



# Dirty Laundry

**By Catie Straiton**

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

Do some of Amthydor's most prominent citizens have something to hide? Someone thinks so, and they are threatening to reveal all of the nobles' dirty little secrets if they don't get what they want. In a situation where everyone has something to gain, or to lose, discretion is a must. This event may be of particular interest to PC Nobles or Noble Guards, though they may not like what they learn. For heroes of levels 5-15.

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## Welcome to LSJ!

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

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

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

## LSJ GM Empowerment Clause

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

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

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

## Calculating ATL (Average Table Level)

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

## A Note About ATLs and the Power of PCs

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

## Adventure Background

NOTE: This event is intended to be completed in a single four hour time slot. It is not necessary for the PCs to visit every encounter or speak to a representative of every Noble House, but if the players are obsessed with obtaining information, it is possible for the event to run long. The encounters have been arranged to assist the PCs in prioritizing the various Noble Houses they may wish to visit in their investigation, based upon the eventual value of the information that they possess.

Over the past few months a young woman named Ansyla has been blackmailing several seemingly unconnected noble families. She started the plot as a way to get the money that she needed to care for her aged mother, but she lacked the resolve necessary to properly follow through with the scheme. When none of the nobles took her seriously and she was about to give up, she was approached and befriended by Randor, an elven agent looking for ways to weaken Amthydor in advance of the upcoming battle. Randor manipulated Ansyla into expanding the blackmail plot and acquiring even more incriminating information on additional noble Houses. In some cases the information is true (though not necessarily about the House being accused of it), but in others it is merely slander that, though it may ultimately be proven false, could damage the reputation of the family in question at a critical time. At first the secrets, while potentially embarrassing, were the sort that anyone willing to talk to a few servants might be able to put together. Not wanting to draw official attention to the situation, the Houses involved were content to investigate the matter for themselves rather than notifying the Diamond Legion. Where the first plot was limited in scope, affecting only a few Noble Houses, this new attempt was more far reaching, and the secrets potentially much more damaging. What neither Randor nor the nobles realize is that Ansyla, realizing that Randor is not what he seems, has deliberately mixed up which activities are associated with each House, to minimize the damage. Many of the accusations are true, just not about the Houses actually being blackmailed with them. Randor is not fully elven, though there is nothing human about his appearance. His great-great-great-grandfather was actually a human noble from Amthydor, though Randor does not know which House he came from. He resents the human blood running through his veins, tainting him in the eyes of his elven kindred. He has enacted his plot independently of those put in place by the elven leadership, in the hope of humiliating the humans of Amthydor and gaining favor and acceptance with the high elves. He doesn't particularly care if the nobles meet his demands or not, as the end result will be virtually the same in either case – subjugation or

annihilation at the hands of the high elves of the Mystwood. An all-out pitched battle, while always an option, might destroy valuable resources that the elves may wish to claim. By demoralizing and weakening the population in advance of a siege, the elves might seize the city while minimizing the risk to their own people.

Introduction – Representatives of the Noble Guards of some of the Houses have anonymously invited the PCs to dinner in a local tavern, in the hope of hiring them to help uncover the identity of the blackmailer and prevent the nobles' secrets from being made public.

Encounter 1 – The PCs may attempt to gather information on their own, aside from that available through the various nobles and their Guards, and obtain further details from Jordan, a bard with special insight into Amthydor's nobles.

Encounter 2 – The PCs may investigate the various businesses and individuals who had access to many of the noble families.

Encounter 3 – The PCs may meet with Jordan, a local bard with special insight into Amthydor's nobles.

Encounter 4 – The PCs may look for answers at the Society of Entertainers and Providers, Amthydor's combination of Bardic Guild and philanthropic foundation.

Encounter 5 – The PCs may question contacts in the Diamond Legion unofficially, or even visit the Legion officially, looking for information and answers.

Encounter 6 – The PCs may visit those Noble Houses who admit to being blackmailed, and are anxious to do something about it.

Encounter 7 – The PCs may visit those Noble Houses who do not deny that they being blackmailed, but do not seem interested in doing anything about it.

Encounter 8 – The PCs may attempt to visit those Noble Houses who are likely being blackmailed, but deny it.

Encounter 9 – The PCs may attempt to visit those Noble Houses who do not appear to be victims of the blackmail attempts.

Encounter 10 – The PCs can locate the original blackmailer, and discover that a second, more far reaching plot exists.

Encounter 11 – Having uncovered the full scope of the blackmail plot, the PCs may leave things in the hands of the Noble Guards or the Diamond Legion, or they may attempt to confront Randor on their own.

Conclusion A – The PCs destroy or otherwise prevent any information that they uncover from becoming public.

Conclusion B – One or more of the PCs keep some of the information that was discovered, though they have no intention of revealing it in the future.

Conclusion C – One or more of the PCs keep some of the information that was discovered, with the intention of revealing it in the future.

Epilogue – A glimpse of behind-the-scenes events may provide players with insight into the bigger picture.

## Introduction – The Better Part of Valor

**Time Required: Minimum 1 hour**

**NOTE:** It is possible that PC Nobles and Noble Guards will find themselves visiting their own Houses during the course of this event. As a general rule, PC Noble Guards are lower ranking members of their House’s security detail, and are not assigned to sensitive locations or to ranking members of the family. Noble PCs are typically the younger children or younger siblings of the

Lord/Lady Consul of each House, or another relation outside of the direct line of inheritance. As such, their knowledge of sensitive or embarrassing information about their House would be severely limited unless otherwise noted in the text. Even in the event that a **player** may have knowledge of such information as part of the PC’s back-story, it is highly unlikely that their **character** would possess that same knowledge.

It is also possible that players experiencing this event out of order are aware of the existence of two additional Noble Houses (House Allison and House Arawl). These Houses were previously disbanded and all known members were believed to be dead. This event’s position in the overall timeline is just prior to the return of those Houses, at a point when they are little more than memories.

*Mysterious notes and invitations to secret meetings are nothing new to a seasoned adventurer, but the latest anonymous message to make its way to you just might beat them all, if only because of the agent of delivery. A small girl, no more than seven years old, clutches a messenger bag to her chest while a boy who could be her twin taps a foot and extends a hand toward you.*

*“The fee for delivery is three coppers, please.”*

The twins are Wren and his sister Ravyn. Together with their older sister, Lark, the trio operates Messengers R Us. For the price of three copper ‘commons’, payable by the recipient upon delivery, they will deliver a message or small parcel anywhere in Amthydor. The siblings are orphans, and have been raised unofficially by the temple of Destine. The children are all extremely lawful, and will not accept a single copper more than the quoted fee of three copper pieces, no matter what the PCs say to convince them. If the PC pays more than the designated fee, the children will scrupulously make change. If a PC declines to pay for their message, then they will have to find another way to find out about the meeting and join the adventure. The children do not know the contents of the message, and if the PCs ask the twins who hired them to deliver the message, they

will describe three men (two humans and a dwarf), who seemed very official, like soldiers, but weren't wearing uniforms. They did not give their names, and the twins do not know who they are. [The men are from the Noble Guards of House Grimm, House Mour and House Sturmhammer. PCs affiliated with these three Houses (Nobles or Guards) may make an *Intelligence* check *DC10* to recognize the men based on the descriptions provided by the children.] PCs not affiliated with one of these three Houses may attempt a *Knowledge (local or nobility)* skill check *DC15* or an *Intelligence* check *DC 20*.

***As you pass your coins to the boy, his sister produces a folded missive and presents it to you before the pair bows slightly in perfect unison and scurries off on their next delivery.***

Amthydor has a high literacy rate, so it is assumed that most PCs are able to read. PCs who are for some reason unable to read can easily locate a scribe or other NPC to read the note for them.

***The unsigned note is brief, offering no explanation for the anonymous request, but promising at the least a good meal and possibly something more.***

***Please accept this invitation to enjoy a meal, as our guest, at the Sentinel Tavern at the first bell of the evening. In exchange we ask only that you hear and consider an offer of employment.***

The first bell of the evening is 6pm, so the PCs have about 8 hours to do any preliminary research on their hosts before dinner. PCs succeeding at a *DC 15* check for *Gather Information*, *Knowledge (local)* or *Knowledge (nobility)* who have already established the identity of their dinner hosts can learn that there has been a great deal of activity among the Noble Guards of these Houses, as if they were looking for someone or something.

PCs may attempt a *Knowledge (Local)* skill check *DC 10* or an *Intelligence* check *DC 12* to recall that the Sentinel Tavern, located in the Services

District, is popular as a 'cop bar', and a frequent off-duty hang out for members of the Diamond Legion and the Guards of many of the Noble Houses. PC members of the Diamond Legion (any branch) or Noble Guards receive a +5 bonus to this check. The Sentinel Tavern is owned by Evie Dent, a retired Diamond Legion sergeant known for her stubborn refusal to leave any stone unturned in the search for the truth behind the crimes she once investigated. If the PCs have not established the identities of their hosts, they may also inquire at the Sentinel Tavern as to who has booked a private room for the evening, and can learn of the three Guard commanders in this manner.

If the PCs choose not to attend the meeting there is nothing else to draw them into the event, and they may wish to reconsider the reason that they are adventurers. Once the PCs have completed their research and preparations, continue with the box text.

***The tables in the common room of the Sentinel Tavern are filled with off duty legionnaires and guards to Amthydor's noble families, men and women who wear their authority easily, even out of uniform.***

***Banners on the walls display the emblems of the various units of Amthydor's defensive forces, as well as each of the city's Noble Houses, while smaller flags show the insignia of those visitors from other lands who have shared a drink and a tale with their brethren from the Jewel.***

***The conversations are lively without being disruptive, and they continue without obvious interruption as you enter, though certainly every occupant of the room has taken note of your arrival.***

**If the PCs make no mention of the invitation that they received –**

***Finding a seat at an empty table, a serving girl arrives to take your order. As the young woman hurries off to fill your request, a tall authoritative man approaches and nods to you in greeting.***

***“Good evening. I’m glad to see that you received our invitation. My companions and I would be pleased to host your meal, if you would be willing to join us for a friendly discussion after. We have an offer that may interest you, if you are open to such possibilities. The others are already gathering, and the staff is about to serve, if you would care to join them.”***

The man is Artur Drake, the commander of House Mour’s Noble Guard. Drake is in his mid 30’s, tall, with an unmistakable military bearing. He is the sort of person that oozes authority no matter what he is wearing or doing. While he is actually a cousin of the Mour family, he has earned his place based on merit, and refuses to take advantage of the blood connection. If the PCs accept his invitation to enter the private meeting room, continue with the appropriate box text below. If not, allow them to enjoy their meal, at their own expense, and send them on their way. Artur Drake will not immediately follow the PCs inside, instead waiting to watch for additional PCs and will enter with his companions a few moments later.

**If the PCs mention their invitation to the tavern keeper –**

***The woman gestures in the direction of a closed door. “Your party is gathering in the private room. If you would care to join them, your meal will be served as soon as everyone is assembled. Would you care for a drink before dinner?”***

Evie Dent has no interest in gossip or rumors, so she won’t even speculate on the reason for the meeting, but if the PCs ask she can tell them that their hosts are vanguards (commanders) from the Noble House Guards of House Grimm, House Mour and House Sturmhammer.

Either way, the PCs should find their way into the private dining room where they will be joined by their hosts.

***Three seats remain empty as you and your fellow guests take your places and the staff begins to lay out the trappings of your meal. As the last drink is poured and the final dish set in place, three late***

***arrivals who must be your hosts arrive and take their places at the table.***

***The trio, two human men and a stout dwarf, have the air of men who are armed even when they carry no weapons and wear an aura of command like a second skin. Taking their places and giving a nod of approval and dismissal to the servers, the men lift their glasses. The dwarf and the older of the humans both look to their companion as their spokesman.***

***“We welcome all of you, and thank you for your attention. I am Artur Drake, and this is Fallor Haman and Goren Ironarm. Our proposition is a lengthy one and we have no desire to delay your enjoyment of your meal, so I invite you to begin, and we shall offer what explanation we can while you dine.”***

The table has been set with a wide variety of dishes, including soups, stews, vegetables, meats, cheeses, breads and pastries, ales, wines and juices in sufficient quantities to satisfy a full party of hungry halflings.

Drake and his companions will provide the available background information while the PCs eat. The heroes are welcome to interrupt with questions at any time.

***“Politics have always been an integral and unavoidable part of life in Amthydor, ever since the city was founded over two thousand years ago. During that time every social class from the lowliest laborers to the loftiest nobles has played its own vital role in ensuring the smooth functioning of our society, like cogs in a living machine. When one aspect breaks down, the others cannot function properly. An attack on one is ultimately an attack on all.”***

***“Isolated attempts at undermining a portion of the system are nothing new, and in the past these have been dealt with quickly and decisively. However, a new plot to destabilize the noble caste is proving more difficult to root out. Due to the nature of the attacks, it is necessary that we turn to the adventuring community for aid in***

*identifying the responsible party and putting an end to their activities.”*

*“One or more persons are attempting to blackmail Amthydor’s noble families. As best we can determine, nineteen of the twenty-two Houses have been contacted by an unidentified party threatening to reveal embarrassing or damaging information and demanding compensation in exchange for their silence.”*

*“I must stress that an indiscreet investigation can cause as much or more damage as allowing the threat to proceed unchecked. Your only goal is to identify the responsible party and bring an end to threat. Anything beyond that mission that you may learn during the course of the investigation must be held in the strictest of confidence, and may not be revealed under any circumstances.”*

*“You are NOT being asked to conceal illicit activity. We understand that if you come into unquestionable proof that a law has been broken that you would naturally feel the need to bring it to the attention of the Diamond Legion. My companions and I have no reason to believe that our employers or any of the other victims have committed any crime. We would ask that, if you do believe that you have discovered proof of some illicit deeds, you fully consider both sides of the situation and all of the relevant facts before taking further action. Naturally, the best lies have some basis in truth. It is what makes them believable, and when an obvious detail is known to be true, it is easier to accept that the rest must be fact as well. That being said, should the Diamond Legion become involved in these events, the nature of several of the allegations would require a lengthy and thorough investigation of those who are presently the victims in this incident. While the parties in question would almost certainly be found to be innocent of any wrongdoing, the mere fact that there was an investigation would taint the subjects for years to come, which is no doubt the blackmailer’s ultimate goal.”*

*“Any number of individuals or groups stands to benefit from discrediting one or more of the*

*Noble Houses. Various nobles serve as judges, ambassadors, advisors to the Lord Monarch, or are involved in various business ventures. There is no shortage of suspects, from business rivals and disgruntled clients to litigants who received unfavorable rulings in the courts. The true blackmailer may be hiding behind any number of subordinates, and could prove difficult to uncover. We may have to settle for simply locating the source of his partial information, and plugging the leaks.”*

While Drake and his companions will not reveal the private affairs of the Noble Houses, they also will not intentionally deceive the PCs.

*“In most cases our information is rather sparse, and some of this is purely speculation, of course. Rivalries among the nobles frequently keep them from admitting to each other that they need help, and that distrust naturally extends down to their Guards. We have done our best to build as complete a picture as possible, but those most likely to have useful information are naturally the least willing to speak with us, which is where you come in, if you are willing to assist and are able to exercise the necessary discretion.”*

This is the party’s cue to agree to help, and to reassure the three vanguards that they are able and willing to be discreet. Drake and the other vanguards will not answer questions or reveal further information without such assurances from the heroes.

➤ **Do we get paid for this? :**

*“If you are able to prevent the embarrassment of the Noble Houses you will have earned your compensation. The nobles are mindful of their obligations.”*

The PCs will be well compensated for their efforts, as appropriate to their individual character levels.

➤ **Which Houses are being blackmailed? :**

*“Houses Burkley, Gaines, Grimm, Harquith, Mour, Perrault and Sturmhammer will cooperate fully with you, to resolve matters as quickly as possible. These Houses acknowledge that they are victims of the blackmailer, and vehemently assert their innocence. They are prepared to assist in*

*any way that they can, and members of the families or their Guards will be available to answer questions.”*

*“Houses Kailin, Krimpach, Reilly and Seabury have been contacted by the blackmailer, but they have declined to respond to what they call petty rumor-mongering, and they refuse to dignify the allegations with a response. They may be willing to speak with you, if approached carefully, but I cannot speak for what level of cooperation you can expect from them.”*

*“Houses Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein and Tezriine officially deny having been contacted, but signals from within the Houses and the Guards indicate that the opposite is true. Finding someone willing to answer questions, either among the families or their Guards, may prove difficult unless you have some special connection within the Houses.”*

*“Based upon what their Guards have said and the limited information that we have been able to assemble, House Torestyn, House Bailey and House Slidell do not appear to be targets of the blackmailer. Members of these Houses are not readily accessible at this time, and are unlikely to be available for questions. They are also not considered suspects.”*

➤ **Who do we talk to at each of the Houses? :**

*“We can provide you with a partial list of contacts among the Houses, as well as a writ giving you access to the Nobles’ District. In some cases the nobles themselves have agreed to speak with you, but in others you will only be able to speak with one of their Guards. Not every House has pledged to cooperate in an investigation. If you visit one of the Houses that have denied being targeted you may have to talk your way in, and hope that you find someone who is willing to talk to you.”*

The vanguards will provide the PCs with **Player Handout # 1**, a list of potential contacts among the Noble Houses during this investigation. Drake and the other two vanguards, while not on the list, can also be found at their respective Noble Houses, either on duty themselves or attending to business.

Under normal circumstances a writ is required for non-nobles to gain admission to the Nobles District. A PC Noble can vouch for his or her companions (accepting responsibility for their actions) and get the PCs into the Nobles’ District without the writ, and unless otherwise noted automatically gains access to his own House to ask questions, even if the family has otherwise declined to participate in the investigation.

➤ **Why would three of the Houses not be targeted? :**

*“There are several possible reasons why three of the Houses have not been targeted by the blackmailer. Even assuming that someone could get close enough to gain information, any accusations against the Lord Monarch or his family that were plausible enough to be convincing would also be quite easy to disprove, and even his detractors admit that he is an outstanding ruler. House Bailey has suffered a number of recent setbacks. They are already ill thought of by many. It would be difficult for a common blackmailer to pull together a serious enough accusation to diminish the House further. It is also highly unlikely that they could be behind the scheme, as the repercussions for them if they were caught would be their final ruin. House Slidell may simply be better at denying that they are victims or they may actually not have been targeted at all. In either case, the family has offered to aid in an investigation, but insists that they are not in need of assistance themselves.”*

➤ **Could one of the Houses be behind the blackmail scheme? :**

*“With just three exceptions, every House is a target, with something to lose if the accusations are made public. While none of the Houses are above playing politics for personal gain, if they were discovered to actually be involved with the crime, not only would they gain nothing, they would lose everything.”*

None of the Noble Houses are behind the blackmail scheme, having even more to lose if they are caught than they do if the blackmailer gets away with his crime. Noble Houses have been declared traitor and disbanded for less.



➤ **Are there any obvious suspects? :**

*“As it is the nature of politics that no one is popular with everyone, there is no shortage of suspects. The diverse nature of the Houses involved leads us to believe that this crime is being perpetrated by someone outside of the Houses themselves.”*

While all of the Noble Houses ‘play nice’ with each other in public, there are always rivalries among them. The Houses being targeted cross the full spectrum of allies, enemies and neutral parties. There is no pattern to indicate that only the Houses in a certain alliance are being blackmailed.

➤ **Do all of the Noble Houses share a common enemy? :**

*“None of the Houses is without enemies of course, but there is no single person or group that stands out as openly opposing all of the Houses.”*

If it were only a matter of the Nobles, this would be true, but Amthydor as a whole *does* have a major enemy at this time – the Mystwood elves, who have declared war on the city over the missing Dark Tome.

➤ **Is there anyone who has access to all of the victims? :**

*“Travel in and out of the Nobles’ District is strictly controlled. Typically anyone with the level of access to the Houses necessary for a plot of this magnitude is carefully screened, but we have been able to assemble a list of businesses and individuals who would have had at least limited access during the time frame when a portion of the information would have been obtained by the blackmailer or his agents. The Houses tend to hire their own employees, but there are some outsiders who have regular access to the district, for deliveries, specialized tasks or to fill temporary positions due to illness, special events or other situations requiring additional staff.”*

The PCs will be provided with **Player Handout # 2**, listing groups and individuals who had access to multiple Noble Houses.

➤ **How long has this been going on? :**

*“The first known contact from the blackmailer was three weeks ago. As far as we have been able to determine, only seven of the Houses were targeted at that time. Three days ago a second communication arrived at all nineteen of the Houses in question. From what we have been able to determine, all of the information, or any so-called proof that might come from misunderstanding something that was seen or overheard, would have had to have occurred between one week and one month ago.”*

The initial blackmail attempt targeted only Houses Grimm, Mour, Kailin, Perrault, Reilly, Seabury and Sturmhammer.

➤ **What information is the blackmailer threatening to reveal? :**

*“The information varies from House to House, and should it become public could result in anything from personal embarrassment to political ruin to financial collapse and a complete loss of credibility. Many of the Houses involved have business or political connections extending outside of Amthydor, which could ultimately affect the city as well.”*

Drake and the other vanguards will not go into detail as to the information, both real and fabricated, that the blackmailer is threatening to reveal.

➤ **What is the blackmailer asking for? :**

*“The demands vary from House to House. The first series of threats only asked for monetary payment in exchange for silence, but the later demands also included political and business favors. We don’t know everything that he’s asking for, as even allied Houses are reluctant to trust each other completely with such personal details.”*

The only common theme to the demands seems to be a desire to beggar the Noble Houses or to force them to support businesses or political agendas in opposition to their normal affiliations.

- **Is anyone other than the nobles being targeted? :**

*“To our knowledge, only the Noble Houses are being targeted. If there are other victims they have not come forward.”*

When the PCs have asked the last of their questions Drake will invite them to enjoy their dessert, caution them once more about the need for discretion and depart with his two companions.

**NOTE:** The PCs don't know it, but they are under a deadline, and a life hangs in the balance. Keep track of how much time the PCs spend conducting their investigations, as this will determine Ansyla's condition in Encounter 10. Visiting a single noble House, a temple, an employment or delivery service, the Society of Entertainers and Providers, etc requires one hour (including travel in between these places). The clock begins ticking from the moment that the PCs start investigating, because once they start asking questions Randor will eventually learn of their interest. Include any time spent resting, studying spells, gathering information, etc, as well as the time spent meeting with the vanguards in the Introduction, if the PCs spent time gathering information before the meeting.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith,

Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**

- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**

## **Encounter 1 – I Heard It Through The Grapevine**

**Time Required: Varies**

The PCs may attempt to gather information on their own, either before or after meeting with Artur Drake and the other vanguards. The PCs must spend at least one hour asking around in order to establish any useful contacts. In this event the use of cohorts, vassals, an entourage or certified hirelings who possess at least one (1) rank in *Gather Information* cuts the time involved in this check in half. The heroes, or their agents, can ask around at any number of generalized locations in an effort to gather information.

*It isn't difficult to find someone with something to say about Amthydor's nobles. The problem lies in sifting the grains of useful information from the chaff of gossip and rumors.*

Remind the players that using the *Gather Information* skill requires spending 1d4 hours making contacts. The longer the PCs are willing to spend trying to dig up information, the more likely they are to learn something useful. A successful *Gather Information* skill check yields the information available at the listed DC plus any lower DCs.

If the PCs spend at least one hour (½ hour with assistance) –

- *DC 10* – Something has the nobles and their guards on edge, but they seem to be dealing with it ‘in-house’. The Society of Entertainers and Providers is the cultural heartbeat of the wealthy. Bards are the nosiest people around, and they hear everything. Maybe someone there knows something.
- *DC 15* – There are always rumors circulating about the nobles, but usually they are just about a few Houses at a time, and they’re never about anything major. Lately, there are rumors about nearly every House, and the stories are the sort of thing that could cause problems.
- *DC 20* – Some of the nobles are definitely being blackmailed, and whatever information the blackmailer is releasing, what he’s holding back has to be much worse.

If the PCs spend at least two hours (one hour with assistance) they will also learn the following in addition to the information learned above –

- *DC 10* – Someone is holding something over the nobles, letting slip small indiscretions that are slightly embarrassing, while threatening much worse if they don’t cooperate.
- *DC 15* – There is always a market for information, and someone has been paying well for details on the nobles’ private activities.
- *DC 20* – Whatever information the blackmailer has, it isn’t the sort of thing that he could learn from casual contact with the noble Houses. To get that level of information they would have to be inside on more than one occasion, and not just making deliveries at the back door.

PCs spending at least two hours gathering information (one hour with assistance) will also receive a mysterious message directing them to Jordan the Bard (**Player Handout # 3**), who allegedly possess information vital to the PCs’ mission. The note will be found among the PCs’

belongings, with no hint of how it could have been placed there. (Isn’t magic just grand? :-D )

If the PCs spend at least four hours (two hours with assistance) they will also learn the following in addition to the information learned above –

- *DC 10* – Common folks are always speculating about the nobles, wondering what it would be like to be one of them. A month or so ago one of the day laborers was talking too much, saying that on the inside the nobles were just the same as the rest of us, with their petty schemes and their dirty little secrets. All it would take was one person who knew where all of the bodies were buried to bring the whole thing crashing down.
- *DC 15* – For the past several weeks it’s been like the nobles were off limits. The people who typically prey off of them have been focusing on other targets, almost as if they had been warned away, or knew that someone more dangerous than they are was going after the nobility.
- *DC 20* – There may be more than one blackmailer. There has been talk that someone working in the district may have obtained information on the nobles and tried to use it to their advantage, but that someone else working from the outside has taken advantage of the opportunity provided and expanded on the original plan for their own benefit.
- If the PCs meet with Jordan **GO TO Encounter 1a (page 12).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**

- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 1a – A Nose For News**

**Time Required: Minimum 1 hour**

*Your destination is a popular place, if the crowd outside is any indication. The line of patrons waiting to enter the tavern stretches down the block and around the corner.*

**Knowledge (Local) DC15** – The Sanctuary has a reputation for being the ‘in’ place to be seen, and unless you have an invitation or know the password to get in the back door there is always a line to get in. Those who know the password don’t share it.

The PCs can wait in the main line for two hours before reaching the door and showing their token, or they can go to the side door and surrender the token for immediate entry. If the PCs do not have a token they will have to wait in line for two hours, then succeed at a *Diplomacy* skill check DC 15 to gain entry to the bar. If they are unable to get in, they can ask that a message be delivered to Jordan requesting that he meet with them, and the bard will speak with the bouncer and get the heroes admitted as his guests.

*Inside, patrons stand at a polished stone bar, or sit together around large tables or in shadowed booths, talking among themselves or listening to a bard playing requests on her mandolin.*

If the PCs ask around the bar looking for Jordan, both employees and patrons can direct them to a lone figure in the corner.

*The subject of your search sits alone at a small table near the hearth, nursing a tankard while watching the customers come and go.*

Jordan is human, in his mid to late 20’s, with black hair and brooding dark eyes. He dresses well, though not in the gaudy manner of many performers. The bard is blessed with the kind of dark good looks guaranteed to turn heads, but he hasn’t let it get the better of him. He is personable and friendly, and will confirm his identity if the PCs ask. Should the PCs feel the need to *Bluff*, Jordan has a *Sense Motive* modifier of +19.

Once the PCs approach and initiate the conversation –

*“You’ve been asking questions about the nobles. I wonder, is your interest personal or professional?”*

If the PCs attempt to dissemble have the hero in question make a *Will* save DC 19 to avoid the effect of a *ring of truth* (*discern lies*) that Jordan idly turns on one finger of his right hand. He is also wearing a *ring of mind shielding*, in case the PCs are trying to get a read on *him*. He already has a good idea as to what the PCs are up to, but he wants to get a better feel for them before he shares what he knows.

As soon as the PCs mention the blackmail plot –

*“Perhaps we should take our conversation somewhere more...private. Some things aren’t for prying ears.”*

*Rising and collecting his drink, he directs you to a heavy curtain covering a narrow hallway. Choosing a door a short distance down the*

*corridor he leads you into a sparsely decorated room containing a round table and several chairs.*

*“Why don’t you tell me what you already know, and I may be able to provide some additional information.”*

Jordan is far more than just the bard that he admits to being. The ornate rapier and matching dagger he wears are hardly ornamental. Although they are not ‘adventurers’, he and a group of associates have vowed to use their positions to help protect the city. While he isn’t interested in lying to the PCs, he also has no intention of revealing everything that he knows. As a result, he prefers to be the one asking the questions, rather than answering them. To avoid having the PCs inadvertently touch on a sensitive topic, possibly requiring him to be deceptive, once the PCs reveal what they know he will quickly offer what information he has on the current crisis.

*“There has been some speculation that some of the nobles themselves are behind this. No matter how nice they are to each other in public, the nobles are not above trying to take each other down. It’s all about politics. But this sort of thing isn’t their style. They believe in a more precise approach. They wouldn’t target all of the Houses, just to hide an attack on one. They also prefer their handiwork to look like an accident.”*

*“It isn’t in their best interests to have all of their dirty little secrets come out like this. Focusing this much attention all at once is counter-productive for them. No Amthydoran Noble House is behind this. More likely it is someone from outside, someone who wants the nobles distracted and disorganized so that they don’t notice when he moves on his real target. This is bigger than just the noble Houses. This is about Amthydor.”*

Jordan is firm in his belief that none of the nobles are behind the blackmail scheme, though he will not go into greater detail as to exactly why.

➤ **Which of the allegations, if any, are true? :**

*“All good lies are based on a kernel of truth, and a good blackmailer never tells everything that he knows. Most likely some small portion of each of the allegations is at least partially based in fact. More than that, I can’t say. Speculating, and sharing those speculations, would make me little better than the blackmailer. Bards, of all people, know that some information is not meant to be shared.”*

*“If you believe the rumors, some of the nobles should be more afraid of what the blackmailer isn’t saying, instead of what he’s actually threatening to reveal about them. There’s no proof, of course, but if half of what people say about some of the nobles is true, what they’re hiding is ten times worse.”*

*“Whoever is behind this is almost certainly from outside of Amthydor, though they likely have inside help. Most of the noble Houses have protections in place to guard against scrying and magical observation, so they would have to have direct access to the various noble estates in order to collect the information.”*

Even if Jordan did know for certain which allegations were true, he certainly would not tell the PCs.

➤ **How do you know so much about the nobles? :**

*“People like to talk, and bards are naturally good listeners. We hear things. Besides, I’ve had experience dealing with them before. Strip away their wealth, their power, all the fancy trappings, and they’re just like the rest of us. They have the same hopes, the same fears, the same desires and petty jealousies as everyone else.”*

Jordan has a history with Amthydor’s noble Houses, having fallen in love with a young noblewoman who was later murdered. This painfully earned insight into their motivations and methods has made him something of an expert on the subject of the nobles.

➤ **Are you involved? :**

*Jordan laughs bitterly. “Hardly. The wealthy of any city are a good bard’s bread and butter, so to speak. Taking on a few who deserve it with a satirical song or two is one thing. Going after so many at once, and so indiscriminately, would be like biting the hand that feeds me. Not to mention, whoever is behind this, if they’re Amthydoran, is committing High Treason. I’m nothing if not a loyal citizen of Amthydor.”*

While Jordan is somewhat bitter and even a little hostile about some of the noble Houses, he is not a fool. PCs who remain distrustful of Jordan and succeed at a Sense Motive skill check DC 20 discern that ‘loyal’ is a weak description of Jordan’s feelings towards the city as a whole. While he may not like some of the nobles, he would give up his life if necessary to protect the people of the city.

➤ **Why would you want to help us? :**

*“No matter what I or anyone else may think of them personally, the nobles are at the center of our society. They play a vital role in our everyday lives, though the average person never experiences their direct influence. Should the nobles fall others would, in time, move in to fill the void, but in the meantime the power vacuum would critically damage nearly every aspect of life in Amthydor at a time when we cannot afford the distraction.”*

Though not an adventurer, Jordan believes that he has a duty to serve the best interests of Amthydor, especially in these troubled times.

➤ **Where can we find you if we need to talk to you again? :**

*“I’m often here, or you can leave word with the Society of Entertainers and Providers. I’m just as likely to find you if something critical presents itself.”*

Jordan has a vast number of sources, and eventually hears every rumor circulating through the city. If the PCs are looking for him, he will know, and it won’t take him more than an hour or

two to get the word and seek the heroes out himself.

➤ **Will you tell us the password to get back into the tavern? :**

*He grins. “Now where would the fun be in that? Of course, if you were to figure it out for yourselves I would be pleased to host you for a drink.” He seems to consider for a moment, then pushes a small wooden disk across the table. “I can’t give you the password, but this might help you learn what it is. If you succeed at stopping the blackmailer it’s the least that I can do for you.”*

The wooden disk is about 1 ½ inches in diameter. It is engraved on one side with the Sanctuary’s emblem of a rose over two crossed short swords, and on the other with three deep scratches resembling claw marks. It can be used in three times in place of the password to gain admission to the tavern via the back door.

Jordan will offer the PCs one bit of parting advice before they continue with their investigation –

*“It wouldn’t surprise me if one or more of the Noble Houses have plans to deal with the blackmailer themselves, once the culprit’s identity is discovered. The best thing that you can do for everyone involved is to find the responsible party before they do.”*

- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**

- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 2 – The Butler Always Does It**

### **Time Required: 1 hour per location**

The PCs may visit some of the non-nobles who would have had regular access to the Nobles' District in the past month. The businesses themselves have been thoroughly screened, though their employees, especially those hired during the recent busy period, may not have been as closely scrutinized. The repeated description of Ansyla and her many alter egos should be enough to capture the PCs attention and send them down the proper path to identifying the blackmailer.

### **Leonardo Abbott –**

Leonardo is an artist, a painter. He is well known for the lifelike quality of his work, whether he is painting people, landscapes or common objects. He has been painting portraits for several of the nobles, namely Houses Erikas, Gaines, Krimpach, Mour and Seabury. He has two assistants, who's task it is to carry materials, mix paints, adjust lighting, position subjects, etc.

- Danol – An aspiring artist himself, Danol is human, in his early 20's, tall and very thin, with untidy sandy brown hair and blue-green eyes. He has been with Leonardo for two years, and is currently assisting with the portraits being painted for Houses Krimpach

and Mour. **If the PCs ask to question Danol** – Danol will be available right away. He is friendly, helpful and in no way involved with the blackmail plot. Danol doesn't give much thought to anything but his painting. He doesn't have a strong opinion about any of the nobles, but Reysa strikes him as being skittish.

- Reysa – She is a quiet girl, and though her paintings lack 'life', Reysa has a natural eye for detail and an exceptional sense of color and proportion. She began working as Leonardo's apprentice six weeks ago, and is currently assisting with the portraits being painted for Houses Erikas, Gaines and Seabury. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. If her description is starting to sound familiar, it should. Reysa is not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Reysa** – Reysa sent a message this morning that she is ill, and won't be available to assist for the next several days. Leonardo, being completely focused on his work, isn't certain exactly where the girl lives, but believes that she stays in a flat somewhere in the Laborers' District.

### **Childer's Catering –**

Julius Emerol Wulfgar Childer, the proprietor of Childer's Catering, is the most renowned non-halfling chef and caterer on the continent. He is in high demand by the wealthy for fancy parties and special dinners. In the past month he has catered several special events for the nobles, namely Houses Caudwähler, Jirin, Kailin, Sahdein Slidell, Sturmhammer and Tezriine. Childer has two assistants.

- Ansyla – Ansyla has been learning from Childer for almost a year. Recently she has assisted with events at Houses Caudwähler, Jirin, Kailin, Sturmhammer. She human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. If her description is starting to sound familiar, it should. She has created a series of false identities to allow her to get close to all of the

noble Houses. **If the PCs ask to question Ansyla** – Childer doesn't know where the girl can be found right now (and doesn't really care), other than that he overheard her mention once that she lives on Fountain Lane, in the Laborer's District. He was forced to dismiss her two days ago, when she was so lost in her own thoughts that she allowed a special dish being prepared for a dinner party hosted by Lady Consul Jirin to burn. There were not enough left over ingredients to prepare the dish again, resulting a much less satisfactory replacement entrée for the meal.

- Jamus – Jamus isn't much of a chef, and he enjoys the perks of his job (sampling the dishes and meeting pretty girls at parties) far more than the responsibilities. Most recently he has assisted with events at Houses Sahdein, Slidell and Tezriine. He has been Childer's assistant for almost three years. He is a half-elf, in his mid-20's, with a medium build, blond hair and brown eyes. He lives in a rooming house in the Port District. **If the PCs ask to question Jamus** – The young man is readily available to answer questions. He fancies himself a playboy, and will make a pass at any reasonably attractive female in the party. He knows nothing about the blackmail scheme, and is in no way involved. He is in awe of the nobles, and dreams of one day being granted nobility himself. He doesn't know Ansyla very well, but he thinks she's snobbish (she wouldn't have dinner with him). Lately she's been distracted, like she was worrying about something.

#### **Mason & Stone's –**

Rigel Mason and Korred Stone are a human and dwarven team of master ornamental stonemasons. They have been commissioned Houses Burkley, Eisner, Kailin and Perrault to create ornamental stone embellishments for their estates. They have two assistants.

- Selyna – She's only been with the pair for a little over a month. Her references (just prestigious enough to get her the job but common enough to be believable without making a potential employer want to check

them, and falsified, of course) indicated a strong talent for jewelry-making, and she was perfect for a pair of commissions that are currently being worked on. Houses Burkley and Perrault both ordered fountains decorated with patterns of small glass tiles. Placing the tiles requires a delicate hand, and Selyna is perfect for the job. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. If her description is starting to sound familiar, it should. Selyna is not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Selyna** – Mason and Stone haven't seen her since the second project (for House Perrault) was completed two days ago. She hasn't shown up to claim her pay, and her employers are concerned enough that they have informed the Diamond Legion. She lives in the Laborers' District, in an apartment with a view of one of the district's public fountains.

- Dyson – Dyson is exceptionally talented, and has a bright future as an artistic stonemason. The young dwarf is Korred Stone's nephew (on his mother's side), and lives with his uncle. He has been assisting with projects at Houses Burkley, Eisner and Kailin. **If the PCs ask to question Dyson** – Dyson's only interest is in the artistic carving and engraving of stone, the more ornate the better. He will scarcely look up from his sketches long enough to answer questions, but he will honestly answer that he knows nothing about the blackmail scheme. He thinks the nobles are a bit overdone, but he doesn't harbor any ill will towards them. He doesn't really trust Selyna, but then he doesn't trust females. In any case, she's good at her job, and doesn't spend all of her time talking like most girls do.

#### **Blossom's Blooms –**

Blossom Starflower provides fresh flowers and plants to many of the noble Houses, namely Houses Bailey, Caudwähler, Harquith, Lurian, Pelligari and Seabury. She makes deliveries daily in the district, to a different House each day, with



the help of her assistant Esnay and a cart driver, Niko.

- Esnay – The girl has only been with the shop for a few weeks, since the last assistant died from an unfortunate and unexpected allergic reaction to a rare plant. Esnay delivers and tends to the plants at Houses Harquith, Lurian and Pelligari. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. If her description is starting to sound familiar, it should. Esnay is not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Esnay** – She asked for a few days off, to take care of her ill mother. They live somewhere in the Laborers' District, where the sound of one of the larger fountains calms her mother and helps her sleep.
- Niko – Niko is human, in his early 40's, with a weathered complexion and a quiet manner. Niko drives for all of the deliveries. He has a natural way with animals, and cares for his employer's cart horse as if it were his own child. **If the PCs ask to question Niko** – The driver will gladly talk to the PCs, while he tends to Trip, the cart horse. He cannot offer any insight into the blackmail scheme. He finds most of the nobles to be pleasant enough. Esnay seemed to be nervous about something lately, but when he tried to talk to her she just shut down.

#### **Alger Shepp –**

Alger Shepp and his wife make custom fancy clothing. The social season is about to get underway, and they have hired two assistant seamstresses to help them complete commissions for several wealthy nobles from different Houses, namely Houses Eisner, Gaines, Pelligari and Tezriine.

- Lysal – Lysal came to work for the Shepps almost two months ago. She is currently working on gowns for the ladies of Houses Eisner and Tezriine. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. If her description is starting to sound familiar, it should. Lysal is

not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Lysal** – She left early the previous day, saying that she was going to House Eisner, to check the fit of a gown. If the PCs check with House Eisner, she was not expected and never arrived. She has not been seen since. The Shepp's have filed a missing person report with the Diamond Legion

- Leilia – Leilia is sewing gowns for the ladies of Houses Gaines and Pelligari. She is human, in her late teens, petite, with dark hair and large dark eyes. She lives in a boarding house in the Laborers' District. **If the PCs ask to question Leilia** – Leilia is working in the back room, surrounded by sketches of fancy clothes and swatches of fabric. She is happy to talk to the heroes while she sews, and knows nothing about the blackmail plot. Leilia wishes that she could catch some young nobleman's eye and have him sweep her off her feet. She mentioned her dream once to Lysal, and the girl became upset, saying that all the nobles want from a common girl is a few hours pleasure.

#### **Talian's Tutoring –**

Talian, a follower of Destine, has established a group of tutors to help educate Amthydor's youth (at least those who can pay for it). Three noble Houses (Grimm, Perrault and Reilly) have recently added young children to their households. There are currently two tutors working with children from the noble Houses.

- Rosellyn – Rosellyn is a grandmotherly type, gentle yet firm. The young boy adopted by House Perrault simply adores her. She is human, in her early 40's, short and matronly, with a friendly manner. She lives with her family in the Laborers' District. **If the PCs ask to question Rosellyn** – Rosellyn isn't one for gossip, and she doesn't pay any attention to rumors. She doesn't have any information on the blackmail plot. Rosellyn believes that the nobles play a necessary role in keeping the city functioning smoothly, and appreciates all that they do. She is worried about Yves. The girl

recently seemed upset about something, and possibly even afraid, but wouldn't talk to Rosellyn about it.

- Yves – Yves cares not only for Lyra, the orphan girl adopted into House Reilly, but also the recently returned Zander Grimm. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. She resides in an apartment in the Laborers' District. If her description is starting to sound familiar, it should. Lysal is not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Yves** – Yves reported for work early this morning, then left for the temple of Destine, to ask the priests there about a possible new lesson for her students. If the PCs ask for her at the temple she was never there. She lives on Fountain Lane, in the Laborers' District, in an upstairs apartment with her aged mother.

#### **Osterman's Expert Aides –**

Sandor Osterman provides a variety of temporary staffing services for wealthy clients who need last minute servants. Over the past few weeks he has provided staff for Houses Bailey, Burkley, Eriks, Grimm, Harquith, Krimpach, Mour, Sahdein, Slidell and Sturmhammer. Business has been extremely good lately, and he has been hard pressed to meet the demands of all of the Houses, resulting in him being less discerning than usual with regard to whom he hires. There are four employees who have taken on temporary duties for one or more of the Houses –

- Pol – Pol is a gardener, with a natural way with plants of all sorts. His services have been requested by Houses Harquith and Sturmhammer. He has worked for the service for three years. Pol is human, in his mid 30's, tanned and soft-spoken. He lives in an inn in the Port District. **If the PCs ask to question Pol** – Pol isn't much for talking, but he won't object to meeting with the PCs. He cannot offer any insight into the blackmail scheme. He considers the nobles to be regular people, just with more money. He doesn't see much of

his fellow employees. Tansy is quiet but anxious, like she's waiting for something to happen. Benard is completely dedicated to his work, and never talks about anything that happens among the nobles. Leif seems more comfortable with horses and dogs than with people.

- Tansy – Tansy has been assigned as a cleaning woman for Houses Krimpach, Mour and Sahdein. She's only been with the service for two months, but she always arrives for work on time and never complains. Her mother is ill, and Tansy is such a dear child for working so hard to care for her. She is human, in her early 20's, with a slender build, fair skin, pale blonde hair and green eyes. She lives in the Laborers' District with her mother. If her description is starting to sound familiar, it should. Tansy is not her real name. She is really Ansyla. She has created a series of false identities to allow her to get close to all of the noble Houses. **If the PCs ask to question Tansy** – The girl's mother took a turn for the worse last night, and Tansy had to take a few days off. If any of the heroes happens to be a cleric perhaps they could offer a prayer and a bit of a healing touch.
- Benard – Serves as a valet for Houses Bailey, Burkley and Slidell. He has been employed by Osterman for seven years. He is human, in his early 40's, tall and muscular, with a quiet manner. He lives in a boarding house in the Laborers' District. **If the PCs ask to question Benard** – Benard sees no value in gossip. He calls it entertainment for empty minds. He cannot offer any insight into the blackmail scheme, but hopes that the PCs are successful in locating the scum who would victimize such genteel people. He has never spent time conversing with his fellow employees, and doesn't know them well. Pol is a hard worker, and studious about his duties. Tansy seems like she is just waiting for something better to come along. Leif is completely devoted to his charges, and prefers the company of the animals to people.

- Leif – Leif works as a groom and stablehand for Houses Grimm and Erikas. Osterman hired him four years ago. He is human, in his mid 20’s, stocky, with brown hair and blue eyes. He lives in a boarding house in the Laborers’ District. **If the PCs ask to question Leif** – Leif is affected by a stutter, and isn’t much for talking, at least not to people. He doesn’t know anything about the blackmail scheme. He regards the nobles as being above the petty actions of normal people. He doesn’t talk to his fellow employees, mostly because he feels that he isn’t smart enough to talk to them. Pol is friendly, and teaches him about which plants the animals should stay away from and which ones they might like as treats. Tansy is beautiful, but he doesn’t stand a chance with her because he’s seen the man (an elf) who waits for her when she leaves her job. Benard never thinks about anything but his work, and never talks about what he does for the nobles.

Of all of the various businesses and individuals, only one person, Ansyla (with her various cover identities), has access to all nineteen of the targeted Houses. All of the other employees are false leads. If the PCs insist on speaking with them, after a few minutes of questioning the only person that each of them can think of who has been acting oddly is a young woman that they each know by a different name, but who fits the description of Ansyla.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**

- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwahler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

### **Encounter 3 – Rumor Has It**

**Time Required: 1 hour**

The main headquarters of the Society of Entertainers and Providers is located in the Services District. It serves as a combination philanthropic society and bardic guild, promoting charitable causes and the performing arts.

*The ever-elegant Marissa Chandler, the leader and spokesperson for the Society of Entertainers and Providers, gestures for you to make yourselves comfortable. “How can the Society assist you today?”*

Information is power, and Marissa won’t volunteer anything unless the PCs offer up some information of their own first. She already knows part of the story, but she wants to gauge what type of people the PCs are before she opens up to them. They will have to tell her at least the partial truth about why they are asking questions about the nobles.

*“Nobles are all about image. Their fellow nobles are the last people that most of them would tell, if they were in trouble. They also don’t attack each other en masse like this. It’s almost as if someone is trying to divide the nobles, distracting them to keep them from cooperating with each other.”*

*“We’ve been hearing rumors, just whisperings really, that someone has been asking around the Laborers’ District, seeking information on the noble Houses from those who work for them. Naturally, we’ve been trying to learn exactly who it is, but we haven’t been able to narrow down his or her identity. No one that we’ve spoken with admits to having been contacted. It’s always a ‘friend of a friend of a friend talked to someone who knows someone else’ situation.”*

*“Whoever is responsible, and whatever their goal is, people are starting to notice...and talk. So far it’s only vague speculation, but rumors about weakness in the nobles are starting to take root. There isn’t a lot of time left to put a stop to things before serious damage is done.”*

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyła **GO TO Encounter 10 (page 50).**

- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 4 – Divine Inspiration**

**Time Required: 1 hour per temple or shrine**

The PCs may visit the temple of their choice, asking questions or seeking divinations, or they may cast the spells themselves if they are able.

The author and the LSJ Campaign Staff understand that it is impossible to anticipate every question that the PCs might ask, so a few relevant facts about the events of the scenario are provided here, to allow the GM to answer the most likely questions.

- The initial blackmail scheme was perpetrated by a temporary servant who obtained access to several of the noble Houses using a series of cover identities.
- A second blackmailer, an elven agent, has expanded on the initial scheme, manipulating the original culprit. He intends to betray her once she is no longer useful to him.

The GM should feel free to answer any requests for *divination* or *commune* spells based on this information, phrasing the answers as appropriate to the question.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**

- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 5 – Off the Record**

**Time Required: 1 hour**

The PCs may go to Diamond Legion HQ and ask their questions officially, or they may contact any member of the Legion for whom the party possesses at least three favors and arrange an ‘off-the-record’ meeting. Obtaining information from the Legion, either officially or unofficially, requires a successful *Diplomacy* skill check.

- DC 10 – There has been no official report filed, but something has the nobles and their guards on edge. They seem to be dealing with it ‘in-house’.
- DC 15 – Two agencies that conduct deliveries to the Nobles’ District or provide temporary staff to the nobles have recently reported missing employees. The reports have both come in over the past day and a half, and both of the missing are young women. We are just starting to look into the disappearances. (The descriptions of both missing women match Ansyla)

- DC 20 – There is reason to believe that an elven agent has infiltrated the city, and may be gathering information in preparation for a siege, but without also persecuting every innocent elf in Amthydor we don’t know where to start looking for him (or her).
- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 6 – The Less Said, The Better**

**Time Required: 1 hour per noble House**

To aid in prioritizing the PCs’ investigative efforts, this encounter includes all of the noble Houses

who are willing to admit to being blackmailed and who have agreed to actively aid in stopping the perpetrator. The heroes may visit any, none or all of the Houses involved, in any order they wish.

➤ **HOUSE BURKLEY**

**Knowledge (Local or Nobility) DC 15**

House Burkley has enjoyed a lofty place in Amthydoran society for nearly 500 years, having been elevated to nobility in 1518 AF. The weakest of the three great mining Houses, many members of the family would like to see the House give up its mining operations and turn to other enterprises for a source of revenue. The primary members of the House are Lady Consul Yie Burkley, her four sons (Liou, Doi, Deek and Namoo), her daughter (Somluck), and Somluck's son (Gig). House Burkley's mines provide metal ores for Amthydor's craftsmen and for general trade.

PCs presenting themselves directly at the Burkley estate will find a cool welcome. The guards on duty are stern and reserved, offering only the minimum possible answers to questions. No amount of pleading or negotiating will get the heroes inside. Lady Consul Burkley, the members of her immediate family and the senior members of the House Guard are not available. Vor Lectran, the commander of the House Guard, can be found at the Sentinel Tavern after 6 pm.

At the Sentinel Tavern –

*Vor Lectran excuses himself from a conversation with several off-duty Legionnaires as you make your way among the tables in the Sentinel's crowded common room.*

*"I understand that you're looking for me."*

A native of Daigou, Lectran is human, with a slender yet muscular build, black eyes, a close-trimmed beard and long straight black hair that he wears in a tail. He will tell the PCs what he can, without violating his employer's privacy or revealing House secrets.

➤ **What is the blackmailer accusing the House of? :**

*"Lady Consul Burkley expects to retire soon, and her children are vying among themselves to be*

*chosen as her successor. The current favorite is her eldest son, Liou. Rival candidates among the family have suggested before that Lord Liou is not the late Lord Darr Burkley's son, but this...coward...has gone so far as to assert that m'lord is not even Lady Consul Burkley's flesh and blood! The claim is preposterous, of course, and only serves to create a distraction at an unfortunate time. If it weren't for the fact that other Houses are being targeted as well I would think that a member of the family was responsible."*

Lord Liou is Lady Consul Burkley's blood son, and no member of the family is behind the accusation.

➤ **What is the blackmailer demanding? :**

*"He's demanded nearly the entire current quarter's take from the mines. The payment for that ore has already been received. The shipment is due to be delivered in just a few days."*

➤ **What does the blackmailer stand to gain by weakening the House? :**

*"Without the produce of the House's mining operations, Amthydor has fewer resources for the production of weapons and armor, the minting of coins, the building of ships or general trade. Not only would this weaken the city as an economic power in the world marketplace, it could result in critical shortfalls of vital supplies in time of war."*

➤ **Who would have the level of access necessary to obtain this information? :**

*"That the Lady Consul is considering stepping down to pursue a more quiet life is not a great secret, though she hasn't spoken of it outside of the immediate family. The rest of it is nothing but a lie, and could have been made up by almost anyone."*

➤ **What do you know about the people making deliveries/working for the House? :**

*"Our permanent servants have been thoroughly screened and have been cleared of any involvement. We do, on occasion, receive*

*deliveries, contract with specialists or engage temporary staff.”*

Mason & Stone – *“The girl’s attention to detail is amazing. She spent hours here, wandering the estate and looking at the rest of the architecture and fixtures in the manor, to make sure that the fountain blended in just right.”*

Osterman’s – *“Benard is the perfect professional, absolutely discreet with a natural sense for what his employer requires at any given moment.”*

The stone mason’s assistant is, of course, Selyna/Ansyla.

**PC Nobles from House Burkley** can gain a private audience (the Noble PC only, without the rest of the party) with the Lady Consul. She will vehemently deny that there is any truth to the accusation that her son Liou is not of her own body or was fathered by anyone other than her late husband, and will confide that Liou is the most capable of her potential heirs, but she is concerned that he has no interest in the mines.

➤ **HOUSE GAINES**

**Knowledge (Local or Nobility) DC 15**

House Gaines was granted nobility in 1792 AF, following Arie Gaines sacrifice of his merchant shipping fleet to prevent the blockade and invasion of Amthydor by Vanyr. The primary members of the House are Lord Consul Petroff Gaines, his wife High Lady Kiandra Gallastan-Gaines, and Petroff’s two younger brothers (Cire and Mikal). House Gaines has no apparent source of steady income.

Allow the PCs to approach the gates to the Gaines estate and request entry from the guards. Once the PCs explain the reason for their visit one of the men will deliver the message to the main house, and return to escort the heroes to meet with Lord Mikal Gaines, the Lord Consul’s younger brother.

Mikal, a priest of Destine, is in his early 20’s, with a friendly, open manner.

*“Good day. I am Lord Mikal Gaines. My brother, the Lord Consul, is indisposed and has asked me to speak with you. Perhaps you would care to walk in the gardens while we talk.”*

The garden is a more private location than inside the manor, as there are fewer places for eavesdroppers to conceal themselves.

*“I don’t know how much help I can be. As nobles go, my family would seem to be an unlikely target for blackmail. It sometimes seems that if it weren’t for bad luck we would have no luck at all.”*

House Gaines has little in the way of resources, and has been gradually declining in influence over the years.

➤ **What is the blackmailer accusing the House of? :**

*“In recent years it has been almost as if my family was cursed. Our declining position, the deaths of my parents, my brother Cire’s ever-embarrassing and sometimes disastrous efforts to be a hero, all have cast a dark light on our family. When Petroff gained the hand of Lady Kiandra, we thought that something good had finally happened, that she might give heart to our family, as my late mother did. But the blackmailer is claiming that Lady Kiandra herself is to blame for many of the family’s troubles. It’s true that her family had issues of its own, but she was only a girl, and had no part of that.”*

High Lady Kiandra Gallastan-Gaines, the daughter of the late Lord Consul Rodolph Gallastan, is the last surviving member of the disgraced House Gallastan. The House was declared traitor and disbanded by the Lord Monarch when it was discovered that Lord Rodolph had committed high treason by trading information on Amthydor’s defenses to Vanyr, aiding that nation in their attempt to lay siege to the city.

➤ **What is the blackmailer demanding? :**

*“The blackmailer has directed that High Lady Kiandra use her influence with the Amthydor*

***Shining Jewel to publish a manifesto condemning the Lord Monarch.***

High Lady Kiandra is at the heart of Amthydor's social scene, and a regular contributor to the Shining Jewel, a publication providing news and information to the people of Amthydor.

- **What does the blackmailer stand to gain by weakening the House? :**

***“An enemy of House Gaines would gain nothing. To benefit from the situation the blackmailer's goal would have to be to divide and weaken Amthydor as a whole.”***

As young and sheltered as he is, Mikal has hit on the problem exactly.

- **Who would have the level of access necessary to obtain this information? :**

***“The full details of the late Lord Consul Gallastan's treason were not made public, but the fact that he was a traitor was well known. While rumors and jokes abound, the fact that Cire actually is cursed is not talked about outside of the immediate family, but it could have been overheard by a servant.”***

- **What do you know about the people making deliveries/working for the House? :**

***“The estate has a permanent staff, all of whom have been thoroughly screened and cleared of any involvement. It isn't unusual for us to receive deliveries, contract with specialists or engage temporary staff.”***

Leonardo Abbott – ***“The Lord Consul has commissioned a portrait of High Lady Kiandra. The artist is extraordinary, and his assistant is pleasant.”***

Shepp's Clothing – ***“The man's designs are lovely, but the seamstress working on the High Lady's gown should spend more time sewing and less time trying to catch a noble husband.”***

The painter's assistant is, of course, Reysa/Ansyla.

**PC Nobles from House Gaines** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul. He is well aware

of the accusations against his wife's late father, but those allegations have nothing whatsoever to do with Lady Kiandra, and he hasn't seen a shred of evidence to support the claims against her. House Gaines' misfortunes are simply bad luck, and though he will not say why he will confide that he expects the situation to take a turn for the better in the near future.

- **HOUSE GRIMM**

### **Knowledge (Local or Nobility) DC 15**

House Grimm is one of the three founding Houses, along with Harquith and Torestyn. The primary members of the House are Lord Consul Augustus Grimm, his two sons (Alaric and Harvinder), and three daughters (Constance, Sophia and Gillian). A fourth (illegitimate) daughter, Alissa Wyndsong Grimm Torestyn, is the wife of the Lord Monarch. House Grimm maintains its fortunes through a variety of business investments, and has a long tradition of military and political service to Amthydor.

Allow the PCs to approach the gates to the Grimm estate and request entry from the guards. The Grimm House Guard has already been advised to expect the PCs. As soon as the heroes approach the gate, one of the guards will immediately leave to get Fallor Haman, the vanguard who they met at dinner.

***“If you'll follow me, I'll escort you to the armory. Lord Alaric is conducting an inspection, and has agreed to speak with you while he reviews the House's preparations for a potential siege.”***

The vanguard will speak with the PCs either before or after their meeting with Lord Alaric, if they wish. The Noble Guards have continued their own investigations, and are now confident that the blackmail scheme is designed to divide and weaken Amthydor as a whole, by sowing mistrust and cutting off vital resources, rather than an attempt to bring down particular Houses. They have also begun a campaign of 'damage control', to shore up confidence in the members of the House as leaders and commanders worthy of respect.



*Lord Alaric Grimm is a stern and intimidating figure as he inspects racks of pole arms in the armory. He examines each weapon with a practiced eye, and tests each for sharpness and balance before replacing it.*

*“Fallor Haman tells me that you have agreed to look into the blackmail threats against the noble Houses. Are you making any progress in your investigation?”*

Lord Alaric is very ‘no-nonsense’, and prefers to get straight to the point. He would prefer to hear an update from the PCs before answering any questions that they might have for him.

➤ **What is the blackmailer accusing the House of? :**

*“The initial threat claimed to have proof that my sister Gillian cheated on her Legion promotion examinations. When we failed to respond to such an absurd accusation, the scum created an even more fantastical story that my family in general, and myself in particular, have become involved in the inner workings of the Diamond Legion for the sole purpose of being able to divert them from detecting smuggling operations that we control! At no time has my family smuggled so much as a crust of bread, and such claims demean the countless generations of my family that have served faithfully in defense of Amthydor and its people.”*

Lord Alaric is clearly disgusted that such accusations could be leveled against the most honorable and distinguished House Grimm.

➤ **What is the blackmailer demanding? :**

*“At first he demanded 500 gold crowns, to be delivered in secret. We have now been instructed to vouch for a number of questionable individuals seeking admission to the Diamond Legion. These men, who have not yet been identified but that I suspect will prove to be foreigners, are to receive the highest recommendation for admission, and are to be fast-tracked for promotion at the first possible opportunity.”*

Lord Alaric has not seen the men that he has been ordered to vouch for and knows nothing about them. Neither he nor his father has any intention of meeting the blackmailer’s demands.

➤ **What does the blackmailer stand to gain by weakening the House? :**

*“House Grimm has always stood as an example, a strong leadership presence. If these rumors become public, regardless of whether or not anyone believes them, it will erode our ability to lead, and diminish morale among those who have looked to us for guidance. I am sure that you can see how this could be a problem in a time of war, when we must be united behind our leaders. Clearly someone wants us weak, wants us to lose, and I have no intention of losing.”*

Alaric is a tactician at heart, and he looks at every encounter as a military engagement. Naturally, he has looked beyond House Grimm alone when evaluating the blackmailer’s motives and goals.

➤ **Who would have the level of access necessary to obtain this information? :**

*“IF such absurd claims were true and information actually existed, only someone with access to the library or similar family areas would come across such information.”*

Someone like a child’s tutor, for example.

➤ **What do you know about the people making deliveries/working for the House? :**

*“The integrity and honesty of our permanent staff is above reproach. They have all been thoroughly screened and cleared of any involvement. We periodically supplement our staff with temporary help, hire experts for specialized tasks and receive deliveries from local businesses.”*

Talian’s – *“Our family was recently blessed with the return of my nephew. He is extremely mature and advanced for his age, but there are gaps in his practical education, particularly about Amthydor itself. Many children his own age are somewhat intimidated by him, and he needs the benefit of a friend. A tutor seemed to be the answer, and he simply adores the young woman.”*

Osterman’s – *“One of our stablehands broke his leg rather badly, and it has been slow to heal. We’ve taken on a temporary replacement until*

*he's back on his feet. The young man, Leif, is quiet and diligent, and the animals respond well to him."*

The tutor is, of course, Yves/Ansyla.

**PC Nobles from House Grimm** can gain a private audience (the Noble PC only, without the rest of the party) with Lord Consul Augustus Grimm. Like his son, the aging patriarch of the Grimm family sees the blackmail scheme not as an attack on House Grimm, but on Amthydor as a whole, and will confide his concern that this may indeed be another kind of battle in the elf-declared war on Amthydor.

➤ **HOUSE HARQUITH**

**Knowledge (Local or Nobility) DC 15**

House Harquith is one of the three founding Houses, along with Grimm and Torestyn. The primary members of the House are Lord Consul Salvidor Harquith, his wife High Lady Quianna, their sons (Mannuel and Juniper), their daughters (Iseabeau, Consuela and Dulcinia), Salvidor's younger brother Keldor and Keldor's daughter Kwella. House Harquith specializes in potions, enchanted items and arcane artifacts.

Allow the PCs to approach the gates to the Harquith estate and request entry from the guards. Once the PCs make their request for an audience, one of the guards will carry the message to the main house, then after several minutes return to escort the heroes to the garden to meet with Lady Iseabeau. As nobles go, the Harquiths are formal, yet approachable.

*An elegant young woman is directing a servant to set out refreshments as you step through a hedge gate and into a small private garden.*

*"Good day. I am Lady Iseabeau. I understand that you have agreed to help with the current crisis faced by the nobles. Please, refresh yourselves while we speak, and tell me how can House Harquith assist you?"*

Lady Iseabeau is courteous, and will answer any questions that she is able. She is a skilled mage, but is not prepared to cast spells for the PCs at this time.

➤ **What is the blackmailer accusing the House of? :**

*"If we fail to comply with his demands, he will produce evidence that we are traitors to Amthydor, that we have cursed the magic items we produce for the city and that we have been conspiring to weaken the city while aiding the Mystwood elves. It's all a lie, of course. My ancestor was one of the early leaders of the original colony, and many Harquiths have served honorably as Mage Consul to the Lord Monarch. Even now we labor to enchant the weapons and armor that will protect the Legion in battle should the elves bring the war to our gates. Our House has always been loyal. While it's true that my father has been meeting with several elven mages, it is in the hope of forging an alliance for the protection of Amthydor."*

➤ **What is the blackmailer demanding? :**

*"Books. Only my family's rarest and most precious books, all of them. Irreplaceable texts and tomes of ancient magic. My father has been ordered to burn them, publically, at the Way's End. Losing those books would damage us even more than the false claims of the blackmailer."*

The Way's End is a large public square where public punishments and executions are carried out.

➤ **What does the blackmailer stand to gain by weakening the House? :**

*"Weakening our House weakens Amthydor. If the people were to see us abandon our magic, they might reject it as well, might mistrust the very magic that could save us in the war. And as bad or worse, the rumors could influence the Lord Monarch to reject our advice and our assistance."*

➤ **Who would have the level of access necessary to obtain this information? :**

*"The immediate family of course, and some of the household staff. My father keeps his own counsel, and does not speak lightly of private matters."*

Esnay/Ansyla discovered the notes of the meeting while arranging fresh flowers in the Lord Consul's private study.

➤ **What do you know about the people making deliveries/working for the House? :**

*“Our butler is a construct, and completely under the control of my father. Our other permanent staff have been thoroughly screened and are loyal. When our regular servants are not sufficient we arrange for temporary staffing from Finch’s, and it isn’t unusual for us to employ experts for special projects or receive deliveries from local merchants.”*

Blossom’s – *“My mother enjoys having fresh flowers all over the house, and Blossom’s assistant has a knack for arranging them beautifully, to compliment the décor in each room.”*

Osterman’s – *“A joint ailment has forced our senior gardener to retire. His assistant has been promoted, but we needed a replacement. The man they sent over, Pol, has a marvelous way with rare plants. My father is even considering offering him a permanent position.”*

The Florist’s assistant is, of course, Esnay/Ansyla.

**PC Nobles from House Harquith** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul himself, who will reveal that the House is indeed engaged in negotiations with a group of elven mages, on behalf of Amthydor. Not all of the elven hierarchy believes that the Lord Monarch is behind the disappearance of the book, and the division could turn things in the city’s favor. He is on the verge of securing a vital alliance that could be extremely valuable in the war, an alliance that could just as easily fail if it appears that the Lord Monarch has lost confidence in House Harquith.

➤ **HOUSE MOUR**

**Knowledge (Local or Nobility) DC 15**

Enobled in recognition of its trading efforts on behalf of the city, House Mour is the biggest merchant enterprise in Amthydor, and the largest importer of foreign goods. House Mour’s annual Grand Caravan is the largest overland progress of trade goods on the continent. The primary

members of the House are Lord Consul Henry Mour, his wife High Lady Valencia, their sons (Geoffry and Vard), their daughter (Elaine), and Vard’s son Marciano. House Mour’s trade caravans carry Amthydor goods to distant markets, and bring a variety of foreign products into the city.

Allow the PCs to approach the gates to the Mour estate and request entry from the guards.

*Artur Drake himself is at the gate of the Mour estate, speaking with the guards on duty as you approach. Turning away from his men he greets you. “Welcome. Do you have news for me, or have you come to speak with his Lordship?”*

The PCs may report anything that they’ve learned, if they wish, or Drake will escort them directly to an audience with Lord Geoffry Mour, the Lord Consul’s eldest son.

*Artur Drake escorts you to the library, bidding you make yourselves comfortable while he carries word of your arrival to Lord Geoffry. Only moments later the imposing figure of the Lord Consul’s heir arrives. “Vanguard Drake has told me of your efforts on our behalf. How can I assist in your investigation?”*

➤ **What is the blackmailer accusing the House of? :**

*“The original threat claimed to possess information connecting our House with the Broken Triad, and saying that we were forced to fire almost half of our caravan guards in order to conceal it. It’s true that we did have to fire several guards, but both the numbers and the cause are greatly exaggerated. While it is true that we did fire one quarter of our guards, only a handful of them were found to have even the least connection to that foul group. Most were let go for a wide range of reasons, from petty theft to being drunk on duty. When that didn’t force us to respond, the blackmailer threatened to reveal that we were behind the death of Lady Cardinal Arawl. It’s a complete fabrication, and nothing could be further from the truth. Our Houses were quite friendly, and her loss was devastating to everyone who knew her. We had nothing to*

*gain from wishing her ill, and this accusation is clearly intended to separate us from our allies.”*

The Broken Triad, an unholy set of tiefling siblings, has targeted Amthydor, and House Grimm in particular, before, and more can be found on them in other LSJ events but they are not part of the current crisis. Houses Mour and Arawl were friendly, and also had common allies. House Mour played no part in the death of Cardinal Arawl, which was ruled an accident by the Diamond Legion. These accusations could be highly damaging to the friendships among Houses Grimm, Mour and Reilly.

➤ **What is the blackmailer demanding? :**

*“The original demand was for the paltry sum of 500 gold crowns, but now we are to immediately cease all trading operations, disbanding our current caravan in the nearest city, and giving all of the goods away to the people there.”*

House Mour is the largest land-based import/export enterprise on the continent, and combined with the shipping fleet belonging to their allies of House Seabury, controls the largest trading consortium on Raia. The current annual grand caravan is somewhere to the west, en route home from the western coastal cities.

➤ **What does the blackmailer stand to gain by weakening the House? :**

*“Damaging House Mour damages Amthydor. Amthydor’s economy depends heavily upon the goods that move through the city, from foodstuffs to luxury goods to metals and ores from the mines. If the people cannot sell their own goods, then they have no money to buy the goods of others. If the caravans cannot travel then they cannot deliver promised Amthydoran goods, nor can they bring foreign goods into the city. If we submit to his demands we lose everything. If we ignore his demands, he’ll spread lies and no one will do business with us, and we’ll lose everything anyway. There is no way for us to win.”*

➤ **Who would have the level of access necessary to obtain this information? :**

*“While it is not something that is commonly spoken of it is not a great secret that members of*

*the guard were dismissed. Almost anyone with even a passing access to the family would know the basic details. One needs only a fragment of the truth to spin a believable lie. Lady Cardinal’s death was the talk of the city when it happened. She was extremely well-liked, and our families were close. This is the first time that there has been the slightest suggestion that we were involved, and it simply isn’t true.”*

➤ **What do you know about the people making deliveries/working for the House? :**

*“The entire household staff has been thoroughly questioned and have all been cleared of any wrongdoing. They are completely loyal. For specialized tasks we usually contract with local experts, and we occasionally require temporary staffing for special events.”*

Leonardo Abbott – *“He and the young man assisting him have been coming to the manor for several weeks, to complete a new series of portraits of the family. He is really quite skilled, and his assistant Danol shows great promise.”*

Osterman’s – *“One of our cleaning girls abruptly left the city, so we have taken on temporary help. The young woman is competent, and doesn’t cause any problems.”*

The former cleaning girl left the city suddenly, without giving any notice and without collecting a week’s pay. If the PCs insist on checking up on her, her small rented room has already been taken over by a new tenant, and her few possessions moved into storage when she failed to pay her rent for a month. No one has seen her since, and she did not mention leaving to anyone. The temporary cleaning girl is, of course, Tansy/Ansyla.

**PC Nobles from House Mour** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul himself. He is concerned that no matter what they do House Mour, and Amthydor, will fail. There is just enough of the truth in the blackmailer’s claim for people to lose faith in the House, driving away business and eliminating access to necessary goods and supplies.

➤ **HOUSE PERRAULT**

**Knowledge (Local or Nobility) DC 15**

House Perrault gained nobility five centuries ago in recognition of their diplomatic efforts on behalf of Amthydor. They were further honored by being granted sole commission to mint the city's coins. The primary members of the House are Lord Consul Algernon Perrault, his wife High Lady Aleksandra, their son (Vliatcheslav) and their widowed daughter (RoseMary). RoseMary has recently adopted Will, an orphan, and is raising him to follow the traditions of the House. Lord Consul Algernon's longtime friend and advisor Ferenc Littomerizky, a priest of Kalek, is like part of the family.

Allow the PCs to approach the gates to the Perrault estate and request entry from the guards. Of all the noble Houses, Perrault is the most aloof and formal. Once the PCs identify themselves and the reason for their visit one of the men will deliver the message to the main house, and return with a man wearing the robes of a priest of Meneon.

*"Good day to you. I am Lord Vliatcheslav. The Guard tells me that you have agreed to look into the blackmail plot. Please, tell me how I may assist."*

➤ **What is the blackmailer accusing the House of? :**

*"In the initial claim he threatened to reveal the House's tenuous diplomatic standing. Several critical negotiations have failed over the past few years, and as the primary negotiators, members of House Perrault carry much of the blame. To make matters worse, now he is accusing us of cutting the precious metal content in the coins we mint for the city, making them less valuable."*

➤ **What is the blackmailer demanding? :**

*"At first he only wanted coin, 500 gold crowns to be exact. When we refused, he raised the stakes. We are to sabotage negotiations with potential allies, allies that are needed if Amthydor is to win the war with the Mystwood. Whoever is responsible for the blackmail intends for Amthydor to lose the war."*

➤ **What does the blackmailer stand to gain by weakening the House? :**

*"With Amthydor's currency devalued, no one will do business with the city. We would be unable to purchase goods from outside our own borders. Prices for even basic goods and services would quickly rise, opening the door for unscrupulous traders to take advantage of an unstable marketplace. Public morale would dissolve, and the Lord Monarch would lose the backing of the common people."*

➤ **Who would have the level of access necessary to obtain this information? :**

*"A chronicle of every Perrault diplomat's endeavors is kept in the House library. Anyone with cause to be in that room could have found and read it. As for the baseless accusation about the mint, no access is required in order to invent such a blatant lie."*

➤ **What do you know about the people making deliveries/working for the House? :**

*"The manor has a large permanent staff, but everyone has been thoroughly screened. We do occasionally engage temporary staffing from Tyncher's or Whatley's, two of the local employment services, for special events or if members of the regular staff are sick or away for an extended length of time."*

Mason & Stone – *"My mother wanted a new fountain in her solarium, next to my father's study. The work required a delicate hand, to place the tiny tiles. The girl who came to assist had an excellent sense of color and shading, and the piece turned out beautifully."*

Talian's – *"We've recently taken in an orphan boy, and have begun proceedings to formally adopt him into the House. A tutor is necessary to help round out his education as quickly as possible. She's a pleasant older woman, and she understands how to help children learn."*

He will gladly show off the fountain, which has been inlaid with thousands of tiny colored tiles to depict a sunrise over a mountain lake. The

solarium is immediately adjacent to the Lord Consul's study, where the Perrault diplomatic archives are kept. The tutor is, of course, Yves/Ansyla.

**PC Nobles from House Perrault** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul's wife, High Lady Aleksandra, who will confide that the House is indeed on shaky diplomatic footing, and is in need of a series of successful negotiations in order to restore their reputation. She can also show the PC records proving that the amount of metal used, and the number and weight of coins produced from it, has remained constant.

➤ **HOUSE STURMHAMMER**

**Knowledge (Local or Nobility) DC 15**

House Sturmhammer is the oldest of the three non-human noble Houses in Amthydor. Originally a dwarven clan from the nearby mountains, they were granted nobility in 38 AF in recognition for their aid and support in founding of the city. The primary members of the House are Lord Consul Albrecht Sturmhammer, his wife High Lady Hestia, their sons (Bragoth, Corm and Drask), their daughters (Jana and Ingrad), Albrecht's brothers (Barrelbreak and Edorn) and his sister (Leisle). The House conducts a small mining enterprise, specializing in precious gems, and produces weapons and armor of exceptional quality.

Allow the PCs to approach the gates to the Sturmhammer estate and request entry from the guards. The Sturmhammers are typical of dwarves, staid and dour, but not unfriendly. Once the PCs explain the reason for their visit one of the guards will deliver the message to the main house, and return to escort the heroes to their meeting with the Lord Consul and Goren Ironarm.

*Two stout dwarves break off their quiet discussion as your escort leads you into the manor's great hall. "Welcome. Goren has told me that you have agreed to help unravel this foul plot. What news do you have, and how can my House assist?"*

Lord Consul Sturmhammer has no material resources to offer the PCs, only information, but he will answer what questions he can.

➤ **What is the blackmailer accusing the House of? :**

*"Clan and family are everything to the dwarven people. They are our identity. The dishonorable cur has accused us of murdering our own blood, my brother, Barrelbreak. I assure you that my brother is very much alive, though we have been forced to contain him, for his own good. He suffers from a...mental disturbance, and he cannot, or will not, be healed. The condition makes him something of an embarrassment to the family, so he doesn't get out in public."*

Barrelbreak Sturmhammer is alive, and confined to the family estate. If the PCs really want proof, Lord Consul Albrecht will (somewhat reluctantly) show them upstairs to the room where Barrelbreak spends his days. As the PCs make their way down the hall they can hear the sound of badly off-key singing growing louder and louder, until Lord Consul Albrecht opens the door to reveal an unkempt male dwarf singing (opera, no less) at the top of his lungs.

*"Anyone who has ever heard my brother sing would consider our having locked him away to be a public service, but it would call our honor into question, that we could treat our own blood in such a fashion."*

*"We tried having Barrelbreak join the family when there were visitors, as a type of damage control, but it was a complete disaster. The blackmailer must have found out somehow, because right afterward he threatened to expose that the family isn't really descended from the original Clan Sturmhammer, that the original clan died out a thousand years ago and we took their place."*

➤ **What is the blackmailer demanding? :**

*"Originally he only asked for money, 500 gold crowns. We were actually on the verge of paying it, to avoid the disgrace over my brother's condition becoming public, when the second demand was made. We have been instructed to*

*immediately denounce the Lord Monarch and the nobles, and to cease all negotiations on their behalf.”*

- **What does the blackmailer stand to gain by weakening the House? :**

*“Amthydor needs the support of the local dwarves if they are to withstand an elven assault and they need our House to negotiate that support. If we were without honor in the eyes of our fellow dwarves, or if they believe that we lack the legitimacy to negotiate with them, everything will fall apart.”*

- **Who would have the level of access necessary to obtain this information? :**

*“The negotiations have been kept a closely guarded secret. No one outside of the immediate family and the Lord Monarch knows that King Agmar’s personal representative and his delegation were present for negotiations. We hosted a banquet in their honor, catered by none other than Childer himself, as part of the visit.”*

Servants often being invisible to the people they serve, it hasn’t occurred to him that Childer’s staff, including Ansyla, were also aware of the dwarven delegation’s visit.

- **What do you know about the people making deliveries/working for the House? :**

*“We thoroughly screen our permanent servants, of course. As needed, for special events such as the banquet, we may hire specialists or additional staff.”*

Childer’s Catering – *“Childer can prepare any dish imaginable, and he was pleased to prepare a selection of dwarven specialties for the banquet. The young lady assisting him presented an exquisite berry and lemon pastry for dessert, the ambassador’s favorite.”*

Osterman’s – *“My wife has decided to plant roses, and we’ve taken on a temporary gardener from the service to help get them started.”*

The caterer’s assistant is, of course, Ansyla.

**PC Nobles from House Sturmhammer** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul. He will confide that while the negotiations for aid have been going well, there are still no guarantees. The dwarves recognize the danger posed by the Dark Tome should it fall into the wrong hands, and having only narrowly won their most recent conflict with the nearby orcs and goblins, they are not anxious for a fresh war.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Kailin, Kripach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 7 – Better Left Unsaid**

### **Time Required: 1 hour per noble House**

To aid in prioritizing the PCs' investigative efforts, this encounter includes all of the noble Houses who have reluctantly admitted to being blackmailed but have declined to actively address the situation, for a variety of reasons. The heroes may visit any, none or all of the Houses involved, in any order they wish.

#### ➤ **HOUSE KAILIN**

##### **Knowledge (Local or Nobility) DC 15**

House Kailin was ennobled in 762 AF, in recognition of their fine quality craftsmanship in goldsmithing and jewelry making. The primary members of the House are Lady Consul Laurindalyn Farrandriel Kailin, her sons (Aldarron and HERNENDOS), her grandson (RATHANDER), Aldarron's wife Marjoram, their sons (BRENDEN and MEDDAS), their daughter and her husband (SILVILA and DAVID ARBEITEN), MEDDAS' sons (JANDEN and CEDRIAN) and his daughters (MARISSA, DANATTA and SAMANTHA). Olivia Grimm Kailin (a cousin of House Grimm) is the widow of Laurindalyn's late son Martenas, and Rathander's mother.

Allow the PCs to approach the gates to the Kailin estate and request entry from the guards. The Kailins are genteel and formal. They prefer to observe a situation at length and are slow to enter any conflict. Once the PCs explain the reason for their visit one of the guards will deliver the message to the main house, and return to escort the heroes to a comfortable sitting room and the presence of Lord Meddas Kailin.

*“Good day. I am Lord Meddas. I understand you're here about the cowardly attempt to shame our House. There isn't a great deal to say on the subject, but I have the authority to deal with you on this matter, if you are still interested in asking questions.”*

Lord Meddas is a talented goldsmith, whose work is in high demand. Like most of the family, he is

mostly human, due to generations of political marriages in the human dominated city.

#### ➤ **Is your House being blackmailed? :**

*“Unquestionably so, and not once but twice. When his first demand failed to garner the desired response the cur raised the stakes, and threatened to spread even more lies about us. What he doesn't seem to have considered is just how ludicrous his claims are, and that no rational person could believe them. We don't answer to lawless scum, and we won't be bullied by cowards who cannot even make their accusations in person.”*

#### ➤ **What is the blackmailer accusing you of? :**

*“Planning to poison the city, if you can believe it. My uncle HERNENDOS is a druid. He keeps several rare and potentially dangerous plants in our garden, to study them. The fruit of one of the trees is toxic, and it takes on the physical characteristics of whatever tree it is grown near, as camouflage, but we're very careful that no one eats it. When we rejected the blackmailer's demands he threatened to denounce us as traitors to Amthydor, claiming that we have secretly sided with the Mystwood elves so that we will be rewarded when the city falls. Such a claim is absurd, of course. Due to a number of arranged political marriages we are more human than elven now, with the exception of my father and grandmother.”*

#### ➤ **What is the blackmailer demanding? :**

*“At first? The paltry sum of five hundred gold crowns. Scarcely a pittance. The second claim was not accompanied by a demand at all, as if nothing we could offer would prevent him from spreading his lies.”*

#### ➤ **What does the blackmailer stand to gain by weakening your House? :**

*“Some already consider my grandmother to be weak, but it is foolish to underestimate her. Perhaps the better question to ask is what the blackmailer stands to gain by weakening Amthydor. If people believe that we have turned our backs on the Lord Monarch, that he cannot*



*keep the loyalty of his own nobles, then others will turn from him as well.”*

➤ **Who would have the level of access necessary to obtain this information? :**

*“Anyone with access to the manor and a knowledge of exotic plants would know about the trees, and anyone with an imagination can make up lies.”*

➤ **What do you know about the people making deliveries/working for the House? :**

*“Our permanent servants have been thoroughly screened and have been cleared of any involvement. We do, on occasion, employ experts for special projects.”*

Childer’s Catering – *“We recently hosted an outdoor dinner party in the gardens, in honor of the sky elf envoy. The young woman assisting master Childer has an excellent sense for the subtly layered flavors present in elven cuisine.”*

Mason & Stone – *“My grandmother wanted a new piece for the garden, and the carving on the new fountain is exquisite. The dwarf who did the fine detail work is very talented.”*

The caterer’s assistant is, of course, Ansyala.

PC Nobles from House Kailin can gain a private audience (the Noble PC only, without the rest of the party) with the Lady Consul, who will point out that, as they are mostly human, her House is highly unlikely to be welcomed by the elves as an ally. Furthermore, she has been hearing rumors of mysterious elves sneaking into the city. Normally high ranked elven visitors make a courtesy call on the House, but these have not sent any greetings, and she is suspicious of their motives.

➤ **HOUSE KRIMPACH**

### **Knowledge (Local or Nobility) DC 15**

House Krimpach obtained their noble lands in 1535. The primary members of the House are Lord Consul Stonefurl Krimpach, his sons (Diamondtear, Querquetalanu and Rockcutter), Diamondtear’s wife Brianna, Saltheart Krimpach,

Broder Krimpach, Runeblad Krimpach, Stonefurl’s brother-in-law Kelmon Brandywine, and Kelmon’s daughters (Trudy and Tiffany). The House prospers through its gemcutting and jewelry making enterprises. The family also owns the Jeweled Cup tavern, located in the Adventurers’ District.

Allow the PCs to approach the gates to the Krimpach estate and request entry from the guards. Their nobility having been purchased by their ancestor, the Krimpachs are careful not to allow themselves to become arrogant and stuffy. Once the PCs explain the reason for their visit one of the guards will deliver the message to the main house, and return leading a well-dressed male gnome.

*“Welcome to House Krimpach. I am Lord Rockcutter. The guard indicated that you wished to speak with me. Please say that you aren’t here to arrange a date.”*

Lord Rockcutter is considered to be a highly eligible bachelor, and finds the constant female attention somewhat smothering at times.

➤ **Is your House being blackmailed? :**

*“Oh yes, if you can imagine it. It’s all rather amusing, actually. Of course, the joke is on the blackmailer, isn’t it.”*

➤ **What is the blackmailer accusing you of? :**

*“Why, of being the blackmailer, of course. Isn’t that just the funniest thing that you’ve ever heard?”*

➤ **What is the blackmailer demanding? :**

*“The most powerful weapon ever devised...Information. Maps of the city, details on the other nobles, even things about you, or at least those like you, adventurers. Not the sort of thing we keep lying around, of course, so meeting his demands is out of the questions.”*

Rockcutter finds the entire situation somewhat absurd, and supports his father’s decision to ignore the blackmailer. What he won’t admit unless directly asked is that while they don’t keep such information ‘lying around’, that doesn’t mean that they don’t have it (they do).

- **What does the blackmailer stand to gain by weakening your House? :**

*“Nothing much, really. People may think ill of us for a while, but the truth will come out and the joke will be on them. Tall people have no sense of humor.”*

- **Who would have the level of access necessary to obtain this information? :**

*“Anyone with any imagination at all can make up lies, and since some people are always looking to see the worst in others, getting someone to believe the lies wouldn’t be that difficult. If we did happen to have information that might make someone else look bad, it would be safely tucked away in my father’s study.”*

- **What do you know about the people making deliveries/working for the House? :**

*“Our regular servants have been checked out of course and have been cleared of any involvement. We have had a few other people on the estate lately, for special projects and such.”*

Leonardo Abbott – *“Master Abbott has been working on a portrait of my father. He doesn’t have much of a sense of humor, but Donal, his assistant, appreciates the absurd.”*

Osterman’s – *“Our regular housekeeper, a nice old woman, was run down and killed by a startled carthorse several weeks ago. We had to engage a temporary substitute until a permanent replacement can be found. The girl is nice enough, though she acts like she always expects someone to jump out of the shadows and grab her.”*

The temporary housekeeper is, of course, Tansy/Ansyla.

**PC Nobles from House Krimpach** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul. He will confide that he did have private information on several of the other nobles, but that someone broke into the locked hidden cupboard in his office and stole the information. He has no idea who the guilty party could be.

- **HOUSE REILLY**

**Knowledge (Local or Nobility) DC 15**

House Reilly is among the more recent additions to Amthydor’s nobility. Lady Consul Ellyn Reilly was granted hereditary Noble status for services rendered during the Vanyran siege of the city in 1991 AF. The House consists of the Lady Consul, her three younger brothers (Liam, Sion and Connor), two younger sisters (Eilish and Kylene), a cousin (Caroline) and Lyra, a young orphan recently adopted by Lady Consul Reilly. House Reilly’s farms and orchards provide fresh food to Amthydor.

Allow the PCs to approach the gates to the Reilly estate and request entry from the guards. The Reillys are perhaps the least formal of all the Houses. Once the PCs explain the reason for their visit one of the men will deliver the message to the main house, and return leading a well-dressed young woman with an elegant bearing and welcoming smile.

*“Good day. I am Lady Kylene. I understand you wish to speak with the Lady Consul. If you’ll please follow me, she’s waiting for you in the garden.”*

Lady Kylene is friendly, and will converse politely with the PCs (some of whom may know her from her own adventures), but she will not presume to speak for her sister or the House regarding the current crisis.

*The woman exchanging sword blows with a muscular man among the statuary and flower beds is hardly the typical noble lady. As you enter the garden her opponent misses parrying her strike, taking a heavy blow to the shoulder, then quickly lowers his blade to signal the end of their practice.*

The man is Staern Bladebreak, a priest of Galvandt and former adventuring companion of Lady Consul Ellyn. He will retire at short distance away while the PCs meet with her, but will not withdraw completely unless the PCs actively object to his presence. He will politely acknowledge greetings from PCs belonging to the temple of Galvandt or those who have met him in other LSJ events, but

will not otherwise involve himself in the conversation.

➤ **Are you being blackmailed? :**

*“Of course we are being blackmailed. What’s more, the claims that the thief is making are true, at least in part, which is all that matters to some people. When I refused to submit to his first demand he sought other ways to embarrass my House, but my family and I will not be bullied in this fashion. It’s nothing more than airing dirty laundry, and dignifying the claims with a response only encourages them. It wastes my time, and causes my family needless distress.”*

➤ **What is the blackmailer accusing you of? :**

*“If you must know, my mother is in fragile health, and lives in seclusion at our country estate. She hasn’t been in her right mind since my father was murdered years ago. The blackmailer has threatened to press a claim that I keep her drugged and senseless in order to deny her the leadership of the House. Such an accusation is completely absurd, of course, as House Reilly’s nobility in Amthydor was granted through me, for services to the city, not my mother. The facts will easily disprove the claim, but the necessity of bringing in representatives from several of the local temples to see her condition for themselves and offer testimony would distract from the House’s affairs at what could prove to be a crucial time for both our business and the city in a time of war.”*

The Lady Consul’s mother is in poor health, locked inside of her own mind, and has been for years. She lives in seclusion at the family’s country estate of Lion’s Den.

*“When I didn’t comply with his demands, he upped the ante, sending me this.”  
She retrieves a page of parchment from her desk, passing it to the most obvious leader in the group. The brief missive is printed in neat block letters –*

**She has her father’s eyes, don’t you think?  
Anyone looking at her can see it. I wonder who else has noticed the resemblance.**

*“A business rival of my father’s used magic to disguise an orc, making it resemble my father, and sent the creature to seduce our mother. My sister Eilish is the result. She is a valuable and respected member of this family, regardless of the circumstances of her birth, and we stand by her.”*

PCs succeeding on a *Sense Motive* skill check DC 30 discern that Lady Consul Elyn feels no shame at her sister’s obvious orcish parentage, but she is also not telling the PCs everything that she knows. If the PCs press her on the matter –

*“I am only assuming that the note refers to Eilish, of course. I’ve recently adopted a young orphan girl, Lyra. Her parents were killed in the undead incursion, and no surviving family has come forward. Naturally, should a relative present themselves to claim the girl, and if she wants to go, I would not stand in her way. I believe that in most cases children belong with their families. We haven’t even been able to determine for certain who Lyra’s parents were, and we only know her name because she told us, so it isn’t like we’re trying to pass her off as someone she isn’t. So who else could the note refer to, except my sister?”*

Who else indeed?

➤ **What is the blackmailer demanding? :**

*“At first? Five hundred gold crowns. Now he is demanding that I order my people to destroy our crops and salt the fields.”*

➤ **What does the blackmailer stand to gain by weakening your House? :**

*“Amthydor needs the food grown on our land. Without it, the people will be forced to buy more expensive produce grown elsewhere and brought in by wagon, or else go without. With the threat of war, fewer merchants are willing to risk the roads leading to Amthydor, raising prices and decreasing supplies further. The thief could be working for another supplier, hoping to raise prices, or he could be in league with the elves, hoping to deprive the city’s forces of vital supplies. In either case, I have no intention of giving in to the fool’s demands.”*

- **Who would have the level of access necessary to obtain this information? :**

*“My mother never leaves our country estate, and my siblings and I do not speak of her condition with outsiders. We don’t often entertain visitors at Lion’s Den, but anyone there could easily see or hear something that would reveal her presence. As for Eilish, the family has never made a secret of it, but there is no reason for us to go out of our way to advertise the fact that she is not fully human.”*

- **What do you know about the people making deliveries/working for the House? :**

*“All of our staff have been thoroughly screened and have been cleared of any involvement. The only recent employee is a temporary tutor for Lyra, to help round out her basic education. I applaud the Lord Monarch’s insistence on education for all youth, regardless of social class, but there are things about the world beyond these walls, things above and beyond the basic temple education, that a young noblewoman needs to know. Lyra is quite taken with the young woman sent over by the service, and they spend several hours each week on lessons, both in the city and at Lion’s Den.”*

The tutor is, of course, Yves/Ansyla.

PC Nobles from House Reilly know that Lady Consul Ellyn has spent several hours in closed-door meetings with her brothers Liam and Sion, as well as with Staern Bladebreak, considering the possible identity of the culprit.

- **HOUSE SEABURY**

### **Knowledge (Local or Nobility) DC 15**

Successful and profitable sea shipping earned nobility for House Seabury in 1692 AF. Though few are actual ‘Seaburys’, the primary members of the House are Lord Consul Tymos Seabury, his wife High Lady Deybri, Stephen Magnolia, Bethany Cantor (Seabury), Daniel Bailey (no relation), Liam Richards, Antony Freidrich, Ottmar Quentin (Seabury), Basia Depech, Chris Burana, Suzzane O’Collins (Seabury) and Niles D’Artelien. House Seabury is the second largest trading power

in the Free Lands, after House Mour, and has a strong alliance with that House.

Allow the PCs to approach the gates to the Seabury estate and request entry from the guards. The Seaburys are a mixed lot of varying degrees of blood relations and adopted outsiders. Once the PCs explain the reason for their visit one of the men will deliver the message to the main house, and return leading a young woman dressed in worn leathers.

*“I’m Lady Bethany. Is there something you need?”*

- **Are you being blackmailed? :**

*“It is true that someone is attempting to embarrass our House, though we have deemed it best to ignore the threats.”*

- **What is the blackmailer accusing you of? :**

*“What isn’t he accusing us of? He’s raised the claim that our...dispute with House Erikas is nothing but a public sham, that we are secretly plotting with them to aid in pirating efforts. As if we would ever work with them for any reason. And there’s more. Perception is everything among the nobles. There have been individuals in Amthydor’s past who were...misguided, or were tricked into doing things that normally would have been against their nature. The blackmailer has threatened to reveal that High Lady Deybri is the sister of one of these misguided individuals. It’s true, of course, but one cannot choose one’s family, and the facts are too easily proven to be denied.”*

Bethany will not specify which individual the High Lady is related to. A successful *Knowledge (Local or Nobility) DC 30* will allow a PC to recall that the current High Lady Seabury is the sister of the former Mage Consul, who was partially responsible for the undead incursion that resulted in a massive loss of life in Amthydor.

- **What is the blackmailer demanding? :**

*“Gold, at first. Five hundred crowns. When we refused to pay it we were instructed to hire on new crews for all of our ships, crews that would be provided. I don’t know who the men are, but*

*you can bet that they would be taking orders from someone other than the ships' captains. Needless to say, we will never agree to that."*

➤ **What does the blackmailer stand to gain by weakening your House? :**

*"Most of the goods traveling through the western Tasman Sea are carried by Seabury ships. A rival shipping House would benefit greatly if they no longer had to compete with us. If the Mystwood elves attack from the sea, Seabury ships will supplement those of the Diamond Legion. If our ships are no longer ours to control, there is no telling what use they might be put to."*

➤ **Who would have the level of access necessary to obtain this information? :**

*"To have definitive proof of the High Lady's family ties would require a priest of Hyperion to conduct a holy ritual, or else the High Lady's correspondence with that relative, in her own hand."*

Such correspondence is precisely what the guilty party does have, taken from the Lady's study.

➤ **What do you know about the people making deliveries/working for the House? :**

*"The estate has a permanent staff, all of whom have been thoroughly screened and cleared of any involvement. It isn't unusual for us to receive deliveries, contract with specialists or engage temporary staff."*

Leonardo Abbott – *"The painter has been commissioned to complete a new portrait of High Lady Deybri. He comes to the manor three days each week with his assistant, to work on the painting. The girl has an excellent memory, and makes certain that every detail is in place, from jewelry to flowers, before each session."*

Blossom's Blooms – *"Fresh flowers are delivered to the manor each day, by the proprietor herself."*

The painter's assistant is, of course, Reysa/Ansyla.

PC Nobles from House Seabury can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul's wife,

High Lady Deybri Seabury, who will categorically (and truthfully) deny that the House is in any way cooperating with House Erikas. She will not speak of her unnamed relative, saying that "We cannot always choose our families". She will also reveal that there has been an increase in the number of elven ships spotted in the western Tasman Sea, though there have been no confrontations.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 8 – Silence Is Golden**

### **Time Required: 1 hour per noble House**

To aid in prioritizing the PCs' investigative efforts, this encounter includes all of the noble Houses who are being blackmailed, but have refused to admit it. The heroes may visit any, none or all of the Houses involved, in any order they wish.

#### ➤ **HOUSE CAUDWAHLER**

##### **Knowledge (Local or Nobility) DC 15**

House Caudwahler is active in the church of Hyperion, and in the Society of Entertainers and Providers. The primary members of the House are Lord Consul Bregon Caudwahler, his wife High Lady Sanoria, their son (Murrow) and their daughters (Astrid and Zianna).

Allow the PCs to approach the gates to the Caudwahler estate and request entry from the guards (*Diplomacy DC 15*). Once the PCs (successfully) explain the reason for their visit one of the men will escort them to a small sitting room where a haughty young man is waiting for them.

***“The guard indicated that you had urgent business. I am Lord Murrow Caudwahler. What is your business here today?”***

Lord Murrow isn't entirely convinced that the PCs aren't just the next communication from the blackmailer.

#### ➤ **Is your House being blackmailed? :**

***“I beg your pardon. I should think not. No one would dare to blackmail such a distinguished House as Caudwahler.”***

*Sense Motive DC 20* — Someone should point out to Lord Murrow that it isn't polite to tell lies. He will not discuss the blackmail threat with the heroes, and there isn't much that they can do about it, since they are on his turf. A *Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lord Consul, who will offer the information provided. No *Diplomacy* check is required for a PC affiliated with the House (noble or Noble Guard).

PC Nobles from House Caudwahler can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul, who will reveal that the House really is being blackmailed. The blackmailer claims to have proof that members of the House secretly worship Graala, the goddess of madness, and has demanded that they remove sacred relics from the temple of Hyperion and destroy them. The only outsiders with recent access to the manor were the proprietor of Blossom's Blooms, to deliver flowers for a recent dinner party, and the owner and staff of Childer's Catering, to prepare the meal for that same event. The girl assisting Childer has a way of preparing fish that surpasses anything you have ever tasted before. The caterer's assistant is, of course, Ansyla.

#### ➤ **HOUSE EISNER**

##### **Knowledge (Local or Nobility) DC 15**

The second of the great mining Houses, Eisner was granted nobility in 1000 AF. The primary members of the House are Lord Consul Kijeva Eisner, his wife High Lady Seindra Burkley-Eisner (daughter of Lady Consul Burkley), their sons (Pietron and Boron) and their daughter (Kaerina). Another son, Vandahar, has been disowned by the family and is not spoken of.

Allow the PCs to approach the gates to the Eisner estate and request entry from the guards (*Diplomacy DC 15*). Once the PCs (successfully) explain the reason for their visit one of the men will escort them to the armory, where the commander of the House's Guard is waiting for them.

***“I am Vanguard Ravanaar. What is your business with House Eisner today?”***

Ravanaar is the commander of the Eisner House Guard, and the personal guard of the Lord Consul. The PCs will have to get through if they want to learn anything.

#### ➤ **Is your House being blackmailed? :**

***“If they were, it would be a matter for the Guard and the Legion, would it not?”***

*Sense Motive DC 20* — Ravanaar is irritated that the PCs appear to know of the House's troubles. A

*Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lord Consul, who will offer the information provided. No *Diplomacy* check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Eisner** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul, who will reveal that the House really is being blackmailed. The blackmailer claims to have proof that House Eisner engages in slavery to get workers for its mines. The Lord Consul would welcome any number of surprise inspections to prove the claim false, which it is. The only outsiders with recent access to the manor were the dwarven partner of Mason and Stone's, with his nephew, and a seamstress from Shepp's Clothing, to check the fit of a new gown being made for the High Lady. The seamstress is, of course, Lysal/Ansyla.

➤ **HOUSE ERIKAS**

**Knowledge (Local or Nobility) DC 15**

Granted nobility in 1949 AF, House Erikas maintains its fortunes using its small fleet of ships privateering on behalf of Amthydor. The Lord Monarch has recently granted them permission to target elven ships in the western half of the Tasman Sea, and their privateering efforts on behalf of Amthydor have brought a rise in the House's status and popularity. The primary members of the House are Lady Consul Marlanda Erikas, her sons (Derick, Mitch and Shad), her daughters (Jaklan and Dedra), her nephew Andonicus and Shad's wife Xarina Starr-Erikas.

Allow the PCs to approach the gates to the Erikas estate and make their case for entry. Marco Notarius, the commander of the House Guard, is on duty at the gate and will listen to their request

***“What business brings Amthydor’s adventurers to House Erikas?”***

➤ **Is your House being blackmailed? :**

***“Such would hardly be the business of strangers, and it would not be my place to speak of it.”***

A *Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lord Consul, who will

offer the information provided. No *Diplomacy* check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Erikas** can gain a private audience (the Noble PC only, without the rest of the party) with the Lady Consul, who will reveal that the House really is being blackmailed. The blackmailer claims to have proof that Lord Andonicus is her illegitimate son, rather than her nephew. She would willingly submit to a ritual by the temple of Hyperion to prove the young man's bloodline. The only outsiders with recent access to the manor were the painter Leonardo Abbott and his male assistant, and a new cleaning girl from Osterman's agency, working temporarily while the regular girl recovers from the recent birth of her child. The cleaning girl is, of course, Tansy/Ansyla.

➤ **HOUSE JIRIN**

**Knowledge (Local or Nobility) DC 15**

House Jirin was granted nobility in 1774, after a gift of forty Jirin horses proved to be a critical component in the city's victory in the second Exan-Amthydor war. They continue to breed superior mounts that are much in demand. The primary members of the House are Lady Consul Sialomy Jirin, her husband Ashmael, their son Bairnebus and their daughter Nysia.

Allow the PCs to approach the gates to the Jirin estate and request entry from the guards (*Diplomacy DC 15*). Once the PCs (successfully) explain the reason for their visit one of the men will carry their request to the family and return leading a serene young woman (Lady Nysia).

***“I’m very sorry that you seem to have come here for nothing. It is unfortunate that there isn’t more to tell you.”***

*Sense Motive DC 20* — Lady Nysia doesn't agree with her mother's decision to remain silent, but she is reluctant to invite maternal wrath by speaking out of turn. A *Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lady Consul, who will offer the information provided.

No Diplomacy check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Jirin** can gain a private audience (the Noble PC only, without the rest of the party) with the Lady Consul, who will reveal that the House really is being blackmailed. The blackmailer claims to have proof that the horses bred and trained by the House have been trained to respond a member of the family over their own riders. The only outsiders with recent access to the manor were the chef, Childer, and the girl who was assisting him to prepare a special meal in honor of an important potential ally with access to a herd of exceptional Cardizan-bred horses. The caterer's assistant is, of course, Ansyla.

➤ **HOUSE LURIAN**

**Knowledge (Local or Nobility) DC 15**

Enobled in 1484 AF, House Lurian is revered for their skill as gold and silversmiths. The primary members of the House are Lord Consul Povalo Lurian, his wife High Lady Jasmine, their sons (Stautin, Derrick, Trevor and Richard) and their daughters (Elizabeth, Sarah and Dawn).

Allow the PCs to approach the gates to the Lurian estate and request entry from the guards (*Diplomacy DC 15*). Once the PCs (successfully) explain the reason for their visit one of the men will escort them to a small sitting room where a worried looking woman is waiting for them.

***“The guard indicated that you wished to speak with us. What is your business here today?”***

High Lady Jasmine isn't entirely convinced that the PCs aren't just the next communication from the blackmailer.

*Sense Motive DC 20* — Lady Jasmine is clearly concerned about something. A *Diplomacy* skill check *DC 20 + ATL* will get them her talking, and she will offer the information provided. No Diplomacy check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Lurian** can gain a private audience (the Noble PC only, without the rest of the party) with High Lady Jasmine, who will

reveal that the House really is being blackmailed. The blackmailer claims to have proof that her oldest son, Lord Stautin, was responsible for the theft of the Dark Tome. She knows that he has an interest in the ancient magicks, but she knows that he could never have done such a thing. Should even a whisper of the rumor become public, the entire city would turn on the House. The only outsider with recent access to the manor was the delivery girl from Blossom's Blooms, who comes three times each week to refresh the flowers throughout the manor. The florist's assistant is, of course, Esnay/Ansyla.

➤ **HOUSE PELLIGARI**

**Knowledge (Local or Nobility) DC 15**

House Pelligari is built on the shattered remnants of its predecessor, House Terias, following the great slave revolt of 800 AF when the first Lord Consul Pelligari, then a slave in the Terias mines, led his fellow workers in a rebellion against their captors. The primary members of the House are Lord Consul Donatus Pelligari, his wife High Lady Melinde Erikas-Pelligari (sister of Lady Consul Erikas), their sons (Aldo and Theodore), their daughter (Esmerelda), Aldo's wife (Phoebe), Donatus' brother Miguel and Miguel's daughter Erika.

The family has withdrawn into their manor, and is not receiving visitors at this time. Nothing less than a *Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lord Consul, who will offer the information provided. No Diplomacy check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Pelligari** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul, who will admit that the House really is being blackmailed, but that the accusation is a complete lie. The blackmailer claims to have proof that Lord Miguel is being kept drugged, like a puppet. The Lord Consul will be happy to show them Miguel, who is playing in the garden with his young son. If the PCs insist on speaking with Miguel they will be able to do so, but will not be able to discern that he



is indeed drugged and controlled. Yes, this accusation really is true. The only outsiders with recent access to the manor were the delivery girl from Blossom's Blooms, to refresh the flowers throughout the manor, and the owner of Shepp's Clothing, to take measurements for the Lord Consul's new attire. The florist's assistant is, of course, Esnay/Ansyla.

➤ **HOUSE SAHDEIN**

**Knowledge (Local or Nobility) DC 15**

House Sahdein gained its nobility in 1817 AF. Though lacking the status of the city's major Merchant Houses, House Sahdein nonetheless operates a successful trading business, specializing in exotic goods from their native Cardiz. The primary members of the House are Lord Consul Yezeed Sahdein, his wife High Lady Maneira, their sons (Isaac and Azeem), their daughter Sheira, Yezeed's son Ibrahim. The family also has two close advisors, Garolik, the head of the House Guard, and Akeem Mashara.

Allow the PCs to approach the gates to the Sahdein estate and request entry from the guards (*Diplomacy DC 15*). Once the PCs (successfully) explain the reason for their visit one of the men will escort them to a small sitting room where a haughty young man is waiting for them.

***"Little time do I have for this conversation. To the point please come quickly."***

Lord Ibrahim is the Lord Consul's son by his 2<sup>nd</sup> wife. He will hear out the PCs' request, and may be convinced to intercede on their behalf to arrange a meeting with his father. A *Diplomacy* skill check *DC 20 + ATL* will get them an audience with the Lord Consul, who will offer the information provided. No *Diplomacy* check is required for a PC affiliated with the House (noble or Noble Guard).

**PC Nobles from House Sahdein** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul, who will reveal that the House really is being blackmailed. The blackmailer claims to have proof that members of the House secretly summon evil extra-planar creatures, and that they intend to use them

to aid the elves in the coming war. While the family does summon extra-planar creatures, they are far from evil, and are only called for benevolent purposes. The only outsiders with recent access to the manor were the owner and staff of Childer's Catering, for his First Wife's birthday dinner, and a temporary cleaning girl from Osterman's. The cleaning girl is, of course, Tansy/Ansyla.

➤ **HOUSE TEZRIINE**

**Knowledge (Local or Nobility) DC 15**

House Tezriine gained nobility in 1881 AF for its efforts in rooting out a group of evil mages who were terrorizing shipping around Amthydor. The House is known for its accomplished mages. The primary members of the House are Lord Consul Wynstone Tezriine, his wife High Lady Penelope Torestyn-Steen, their sons (Georges and Burtrane) and their daughters (Maygariette, Patricia, Jewel and Jade) and the Lord Consul's father Lord Ombedor Steen.

Allow the PCs to approach the gates to the Tezriine estate and request entry from the guards (*Diplomacy DC 15*). No *Diplomacy* check is required for a PC affiliated with the House (noble or Noble Guard). Once the PCs (successfully) explain the reason for their visit one of the men will escort them to a small laboratory where a frail man pours over an ancient tome.

***"What brings Amthydor's great heroes to my home today? Surely you cannot hope to speak with my son?"***

Lord Ombedor Tezriine is interested to hear what the PCs have to say, and will share what he knows, if only to annoy his son, the Lord Consul. The blackmailer has claimed to have proof that House Tezriine is plotting to murder the entire House Harquith. While it is true that the two Houses are major rivals, the Tezriine are hardly stupid. If the allegation were to reach House Harquith, they may stage a preemptive strike, destroying Tezriine, and the old lord has no desire to see his family destroyed for a lie. The only outsiders with recent access to the manor were the owner and staff of Childer's Catering, to prepare the meal for a recent dinner party, and a seamstress from Shepp's

Clothing, to take measurements for a new gown for the High Lady. The seamstress is, of course, Lysal/Ansyla.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Bailey, Slidell or Torestyn **GO TO Encounter 9 (page 48).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 9 – That’s News to Me**

**Time Required: 1 hour per noble House**

To aid in prioritizing the PCs’ investigative efforts, this encounter includes all of the noble Houses who are not believed to be victims of the blackmail scheme, either due to inaccessibility or because there is nothing to be gained by targeting them. The heroes may visit any, none or all of the Houses involved, in any order they wish.

### ➤ **HOUSE BAILEY**

#### **Knowledge (Local or Nobility) DC 15**

House Bailey, enobled in 1875 AF, has suffered a gradually deteriorating reputation, and is now at an all-time low. The primary members of the House are Lord Consul Thalus Bailey, his wife High Lady Trissa, their sons (Drail, Tristian and Alexia) and their daughter (Stella).

As appealing a target as House Bailey might be, they have enough other problems to deal with right now. With so many negative rumors about the family already circulating, if they are being threatened with blackmail they apparently believe that whatever information the blackmailer possesses cannot do more damage than has already been done and are ignoring the situation. No family members are available to speak with the PCs during this event, and their Guards cannot provide the PCs with any information.

**PC Nobles from House Bailey** can gain a private audience (the Noble PC only, without the rest of the party) with the Lord Consul’s wife, High Lady Trissa Bailey, who will categorically (and truthfully) deny that the House is being blackmailed at this time. The only reason that she can offer for the oversight is that the House has suffered so much misfortune lately that they have no further secrets worth exploiting. The House is currently out of favor with the Lord Monarch and several of the more influential Noble Houses and currently has neither the funds nor the influence with which to pay off a potential blackmailer. The only outsiders with recent access to the manor were the owner of Blossom’s Blooms, to deliver fresh flowers, and a valet from Osterman’s Expert Aides.

### ➤ **HOUSE SLIDELL**

#### **Knowledge (Local or Nobility) DC 15**

House Slidell is everything that House Perrault is not – compassionate, inclusive and welcoming. They have taken the tenants of their faith to heart, and strive to ‘lead’, rather than ‘command’. The primary members of the House are Lord Consul Lafayette Slidell, his wife High Lady Rhianna,

their son (Chessen), their daughter (Annika) and Lafayette's paternal uncle (Tameron, High Priest of Hyperion).

Lord Tameron will meet with the heroes, though there isn't much to tell (even to PC Nobles from the House). From the varied nature of the targets it would appear that the true target isn't one or even multiple noble Houses, but Amthydor as a whole. The only outsiders with recent access to the manor were the owner of Childer's Catering, to prepare a meal during a diplomatic dinner, and a valet from Osterman's Expert Aides.

### ➤ **HOUSE TORESTYN**

#### **Knowledge (Local or Nobility) DC 10**

House Torestyn is one of the three founding Houses, along with Grimm and Harquith. The House consists of Lord Monarch Rafe Torestyn, his wife High Lady Alissa Wyndsong Grimm Torestyn, and their daughter (Jocelyn).

House Torestyn is the hereditary ruling family of Amthydor. Even the Lord Monarch's enemies would be hard pressed to find a harsh word to say about them. Tight security keeps them beyond the reach of the typical blackmailer, and unavailable for questioning by the PCs in this event. If the PCs are especially persistent, and can succeed at a *Diplomacy* skill check *DC 30 + ATL*, the commander of the Lord Monarch's personal guard, Jarek Dax, will come to the gate personally to hear the PCs concerns and to assure them that there has been no attempt to blackmail the Lord Monarch or his family.

*“Several of the Houses have informed us, quietly of course, of their situation. We believe that this is an attempt to undermine support for Amthydor both at home and abroad, cutting off our access to vital resources in a time of war, and to divide us internally when we must be united to survive. We are already taking steps to counter the negative rumors, but some damage is inevitable if the source of the rumors cannot be discovered and stopped.”*

House Torestyn does not hire temporary staff, and deliveries are strictly controlled.

- If the PCs want to attempt to gather information independently from what the nobles can provide **GO TO Encounter 1 (page 10).**
- If the PCs want to investigate those businesses and individuals with access to the various Noble Houses **GO TO Encounter 2 (page 14).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 3 (page 19).**
- If the PCs go to one or more of the temples **GO TO Encounter 4 (page 20).**
- If the PCs look for information from a Diamond Legion contact or at Legion HQ **GO TO Encounter 5 (page 20).**
- If the PCs want to speak with someone from House Burkley, Gaines, Grimm, Harquith, Mour, Perrault or Sturmhammer **GO TO Encounter 6 (page 21).**
- If the PCs want to speak with someone from House Kailin, Krimpach, Reilly or Seabury **GO TO Encounter 7 (page 35).**
- If the PCs want to speak with someone from House Caudwähler, Eisner, Erikas, Jirin, Lurian, Pelligari, Sahdein or Tezriine **GO TO Encounter 8 (page 43).**
- If the PCs want to confront Ansyla **GO TO Encounter 10 (page 50).**
- If the PCs choose to take on Randor themselves **GO TO Encounter 11 (page 51).**

## **Encounter 10 – The Walls Have Ears**

Ansyla (or whichever name the PCs have come to know her by) is the only person with access to all nineteen of the blackmailed Houses, and the only logical suspect. The PCs can seek her out at any time in the event, though if they delay too long Randor will decide that she has outlived her usefulness and remove her from the equation (leaving the PCs with nothing but a corpse). One

day (24 hours) after the PCs ask their first question Randor will kill Ansyla, unless the PCs get to her first.

***The Laborers' District is filled with the homes of Amthydor's common workers. Boarding houses, inns, simple houses and blocks of tiny flats make up the district. Ansyla's one-room flat is in a two story stone building in the heart of the district, surrounded by similar anonymous structures filled with the men and women who are the pulse of the city.***

The PCs won't have any trouble finding Ansyla's tiny apartment. Her neighbors, if asked, can describe her as quiet and rather shy. She has come out of her shell, so to speak, since meeting her 'nice young man' two months ago. It's such a shame that they had that huge fight last night. You could hear them yelling down all the way down in the street.

**If the PCs have reached Ansyla less than 24 hours after beginning their investigation –**

***The sounds of weeping and of items being thrown about come from behind the thin wooden door.***

The door is not locked, and will open easily if the PCs try the latch. Ansyla is too distraught and hysterical to notice if the PCs knock, so they will have to enter on their own.

***A young woman kneels in front of a stone hearth, frantically feeding sheets of parchment into the small fire and crying to herself.***

***"I can't let him do this. I won't be a part of it. He has to be stopped."***

The PCs can try to save the pages before they burn up completely. They have three rounds to save 1d6 pages. If they keep the pages, rather than allowing them to be destroyed or returning them to the nobles, then the certs for the pages should be laid face down on the table, and the certs saved from the flames should be chosen at random. Ansyla will continue to weep and rant until the PCs forcibly gain her attention (shake her, splash water on her, etc) and take the time to calm her down. Once she is calmer she will answer questions for the PCs. She expects to be in trouble for her part in the blackmail, and does not expect any mercy from the nobles. Her story is a sad one,

though it does not justify her actions. Any question relevant to the blackmail will get her talking, and once the PCs get her started she will continue until the entire sordid affair is revealed, unless the heroes interrupt her first.

***"I never meant for anyone to get hurt. I just needed to take care of my mother. She put up with so much to take care of me. The nobles were so mean to her. They worked her into the ground, and I just wanted them to make it up to her. He said that he understood, that he wanted to help me. He told me that he loved me, that we would be together, and I believed him. He said that all I had to do was find out more about the nobles, that it would make them suffer the way my mother has suffered. I never should have listened to him, never should have let him use me. He even hypnotized me, so that I would be more believable. I knew that it was wrong, but it was like I had to help him. He only wanted to know about the nobles, to get enough information to ruin them. I couldn't not get the information for him, but I knew that once he had it he would destroy everything. I deliberately mixed up the information, attaching it to the wrong noble Houses, so that no one would get in real trouble."***

Ansyla can describe her false suitor and co-conspirator, Randor, as a male elf (half-elf), with black hair and green eyes. He lives in a small flat behind a pottery shop (Heirloom Pottery) in the Services district. She does not know why he wants to destroy the nobles, but she can guess that it has something to do with the war with the Mystwood elves.

**If the PCs have reached Ansyla more than 24 hours after beginning their investigation –**

If the heroes are too late to save Ansyla they may either *raise* her or cast *speak with dead* to obtain the information directly, rather than putting the story together from her notes.

***The door swings open slowly at your knock, revealing a tiny one-room living space. A young woman kneels in front of a stone hearth.***

The young woman, Ansyla, is already dead. How long she has been dead depends on how long the PCs have spent on their investigation. She was strangled by Randor when he came to collect the

latest batch of information and he caught her burning the pages instead. Infuriated, he killed her, left her body posed in front of the hearth and took what remaining information that he could find. The PCs can try to save a few remaining partially burned pages before they are destroyed completely. They have three rounds to save 1d6 pages. If they keep the pages, rather than allowing them to be destroyed or returning them to the nobles, then the certs for the pages should be laid face down on the table, and the certs saved from the flames should be chosen at random.

In addition to the damages pages of ‘evidence’, the PCs can locate Ansyla’s diary (behind a loose brick in the fireplace) on a successful *Search* check *DC 20*. Relevant entries from the diary are presented in **Player Handout # 4**.

- If the PCs want to confront Randor themselves **GO TO Encounter 11 (page 51)**.
- If the PCs leave Randor to the Diamond Legion or the nobles and if they destroyed the information on the nobles **GO TO Conclusion A (page 68)**.
- If the PCs leave Randor to the Diamond Legion or the nobles and if they kept any of the ‘evidence’ against the nobles, but don’t tell anyone **GO TO Conclusion B (page 68)**.
- If the PCs leave Randor to the Diamond Legion or the nobles and if they kept any of the ‘evidence’ against the nobles, and they tell anyone about it **GO TO Conclusion C (page 68)**.

## **Encounter 11 – Dirty Deeds**

With the information provided by Ansyla or, if she is dead, her diary, the PCs can find Randor and confront him, if they wish, or they may tell the Diamond Legion (or one of the noble Houses) where the blackmailer can be found. Either way, they have only two hours from the time they leave Ansyla’s before he gets away.

Randor has acquired the building that previously housed Heirloom Pottery, under the pretense of reopening it, and is using it as his base of

operations. He resides in a small flat adjacent to the rear of the shop, entering and leaving the business through a hidden door in the shop’s tiny office. Some PCs may have visited the shop before, when it was being used by another group of evil-doers. At that time, the secret door in the office did not exist, and the hidden tunnel that was in the basement then has since been sealed up by the Diamond Legion. Randor and the golems will be in the basement when the PCs arrive to investigate the shop.

At all ATLs Randor is **not** the creator of the golems. He obtained them from a cleric of Oblivion, who has instructed them to obey Randor. In the event that Randor is incapacitated or slain and the golem(s) are still standing, they will continue to fight until destroyed.

Randor has warded the secret door from the flat into the abandoned shop, the shop’s main door and the door to the basement with *alarm* spells (mental alarm). The password, should the PCs note the presence of the spells (or just get lucky) is ‘*destiny*’. Should the PCs trip any of the alarms, Randor will begin preparing for a confrontation, instructing the golems, applying *oil of magic weapon* to his rapier, drinking a *potion of mage armor*, casting *invisibility* (or *greater invisibility*) on himself, etc. Should the battle result in the death of the entire party, Randor and the golems are not interested in trophies. The bodies of the PCs, and all of their equipment, will be left in the basement for the Diamond Legion to find.

### **Randor’s Flat –**

The PCs can reach Randor’s flat either by following the directions they were given or by locating the secret door in the office of the pottery shop.

***The single room apartment is only sparsely furnished, with a straw-stuffed pallet for a bed, a rough wooden chair, a small table, and a large brazier filled with cold coals.***

More telling than the room’s contents is what is missing. There are no spare clothes, food, books or other personal items. It is as if the entire scene was staged for the benefit of anyone looking through the gaps in the wooden shutters. The wall

to the left of the door contains a secret door (*Search* check DC 20) which leads into the office of the adjacent pottery.

### **Heirloom Pottery, Main Floor –**

*Though empty for the past several years, the neglected shop front is beginning to show signs of life. Heavy shutters over the windows have been recently replaced, and a fresh coat of whitewash covers the stone walls.*

Randor has been doing just enough work to give credibility to the story that he intends to reopen the pottery, and help counter suspicion over his comings and goings. The door into the shop is not locked, and opens easily should the PCs attempt to gain access (which will alert Randor to their presence).

*Display shelves line the walls, and a dozen large crates are stacked in the center of the main room. Doors at the end of both the left and right walls lead to other sections of the pottery.*

The door on the right wall leads into the office. The one on the left wall opens onto the staircase leading down into the basement.

If the PCs inspect the crates, they will find that at first glance they appear to be filled with pottery-making tools and molds, but digging deeper they contain weapons, mostly swords and bows, that Randor has been smuggling into the city, in the hopes of attacking Amthydor from within once the elves lay siege. The contents of the crates, if sold, have a total sale value of 5000 gp.

### **The Office –**

*The pottery's windowless office has been papered in detailed portraits of some of Amthydor's most prominent citizens, the faces of the city's nobles staring out from the walls. Many of the full-color drawings have incomprehensible notes penciled in the margins, like some odd form of shorthand decipherable only by the writer.*

Every Amthydor noble, both NPC and PC, is depicted in the drawings, which are clustered in family groups. *Tongues* and *comprehend languages* won't be of any help here, as the notations aren't really a language. They are just seemingly random words that Randor uses as memory triggers. On the wall opposite the door is

a secret door (*Search* check DC 20) leading to Randor's flat.

### **The Stairs –**

In addition to the *alarm* spell, the stairway leading down into the basement has also been set with a razor wire trap, strung across the stairs at ankle-height. The number of wires varies by ATL, and multiple wires are set at regular intervals along the fifteen steps, as indicated below.

#### **ATL 3 & 5**

**Razor-Wire Trap:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); *Search* DC 22; *Disable Device* DC 15. *Market Price:* 400 gp.

1 wire, located on the 3<sup>rd</sup> step below the upper landing.

#### **ATL 7 & 9**

**Razor-Wire Trap:** As above. 2 wires, located on the 3<sup>rd</sup> step below the upper landing and on the 7<sup>th</sup> step.

#### **ATL 11 & 13**

**Razor-Wire Trap:** As above. 3 wires, located on the 3<sup>rd</sup> step below the upper landing, on the 7<sup>th</sup> step and on the 12<sup>th</sup> step.

#### **ATL 15 & 17**

**Razor-Wire Trap:** As above. 4 wires, located on the 3<sup>rd</sup> step below the upper landing, on the 4<sup>th</sup> step, on the 8<sup>th</sup> step and on the 12<sup>th</sup> step.

### **Heirloom Pottery, Basement –**

*The basement of the pottery studio is unlit, though a faint hint of burning oil lingers in the air. The musty odor of damp clay fills the room, and a few leftover pieces of pottery sit unfinished on the rows of wooden shelves.*

The PCs may attempt to follow the lingering scent of burning lamp oil to the back of the basement, where Randor is concealed.

*Tacked to the wall in the back corner of the basement are a large map of Amthydor and*

*several smaller maps showing details of strategic sections of the city.*

The North and South Trade Districts/gates, the Nobles' District, the Port District/harbor and the Temple District are all recognizable, as is the Palace District.

The map provided as **GM Aid # 1** shows the starting locations for Randor (R) and the golems (G1 – G6, as per ATL). Provided that he has had sufficient warning of the PCs' arrival, Randor will have cast *invisibility* or *greater invisibility* on himself, as part of his preparations. Unless the PCs cast some light on the situation, in the darkness the golems will look much like large lumps of clay piled against the walls, until a PC steps within 20 feet of one of them. This is their signal to move and attack.

### ATL 3

⚔ **Randor, Brd 6/Rog 1:** CR 7; Medium humanoid (half-elf); HD 7d6; hp 41; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 *potion of mage armor*), touch 16, flatfooted 14; BAB/Grp +4/+5; Atk/Full Atk +5 rapier (1d6+1, 18-20/x2) or +6 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, inspire competence, *suggestion*; AL NE; SV Fort +3, Ref +9, Will +6; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 16.

*Skills and Feats:* Bluff +12, Concentration +10, Decipher Script +7, Diplomacy +15, Disable Device +3, Disguise +8, Escape Artist +3, Forgery +5, Gather Information +13, Hide +3, Intimidate +8, Knowledge (Local) +7, Knowledge (Nobility & Royalty) +7, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +8, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +7, Spot +4, Tumble +3; Combat Casting, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, rapier, light crossbow.

Spells (3, 4, 3): 0-level – *daze*, *detect magic*, *lullaby*, *mage hand*, *open/close*, *read magic*; 1<sup>st</sup> level – *comprehend languages*, *hypnotism*, *unseen servant*; 2<sup>nd</sup> level – *blur*, *detect thoughts*, *invisibility*. DC 13 + spell level.

⚔ **Clay Golem, Lesser:** CR 8; Medium Construct (6 ft tall); HD 6d10+20; hp 58; Init -1 (-1 Dex); Spd 20 ft.; AC 23 (-1 Dex, +14 natural), touch 9, flat-footed 23; BAB/Grp +4/+8; Atk/Full Atk slam +8 (2d6+4 plus cursed wound); Space/Reach 5 ft./5 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +2, Ref +1, Will +2; Str 19, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its

elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, and death effects. Not subject to



critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 5

⚔ **Randor, Brd 8/Rog 1:** CR 9; Medium humanoid (half-elf); HD 9d6; hp 52; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 *potion of mage armor*), touch 16, flatfooted 14; BAB/Grp +6/+7; Atk +7 rapier (1d6+1, 18-20/x2) or +8 light crossbow (1d8, 19-20/x2); Full Atk +7/+2 rapier (1d6+1, 18-20/x2) or +8/+3 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*; AL NE; SV Fort +3, Ref +10, Will +7; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 17.

*Skills and Feats:* Bluff +14, Concentration +12, Decipher Script +9, Diplomacy +17, Disable Device +3, Disguise +10, Escape Artist +3, Forgery +5, Gather Information +15, Hide +3, Intimidate +8, Knowledge (Local) +9, Knowledge (Nobility & Royalty) +7, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +10, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +7, Spot +4, Tumble +3; Combat Casting, Lingerin Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, *rapier*, *light crossbow*.

Spells (3, 4, 4, 2): 0-level – *daze*, *detect magic*, *lullaby*, *mage hand*, *open/close*, *read magic*; 1<sup>st</sup> level – *comprehend languages*, *hideous laughter*, *hypnotism*, *unseen servant*; 2<sup>nd</sup> level – *blur*, *detect thoughts*, *invisibility*, *mirror image*; 3<sup>rd</sup> level – *confusion*, *dispel magic*, *lesser geas*. DC 13 + spell level.

⚔ **Clay Golem, Lesser (2):** CR 8; Medium Construct (6 ft tall); HD 6d10+20; hp 58; Init -1 (-1 Dex); Spd 20 ft.; AC 23 (-1 Dex, +14 natural), touch 9, flat-footed 23; BAB/Grp +4/+8; Atk/Full Atk slam +8 (2d6+4 plus cursed wound); Space/Reach 5 ft./5 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft.,

haste, immunity to magic, low-light vision; AL N; SV Fort +2, Ref +1, Will +2; Str 19, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per

day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 7

‡ **Randor, Brd 8/Rog 1:** CR 9; Medium humanoid (half-elf); HD 9d6; hp 52; Init +2 (+2 Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 *potion of mage armor*), touch 16, flatfooted 14; BAB/Grp +6/+7; Atk +7 rapier (1d6+1, 18-20/x2) or +8 light crossbow (1d8, 19-20/x2); Full Atk +7/+2 rapier (1d6+1, 18-20/x2) or +8/+3 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*; AL NE; SV Fort +3, Ref +10, Will +7; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 17.

*Skills and Feats:* Bluff +14, Concentration +12, Decipher Script +9, Diplomacy +17, Disable Device +3, Disguise +10, Escape Artist +3, Forgery +5, Gather Information +15, Hide +3, Intimidate +8, Knowledge (Local) +9, Knowledge (Nobility & Royalty) +7, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +10, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +7, Spot +4, Tumble +3; Combat Casting, Lingered Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, *rapier*, *light crossbow*.

Spells (3, 4, 4, 2): 0-level – *daze*, *detect magic*, *lullaby*, *mage hand*, *open/close*, *read magic*; 1<sup>st</sup> level – *comprehend languages*, *hideous laughter*, *hypnotism*, *unseen servant*; 2<sup>nd</sup> level – *blur*, *detect thoughts*, *invisibility*, *mirror image*; 3<sup>rd</sup> level – *confusion*, *dispel magic*, *lesser geas*. DC 13 + spell level.

‡ **Clay Golem, Lesser (3):** CR 8; Medium Construct (6 ft tall); HD 6d10+20; hp 58; Init -1 (-1 Dex); Spd 20 ft.; AC 23 (-1 Dex, +14 natural), touch 9, flat-footed 23; BAB/Grp +4/+8; Atk/Full Atk slam +8 (2d6+4 plus cursed wound); Space/Reach 5 ft./5 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft.,

haste, immunity to magic, low-light vision; AL N; SV Fort +2, Ref +1, Will +2; Str 19, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per

day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

**ATL 9**

⚔ **Randor, Brd 8/Rog 3:** CR 11; Medium humanoid (half-elf); HD 11d6; hp 63; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (+2 Dex, +4 *potion of mage armor, ring of protection +1*), touch 17, flatfooted 15; BAB/Grp +7/+8; Atk +8 rapier (1d6+1, 18-20/x2) or +9 light crossbow (1d8, 19-20/x2); Full Atk +8/+3 rapier (1d6+1, 18-20/x2) or +9/+4 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, trap sense +1; AL NE; SV Fort +4, Ref +10, Will +8; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 17.

*Skills and Feats:* Bluff +16, Concentration +12, Decipher Script +11, Diplomacy +19, Disable Device +7, Disguise +12, Escape Artist +7, Forgery +5, Gather Information +15, Hide +3, Intimidate +8, Knowledge (Local) +9, Knowledge (Nobility & Royalty) +7, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +10, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +7, Spot +4, Tumble +7; Combat Casting, Lingered Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, ring of protection +1, *rapier, light crossbow*.

Spells (3, 4, 4, 2): 0-level – *daze, detect magic, lullaby, mage hand, open/close, read magic*; 1<sup>st</sup> level – *comprehend languages, hideous laughter, hypnotism, unseen servant*; 2<sup>nd</sup> level – *blur, detect thoughts, invisibility, mirror image*; 3<sup>rd</sup> level – *confusion, dispel magic, lesser geas*. DC 13 + spell level.

⚔ **Clay Golem (3):** CR 10; Large Construct (8 ft tall); HD 11d10+30; hp 90; Init -1 (-1 Dex); Spd 20 ft.; AC 22 (-1 Size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp +8/+19; Atk slam +14 (2d10+7 plus cursed wound); Full Atk 2 slams +14 (2d10+7 plus cursed wound); Space/Reach:

10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 11

⚔ **Randor, Brd 10/Rog 3:** CR 13; Medium humanoid (half-elf); HD 13d6; hp 74; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (+2 Dex, +4 *potion of mage armor, ring of protection +1*), touch 17, flatfooted 15; BAB/Grp +8/+9; Atk +9 rapier (1d6+1, 18-20/x2) or +10 light crossbow (1d8, 19-20/x2); Full Atk +9/+4 rapier (1d6+1, 18-20/x2) or +10/+5 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, trap sense +1, inspire greatness; AL NE; SV Fort +5, Ref +11, Will +9; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 18.

*Skills and Feats:* Bluff +19, Concentration +14, Decipher Script +11, Diplomacy +22, Disable Device +7, Disguise +15, Escape Artist +7, Forgery +5, Gather Information +18, Hide +3, Intimidate +9, Knowledge (Local) +11, Knowledge (Nobility & Royalty) +9, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +11, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +7, Spot +4, Tumble +9; Combat Casting, Improved Initiative, Lingering Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, ring of protection +1, *rapier, light crossbow.*

Spells (3, 4, 4, 3, 1): 0-level – *daze, detect magic, lullaby, mage hand, open/close, read magic*; 1<sup>st</sup> level – *comprehend languages, hideous laughter, hypnotism, unseen servant*; 2<sup>nd</sup> level – *blur, detect thoughts, invisibility, mirror image*; 3<sup>rd</sup> level – *confusion, dispel magic, displacement, lesser geas*; 4<sup>th</sup> level – *dominate person, modify memory*. DC 14 + spell level.

⚔ **Clay Golem (5):** CR 10; Large Construct (8 ft tall); HD 11d10+30; hp 90; Init -1 (-1 Dex); Spd 20 ft; AC 22 (-1 Size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp +8/+19; Atk slam +14 (2d10+7 plus cursed wound); Full Atk 2 slams +14

(2d10+7 plus cursed wound); Space/Reach: 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

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**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

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gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 13

⚔ **Randor, Brd 12/Rog 3:** CR 15; Medium humanoid (half-elf); HD 15d6; hp 85; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 18 (+2 Dex, +4 *potion of mage armor, ring of protection* +2), touch 18, flatfooted 16; BAB/Grp +10/+11; Atk +11 rapier (1d6+1, 18-20/x2) or +12 light crossbow (1d8, 19-20/x2); Full Atk +11/+6 rapier (1d6+1, 18-20/x2) or +12/+7 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, trap sense +1, inspire greatness, *song of freedom*; AL NE; SV Fort +6, Ref +12, Will +10; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 18.

*Skills and Feats:* Bluff +21, Concentration +16, Decipher Script +13, Diplomacy +24, Disable Device +7, Disguise +15, Escape Artist +7, Forgery +5, Gather Information +20, Hide +3, Intimidate +9, Knowledge (Local) +11, Knowledge (Nobility & Royalty) +11, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +13, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +9, Spot +4, Tumble +9; Combat Casting, Dodge, Improved Initiative, Lingering Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, ring of protection +2, *rapier, light crossbow*.

Spells (3, 4, 4, 4, 3): 0-level – *daze, detect magic, lullaby, mage hand, open/close, read magic*; 1<sup>st</sup> level – *comprehend languages, hideous laughter, hypnotism, unseen servant*; 2<sup>nd</sup> level – *blur, detect thoughts, invisibility, mirror image*; 3<sup>rd</sup> level – *confusion, dispel magic, displacement, lesser geas*; 4<sup>th</sup> level – *dominate person, greater invisibility, modify memory*. DC 14 + spell level.

⚔ **Clay Golem, Improved (5):** CR 10; Large Construct (8 ft tall); HD 13d10+30; hp 101; Init -1 (-1 Dex); Spd 20 ft.; AC 22 (-1 Size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp

+8/+19; Atk slam +14 (2d10+7 plus cursed wound); Full Atk 2 slams +14 (2d10+7 plus cursed wound); Space/Reach: 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem

gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 15

⚔ **Randor, Brd 14/Rog 3:** CR 17; Medium humanoid (half-elf); HD 17d6; hp 96; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+2 Dex, +4 *potion of mage armor, ring of protection* +3), touch 19, flatfooted 17; BAB/Grp +11/+12; Atk +12 rapier (1d6+1, 18-20/x2) or +13 light crossbow (1d8, 19-20/x2); Full Atk +12/+7 rapier (1d6+1, 18-20/x2) or +13/+8 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +3, inspire competence, *suggestion*, trap sense +1, inspire greatness, *song of freedom*; AL NE; SV Fort +7, Ref +13, Will +11; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 19.

*Skills and Feats:* Bluff +23, Concentration +18, Decipher Script +15, Diplomacy +24, Disable Device +7, Disguise +15, Escape Artist +13, Forgery +5, Gather Information +20, Hide +3, Intimidate +9, Knowledge (Local) +11, Knowledge (Nobility & Royalty) +11, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +13, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +9, Spot +4, Tumble +13; Combat Casting, Dodge, Improved Initiative, Lingering Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, ring of protection +3, *rapier, light crossbow*.

Spells (4, 4, 4, 4, 4, 1): 0-level – *daze, detect magic, lullaby, mage hand, open/close, read magic*; 1<sup>st</sup> level – *comprehend languages, hideous laughter, hypnotism, unseen servant*; 2<sup>nd</sup> level – *blur, detect thoughts, invisibility, mirror image*; 3<sup>rd</sup> level – *confusion, dispel magic, displacement, lesser geas*; 4<sup>th</sup> level – *dominate person, greater invisibility, modify memory, rainbow pattern*; 5<sup>th</sup> level – *mind fog, mislead, song of discord*. DC 14 + spell level.

⚔ **Clay Golem (5):** CR 10; Large Construct (8 ft tall); HD 15d10+30; hp 112; Init -1 (-1 Dex); Spd

20 ft.; AC 22 (-1 Size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp +11/+22; Atk slam +17 (2d10+7 plus cursed wound); Full Atk 2 slams +17 (2d10+7 plus cursed wound); Space/Reach: 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

**Cursed Wound (Ex):** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character.

**Immunity to Magic (Ex):** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A move earth spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 points of damage.

An earthquake spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a clay golem hit by the breath weapon of a black dragon

heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

## ATL 17

⚔ **Randor, Brd 14/Rog 3:** CR 17; Medium humanoid (half-elf); HD 17d6; hp 96; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+2 Dex, +4 *potion of mage armor, ring of protection* +3), touch 19, flatfooted 17; BAB/Grp +11/+12; Atk +12 rapier (1d6+1, 18-20/x2) or +13 light crossbow (1d8, 19-20/x2); Full Atk +12/+7 rapier (1d6+1, 18-20/x2) or +13/+8 light crossbow (1d8, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6, SQ immune to *sleep* spells and similar magical effects, +2 racial bonus to saving throws vs enchantment spells or effects, low light vision, trapfinding, bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +3, inspire competence, *suggestion*, trap sense +1, inspire greatness, *song of freedom*; AL NE; SV Fort +7, Ref +13, Will +11; Str 12, Dex 14, Con 12, Int 15, Wis 12, Cha 19.

*Skills and Feats:* Bluff +23, Concentration +18, Decipher Script +15, Diplomacy +24, Disable Device +7, Disguise +15, Escape Artist +13, Forgery +5, Gather Information +20, Hide +3, Intimidate +9, Knowledge (Local) +11, Knowledge (Nobility & Royalty) +11, Listen +7, Move Silently +3, Open Locks +5, Perform (Oratory) +13, Search +6, Sense Motive +8, Sleight of Hand +5, Spellcraft +9, Spot +4, Tumble +13; Combat Casting, Dodge, Improved Initiative, Lingering Melody, Negotiator, Persuasive.

Equipment: Potion of mage armor, oil of magic weapon, ring of protection +3, *rapier, light crossbow.*

Spells (4, 4, 4, 4, 4, 1): 0-level – *daze, detect magic, lullaby, mage hand, open/close, read magic*; 1<sup>st</sup> level – *comprehend languages, hideous laughter, hypnotism, unseen servant*; 2<sup>nd</sup> level – *blur, detect thoughts, invisibility, mirror image*; 3<sup>rd</sup> level – *confusion, dispel magic, displacement, lesser geas*; 4<sup>th</sup> level – *dominate person, greater invisibility, modify memory, rainbow pattern*; 5<sup>th</sup> level – *mind fog, mislead, song of discord.* DC 14 + spell level.

⚔ **Clay Golem (6):** CR 10; Large Construct (8 ft tall); HD 15d10+30; hp 112; Init -1 (-1 Dex); Spd

20 ft.; AC 22 (-1 Size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grp +11/+22; Atk slam +17 (2d10+7 plus cursed wound); Full Atk 2 slams +17 (2d10+7 plus cursed wound); Space/Reach: 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Berserk (Ex):** When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

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heals 7 points of damage if the attack would have dealt 22 points of damage. A clay golem gets no saving throw against magical attacks that deal acid damage.

**Haste (Su):** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Construct traits (Ex):** Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Once the heroes have defeated Randor and the golems they can finish searching the building if they wish, though there is nothing else to find. Ask them what they intend to do with any information that they've obtained before continuing.

- If the PCs destroy the information on the nobles **GO TO Conclusion A (page 69).**
- If the PCs kept any of the 'evidence' against the nobles, but don't tell anyone **GO TO Conclusion B (page 69).**
- If the PCs kept any of the 'evidence' against the nobles, and they tell anyone about it **GO TO Conclusion C (page 69).**

### **Conclusion A – My Lips Are Sealed**

If the PCs destroyed the information on the various noble Houses –

*Meeting once again with the vanguards, they exchange relieved looks at the news of the destruction of the blackmailer's 'evidence'. Artur Drake produces a set of sealed parchments, laying them in the center of the table. "You have helped to preserve the people and alliances that will guide Amthydor through the coming crisis."*

*We hope you find the gratitude of the noble to your liking, and that Amthydor may call on you again when the need arises in the future."*

- **GO TO Epilogue (page 70).**

### **Conclusion B**

If the PCs kept any information on the noble Houses, but did not mention it to anyone (even the nobles or the Vanguard) –

*Meeting once again with the vanguards, they listen silently to your report. Your tale complete, they exchange looks, the Artur Drake produces a set of sealed parchments, laying them in the center of the table. "You have helped to preserve the people and alliances that will guide Amthydor through the coming crisis. Your discretion and your commitment to keeping Amthydor strong are much appreciated. We hope you find this small token of appreciation to be to your liking, and that Amthydor may call on you again when the need arises in the future."*

- **GO TO Epilogue (page 70).**

### **Conclusion C – Loose Lips**

If the PCs kept any of the information on the noble Houses and mentioned that they had it to anyone (Vanguard, Diamond Legion, other nobles, etc) –

*Meeting once again with the vanguards, they exchange veiled looks at the news that some of the blackmailer's 'evidence' has survived. "Naturally, we find it disturbing that we might find ourselves in this situation again in the future, but it will have to be enough for now that the nobles remain strong for the current crisis." Artur Drake produces a set of sealed parchments, laying them in the center of the table. We hope you find this small token of thanks to be to your liking, and that Amthydor may call on you again when the need arises in the future."*

➤ GO TO Epilogue (page 70).

## Epilogue

Somewhere in Amthydor, unknown to the heroes, something is happening. These views into other, often related events, while occurring outside of the knowledge of the **characters**, may prove interesting and informative to the **players**.

*The bard watched the vanguards depart, followed closely by the others, before dropping a few coins on the table and making his way out. A trio of off duty legionnaires quickly claimed his abandoned table. He was a frequent enough sight that they never resented his intrusions into 'their' place, and sometimes he even played for them.*

*He wasted no time making his way through the streets back to his own haunt. Smiling to himself, he ignored the line queued up to enter through the front door and went quickly around to the side. Instinctively he eyed the guard on duty. Firth. He was expected, then. Good. A flash of his fingers and the password was given, a signal, rather than a word that might be overheard. Firth signed back the 'all clear' and then the bard was through the door. A wave to a familiar face, a nod to another, and he was past the curtain and into a familiar corridor. Another door, another passage, and the sounds of the tavern began to fade as he descended into the tunnels. The darkness no longer bothered him, as he followed a seemingly random path. The faint markings carved on the walls that he had once thought natural and meaningless told him exactly where he was, and how far he had left to go. The door was ajar when he arrived, but he knocked lightly anyway, before stepping inside. Talon's voice was low, neutral, and gave away nothing.*

*"What news, Jordan?"*

*"As you instructed, Talon."*

*"Good. What do you think of them?"*

*He considered for a moment, replaying their meeting. "Some may prove to be what we need. Only time will tell. But for now at least I believe that they will help us."*

*"They could turn the tide in our favor, if they choose to make a stand. Shadow them, keep watch, help them if you can, but reveal nothing. They must find their own way to us."*

*He knew dismissal when he heard it, and left silently to fulfill the Talon's instructions, wondering as he did so how many of the would-be heroes he would see again.*

## THUS ENDS "DIRTY LAUNDRY"

TIME UNIT COST: 5 TU

### EXPERIENCE POINT SUMMARY



Total the XP earned from the following:

	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Scenario Completion</b>	700	900	1,100	1,300	1,500	1,700	1,900	2,100
<b>Discretionary Role Playing</b>	50	50	50	100	100	100	250	250
<b>Maximum Possible XP</b>	750	950	1,150	1,400	1,600	1,800	2,150	2,350

### TREASURE SUMMARY

contact [LSJSanctuary@gmail.com](mailto:LSJSanctuary@gmail.com)

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

#### **Encounter 1a**

The PCs should only receive this token if they specifically ask Jordan for the password to the Sanctuary.

- **Sanctuary Token**, 1 available (Value: 1 gp, Size: Tiny, Tradable: No, Rarity: Uncommon, Legality: Legal).

This wooden token is marked on one side by the emblem of the Sanctuary – a rose over two crossed short swords. On the reverse side are three deep scratches, resembling claw marks. The token may be used three times in place of the password, to gain admission to the Sanctuary.

Alternately, the token may be used to call in a favor from Jordan, granting a +10 bonus to a *Diplomacy* skill check made to gather information. This use of the token requires two hours – One hour getting word to Jordan, and another hour for him to reply.

Each time the token is used for either purpose, one of the scratches magically fades. When all three are gone, the PC will have a nice souvenir of the Sanctuary, suitable for framing or display.



If you believe that you know the password

#### **Encounter 10**

- **Do You Know...**, (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal). The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

So \_ \_ on \_ \_ \_ om Ho \_ \_ e Er \_ \_ \_ \_ was  
 be \_ \_ \_ \_ \_ e 'acci \_ \_ \_ \_ \_ ' de \_ \_ \_ \_ \_  
 \_ \_ \_ y Ca \_ \_ \_ \_ \_ \_ awl. Lord  
 A \_ \_ \_ \_ \_ \_ s was obs \_ \_ \_ \_ \_ \_ \_ th her,  
 an \_ \_ \_ \_ \_ lso present at th \_ \_ \_ \_ th of he \_  
 \_ \_ \_ \_ her \_ \_ \_ \_ us.

- **...What I Know?**, 1 only (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal).

The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

Lad \_ \_ \_ \_ \_ nal A \_ \_ \_ \_ \_ ay still be  
 a \_ \_ \_ \_ . Her old nu \_ \_ \_ \_ \_ ears that she's  
 hea \_ \_ \_ \_ \_ \_ irl's voic \_ \_ \_ \_ \_ \_ \_ \_  
 marke \_ \_ \_ \_ \_ , but when she tries to  
 fo \_ \_ \_ \_ \_ \_ \_ ice there are too many  
 \_ \_ \_ \_ le for her to g \_ \_ \_ \_ se enou \_ \_ \_ \_  
 \_ ee who it is. If it's true, an \_ \_ \_ \_ \_ \_ ble  
 Ho \_ \_ \_ \_ \_ st be hi \_ \_ \_ \_ \_ er.

- **Truth...**, 1 only (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal). The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

\_\_\_se T\_\_\_\_\_e is harb\_\_\_\_\_ a  
ly\_\_\_\_\_pe. La\_\_\_\_\_ia was  
i\_\_\_\_\_d in the for\_\_\_\_\_side of  
Am\_\_\_\_\_, but is \_\_\_ping her  
c\_\_\_\_\_on a se\_\_\_\_\_.

- **...or Consequences**, 1 only (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal). The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

\_\_\_use \_\_\_nes was behi\_\_\_ \_lot to  
as\_\_\_\_\_ssa W\_\_\_\_\_g,  
and the \_\_\_\_\_nged the m\_\_\_\_\_of he\_  
\_\_\_end Mar\_\_\_\_\_mhands.

- **It's Only A Secret...**, 1 only (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal). The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

Ho\_\_\_\_\_ari is us\_\_\_\_\_ves  
ki\_\_\_\_\_rom oth\_\_\_\_\_unities as  
l\_\_\_\_\_in th\_\_\_\_\_ines.

- **...If No One Else Knows**, 1 only (Value: Priceless, Size: NA, Tradable: Yes, Rarity: Rare, Legality: Illegal). The parchment has been badly damaged by the flames, but maybe someday you will figure out the missing letters and decipher the secret that people were willing to die, and kill for.

The Lor\_ \_ \_ \_rch's youn\_ \_ \_ \_hter  
Joce\_ \_ \_ \_eing hau\_ \_ \_ \_ the  
spir\_ \_ \_ \_f the d\_ \_ \_.

### Conclusion

- **Gratitude of the Noble Houses**, 1 per PC (Value: Varies, Size: Varies, Tradable: Yes, Rarity: Common, Legality: Legal). For your assistance on their behalf, the nobles of Amthydor have made arrangements for you to purchase a single magic item, obtain enhancements to an existing item or to obtain the materials necessary to craft or enhance an item yourself. This includes items made from special materials (adamantine, alchemical silver, cold iron, darkwood or mithral). Any costs in excess of the amount of the reward must be paid by the PC. Any remaining balance available after purchase will be given in gold, up to one half of the total award value. Instead, you may elect to receive a total payment equal to 75% of the award amount directly in gold.

#### Conclusion A

- PC Level \_\_\_ x 1000gp = \_\_\_\_\_ (Item option)  
or  
 PC Level \_\_\_ x 750gp = \_\_\_\_\_ (Cash option)

#### Conclusion B

- PC Level \_\_\_ x 800gp = \_\_\_\_\_ (Item option)  
or  
 PC Level \_\_\_ x 600gp = \_\_\_\_\_ (Cash option)

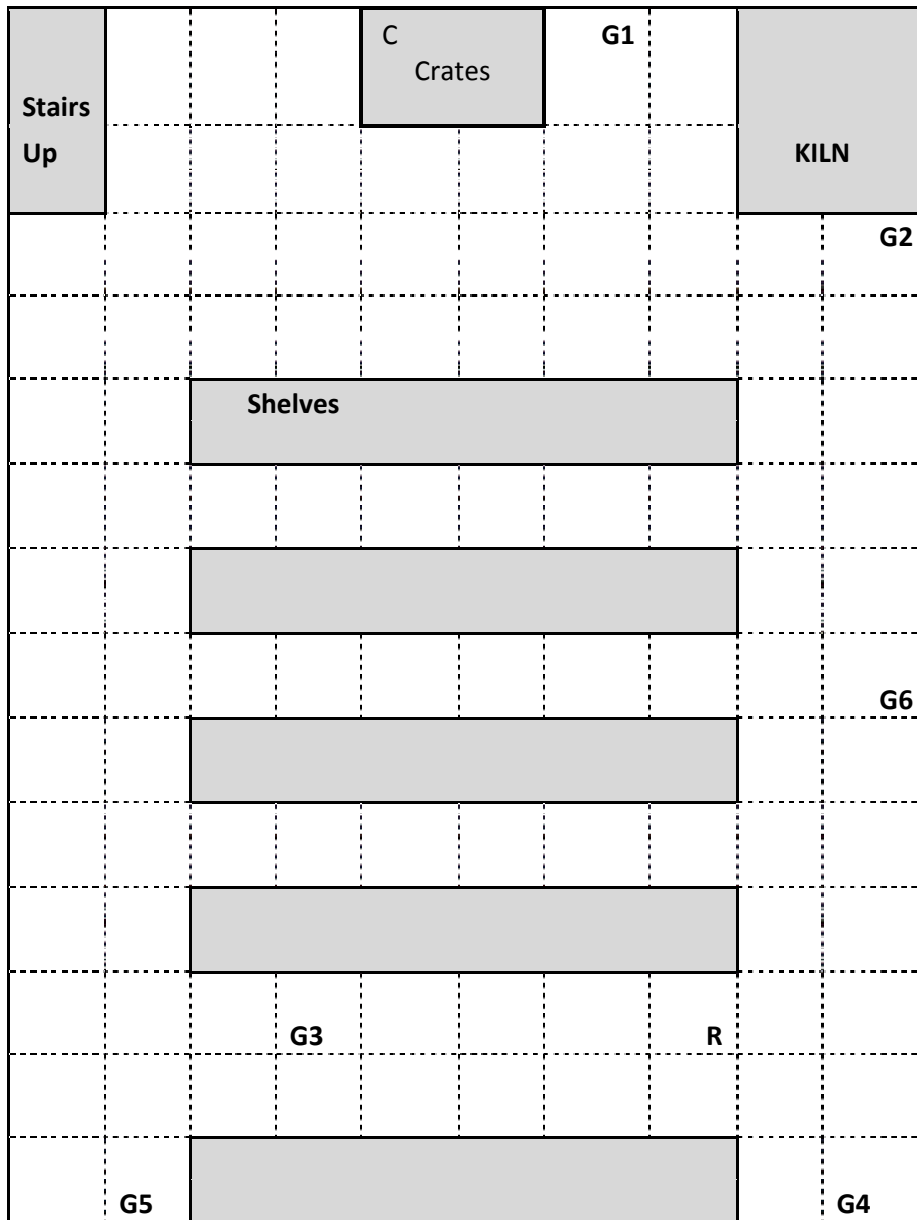
#### Conclusion C


- PC Level \_\_\_ x 600gp = \_\_\_\_\_ (Item option)  
or  
 PC Level \_\_\_ x 450gp = \_\_\_\_\_ (Cash option)

Item \_\_\_\_\_ Value \_\_\_\_\_

# GM Aid # 1

## Encounter 11 Combat Map



 = 5 feet

# Player Handout # 1

**House Bailey** – House Bailey has gone into seclusion, and is not receiving visitors or making any official comment. Their Guards are being very closed-mouthed about anything involving the family. A member of the family might have better luck.

**House Burkley** – Vor Lectran is assigned to Lady Consul Burkley's personal Guard. He won't meet with you at the estate, but he always goes to the Sentinel for a drink in the evening after he goes off duty.

**House Caudwabler** – You'll likely find a cool welcome here, unless you have an 'in' with the family.

**House Eisner** – The commander of their Guard might be convinced to talk to you, if you can get past the gates at all.

**House Erikas** – You will need more than luck to be granted an audience with any member of the House. Only a member of the family has any hope of prying any information out of them.

**House Gaines** – Lord Mikal Gaines, one of the Lord Consul's younger brothers, is the most open and friendly member of the House, and he is anxious to help his family in any way that he can.

**House Grimm** – The House's eldest son, Lord Alaric Grimm has been tasked to deal with the situation. He is a retired Legionnaire, with experience investigating a variety of situations. Fallor Haman, the commander of the House Guard, will also make time to speak with you.

**House Harquith** – Lady Iseabeau, the eldest daughter of the House, isn't much of a mage but she has a sharp mind and she has agreed to help.

**House Jirin** – The House has been withdrawn lately, and getting someone to talk could be difficult.

**House Kailin** – Lord Meddas Kailin, the Lady Consul's grandson, is the most likely to be forthcoming with information.

**House Krimpach** – Lord Rockcutter Krimpach, the youngest son, might be available to speak with you, at least if you can keep the screaming gnome girls away long enough to hold a conversation.

**House Lurian** – Even the guards have been unwilling to talk, which makes it unlikely that you'll be able to find any information, but it couldn't hurt to try.

**House Mour** – Lord Geoffry Mour is the eldest son of the House. He has recently returned from leading the family's annual trade caravan, and has agreed to meet with you.

**House Perrault** – Viatcheslav Perrault, the Lord Consul's son, often deals with adventurers and has agreed to meet with you. He is the least officious member of the family, and the most likely to know something that might help.

**House Pelligari** – You would have better luck talking to a corpse, than getting anything out of that House right now. They've cut themselves off completely lately.

**House Reilly** – The Reilly House Guard, led by Lord Sion Reilly, has not made any comment other than to say that the accusations are completely without merit and that the family does not perceive them to be a threat. Lady Consul Ellyn Reilly may be your best opportunity for information, if she can be convinced to meet with you.

**House Sahdein** – Lord Ibrahim, if you can speak with him, may be your best opportunity to gain access to the Lord Consul.

**House Seabury** – Speak with Lady Bethany, if you can. She's the friendliest of the House, and doesn't have the disdain for adventurers that marks some other members of the House.

**House Slidell** – Lord Tamaron Slidell is the High Priest of Hyperion. He's the most accessible member of the family and while the family does not appear to be targeted, if anyone would be willing to speak with you it would be him.

**House Sturmhammer** – Lord Consul Sturmhammer himself has agreed to meet with you, if you have questions.

**House Tezriine** – Getting an audience with a member of the family is unlikely, but it can't hurt to try.

**House Torestyn** – Though they are perhaps more accessible than many sovereigns, the Torestyn family remains the most closely guarded of all of the Noble Houses. Only the most skilled and discreet are accepted into their Guard, and even if you could get into the Castle District it is highly unlikely that there would be anyone willing to speak with you.

# Player Handout # 2

## Noble House

## Service

Bailey	Blossom's Blooms, Osterman's (valet)
Burkley	Mason & Stone, Osterman's (valet)
Caudwahler	Blossom's Blooms, Childer's Catering
Eisner	Mason & Stone, Shepp's Clothing
Erikas	Leonardo Abbott, Osterman's (stablehand)
Gaines	Leonardo Abbott, Shepp's Clothing
Grimm	Talian, Osterman's (stablehand)
Harquith	Blossom's Blooms, Osterman's (gardener)
Jirin	Childer's Catering
Kailin	Childer's Catering, Mason & Stone
Krimpach	Leonardo Abbott, Osterman's (cleaning girl)
Lurian	Blossom's Blooms
Mour	Leonardo Abbott, Osterman's (cleaning girl)
Perrault	Mason & Stone, Talian
Pelligari	Blossom's Blooms, Shepp's Clothing
Reilly	Talian
Sahdein	Childer's Catering, Osterman's (cleaning girl)
Seabury	Leonardo Abbott, Blossom's Blooms
Slidell	Childer's Catering, Osterman's (valet)
Sturmhammer	Childer's Catering, Osterman's (gardener)
Tezriine	Childer's Catering, Shepp's Clothing

## Player Handout # 3

*The answers you seek may be found in Sanctuary. The frontal approach is not always best.*

*Jordan*

Accompanying the note is a coin-sized wooden disk with the symbol of a rose over two crossed short swords on one side.

## Player Handout # 4

The entries in Ansyla's journal are not dated, but can be followed from oldest to newest.

- *I did it. I sent messages to the nobles, telling them that I knew their secrets and telling them to pay me or I would tell everyone.*
- *I sent my messages to the nobles, but they haven't replied. I don't think that they are going to pay what I asked for.*
- *I met someone tonight, as I was leaving after serving at the dinner party at the Society. He was waiting for me, in the shadows. He said that he's been trying to work up the courage to talk to me for weeks. I've never seen a man so handsome.*
- *Randor has asked to spend more time with me. We talked for hours. At first I worried about trusting him, because he's part elven, but he can't help who his parents were.*
- *Randor wants me to help him find out about the nobles, about the things that they don't talk about in public. He says that he can fix it so that I have access to all of the different Houses, to look for notes and see what I can overhear. He says that no one will get hurt, but I don't know if I should do what he wants. He knows what I've been doing, to make the nobles pay, and he says that there are better ways to punish them.*
- *I followed Randor today, to where he is reopening the old potter's shop in the Services District. He was surprised, and I think a little angry, when he realized that I was there. His walls are covered with pictures of all of the nobles. He didn't want to tell me why at first, but I talked it out of him. His great grandfather was a noble! That's why he wants to know about them. He's trying to find his family in Amthydor. How can I say no? Everyone deserves to know their family.*
- *I found more than I expected today when I was cleaning up after the gnomes. It was exactly what Randor is looking for.*
- *The more I see of the nobles up close the more I realize that they aren't all bad. They just want to live their lives like everyone else. They don't all deserve to be hurt. I've mixed up some of the information that I'm giving him, so that the nobles that he tries to target with it will be able to prove that it's a lie.*
- *I've been a fool. Randor isn't interested in me, or in helping anyone but himself. He is only looking for ways to destroy the nobles and damage Amthydor for his own ends. I think that he may be helping the elves in the war. I have to destroy the rest of the information, before he can find it. I have to make things right.*

# Critical Event Summary: Dirty Laundry

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

1. Did the PCs salvage any of the information on the nobles from Ansyla's fire?

Yes                  No

2. If the answer to Question # 1 is Yes, how many?

1      2      3      4      5      6

3. What was Randor's status at the end of the module?

Alive and Free                  Alive and Captured                  Dead

4. What was Ansyla's status at the end of the module?

Alive                  Dead

5. Which Conclusion did the PCs experience?

Conclusion A                  Conclusion B                  Conclusion C

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

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

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## 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
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

\* 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.

\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

\*\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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