had a hand in the fall of House Arawl."

- **Tristan Bailey:**

"An interesting combination. Bailey and Erikas tend to work together, but Tristan tends to be free with other people's money. He's never done an honest day of work in his life ... a truly privileged man."

- **Sheira Sahdein:**

"She's a strong-spirited young woman. I like her. She believes in family, but is not afraid to buck the system if she deems something is wrong. I did see her at the fundraiser and she seemed oblivious to everything but the children."

- **Do you have any suggestions to where we might learn more about what happened?**

"You mean about demons? As much as I despise them, your best bet might be at the shrine of Dymora. It looks as if the ongoing battle between

infernals and abyssals is starting to spill over into our fair city."

- **It was suggested that the children might be smuggled out of the city. Do you have any idea on who might be capable of such a feat?**

A glint appears in Kiandra's eye. "Smuggling you say? I don't know for sure, but long ago I have suspected that the Society of Entertainers and Providers weren't as pure as they projected themselves to be. Perhaps you should pay a visit to the current Society Leader and ask some very pointed questions ... and I would be very interested in learning these answers as well."

At this point, Kiandra will tire of the interview.

"Perhaps it might be a good idea that you should be on your way. I think I have given you a number of things to think about for your investigation and I am a very busy woman. Good luck. I truly hope you find the perpetrators."

- If the PCs wish to go to House Bailey, **GO TO Encounter 7A (page 31).**
- If the PCs wish to go to House Erikas, **GO TO Encounter 7B (page 32).**
- If the PCs wish to go to House Kailin, **GO TO Encounter 7D (page 36).**
- If the PCs wish to go to House Sahdein, **GO TO Encounter 7E (page 38).**
- If the PCs wish to go to the Society HQ, **GO TO Encounter 8 (page 39).**

Encounter 7D – House Kailin

Following the directions given to you, you make your way to the noble house of Kailin. Of all the mansions you have visited so far, this one is the most breath taking. The house is quite old, but neither rundown or in disrepair. In fact, it has an ethereal quality, as elven influences are quite evident within its architecture. The mansion stands five stories tall, and every part of it seems to glisten in the sunlight. Two guards eye you as

you approach. One of them speaks as you stop before them.

“Are you expected?” The elven guard asks in a most courteous manner.

➤ **Yes, we are _____ and we are here to see Lord Rathandar Kailin.**

The guard frowns as he crosses his arms across his chest. “Try again. I know for a fact that we weren’t expecting any visitors today. Now I suggest you tell the truth or I shall ask you to leave.”

➤ **No we are not expected. We are here to see Lord Rathandar Kailin.**

“Really? Might I inquire to the reason? Lord Kailin rarely receives visitors these days ... especially from those of your various ... ilk. No offence.”

➤ **No, it is none of your business.**

“Then I am afraid that Lord Kailin is unavailable and I have to ask you to leave.”

➤ **Okay. (PCs explain the reason they wish to see Rathandar.)**

“Hmm. Yes, it would probably be best that you speak with him yourself. A moment, please, while I go fetch him.”

After several minutes, the elven guard returns. “Presenting Lord Rathandar Kailin.”

Stepping through the doorway is almost an imposing presence. While Rathandar Kailin has the obvious ancestry of his high elven heritage, human influences soften the normally sharp elven angles. Although dressed in fine clothes, he carries himself as an experienced warrior. His sharp eyes are critical of you as he assesses your demeanor.

“Forgive my bluntness, but what do you want?”

➤ **We are here investigating the abduction of the children from the Society Fundraiser.**

“Oh.” Rathandar begins to relax. “By all means, ask your questions. I will try to answer them if I am able.”

➤ **You were present at the time of the demon attack. Can you recall what happened?**

“Well, I was there for quite a while. I was mostly there to make sure that there weren’t any elven children adopted to non-elven families. But there were no elven children at all. I was basically keeping to myself when the demons attacked. Not expecting (or prepared) to fight, I helped as much as I could to help get the civilians out of the way.”

➤ **Civilians? Are you in the Diamond Legion?**

Rathandar frowns. “No. I was until I was recruited into the Guardians of the Star Sapphire. The Guardians are no more, but I do my best when I can.”

➤ **What happened?**

“I would rather not say. And we seem to be straying off topic. Did you have any other questions pertaining to today’s events?”

➤ **Yes. We know that there were several people there at the time of the attack. If we list them to you, could you give an opinion of whether or not they might have been involved in such a plot?**

“I can try.”

➤ **Captain Alistair Webster:**

“I don’t know. Especially with what has been going on with the Diamond Legion ranks lately. High Warrior Breng severely ill, several other high-ranking officers killed ... and all evidence pointing to be an inside job. So be careful who you trust.

➤ **Marissa Chandler:**

“While she is no innocent, I cannot see her foingf such a thing.”

➤ **Kiandra Gallastan-Gaines:**

“Who actually knows where this one’s loyalties lie? She has many faces depending upon her mood. She could be part of it ... or she could just be an innocent as well. I didn’t see any wrongdoings from her.”

➤ **Tristan Bailey:**

“He actually asked me for money! Normally he spends it on himself. I was surprised to see him at the fundraiser.”

➤ **Andonicus Erikas:**

“Definitely not a person I would expect at a fundraiser ... but I’ve seen and heard stranger things.”

➤ **Sheira Sahdein:**

“Ah, now she is a vision of loveliness. And I can easily see that adopting any one of those children would cause strife with her father. More power to her.”

➤ **Do you know where she went?**

“To the Society of Entertainers and Providers she went, I believe. Express she did about unfinished business.”

➤ **High Guardian Miekauf Naetrune:**

“She was there apparently in the same capacity as Captain Webster ... for a lot of good that was.”

➤ **Staern Bladebreak:**

“A priest that used to travel in the same circles as House Reilly and House Allison. He mainly stays at the temple of Galvandt now. For penance perhaps?”

➤ **Did you notice anything else unusual there today?**

“There was some commotion earlier about an hour before the attack. A wild old man stumbled through the courtyard. He kept mumbling over and over “Grim will be their fate.”

➤ **Do you have any idea what that means?**

“At the time, no. But now ... not too long ago the son of Harvinder Grimm was taken by tieflings. They might as well have been demons considering all the grief it had caused. But with the disappearance of the children, and with the old man’s ramblings, I wouldn’t be surprised if the two were connected.”

➤ **Do you know where the crazy old man is now?**

“No. And I don’t care to know, either. He should be locked up for disturbing the peace. Or at least, disturbing my peace.”

➤ **Thank you very much.**

“You are welcome. Now if you will excuse me, I have other matters I need to attend to.”

- If the PCs wish to go to House Bailey, **GO TO Encounter 7A (page 31).**
- If the PCs wish to go to House Erikas, **GO TO Encounter 7B (page 32).**
- If the PCs wish to go to House Gaines, **GO TO Encounter 7C (page 34).**
- If the PCs wish to go to House Sahdein, **GO TO Encounter 7E (page 38).**
- If the PCs wish to go to the Society HQ, **GO TO Encounter 8 (page 39).**

Encounter 7E – House Sahdein

Following the directions given to you, you make your way to the noble house of Sahdein. Unlike all the other houses that you have seen, this one seems to be the most exotic. The architecture hails from the far-off lands of Cardiz, a place know for exotic woods, ships, wines, and spices. In fact, House Sahdein has a fleet of its own ships in the harbor that was originally built in Cardiz. Silks and gold adorn the House’s ships ... as well as the mansion before you. Stair towers can easily be identified on each side of the mansion, topped off with a strange, bulbous roof that ends with a point.

The house guards eye you as you approach. Their vestments are as equally exotic as the House they are charged to protect. When you stop before the guards, the one on the right speaks with a strange lilt in his voice.

“To you a good day. Wish to whom do you be speaking with?”

Unlike the other guards you have encountered today, these guards are civil to everyone who is civil to them. They will be more than happy to impart the information in which they know. And unlike the other Houses, the guards have been imparted with more information than their other noble guard counterparts.

- **We wish to speak with Lady Sheira Sahdein please.**

“Not here she is at the moment. But to return she will later this day.”

- **Do you know where she went?**

“To the Society of Entertainers and Providers she went, I believe. Express she did about unfinished business.”

- **She was planning to adopt a child?**

“Her intentions are known not to me. But angry he is her father for her constant disobedience to his wishes.”

- **What are his wishes?**

“To marry and fulfill her proper place.”

- **Thank you very much for your help.**

“You are welcome. May you never thirst for the unquenchable enlightenment. May the wisdom of the river’s path lead you to soulful replenishment.”

- If the PCs wish to go to House Bailey, **GO TO Encounter 7A (page 31).**
- If the PCs wish to go to House Erikas, **GO TO Encounter 7B (page 32).**
- If the PCs wish to go to House Gaines, **GO TO Encounter 7C (page 34).**

- If the PCs wish to go to House Kailin, **GO TO Encounter 7D (page 36).**
- If the PCs wish to go to the Society HQ, **GO TO Encounter 8 (page 39).**

Encounter 8 – Society of Entertainers & Providers

The PCs can come here one of two ways. The first way is that they arrive on their own. The Society HQ would have no knowledge of any wrong doings (past or present) and would be offended by any such implications. If the PCs inquire to the whereabouts of nobles Bailey, Erikas, and/or Sahdein, they will be told that they haven’t been seen in this location this day. Even telling the receptionist that on good authority that Lady Sheira Sahdein was supposed to be here, she will continue to deny seeing any of the nobles. A successful **Sense Motive (DC 12)** check will determine that the receptionist speaks the truth.

If the PCs were sent here with Wynton’s information, they will easily find the shed in the rear of the building. It is an unassuming structure that is roughly about 5 feet wide on all sides. There is a single door and it is locked (a **DC 15** is needed to **Detect Traps** or **Open Locks**). The door is not trapped. The stairs leading down has been rigged so that the perpetrators will know that unwanted guests have arrived. The stairway is steep and circular that descends about 25 feet, which opens into a long hallway.

AREA 1:

The tunnel opens up into a rectangular room roughly 50’ x 60’. In the southeast corner of the room, another tunnel can be seen continuing further south. The most remarkable thing about this room is that the floor is littered with thousands of bones.

The PCs really don’t have a need to enter this room (as it will be taking them in the wrong intended direction). If the PCs enter the room, they will

begin to take damage from walking over the broken bones lying everywhere. On a regular move they take 1 hp of damage per ATL, with a double move 2 hp per ATL, and if they stay still (in the same 5' square) they take no damage. In addition, the bones will soon pull themselves together to form skeletons and attack the party.

The skeletons cannot be turned because they are bound to the place where they died by an ancient, forgotten curse, but they also cannot leave this room (normally). Since the damage can pile up quickly from walking across the floor, the players may wish to use creative solutions. If they ask the Diamond Legion, they can acquire wooden planks to lay across the floor to avoid being hurt. Any other reasonable solution they can think of is acceptable.

The damage the skeletons inflict on living creatures is transferred to them as temporary hit points. Should a PC fall to 0 hp from these attacks, the skeleton who took down the PC will take the PC's form and try to escape (at this point, the skeleton WILL be able to leave the room). Damage that the PCs inflict will not return lost hit points to them.

Note that one skeleton carries and uses a magical weapon (depending upon ATL). For that skeleton add the appropriate bonus to all attacks and damage. The stats below reflect the stats for skeletons using normal scimitars.

ALL ATL

⌘ **Skeletons:** CR 1/3; Medium-Size Undead (6 ft tall); HD 1d12; hp 11; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grp +0/+1; Atk Scimitar +1 (1d6+1/18-20) or claw +1 (1d4+1); Atk/Full Atk Scimitar +1 (1d6+1/18-20) or 2 claws +1 (1d4+1); Space/Reach 5 ft./5 ft.; SQ DR 5/bludgeoning, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2;

Str 13, Dex 13, Con -, Int -, Wis 10, Cha 1.

Feats: Improved Initiative.

Undead Traits (Ex): Immune to mind influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

ATL 1

⌘ **Skeletons (4):** Weapon found: +2 *Scimitar*

ATL 3

⌘ **Skeletons (8):** Weapon found: +2 *Scimitar*

ATL 5

⌘ **Skeletons (12):** Weapon found: +2 *Scimitar*

ATL 7

⌘ **Skeletons (16):** Weapon found: +3 *Scimitar*

ATL 9

⌘ **Skeletons (20):** Weapon found: +3 *Scimitar*

ATL 11

⌘ **Skeletons (25):** Weapon found: +4 *Scimitar*

ATL 13

⌘ **Skeletons (30):** Weapon found: +4 *Scimitar*

The scimitar is not available to be kept. Once the skeletons are defeated, the scimitar will lose its effectiveness. The skeletons won't reanimate on the PCs' return trip to exit the tunnels unless this room was bypassed originally.

AREA 2:

This chamber is about 30' x 60' in size. It has tunnels exiting the room in the center of the northern wall and on the western wall. There is a pool of green substance that covers most of the floor, blocking your path to the other tunnel.

This is green slime. It will eat through just about anything ... and it is also, every so slightly, moving towards the PCs (after 5 rounds, PCs will be able to notice this with a successful **Spot Check DC 15**). The PCs may want to collaborate on how to get by this obstacle. If they destroy the slime, they

can easily get by. If they figure out a clever way to get by, allow them to do so (but remind them that they will have to deal with the slime upon their return as well). The slime covers almost the entire floor, and starts off 10 feet away from either entrance. It will slowly move towards the party if they remain here.

Green Slime (CR4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls floors, and ceilings in patches, reproducing as it consumes organic matter. A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

AREA 3:

This room is about 40' x 70'. The only exits are in the northernmost part of the east wall and the middle of the north wall. Standing lengthwise down the center of the room are three chain mail-armored stone statues.

On entering the room, the PCs can see the exiting tunnel in the northeastern corner of the room. Upon closer inspection of the statues, PCs with the **Craft: Armor** skill (**DC 10**) can see that the chain mail armor placed upon one of the statues is in very bad condition. In fact, it seems that the statues are haphazardly placed around the room and show signs of combat damage ... one even has been decapitated. There is a door in the eastern wall that was left ajar. Inside is an intact statue that is without armor. There is nothing of value in this room.

AREA 4:

This room is about 120' x 50' in size. There are no apparent exits except for the underground river that flows east-west crossing the northern section of the room. The southern half of the room is strewn with rubble.

The river itself travels through the room from the east to the west. Jumping the river (it is 5 feet wide) would be the best tactic. The river is moving at such a fast speed that anyone caught in its waters is in danger of being dragged out of the chamber. A **Swim** check (**DC 15**) will be required just to stay still while other party members try to fish them out (using rope or whatever means they can devise). Failing one swim check means the PCs is at the west end of the river flow and is in danger of being lost. Allow a **Reflex** save **DC 15** to avoid being lost. Success means the PC has managed to grab onto the rock wall around the hole. Allow successive **Swim** checks (**DC 10**) to maintain that hold while the party rescues them. Failure at this point means the PC disappears down the hole. If a PC is lost down the river, he will be unable to rejoin the group until after the other PCs surface from the tunnels. This is obviously how those who are behind the kidnapping were going to get the children out of the city.

Of which, there are several people and demons in the room as well.

Your attention is immediately drawn to individuals each putting a single child in what appears to be a small coffin. The children don't struggle as they appear to be either passed out or magically held. Even before you are able to reveal your own presence, a calm voice calls out to you.

"You might as well show yourselves. We know you are here."

In the room are three nobles (Bailey, Erikas, and Sahdein), three tieflings, and three demons. The demons and the nobles wordlessly begin to advance on the PCs' position as if it was pre-arranged (it was). The tieflings will continue to put the children in their "coffins" for transport. It will take them a number of rounds (see below) for this task to be complete. Then they will begin

putting the children in the river (at a rate of one child per round). When all the children have been put into the river, the tieflings will teleport away.

ATL	Rounds
1	9
3	8
5	7
7	6
9	5
11	4
13	3

The tieflings are controlling the nobles, although Lord Erikas is acting on his own accord. But he will feign successfully that he was controlled just like the others.

Once a noble experiences a loss of a quarter of his/her hit points, he/she will “revive” and turn on the demons and/or tieflings. Knowing that this mission can easily go “south”, the tieflings will want to be killed rather than captured. After all, their home plane is not of Raia and upon death they will be transported back to their home plane. If the PCs are in capture mode, then the tieflings will take their own life to avoid capture. A noble will also “revive” if the controlling tiefling is damaged in any way (they lose concentration on their charge).

Controlling Tiefling	Controlled Noble
Faldun	Tristan Bailey
Kaintur	Andonicus Erikas
Prescin	Sheira Sahdein

NOTE: With the untiered levels of the nobles, combat may be a little one-sided in the lower tiers (especially with Andonicus Erikas). If necessary, have one or two of the nobles assist the tieflings in getting the children secure in their capsules to be sent down the river.

When revived, the nobles will not know why or how they were controlled. The last thing they remember was being given an uncounted sum of money and then they awoke here. Each of them possesses a strange coin with the image of three

broken eggshells upon it. Although upon further scrutiny, the reverse side has a similar image, although with three whole eggshells surrounded by a circle. (PCs can probably identify this symbol as belonging to the Broken Triad from LSJ01-03. If they had managed to keep a coin from way back then, it will be identical except that the original coin was blank on its reverse side.) They will somehow know they have this coin and easily provide it to the PCs. If asked if they can have it, the nobles will quickly say that want no more to do with that coin and allow the PCs to take them.

Should the PCs find the secret door, they will discover an unlocked chest that has already been opened. The chest is empty.

- If the PCs succeed in saving all the children, **GO TO Conclusion 1 (page 52).**
- If the PCs manage only to save some of the children, **GO TO Conclusion 2 (page 52).**
- If the PCs fail to save any of the children, **GO TO Conclusion 3 (page 53).**

ATL 1

⚔ Demon, Dretch (3): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 3

⚔ Demon, Dretch (3): CR 2; Small Outsider; HD 2d8+4; hp 20; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 5

⚔ Demon, Babau (3): CR 6; Medium Outsider; HD 7d8+35; hp 66; Init +1; Spd 30ft.; AC 19 (+1 Dex, +8 natural), touch AC 11, flatfooted AC18; BAB/Grp: +7/+12; Atk: Claw +12 melee (1d6+5); Full Atk: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); Space/reach: 5 ft./5 ft.; SA: Spell-like Abilities, Summon Demon, Sneak Attack +2d6; SQ: Immunity: Electricity, Immunity: Poison, Resistance: Cold: 10, Resistance: Fire: 10, Resistance: Acid: 10, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Spell Resistance: 14, Telepathy: 100 ft., Protective Slime; AL CE; SV Fort +10, Ref +6, Will +6;

Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11; Cleave, Multiattack, Power Attack.

Description: Babaus serve as assassins that strike with sudden ferocity. They are devious, forming careful plans before going into fights. Always making sure that they do not have to engage in a fair fight. Almost every demon lord has a number of babaus employed as spies and killers. A babau is about 6ft tall and weighs about 140 pounds.

Combat: Babaus are sneaky and sly. They attack the most powerful foe first hoping to eliminate the true threat quickly and then toy with the rest.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

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

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18

Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

⚔ Demon, Succubus (3): CR 7; Medium Outsider; HD 6d8+6; hp 33; Init +1; Spd 30 ft., Fly 50 ft. (average); AC 20 (+1 Dex, +9 natural), touch AC 11, flatfooted AC 19; BAB/Grp: +6/+7; Atk: Claw +7 melee (1d6+1); Full Atk: 2 claws +7 melee (1d6+1); Space/reach: 5 ft./5 ft.; SA: Energy Drain, Summon Demon, Spell-like Abilities; SQ: Tongues, Immunity: Electricity, Immunity: Poison, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Spell Resistance: 18, Telepathy: 100 ft.; AL CE; SV Fort +6, Ref +6, Will +7;

Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (The Planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive.

Description: Succubi are the most comely of the demons (perhaps of all demons), and they live to tempt mortals. A succubus usually appears as a stunningly beautiful humanoid, with perfect build and flawless skin. Succubi usually take a female form but occasionally appear as males (called incubi). Their natural appearance is decidedly demonic: statuesque humanoid bodies, large bat wings, and sinister, glowing eyes. Succubi are about 6 feet tall in its natural form and weigh about 125 pounds.

Combat: Succubi are not warriors and flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their change shape ability to assume a humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will: *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Change Shape (Su): A succubus can assume the form of any Small or Medium humanoid.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Immunities (Ex): Succubi are immune to poison and electricity.

Resistances (Ex): Succubi have cold, fire, and acid resistance 10.

Telepathy (Su): Succubi can communicate telepathically with any creature within 100 feet that has a language.

ATL 9

⚔ Demon, Vrock (3): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 11

⚔ Demon, Vrock (3): CR 9; Large Outsider; HD 10d8+70; hp 125; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 13

☩ Demon, Vrock (3): CR 9; Large Outsider; HD 10d8+70; hp 135; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

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

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

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

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

Untiered Enemies:

‡ Kaintur, Male Tiefling Ftr9: Medium Outsider (Native); HD 9d10+9(Fighter) ; hp 93; Init +7; Spd 20; AC:19 (Flatfooted:17 Touch:12); BAB/Grp: +9/+13; Atk +13/8 melee, +12/7 ranged; +15/10 (1d6+6, Scimitar, Masterwork); SA: Spell-like Abilities Darkness (as 9th level Sorcerer); SQ: Darkvision (Ex): 60 ft.; AL CE; SV Fort +7, Ref +6, Will +3;

Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 8.

Skills: Bluff +4.5, Hide +0, Intimidate +11, Jump +0, Ride +15, Swim -8. *Feats:* Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Expertise, Combat Reflexes, Improved Critical: Scimitar, Improved Disarm, Improved Initiative, Improved Shield Bash, Leadership, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Scimitar, Weapon Specialization: Scimitar.

Equipment: Scimitar, Masterwork (315 gp), Chainmail, Masterwork, Shield, heavy steel, Masterwork.

‡ Prescin, Female Tiefling Brd9: Medium Outsider (Native); HD 9d6; hp 50; Init +3; Spd 30; AC 17 (Flatfooted:14 Touch:13); BAB/Grp: +6/+6; Atk +6/1 base melee, +9/4 base ranged; +6/1 (1d6, Sword, short); +9/4 (1d6, Shortbow, composite); SA: Spell-like Abilities Darkness (as 9th Level Sorcerer) ; SQ: Darkvision (Ex): 60 ft.; AL CE; SV Fort +3, Ref +9, Will +7;

Str 11, Dex 16, Con 10, Int 14, Wis 13, Cha 16.

Skills: Appraise +9, Bluff +12, Concentration +6, Decipher Script +7, Diplomacy +16, Disguise +13, Hide +5, Perform (Dance) +12, Perform (Oratory) +18, Perform (Sing) +5, Profession (Courtier) +6, Sense Motive +12, Speak Language +2, Spellcraft +6, Spot +2, Tumble +7, Use Magic Device +10. *Feats:* Armor Proficiency: light, Eschew Materials, Leadership, Negotiator, Shield Proficiency, Simple Weapon Proficiency, Skill Focus: Perform (Oratory).

Spells Known (Brd 3/4/3/3): DC 13+Spell Level

0 Level -- Daze, Detect Magic, Ghost Sound, Mage Hand, Mending, Resistance

1st Level -- Charm Person, Cure Light Wounds, Undetectable Alignment, Unseen Servant

2nd Level -- Blindness/Deafness, Eagle's Splendor, Invisibility, Mirror Image

3rd Level -- Confusion, Displacement, Geas (Lesser).

Equipment: Shortbow, composite, Sword, short, Mithral Shirt, Disguise kit, Masterwork.

‡ Faldun, Male Tiefling Wiz9: Medium Outsider (Native); HD 9d4+9 ; hp 47; Init +6; Spd 30; AC 18 (Flatfooted:14 Touch:14); BAB/Grp: +4/+4; Atk +4 melee, +6 ranged; +5 (1d6, Club, Masterwork); SA: Spell-like Abilities Darkness (as 9th level Sorcerer) ; SQ: Darkvision (Ex): 60 ft.; AL CE; SV Fort +4, Ref +5, Will +8;

Str 10, Dex 14 (now 18 with *cat's grace*), Con 12, Int 18, Wis 15, Cha 11.

Skills: Bluff +2, Concentration +13, Craft (Alchemy) +9, Craft (Bookbinding) +14, Hide +6, Knowledge (Arcana) +12, Knowledge (Geography) +9, Knowledge (History) +9, Knowledge (Local) +6, Profession (Gambler) +5, Spellcraft +16. *Feats:* Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus: Enchantment, Spell Mastery (Crushing Despair, Invisibility Sphere, Suggestion, Teleport).

Spells Known (Wiz 4/5/5/4/3/1):

0 Level -- Acid Splash, Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

1st Level -- Cause Fear, Charm Person, Hypnotism, Mage Armor, Magic Missile, Magic Weapon, Sleep, Summon Monster I, True Strike

2nd Level -- Alter Self, Cat's Grace, Locate Object, Mirror Image, Hideous Laughter

3rd Level -- Hold Person, Invisibility Sphere, Suggestion, Tongues

4th Level -- Confusion, Crushing Despair, Geas, Lesser, Globe of Invulnerability, Lesser

5th Level -- Dominate Person, Teleport.

Spells Prepared (Wiz 4/5/5/4/3/1): DC 14 + Spell Level

0 Level - Daze x2, Open/Close, Resistance

1st Level - Charm Person, Hypnotism, ~~Mage Armor~~, Magic Missile, Magic Missile, Sleep

2nd Level - Alter Self, ~~Cat's Grace~~, Locate Object, Mirror Image, Hideous Laughter

3rd Level - Hold Person, Invisibility Sphere, Suggestion

4th Level - Confusion, Geas (Lesser)

5th Level - Teleport.

Equipment: Club, Masterwork, Noble's outfit.

✂ **Tristan Bailey, Male Human Rog7:** CR 7; Medium Humanoid; HD 7d6+7; hp 34; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +4 Studded Leather, +2 Blucker), touch AC 13, flatfooted AC 19; BAB/Grp: +5/+6; Atk: Rapier +6 melee (1d6+1) or Light Crossbow +8 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +3, Ref +8, Will +2;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +10, Escape Artist +4, Gather Information +5, Intimidate +8, Move Silently +10, Open Lock +11, Search +12, Sense Motive +10, Spot +10, Tumble +13, Use Magic Device +6, Use Rope +10; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: Rapier, Masterwork; Crossbow, light, Masterwork; +1 Studded leather armor; +1 Buckler.

✂ **Andonicus Erikas, Male Human Rog15:** CR 15; Medium Humanoid; HD 15d6+15; hp 70; Init +9; Spd 30 ft.; AC 25 (+5 Dex, +4 Bracers of Armor, +3 Blucker, +1 Ring of Prot, +2 Amulet of Nat Armor), touch AC 17, flatfooted AC 25; BAB/Grp: +11/+12; Atk: Rapier +19 melee (1d6+3) or Light Crossbow +17 ranged (1d8+1); Full Atk: Rapier +19/+14/+9 melee (1d6+3) or Light Crossbow +17/+12/+7 ranged (1d8+1); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +6, Ref +14, Will +5;

Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +6, Decipher Script +8, Disable Device +18, Escape Artist +6, Gather Information +7, Intimidate +17, Move Silently +21, Open Lock +21, Search +20, Sense Motive +18, Spot +18, Tumble +23, Use Magic

Device +15, Use Rope +20; Combat Reflexes, Dodge, Improved Critical: Rapier, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +2 Rapier; +1 Crossbow, light; +2 Buckler; Bracers of Armor (+4); Ring of Protection +2; Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

✂ **Sheira Sahdein, Female Human Wiz7:** CR 7; Medium Humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +1 Bracers of Armor, +1 Ring of Prot), touch AC 13, flatfooted AC 13; BAB/Grp: +3/+3; Atk: Quarterstaff +3 melee (1d6), Light Crossbow +5 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +3, Ref +4, Will +6;

Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +7, Knowledge (The Planes) +13, Spellcraft +15; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/4+1/3+1/1+1):

0 Level - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s);*

1st Level - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s);*

2nd Level - *Hypnotic Pattern x2, Knock, Spectral Hand (s), Spectral Hand;*

3rd Level - *Gentle Repose (s), Gentle Repose, Lightning Bolt x2;*

4th Level - *Animate Dead (s), Invisibility, Greater.*

Possessions: Crossbow, light, Masterwork; Quarterstaff; Bracers of Armor (+1); Ring of Protection +1.

Conclusion 1 – Winning Isn't Everything

With the children safe and secure, you quickly manage to bring them out of their slumber. The children had no chance against a simple sleep spell ... something that tends to no longer affect you. You welcome the child-like questions of: “Where are we? How'd we get here? Where are the bad guys? Will they come back? I want to go home...”

But still, some of the questions you cannot answer, as you don't even know. Will they come back? Probably so. But even still, these “bad guys,” as the children had called them, found a way to prey on the weaknesses of many individuals. No one is perfect. Each person has his own demons to identify and conquer. Once you thought battling demons was hard, but now you see that battling inner demons is even more difficult ... and you suspect that there is more to come in the future ...

The module is over at this point. The PCs can return to claim their reward, but they also have an additional option before them. Many have wanted to know what information the PCs will learn and if it incriminated any of the high-ranking Amthydoran personalities. If the PCs wish to divulge this information the specific individuals or groups, then read the necessary epilogue(s) that would come into effect.

- If the PCs give the information they've learned to the Diamond Legion, **GO TO Epilogue 1 (page 53).**
- If the PCs give the information they've learned to Wynton, **GO TO Epilogue 2 (page 53).**
- If the PCs give the information they've learned to Kiandra Gallastan-Gaines, **GO TO Epilogue 3 (page 54).**
- If the PCs managed to clear the names of the nobles, **GO TO Epilogue 4 (page 54).**

Conclusion 2 – You Win Some, You Lose Some

With some of the children safe and secure, you quickly manage to bring them out of their slumber. The children had no chance against a simple sleep spell ... something that tends to no longer affect you. You welcome the child-like questions of: “Where are we? How'd we get here? Where are the bad guys? Will they come back? I want to go home...” At least some of them will get to go home.

But still, some of the questions you cannot answer, as you don't even know. Will they come back? Probably so. But even still, these “bad guys,” as the children had called them, found a way to prey on the weaknesses of many individuals. No one is perfect. Each person has his own demons to identify and conquer. Once you thought battling demons was hard, but now you see that battling inner demons is even more difficult ... and you suspect that there is more to come in the future ...

The module is over at this point. The PCs can return to claim their reward, but they also have an additional option before them. Many have wanted to know what information the PCs will learn and if it incriminated any of the high-ranking Amthydoran personalities. If the PCs wish to divulge this information the specific individuals or groups, then read the necessary epilogue(s) that would come into effect.

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Conclusion 3 – Lost, But Not Forgotten

The children are gone. The tieflings had managed to send all the children down the river before teleporting away. They didn't have a chance ... and they should have had a chance! You could only imagine what child-like questions that they might have asked if you managed to rescue them: "Where are we? How'd we get here? Where are the bad guys? Will they come back? I want to go home..."

Some of the questions you cannot answer, as you don't even know. Will they come back? Probably so. But even still, these "bad guys" found a way to prey on the weaknesses of many individuals. No one is perfect. Each person has his own demons to identify and conquer. Now you have your own personal inner demon: failure. Once you thought battling demons was hard, but now you see that battling inner demons is even more difficult ... and you suspect that there is more to come in the future ...

The module is over at this point. The PCs can return to claim their reward, but they also have an additional option before them. Many have wanted to know what information the PCs will learn and if it incriminated any of the high-ranking Amthydoran personalities. If the PCs wish to divulge this information the specific individuals or groups, then read the necessary epilogue(s) that would come into effect.

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Epilogue 1 – Diamond Legion

You enter the Diamond Legions HQ with a heavy heart. You know that several high-ranking individuals had been part of a great secret in Amthydor's past. And it is now time for their crimes to be paid for.

Telling your story to Captain Webster, his scowl deepens as your story implicates the Lady Monarch with very serious charges. When you have completed your report, he sits still for a moment in silence.

"Thank you very much for this information. From what you have described, I think we can link her to an alias that we never discovered a true name for. I shall begin a discreet investigation on the matter immediately. I thank you for doing your duty to the city. We shall take this matter from here."

Captain Webster will give the PCs an additional reward for their efforts (25 x ATL gp per PC). But was the reward worth possibly putting the city in even more jeopardy by causing more strife that the city could possibly handle?

Epilogue 2 – Wynton

Wynton nods as he listens to your tale. "Yes, most interesting. Much of this is already known to me. And you can trust me to keep such matters to myself as well. After all, there is a reason why I have lived to be such a ripe old age of 105."

If the PCs absolutely have to tell anyone the information learned, Wynton is their safest bet. He will impart some extra gold for their efforts, but that's about it. (25 x ATL gp per PC)

Epilogue 3 – Kiandra Gallastan-Gaines

“INNER DEMONS”

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

“I knew it!” Kiandra says with glee in her voice. “This confirms what I’ve always suspected. Now that I know where to look, I can find all the evidence that I need. And then Ms. Windsong won’t look so pretty. It will be a long drop and I look forward to seeing her reach rock-bottom.”

“Thank you very much. Please accept these tokens of my esteem for a job well done. You have done Amthydor a great service by letting me know what you have learned. I will take things from here.”

Kiandra will give the PCs an additional reward for their efforts (25 x ATL gp per PC). But was the reward worth possibly putting the city in even more jeopardy by causing more strife that the city could possibly handle?

Epilogue 4 – The Nobles

Lord Bailey, Lord Erikas, and Lady Sahdein approach you. Of the three, it is Lady Sheira that speaks. “We thank you for breaking the spell from those dreaded creatures. I certainly would not have harmed any of those children willingly. And it certainly would not have done out Houses’ any good if what we had done became public knowledge.

“In gratitude, we have brought a few items in which you may use to help expedite the ongoing problems within Amthydor. Use them well and rid this city of the demon scourge that currently infests it.”

Kiandra will give the PCs an additional reward for their efforts. But was the reward worth possibly putting the city in even more jeopardy by causing more strife that the city could possibly handle?

THUS ENDS

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
Defeat the demons.	50	75	100	125	150	175	200
Discover that the TRIAD is behind the kidnappings.	50	75	100	125	150	175	200
Free the nobles from the Triad's hold.	50	75	100	125	150	175	200
Kill any of the nobles (each).	-25	-50	-75	-100	-125	-150	-175
Does NOT inform the Diamond Legion or Kiandra Gallastan-Gaines the incriminating information discovered.	50	75	100	125	150	175	200
Save ALL the children (or)	200	300	400	500	600	700	800
Save SOME of the children (or)	100	150	200	250	300	350	400
Save NONE of the children.	50	75	100	125	150	175	200
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

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

Conclusion 1, 2, or 3:

- 50 x ATL gold per PC.

Epilogue 1:

- 25 x ATL gold per PC.

Epilogue 2:

- 25 x ATL fold per PC.

Epilogue 3:

- 25 x ATL gold per PC.

Epilogue 4:

- As a show of appreciation for the valuable information you provided, someone has arranged with the city's merchants for you to receive a magical item. You will be able to choose the item from a list that the merchant has provided. If you prefer, you

may elect to receive coin from the merchant in place of the item, but may not receive both coin and an item. Again thank you for your assistance, the knowledge will be invaluable.

ATL 1 (one of the following or [] 1,000 gp)

[] *Salve of Slipperiness* (Value: 1,000 gp), Size: Tiny).

[] *Pearl of Power, 1st-level spell* (Value: 1,000 gp, Size: Tiny).

[] *Elixir of Fire Breath* (Value: 1,000 gp, Size: Tiny).

ATL 3 (one of the following or [] 1,400 gp)

[] *Dust of illusion* (Value: 1,200 gp), Size: Tiny).

[] *Goggles of minute seeing* (Value: 1,250 gp, Size: Tiny).

[] *Pipe of the sewers* (Value: 1,150 gp, Size: Tiny).

ATL 5 (one of the following or [] 1,800 gp)

[] *Arcane Scroll – Cure Light Wounds, Mass* (Value: 1,625 gp), Size: Tiny).

[] *Hat of disguise* (Value: 1,800 gp, Size: Tiny).

[] *Javelin of Lightning* (Value: 1,500 gp, Size: Medium).

[] *Divine Scroll – Cure Moderate Wounds, Mass* (Value: 1,605 gp, Size: Tiny)

[] *Lyre of Building* (Value: 13,000 gp, Size: Tiny)

[] *Gem of Brightness* (Value: 13,000 gp), Size: Tiny).

ATL 7 (one of the following or [] 3,100 gp)

[] *Bag of tricks - rust* (Value: 3,000 gp), Size: Tiny).

[] *Bead of force* (Value: 3,000 gp, Size: Tiny).

[] *Cloak of elvenkind* (Value: 2,500 gp, Size: Tiny).

[] *Admantine Battleaxe* (Value: 3,010 gp, Size: Medium).

ATL 9 (one of the following or [] 4,500 gp)

[] *Circlet of persuasion* (Value: 4,000 gp), Size: Tiny).

[] *Gauntlets of ogre power* (Value: 4,000 gp, Size: Tiny).

[] *Gloves of arrow snaring* (Value: 4,000 gp, Size: Tiny).

[] *Restorative ointment* (Value: 4,000 gp, Size: Tiny).

[] *Stone salve* (Value: 4,000 gp, Size: Tiny)

ATL 11 (one of the following or [] 7,500 gp)

[] *Boots of Levitation* (Value: 7,500 gp), Size: Tiny).

[] *Folding boat* (Value: 7,200 gp, Size: Tiny).

[] *Harp of Charming* (Value: 7,500 gp, Size: Tiny)

[] *Horn of goodness* (Value: 6,500 gp), Size: Tiny).

[] *Robe of useful items* (Value: 7,000 gp, Size: Tiny).

ATL 13 (one of the following or [] 13,000 gp)

[] *Blessed book* (Value: 12,500 gp), Size: Tiny).

[] *Monk's Belt* (Value: 13,000 gp, Size: Tiny).

PLAYER'S HANDOUT #1

Lord Tristan Bailey
Staern Bladebreak of Galvandt
Lord Andonicus Erikas
Lady Consul Kiandra Gallastan-Gaines
Lady Constance Grimm
Lady Kwella Harquith
Lord Rathandar Kailin
Arim Montgar
High Guardian Miekauf Nactrune (Galvandt)
Veradaine Rylden
Lady Sheira Sahdein

PLAYER'S HANDOUT #2

revenge is sweet
children To eat,
truth be told
houses of gold.

blind are minds
by others behind,
from the past
again at last.

all hold share
of Demons unaware,
knowledge is key
from society.

PLAYER'S HANDOUT #3

Pass out the checklist and have the players check the events in which his/her PC had participated. Collected the filled out forms and tabulate them on **GM AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ04 "Bedroom Eyes" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJINT05 "Divine Favors"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ04 "Bedroom Eyes" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJINT05 "Divine Favors"
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GM AID #1

Tabulate the information from the forms that were collected from the players.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ04 "Bedroom Eyes" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJINT05 "Divine Favors"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ04 "Bedroom Eyes" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJINT05 "Divine Favors"
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NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

Bartholemew	- (LSJ02, LSJ20)
Katerina Georgiana DeVargio (Kat)	- (LSJ54)
Kiandra Gallastan-Gaines	- (LSJ04, LSJ20, LSJ21)
Miekauf Nactrune	- (LSJ02, LSJINT05)
Captain Alistair Webster	- (LSJ54)
Kaintur, Prescin, & Faldun	- (LSJ03)

GM AID #2

revenge is sweet -
children To eat, T
trutH be told H
housEs of gold. E

blind are minds -
by oThers behind, T
fRom the past R
agaIn at last. I

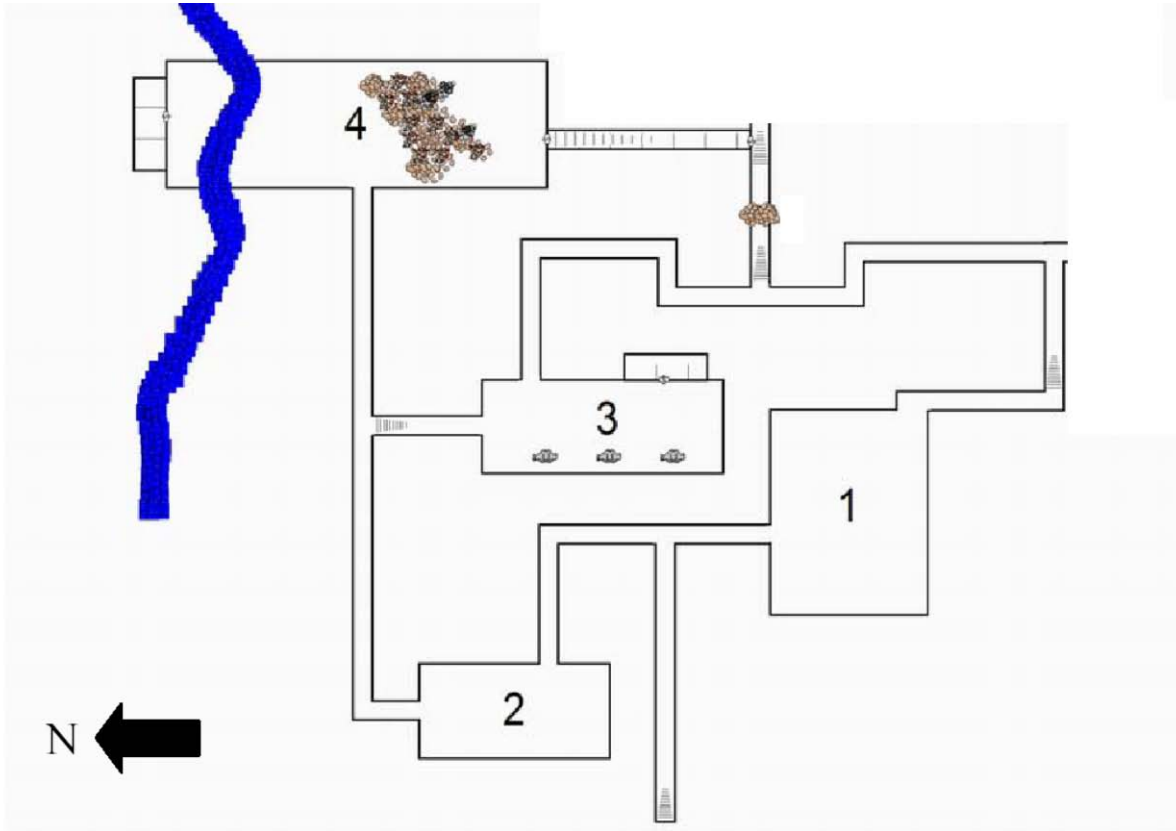
all hold shAre A
of Demons unaware, D
knowledge is key -
from society. -

The person (or people) behind the abduction of the children is seeking revenge. The children's fate is mentioned should the PCs fail. The culprits are located in houses of gold (nobles), but they are controlled/-dominated to act as they did against the children. The others had been in the city's past doing the exact same thing ... and they are back again.

The final stanza speaks of everyone having inner demons they don't wish to see as common knowledge, but the Society's inner demons are the key to recovering the children.

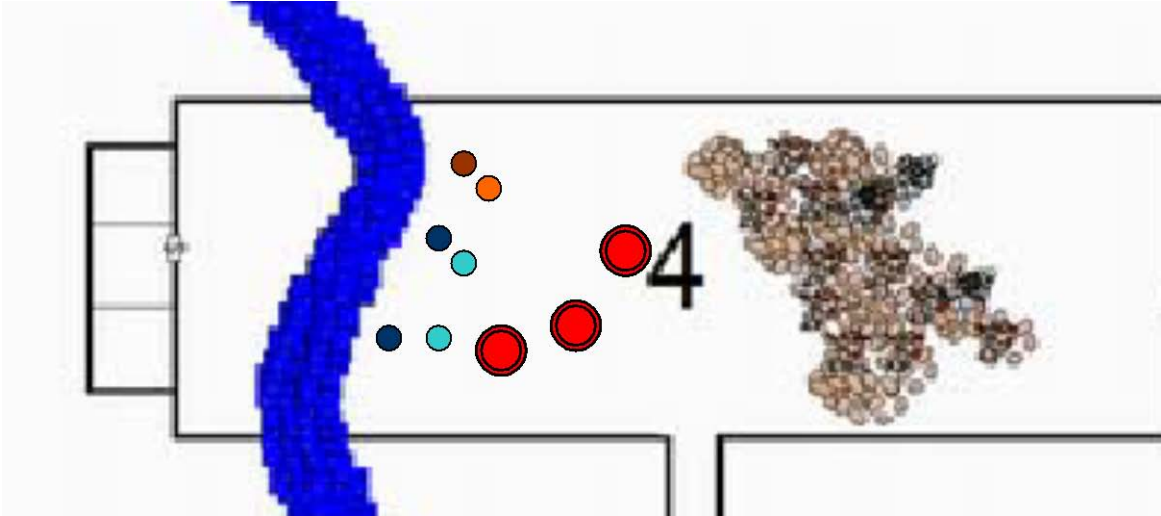
Also, there is a final clue on exactly who is ultimately behind the attack/kidnappings. The capital letters spell out T-H-E T-R-I-A-D referring to the three demon tieflings that had kidnapped Zander Grimm during the final combat in the *LSJ03 "Nobles"* scenario.

GM AID #3



PCs that have played in *LSJ08 "Night Ransom"* will undoubtedly think that the underground passages are familiar. They are, in fact, the same passages.

GM AID #4



The larger three red circles are the demons protecting the nobles and tieflings. The two light blue circles are nobles Bailey and Erikas and the orange circle is Lady Sahdein. The two dark blue circles are two male tieflings and the dark red circle is a female tiefling. Half of the children are already in their “coffins” ready to be placed in the river.

Critical Event Summary: Inner Demons

Convention: _____ Date: _____

1. Did the heroes save the children? (Circle whichever applies)

All Some None

2. What was the status of the Triad at the end of the module? (Circle whichever applies)

Killed Escaped Captured

3. Who did the heroes tell the incriminating information discovered from the module?

Captain Webster Wynton Kiandra Gallastan-Gaines No one

4. Were there any nobles that were killed in the final encounter? Yes No

5. Which nobles were killed?

Tristan Bailey Andronicus Bailey Sheira Sahdein

6. Who killed the noble(s)? _____

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

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



Roster of Heroes: Inner Demons

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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