



Infernal Dilemma

(Dymora Trilogy - Part 2)

By Jay Fisher

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

Destruction, deceit, and diabolic devastation is the recipe for today's outing. Throw in the Shrine of Dymora, and you have a plot of accusations that could break the spirit of the Amthydoran people. And with the elven skirmishes getting closer to the city, can Amthydor afford to lose its Faith in its most dire moments? For heroes of levels 1-13.

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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).

ABOUT THE MODULE

"*Infernal Dilemma*" is Part Two of the Dymora Trilogy. It is best to play in Part One (*LSJ60 "Inner Demons"*) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

LIFESTYLES IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

PLEASE NOTE: This event takes place during the ongoing Elfwar multi-event plotline. Any event with an LSJ ## greater than the number of this event (LSJ66) has yet to happen in the grand scheme of things.

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

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

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

The latest instance was when several children were abducted by even more demons (*LSJ60 "Inner Demons"*). Both the Diamond Legion and the Shrine of Dymora decided that the demon incursion must end once and for all. But to do so, they enlisted in the aid of the very people that have aided the city many times before. It was determined that The Triad was back in the city again and seemed to be orchestrating the current diabolical events. Or were they? With the Mystwood Elves getting closer to the city, it seemed like a perfect time to use them as a diversion. The Triad didn't care if they realized this or not, but the High Elves understood that even if this was indeed the case, such a blow to Amthydor could very well break their spirit and could hammer a nail in the city's coffin.

Introduction – The Temple of Peliron is destroyed by a massive bolt of lightning! PCs can witness this from either inside the Temple District or from other parts of the city. Determine the PC(s) location and use the appropriate Introduction for each group.

Encounter 1: The PCs have an opportunity to do many different things in this encounter. They can help survivors from the rubble, question the survivors, or even question the crowd.

Encounter 2: PCs are sent to discover who is responsible for the temple's destruction.

Encounter 3: This is a timed combat encounter. It should happen after the PCs visit 1-2 encounters OR prior to heading to House Kailin in the Nobles District.

Encounter 4: PCs visit the shrine of Dymora to learn more information.

Encounter 5: PCs visit the temple of Galvandt to learn more information.

Encounter 6: PCs visit the temple of Ardra to learn more information.

Encounter 7: PCs visit the temple of Peliron to learn more information.

Encounter 8 (optional): PCs visit the shrine of Destine to learn more information.

Encounter 9: The Noble's District

Encounter 9A: PCs visit House Kailin to learn more information.

Encounter 10: PCs head to the Port District to stop the Mystwood Elves from escaping.

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

Pass out **Player's Handout #1** and have the players note all the previous events in which their current PC had participated. This could result in possible recognition by some NPCs and could affect their reaction(s) to the group. Record the results onto the **GM's Play Aid #1** for easy reference.

INTRODUCTION

This even has two possible points of entry. Pass out the NPC cards to find out which of the NPCs the PCs have interacted with. At the same time, have each player write down the district in which their PCs are located.

- If the PCs are located in the Temple District, **GO TO Intro A (page 4).**
- If the PCs are located in any other District, **GO TO Intro B (page 4).**

INTRO A

The Temple District is a bustle of activity as clergy go from one temple to another. The skirmishes with the elves have begun to increase as the many services of the Quorum of Faith are put into service to attend to the wounded that are returning to the city. Morale seems high as reports from the front lines come back mostly positive ... although those lines seem to be getting closer and closer to the city walls.

It is a beautiful day today ... the sun is shining, the birds are singing, the lightning is striking ...

Just as your brain registers what had happened, you can hardly believe what you had seen with your own eyes. The largest lightning bolt that you had ever seen descended from the sky and struck the Temple of Peliron! The ground shudders as a thunderclap of sound is followed by screams and shrieks while people run to get out of the path from the falling debris. The temple seems to literally crumble before your eyes as dust clouds of stone and marble expands from the center to assault everyone in its path. Shielding your eyes, you ride out the storm until all is quiet.

If all the PCs are already together, continue with the **Intro ALL (page 4)** section. If there are other PCs that are not in the Temple District, take them through **Intro B**.

INTRO B

The District is a bustle of activity as people is seen going from one building to another. The skirmishes with the elves have begun to increase as the many services that the city provides are put into service to help maintain the pressure for the war effort. Morale seems high as reports from the front lines come back mostly positive ... although those lines seem to be getting closer and closer to the city walls.

It is a beautiful day today ... the sun is shining, the birds are singing, in the distance lightning is striking ...

Just as your brain registers what had happened, you can hardly believe it even though you had seen it with your own eyes. The largest lightning bolt that you had ever seen descended from the sky and struck somewhere deep in the heart of the city! The ground shudders and the sound of a thunderclap is heard as you quickly move along the Royal Avenue. Looking up, you see what looks to be a dust cloud billowing up from the district walls of the Temple District. The Legionnaire guards at the gate have taken refuge on the south side of the district walls to avoid the ongoing onslaught. Joining them by their side, you wait for the storm to pass and all is quiet.

At this point, both groups sync up and everyone is (more or less) in the same vicinity.

INTRO ALL

As the dust begins to clear, you look around. What was once a tranquil and serene place of worship has been turned into a place of utter chaos. The once great Temple of Peliron is now a pile of rubble. A crowd begins to form as people tentatively move closer to the affected area. Such devastation is completely unheard of. But before you can begin to wrap your mind around possible culprits for such a dastardly deed, you see something out of the corner of your eye that draws your attention. Something in the rubble just moved. Then, as to confirm your suspicions, someone yells out, "There are people under there!"

- **GO TO Encounter 1 (page 5).**

ENCOUNTER 1 – RUBBLE, RUBBLE EVERYWHERE!

The PCs will have a few options to them: help out with the clearing of the rubble, interviewing those around the site, do nothing, or leave. Obviously, if the PC(s) decide to leave, the event is over (**GOTO Conclusion E**).

- If the PCs wish to search the rubble for survivors, **GO TO Encounter 1A (page 5)**.
- If the PCs wish to interview the gathering crowd (i.e. Gather Information), **GO TO Encounter 1B (page 6)**.
- If the PCs wish to speak with the survivors pulled from the rubble, **GO TO Encounter 1C (page 6)**.
- If the PCs desire to leave the area and do nothing, **GO TO Conclusion 4 (page 43)**.

ENCOUNTER 1A – SEARCHING THE RUBBLE

Wasting no time, you move into the area that once was a great temple to begin moving stone and rubble.

With a church the size of the temple of Peliron, there were quite a few people inside the temple at the time of its destruction (based on ATL). In addition to specific NPCs listed below, there was an additional 5 x ATL people that was inside at the time.

The amount of time it will take to clear enough rubble to get all the trapped people out is equal to 5 + ATL hours. Unfortunately, some of those trapped don't have that long to live. There are at least four NPCs working to clearing the rubble. They are equal to 4 man-hours of work. Any PC can help clear the rubble. Use their STR adjustment to add additional man-hours to the work total for each PC. Other NPCs can be recruited to help by appealing to the crowd (bards, nobles, etc. with a successful *Diplomacy* check (DC 12). PCs can attempt to recruit a number of NPCs equal to their Charisma bonus. When a final

total of man-hours is accounted for, deduct the man-hours from the total number of hours needed. If this number is greater than 0, then this is the number on how many people will die (plus one more). If this number is 0 or less, then all will survive ... save one.

For example, at ATL 1 a total of 6 man-hours is needed to remove enough rubble to save all (but one) of those trapped beneath. If none of the PCs help in the effort, then three people (6 – 4 = 2 plus 1 more) will die. A PC with a STR 17 will add +3 man-hours to the total. So at the same ATL, you would have a total of 7 man-hours and then only 1 person would die (6 – 7 = -1 plus 1 more).

The following NPCs will be found:

- Jolinar “the Just” of Peliron – Found unconscious, barely alive. Once found, he will be immediately whisked away for treatment.
 - Katerina Georgiana DeVargio of Dymora – Found conscious, very injured.
 - Elven Noble of House Kailin – Found dead. This body will be taken away to House Kailin so they can determine what is to be done with the body. Even upon a successful *Knowledge (nobility and royalty)* check, the Kailin elf will not be recognized.
 - Various clergy of Peliron and Galvandt – some will be found alive, some might be found dead depending upon the help gathered to clear the rubble.
- If the PCs wish to interview the gathering crowd (i.e. Gather Information), **GO TO Encounter 1B (page 6)**.
 - If the PCs wish to speak with the survivors pulled from the rubble, **GO TO Encounter 1C (page 6)**.
 - If the PCs desire to leave the area and do nothing, **GO TO Conclusion 4 (page 43)**.

ENCOUNTER 1B – GATHERING INFORMATION

A crowd has formed around the scene. Many watch with baited breath as one by one people are pulled from the rubble. Sometimes you hear sighs of relief, other times you hear condemnations. At the very least, you ought to get an ear full.

The PCs have the opportunity to question the onlookers. Some of them will indeed have an opinion one way or another. Whether those opinions are correct is a different matter. It will be up to the PCs on whether or not to pursue any leads if/when they come up.

The following opinions will be gathered based on the PC(s) *Diplomacy* check:

DC	Information Gathered
10	<i>“I’m not sure what the Kailin elf was here for. But it seems he got the worst end of the deal.”</i> (he’s dead)
15	<i>“It’s the Devil Woman’s fault! Ever since the election, they’ve been looking for ways to undermine the rightful leadership of the Quorum!”</i> (This is in reference to the Dymoran found.)
20	<i>“Jolinar seems to be in critical condition. His prognosis is unsure.”</i>
30	<i>“The Mistress of Dymora is vying for Quorum leadership. This is a prime example on how she will stop at nothing to get what she wants.”</i>
40	<i>“A few elves were leaving the temple right before the blast. They had on the colors of the Kailin noble house.”</i>

- If the PCs wish to search the rubble for survivors, **GO TO Encounter 1A (page 5).**
- If the PCs wish to speak with the survivors pulled from the rubble, **GO TO Encounter 1C (page 6).**
- If the PCs desire to leave the area and do nothing, **GO TO Conclusion 4 (page 43).**

ENCOUNTER 1C – INTERVIEWING THE INJURED

As people are rescued from the rubble, some of them are cared for immediately. Two people are whisked away upon getting free: the high priest of Peliron and an elf. The latter appeared to be dead, and he was carried off towards the Temple District gates. The former, Jalinor “the Just,” needed immediate attention and was taken to the Temple of Ardra.

Others, those that survived that is, are available for questioning.

Katerina Georgiana DeVargio of Dymora:

- Katerina (or Kat to her friends) is a young woman dressed in tight black leathers. She has long blonde hair that cascades down past her shoulders. Her attire, what little there is of it, consists of leather straps and chain links. At the moment, she is considerably hurt. Her clothes are in tatters and she has abrasions over most of her body. But Kat is also a big believer in the “no pain, no gain” method of achievement, so she accepts what has happened without a second thought. If asked any questions she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her. But in the end, she will answer any questions honestly. She knows that both she and her church have nothing to hide.

❖ What happened?

“I’m not exactly sure. One minute I was speaking with Jolinar and the next minute the ceiling came down upon us.”

❖ What business did you have with Jolinar?

“My Mistress desires to help out as much as possible, especially in these hard times. We have just as much at stake as everyone else and we wish to make our proper contribution.”

- ❖ **It was said that your Mistress desires Jolinar's position on the Quorum. Is that true?**

"At one time, perhaps. But she abides by the will of the people and will try again at the next election. My Mistress has no need or desire to gain his position in such a manner. The Dymoran church has always abided by Amthydor's laws. And I don't know if you realize this or not, but such an incident breaks quite a number of those laws ... don't you agree?"

- ❖ **Did you see anyone else that might have caused such a situation?**

"I'm not exactly sure. There were a number of Pelironites ... you know, the stuffy clergy of the temple. They aren't much for temptation. Although before going into Jolinar's office, I did see a Noble Elf waiting in the lobby."

- ❖ **A Noble Elf?**

"Yes. He seemed to be wearing the attire of a Noble House of Amthydor. House Kailin I believe it was."

- ❖ **Do you know why the Kailin elf was in the temple?**

"No, I'm afraid not. Perhaps you can ask him yourself."

- ❖ **The elf is dead.**

"How unfortunate. But the idea is just as sound."

- ❖ **You mean speak with the dead...**

"But of course! I thought you would have gotten my meaning by now ..."

- ❖ **Can you do it?**

"Not from here. And right now, I'm not going anywhere ..."

- ❖ **How long were you with Jolinar?**

"An hour, maybe two. To be quite honest, it was a rather boring experience. But even boredom is a type of pain that needs to be endured. Just like the pain of having a ceiling fall upon you."

- ❖ **And you feel that this is a test?**

"Life's experiences are always a test. That which does not kill us makes us stronger."

- ❖ **In other words, no pain no gain...**

Kat smiles. "I couldn't have said it better myself."

- ❖ **Do you think your Mistress will speak with us concerning what had happened?**

"But of course. Drop by any time."

- ❖ **Are you on a first-name basis with the High Priest of Peliron?**

"No. But I can't simply say 'the Just' all the time, now can I? It's a bit pretentious."

Kunis Veritas, Cloistered Cleric of Galvandt:

- Kunis Veritas is primarily a researcher/record-keeper for the church of Galvandt. A little over a year ago he came across the ex-Legionnaire Deverin Stark (LSJ45 – From Bitter Searching of the Heart) and learned that he has a pivotal future role in the city's survival. Deverin needed help and it was something that was easily provided. Since then, he has been researching a much greater need: the security of Amthydor. More often than not, the city's defenses have been breached by extra-planar creatures. And with the elven skirmish line quickly approaching, he's been working hard and fast to find if the two are related or just simply a coincidence. Kunis himself is slightly on the frumpy side as he spends most of his days with his books and scrolls. He doesn't care to exercise his body, only his mind. And that is why he is valued so much. He's perhaps 5'5" and is about 35 years of age, but appears to be about 40ish. He has a receding hairline that makes him seem older than he actually is.

- ❖ **What happened?**

"That seems to be the most pressing question of the day. Apparently the temple of Peliron was struck by a massive lightning bolt. Now normally such a thing wouldn't normally happen, but it did ... which might suggest a couple of possibilities."

- ❖ **Possibilities? Like what?**

"Well then. Considering that there wasn't even a cloud in the sky, I would think that the lightning occurrence wasn't natural in origin. So magic was involved. As to the type of magic, whether it be arcane or divine, I don't know. But to get past

the city's defenses, I would imagine that there might have been something within the temple in which the lightning was attracted to ... a focal point as it were."

❖ **Focal point? What could such a focal point be?**

"That is a very good question. Such a focal point could virtually be anything. If it managed to survive the strike, I would imagine it could be identified by scorch marks and whatnot. But it will take time to sift through the rubble to ascertain any information from the attack. Priority right now it being given to the survivors ... to which I am assuredly grateful."

❖ **What other possibilities are you suggesting?**

"That if this lightning bolt was indeed intentional, that it was an attack on the city. And right now I can only think of one group that we are currently at war with."

❖ **It was mentioned that a Kailin elf was seen inside the temple. Do you think they might have something to do with it?**

"That, I am not sure. House Kailin has been very quiet as to voicing their allegiances. If they are involved in this, then it is a pretty bold declaration on where they stand in the city ... which is typical for a High Elf."

❖ **Did you notice anything out of the ordinary in the temple before or during the lightning bolt attack?**

"Hmm. I can't say that I have. Not with the research that I've been doing."

❖ **What kind of research is that?**

"There have been a number of extra-planar incursions of late. The temple of Galvandt and the shrine of Dymora have been working together in an attempt to find out if this is an organized effort or something more random."

❖ **Galvandt and Dymora in bed together? Isn't that a little odd?**

"Perhaps on the surface, yes. But our goals are the same: to rid the city of the demons that would abduct our loved ones."

❖ **What has your results been thus far?**

"Well, apparently a group of tieflings have returned to continue where they left off several years ago. They call themselves The Triad. Their attempts to abduct the children have been thwarted, but their working with full-blooded demons has both churches worried. The fact that they have made their presence known again is troublesome as it suggests that they are unworried about who knows about their actions. And this isn't something that is needed right now with the Elfwar escalating."

❖ **Do you think that the Triad's appearance during this time is a coincidence?**

"That is not as easy to determine. The Triad and the elves seem to have different agendas, but the very fact that this is happening now might suggest otherwise."

❖ **Thank you very much for your time.**

"Yes. You're quite welcome. Your questions have been rather enlightening as well."

Deverin Stark, Paladin of Galvandt:

• Deverin Stark is a paladin that had recently had a crisis of faith. From his dreams, he knows that he will be instrumental in some future event to help save the city. His experiences during the undead siege had traumatized him and led to long-term depression that interfered with his ability to perform his duties. Since then, Deverin ventured on a pilgrimage to a Peliron shrine in the Delambir mountains (LSJ45 – From Bitter Searching of the Heart). He has regained some of his previous confidence, but he is still a long way in becoming his former self. Now because of the collapse, he's starting to think of this as a sign from above and is beginning to relapse into his depression.

❖ **What happened?**

"Isn't it obvious? Peliron has decided that my efforts here are for naught and has sent a sign that my efforts are useless."

❖ **This was all about you?**

"Of course it was. I am a hopeless cause and the God of Justice has deemed me unjust."

- ❖ **What about the others in the temple? Were they ‘unjust’ as well?**

“That I cannot say. But it is obvious to me that my usefulness is no longer expected or required.”

- ❖ **Perhaps by the very fact that you survived means that you still have a purpose ahead of you?**

“Perhaps ...”

It will be up to the PCs to try and convince Deverin of his continued worth. A successful *Diplomacy* check (DC 12 + ATL) will convince Deverin that he shouldn’t give up and that he indeed has a purpose in life.

- ❖ **Who do you think might have caused this?**

“I don’t know. If I wasn’t the reason for this, then I would suspect that something else is going on.”

- ❖ **Do you know or see anything that might be considered out of place?**

“No. I’ve been on the upper levels of the temple since daybreak.”

Tal’Shia, Aasimar Paladin of Peliron:

- A woman of great stature, Tal’Shia is probably the least injured of those who can speak with the PCs. She is a rising force in the Temple of Peliron and had helped repulse some of the demons a couple years ago (*LSJ49 – Cold Iron Heart*). While she did get caught in the temple’s collapse, Tal’Shia managed to find an alcove that would hold up against the falling debris. Tal’Shia stands perhaps 5’10” and is wearing partial plate. She has shoulder length platinum blonde hair and bright crystal blue eyes. No pain is evident as she manages to conceal it (if any) from the PCs, although her right arm is in a sling. Tal’Shia is more than willing to speak with the PCs.

NOTE: This is actually a PC. Should the person playing this PC is present at the table, then use the following name instead: Fallon Silverlynn.

The chaos at the temple is ongoing. Many of the wounded are being relocated to the surrounding temples and shrines as the people continue to look for survivors.

A lone figure stands in front of it all ... simply observing. She stands about 5’10” tall dressed in polished half-plate. She has shoulder length platinum blonde hair and intense blue eyes that seem to be taking in every detail. Her arm rests in a sling, but there is no evidence of pain on her face.

When you are about ten feet from her position, she turns towards you as you approach. Her face is beautiful, but her expression is grim. She wears an air of authority as if it has always been a part of her.

“Yes? How may I help you?”

- ❖ **What happened?**

“I was in the middle of prayers when I felt the room begin to shake. And within seconds, the ceiling came down upon me. Thankfully I was in an area that had somewhat decent support and was able to avoid the worst of it.”

- ❖ **Did you notice anyone out of place or shouldn’t have been there?**

“Are you kidding? One doesn’t normally expect to see a Temptress of Dymora in a solemn place such as this one. And she had the audacity to say that she had an appointment with the High Priest.”

- ❖ **Do you think that she might have had something to do with the attack upon the Temple?**

“Well, I understand she was injured pretty badly. But then again, it could be to allay suspicion. Who knows what she was here to discuss with the High Priest.”

- ❖ **Do you know anything about the Noble Elf that was found?**

“No. Elves visiting the temple are not uncommon. But even so, with the current state of affairs with the High Elves of Mystwood, you’d think the Kailin elves would have a more active interest in what’s going on. They have been very quiet about their position ever since the declaration.”

❖ **Do you think this could have been cause by House Kailin?**

“You are asking the wrong person. Peliron is all about justice, honor, and the law. Unless there is evidence linking them to the incident, I would presume to reserve my judgment in deciding one way or the other.”

❖ **But you would automatically judge the Dymoran?**

Tal’Shia smiles a little. “Touché. Perhaps I should practice what I preach. You should find out for sure, though.”

- If the PCs wish to search the rubble for survivors, **GO TO Encounter 1A (page 5)**.
- If the PCs wish to interview the gathering crowd (i.e. Gather Information), **GO TO Encounter 1B (page 6)**.
- If the PCs desire to leave the area and do nothing, **GO TO Conclusion 4 (page 43)**.
- When the PCs are finished here, **GO TO Encounter 2 (page 10)**.

ENCOUNTER 2 – CAPTAIN WEBSTER

A Legionnaire with a Captain’s insignia approaches your group as you take a moment to rest from your recent ordeal. He looks to you with satisfaction (unless the PCs simply did nothing) and nods to each of you in acknowledgement of your efforts.

“Well met! You have done a great service to your city and you should all be proud of your efforts. I am certain that without your help, the death toll would have been much higher. So thank you very much.

“Now, your services are still needed once again. What has happened on this day was an atrocity and we will not stand for this! I would like you to find out who is responsible for such an act and bring that person or (persons) into custody for the ultimate prosecution.

“What say you?”

❖ **If the answer is NO:**

Captain Webster frowns with disappointment “Are you sure? We could really use your help in this dire situation.”

(If the answer is still no)

“Fine. You apparently have better things to do than help your city in one of its most desperate hours. I’ll find some true patriots in your stead. Good day to you all.”

➤ **GO TO Conclusion 4 (page 43)**.

❖ **If the answer is YES:**

Captain Webster’s eyes alight as he smiles with obvious approval. “I expected no less of you. Thank you very much. I am sure you may have a few questions. I’ll try to answer those that I am able.”

❖ **Do you have any leads?**

“At present, no. This investigation has only just begun. I plan on interviewing those that had survived the temple’s destruction. But since you are now on the case, that might be a good place for you to start.”

❖ **Can you give us a list of people who survived?**

“Yes, of course.”

Captain Webster will have the person that asked the question a roll of parchment. Inside is a list of names as well as their current locations. Give the PCs **Player’s Handout #2**.

❖ **Was there anyone that didn’t survive?**

Captain Webster frowns. “Unfortunately, yes. A high elf from House Kailin was found dead when he was pulled from the rubble. His body was sent to the Nobles District so the family can decide what to do with it.”

If the PCs allowed other deaths as a result from their inaction or not enough action, Captain Webster will inform them of the total death toll at this point.

❖ **May we see the body of the elf?**

“The body is in the custody of House Kailin. You will need to speak with Lady Consul Laurindalyn Farrandriel Kailin for permission to see the body.”

- ❖ **There has been talk that this might have been instigated by Mistress Jade of Dymora. Do you think there is any truth in this?**

Captain Webster sighs. “If I had a copper for every conspiracy theory involving the shrine of Dymora, I’d be a rich man. Be careful when speaking to people concerning the shrine and its clergy. Many people would like nothing better than to see the Dymorans pack their bags and leave the city. But there are also an equal number of people that stand behind their efforts as well.”

- ❖ **So you are saying to ignore the talk about the Dymorans?**

“I’m saying not to jump to any conclusions without significant evidence. Do I suspect that the Dymorans might have some kind of long-term agenda? Of course I do. And I keep my eyes on them always. But something like the destructions of the Temple of Peliron . . . ? That sort of thing is certainly not their style.”

- ❖ **Not their style?**

“If you honestly have to ask that question, then you truly do not know a Dymoran. They are knowledge seekers, and tend to use that knowledge for their own purposes. They are manipulative in such a way that when they suggest something to you, you think it was your own idea. They like to keep their actions behind the scenes . . . and the destruction of the temple is anything BUT behind the scenes.”

- ❖ **Could we have a writ/pass to enter the Nobles District?**

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

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

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 3 – IF AT FIRST YOU DON’T SUCCEED, TRIAD TRIAD AGAIN

This is a timed encounter. Allow the PCs to visit 1-2 places prior to the Triad teleporting in front of them. However if the PCs are on their way to visit House Kailin in the Nobles District, they will appear before they get to the district gates.

On the way to your next destination, a distinct popping sound can be heard as you see several people now blocking your path. Even as you contemplate their presence, you realize that there are actually only three individuals . . . that are represented in multiple instances. Blinking several times you wonder if you’re simply experiencing double (triple, or even quadruple) vision. All of them have a distinct otherworldly presence . . . and a variety of fiendish qualities. One of the males with a scimitar speaks to you with almost forced politeness . . .

“We can do this the easy way or the hard way. It’s your choice. Which do you prefer?”

PCs that have participated in *LSJ03 – Nobles* or *LSJ60 – Inner Demons* will recognize the Triad of tieflings that had abducted young Zander Grimm several years ago. But while there are only three distinct individual Triad members, the number of each individual varies depending on the current ATL of the group.

ATL 1-7	1 additional copy of each
ATL 9-11	2 additional copies of each
ATL 13-15	3 additional copies of each

If the PCs assume that the Triad members are under the effects of a *mirror image* spell, don't correct this assumption. The multiple Kainturs, Prescins, and Falduns will move similarly until it is no longer necessary to maintain the charade. They can move/attack individually if they want. (Although in combat all the Kainturs will move on the same initiative roll, all the Prescins will move on the same initiative roll, etc.)

The PCs may or may not question how they came to be here (as some/all of them may have either been captured and/or killed in "Inner Demons." One of the Kainturs will smile and shrugs.

Captured: *The tiefling looks at his other selves and companions. "Well, apparently you got some of us. The question now is did you get the right ones?" He looks back to you, "... apparently not."*

Killed: *The tiefling smiles. "Apparently the report of my death has been grossly exaggerated. As you can see, I, and my companions, am alive and well."*

❖ **The Easy Way:**

"I knew you would see reason. And just because we are a good sport, we'll see that you are compensated as well."

The PCs abandon their investigation. They will be rewarded by a mysterious benefactor, but their actions (or inactions in this case) will be known to the Diamond Legion (they will earn the Enmity of Captain Webster certificate).

➤ **GO TO Conclusion D (page DD).**

❖ **The Hard Way:**

"I suspected as much. I figured you would be too thick-headed to see reason. I guess when will just have to knock some sense into you the hard way. Besides, it's more fun this way . . ."

The PCs don't abandon their investigation. The Triad will try to forcibly convince them the error of their ways.

In addition to the ATL determining the number of each Triad member present (see above), it will also determine the strength of their opponents as well. As the Triad members are not tiered, modify the stats accordingly based on the PCs' current ATL:

ATL 1

- ✂ **Kaintur (2):** hp 26
- ✂ **Prescin (2):** hp 16, 1st level spells only
- ✂ **Faldun (2):** hp 14, 1st level spells only

ATL 3

- ✂ **Kaintur (2):** hp 36
- ✂ **Prescin (2):** hp 22, 1st level spells only
- ✂ **Faldun (2):** hp 19, 1st level spells only

ATL 5

- ✂ **Kaintur (2):** hp 56
- ✂ **Prescin (2):** hp 34, 1st – 2nd level spells only
- ✂ **Faldun (2):** hp 29, 1st – 2nd level spells only

ATL 7

- ✂ **Kaintur (2):** hp 76
- ✂ **Prescin (2):** hp 46, Normal spell ability
- ✂ **Faldun (2):** hp 39, 1st – 3rd level spells only

ATL 9

- ✂ **Kaintur (3):** hp 96
- ✂ **Prescin (3):** hp 58, Normal spell ability
- ✂ **Faldun (3):** hp 49, Normal spell ability

ATL 11

- ✂ **Kaintur (3):** hp 96
- ✂ **Prescin (3):** hp 58, Normal spell ability
- ✂ **Faldun (3):** hp 49, Normal spell ability

ATL 13

- ✂ **Kaintur (4):** hp 96
- ✂ **Prescin (4):** hp 58, Normal spell ability
- ✂ **Faldun (4):** hp 49, Normal spell ability

ATL 15

- ✂ **Kaintur (4):** hp 96
- ✂ **Prescin (4):** hp 58, Normal spell ability
- ✂ **Faldun (4):** hp 49, Normal spell ability

Unlike a *mirror image* spell, the duplicates will NOT cease to exist when they are hit. The Triad will fight to win, but should any of them die or say the words: "I give up," a *contingency* spell will activate and cause the individual in question to be teleported away. (The PCs may NOT keep any items the Triad possesses.) If at any time it seems like the Triad will indeed lose, they will surrender and say those very words to escape.

✂ KAINTUR

Male Tiefling Fighter 9

CE Medium Outsider (6 ft. tall)

Init +7 (+3 Dex, +4 Imp. Init); **Senses** Perception +2, Darkvision 60ft.

AC 22, touch 13, flat-footed 19; (+7 armor, +2 shield, +3 Dex)

hp 96 (9d10+27)

Fort +8, **Ref** +6, **Will** +3

Defense Abilities Tiefling resistances, Bravery; **DR** cold 5, electricity 5, fire 5; **Immune** nil; **SR** nil

Spd 30 ft./x4

Melee scimitar +17 (1d6+7) 15-20/x2

Full Atk scimitar +17/+12 (1d6+7) 15-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Darkness, Sorcery, Combat Expertise, Combat Reflexes, Improved Disarm.

Spell-Like Abilities Darkness 1/day (caster 9th)

Spells Known nil

Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 9, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 26

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Greater Weapon Focus (Scimitar), Improved Critical (Scimitar), Improved Disarm (Scimitar), Improved Initiative, Improved Shield Bash, Leadership, Shield Proficiency, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Skills Acrobatics +1, Bluff +5, Intimidate +11, Perception +2, Ride +10, Stealth +5.

Languages Common, Abyssal, Infernal.

SQ sneaky

Gear Mwk Scimitar, Mwk Chainmail, Mwk Heavy Shield

✂ PRESCIN

Female Tiefling Bard 9

CE Medium Outsider (6 ft. tall)

Init +2 (+2 Dex); **Senses** Perception +6, Darkvision 60 ft.

AC 19, touch 12, flat-footed 17; (+2 Dex, +7 armor)

hp 58 (9d8)

Fort +3, **Ref** +8, **Will** +7

Defense Abilities Tiefling resistances, Well-versed;

DR cold 5, electricity 5, fire 5; **Immune** nil; **SR** nil

Spd 30 ft./x4

Melee short sword +10 (1d6) 19-20/x2

Full Atk short sword +10/+5 (1d6) 19-20/x2

Ranged Composite Short Bow +9/+4 (1d6+1) 20/x3

Space 5 ft.; **Reach** 5 ft.

Special Attacks Darkness, Sorcery

Spell-Like Abilities Darkness 1/day (caster 9th)

Spells Known (Brd -/6/5/4), DC 14+Spell Level

Level 0: *Dancing Lights, Flare, Mage Hand, Prestidigitation, Read Magic, Summon Instrument.*

Level 1: *Charm Person, Cure Light Wounds, Hideous Laughter, Undetectable Alignment, Unseen Servant.*

Level 2: *Blindness/Deafness, Eagle's Splendor, Invisibility, Mirror Image.*

Level 3: *Confusion, Displacement, Geas (Lesser), Haste.*

Str 11, **Dex** 14, **Con** 10, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +6; **CMD** 18

Feats Armor Proficiency (Light), Eschew Materials, Leadership, Shield Proficiency, Skill Focus: Perform (Oratory), Weapon Finesse (short sword), Weapon Focus (short sword)

Skills Acrobatics +2, Appraise +9, Bluff +14, Diplomacy +16, Disguise +16, Knowledge (nobility and royalty) +18, Linguistics +14, Perception +6, Perform (Oratory) +19, Perform (Sing) +16, Sense Motive +13, Stealth +10, Use Magic Device +11.

Languages Common, Abyssal, Celestial, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan

SQ sneaky, countersong, distraction, fascinate, inspire courage, inspire confidence, suggestion, dirge of doom, discordant performance, inspire greatness.

Gear Mwk Short Sword, Mwk Composite Short Bow, Mithril Chain Shirt, Disguise Kit

✂ FALDUN

Male Tiefling Sorcerer 9

CE Medium Outsider (6 ft. tall)

Init +8 (+4 Dex, +4 Imp. Init); **Senses** Perception +1, Darkvision 60 ft. (+2 to find secret doors/compartments)

AC 19, touch 14, flat-footed 15; (+4 Dex, +5 armor)
hp 49 (9d6+9)

Fort +4 (+8 vs. Poison), **Ref** +7, **Will** +7

Defense Abilities Tiefling resistances; **DR** cold 5, electricity 10, fire 5, 10/adamantine (from *stoneskin* up to 90 damage); **Immune** nil; **SR** nil

Spd 30 ft./x4

Melee Mwk club +7 (1d6+2) 20/x2

Full Atk Claws +6/+6 (1d8+2) 20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Darkness, Sorcery, Combat Casting, Demonic Claws

Spell-Like Abilities Darkness 1/day (caster 9th)

Spells Known (Sor -/7/7/7/5), DC 14+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Flare, Ray of Frost, Touch of Fatigue.*

Level 1: *Cause Fear, Charm Person, Hypnotism, Magic Missile, True Strike.*

Level 2: *Alter Self, Bull's Strength, Cat's Grace, Hideous Laughter, Mirror Image.*

Level 3: *Hold Person, Invisibility Sphere, Rage, Suggestion.*

Level 4: *Confusion, Crushing Despair, Stoneskin.*

Str 14, **Dex** 14 (now 18 with *Cat's Grace*), **Con** 12,

Int 13, **Wis** 13, **Cha** 18

Base Atk +4; **CMB** +6; **CMD** 20

Feats Armor Proficiency (Light), Eschew Materials, Leadership, Shield Proficiency, Skill Focus (Oratory), Weapon Finesse (short sword), Weapon Focus (short sword)

Skills Acrobatics +4, Bluff +6, Craft (alchemy) +13, Knowledge (arcana) +13, Knowledge (geography) +8, Knowledge (history) +5, Perception +1, Spellcraft +11, Stealth +6.

Languages Common, Abyssal, Infernal

SQ sneaky, demon resistances, strength of the abyss.

Gear Mwk Club, Noble's Attire, Bracers of Armor +5

At the end of this Encounter, have the PCs continue onward to their intended destination.

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 4 – SHRINE OF DYMORA

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

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

You see members of the clergy catering to the many patrons in the room. Both males and females alike are scantily clad in tight fitting apparel.

As you take in the décor, a young woman dressed in tight black leathers approaches you. Her brown hair touches the top of her shoulders. Her attire, what little there is of it, consists of leather straps and chain links ... which seem to be the

standard attire in the shrine. She smiles and gazes at you with her deep brown eyes.

“Good day and welcome to the Shrine of Dymora. Are you here for pleasure or pain today?”

This is Lorelei, though she will simply refer to herself as Lori. She is the assistant to Mistress Jade, the temple’s high priestess.

If the PCs didn’t speak to Kat at the demolition site, then she is here.

❖ **If the PCs ask to see Kat,** Lori will automatically assume they want her for “temptuous” relations unless they specifically give the reasons for seeing her.

“I’m sorry, but Kat is not available at the moment. But I am sure she will be able to tempt you in a day or so. You can come back at that time . . . or, if you like, I can be your temptation today . . .”

If the PCs clarify on why they wish to see Kat:

“Oh! That explains your ... outfits. She usually has particular tastes. It’s good to know that she hasn’t lowered her standards,” she says as she winks at you. “Now if you will follow me, Kat is located in one of the recovery rooms ... a location in which she doesn’t visit too often.”

The PCs may press Lori for the meaning of her last statement about Kat, her cheeks will dimple as she smiles demurely to the PCs. “Oh nothing.”

➤ **GO TO Encounter 4A (page 15).**

❖ **If the PCs ask to see Mistress Jade:**

“She has asked to postpone all of her sessions for today in light of the tragedy that had befallen the temple of Peliron.”

❖ **That is why we are here:**

“Oh! Then by all means, follow me please.”

Lori will bring the PCs to Mistress Jade’s office.

➤ **GO TO Encounter 4B (page 17).**

ENCOUNTER 4A – KAT IN THE CRADLE

Lori leads you from the main common area to a hallway leading to the rear of the shrine. You pass several closed doors, the sounds from the main chamber fading to nothing. After a few minutes, Lori stops at a door. Unlike the other doors you have seen, this one is open. She smiles as she motions you inside.

“Kat can speak to you for a short while. But don’t wear her out too much. After all, she still has much recovering to do.”

As Lori departs, you go inside the room. The room itself is rather simple, although the bed itself is on the plush side. The woman in the black silk sheets rests in a semi-sitting position on huge white pillows. Her blonde hair is tied back, bruises exposed on both her face and arms. She smiles at you as you enter.

“How nice ... visitors. Gifts for the injured? It can get pretty boring by oneself during one’s convalescence.”

Katerina Georgiana DeVargio of Dymora:

- Katerina (or Kat to her friends) is a young woman that normally dresses in tight black leathers. She has long blonde hair that cascades down past her shoulders. Her attire, what little there is of it, consists of leather straps and chain links. At the moment, she is considerably hurt. Her clothes are in tatters and she has abrasions over most of her body. But Kat is also a big believer in the “no pain, no gain” method of achievement, so she accepts what has happened without a second thought. If asked any questions she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her. But in the end, she will answer any questions honestly. She knows that both she and her church have nothing to hide.

❖ **What happened?**

“I’m not exactly sure. One minute I was speaking with Jolinar and the next minute the ceiling came down upon us.”

❖ **Why don’t you simply heal yourself?**

“I could do that, but I’m not in any immediate danger. After all, some suffering is good for the soul ... and Dymora wishes all of her followers to be able to get as good as they give.”

❖ **What business did you have with Jolinar?**

“My Mistress desires to help out as much as possible, especially in these hard times. We have just as much at stake as everyone else and we wish to make our proper contribution.”

❖ **It was said that your Mistress desires Jolinar’s position on the Quorum. Is that true?**

“At one time, perhaps. But she abides by the will of the people and will try again at the next election. My Mistress has no need or desire to gain his position in such a manner. The Dymoran church has always abided by Amthydor’s laws. And I don’t know if you realize this or not, but such an incident breaks quite a number of those laws ... don’t you agree?”

❖ **Did you see anyone else that might have caused such a situation?**

“I’m not exactly sure. There were a number of Pelironites ... you know, the stuffy clergy of the temple. They aren’t much for temptation. Although before going into Jolinar’s office, I did see a Noble Elf waiting in the lobby.”

❖ **A Noble Elf?**

“Yes. He seemed to be wearing the attire of a Noble House of Amthydor. House Kailin I believe it was.”

❖ **Do you know why the Kailin elf was in the temple?**

“No, I’m afraid not. Perhaps you can ask him yourself.”

❖ **The elf is dead.**

“How unfortunate. But the idea is just as sound.”

❖ **You mean speak with the dead...**

“But of course! I thought you would have gotten my meaning by now ...”

❖ **Can you do it?**

“Not from here. And right now, I’m not going anywhere ...”

❖ **How long were you with Jolinar?**

“An hour, maybe two. To be honest, it was a rather boring experience. But even boredom is a type of pain that needs to be endured. Just like the pain of having a ceiling fall upon you.”

❖ **And you feel that this is a test?**

“Life’s experiences are always a test. That which does not kill us makes us stronger.”

❖ **In other words, no pain no gain...**

Kat smiles. “I couldn’t have said it better myself.”

❖ **Do you think your Mistress will speak with us concerning what had happened?**

“But of course. Lori should be able to take you to see her. She would probably feel relieved knowing that someone is investigating what had happened.”

❖ **Are you on a first-name basis with the High Priest of Peliron?**

“No. But I can’t simply say ‘the Just’ all the time, now can I? It’s a bit pretentious.”

❖ **Lori suggested that you don’t visit the recovery rooms that often. What’s that all about?**

Kat smiles. “I usually PUT my clients in the recovery rooms, not partake in them myself ... unless I’m visiting those poor unfortunate souls who are resting from my deliberations ...”

“Although if I have to partake, I have to admit that this room isn’t half bad ...” she smiles.

- If the PCs wish to see Mistress Jade of Dymora, **GO TO Encounter 4B (page 17).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 4B – JADED OPINION

Lori leads you to a plush sitting room appointed in red and gold velvet. Mistress Jade, a curvaceous beauty with a cascade of blue-black curls reclines on a scarlet divan, her crimson painted nails can be seen rifling through a number of parchment pages. Your eyes are immediately drawn to the black-feathered eagle-like wings that are half-spread in a lounging position. She looks up at you as you enter.

“Mistress? These people are here to see you concerning the temple of Peliron disaster.”

She nods to Lori. “Thank you, Lori. That will be all.” She then turns to you. “Good day to you. I wish your visit to the shrine was for a more pleasurable circumstance. How may I help you today?”

PCs of Amthydoran Noble blood (i.e. with an official LSJ Noble Certificate) will recognize Jade as a noble and know her affiliation with House Tezriine (she is the daughter of Lord Consul Wynstone Tezriine). Others may make a *Knowledge (Nobility)* skill check (DC 20) to recognize her. Among the clergy Jade is referred to only as “Mistress Jade” and not by her noble name. If anyone has the audacity to actually address by her title, she will note who they are and then simply ignore them.

❖ **Are those wings new?**

Mistress Jade smiles. “Why yes, they are. They are a gift from Dymora for continuous devoted service.”

❖ **It was said that you had designs on becoming the leader of the Quorum of Faith. Do you still have those desires?**

“Of course I do. But I can assure you that I would only do so only through legitimate means. The church of Dymora has been working hard with the temple of Peliron as well as with all of the other affiliated Quorum churches to support the troops, find homes for the orphaned, and support those who would shed blood, sweat, and tears for this city ... especially in this time of need.”

❖ **Word on the street says that you or your church is responsible for the Temple’s destruction. Do you have any comment on that?**

Mistress Jade simply dismisses your words with a quick gesture of her finely manicured hand. “I won’t even dignify that with a response. You show me one instance in the history of this city that a Dymoran was unlawful or traitorous and then I might answer that question.”

❖ **Why was Kat DeVargio at the temple of Peliron?**

“She was meeting with the High Priest on my behalf to discuss ways in which our church can help with the war efforts.”

❖ **Can you be more specific?**

“Well, many people think we have an ulterior motive in the city. Apparently some people have taken offense to needing owe my Mistress favors for helping out in whatever quest they might be on. After all, nothing in life is free. Correct?”

❖ **What did they discuss?**

“Well if you must know, they were talking about specifics for our support. I don’t know if you’re aware of this fact, but over a year ago we had banded together with the churches of Ardra and Elianna at the end of the Quorum elections. This

is why we have a particular interest in orphaned children and broken families ... whether it be from the undead years ago or from the war effort. People are suffering and they are in need comfort.”

❖ **So you are in the comfort business now?**

“You could say that. One way or another we are a morale booster. And good morale is just what this city needs right now ... especially after the most recent events.”

❖ **Comfort with whips?**

“If that’s what they want. It’s all about choice. And nothing is done without someone’s permission or approval.”

❖ **Would it be possible to visit Kat?**

“But of course. I, she, or the church has nothing to hide. Please feel free to do so. When you are ready, Lori will take you to her.”

❖ **Thank you for your time.**

“It was my pleasure. Please feel free to drop by anytime ... for business or pleasure ... or both,” she says with a wink.

- If the PCs wish to see Kat DeVargio of Dymora, **GO TO Encounter 4A (page 15).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 5 – THE TEMPLE OF GALVANDT

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

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

“Halt! Who goes there?”

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

If the PCs say they have been requested to investigate the temple’s destruction and they wish to speak with the survivors, they will be allowed admittance into the temple. If not, then have them roll a *Diplomacy* skill check (**DC 15 +ATL**).

One of the guards opens the gate. “If you will follow me, I will take you to them.”

Taking you through the halls, you see many of the Galvandt clergy on a high state of alert. Several are not only chanting in ritualistic unison, but many are arming themselves in what looks to be an impending battle.

Many of the side rooms that you have passed have been converted to make-shift care rooms to help with the injured.

If the PCs stated who they wanted to see, he will direct them to the two doorways opposite each other. Deverin Stark will be in the room on the left and Kunis Veritas will be in the room on the right. If they didn't say who they wish to see, then he will ask the PCs at this point.

Deverin Stark, Paladin of Galvandt:

Deverin Stark is a paladin that had recently had a crisis of faith. From his dreams, he knows that he will be instrumental in some future event to help save the city. His experiences during the undead siege had traumatized him and led to long-term depression that interfered with his ability to perform his duties. Since then, Deverin ventured on a pilgrimage to a Peliron shrine in the Delambir mountains (*LSJ45 – From Bitter Searching of the Heart*). He has regained some of his previous confidence, but he is still a long way in becoming his former self. Now because of the collapse, he's starting to think of this as a sign from above and is beginning to relapse into his depression.

❖ **What happened?**

“Isn't it obvious? Peliron has decided that my efforts here are for naught and has sent a sign that my efforts are useless.”

❖ **This was all about you?**

“Of course it was. I am a hopeless cause and the God of Justice has deemed me unjust.”

❖ **What about the others in the temple? Were they 'unjust' as well?**

“That I cannot say. But it is obvious to me that my usefulness is no longer expected or required.”

❖ **Perhaps by the very fact that you survived means that you still have a purpose ahead of you?**

“Perhaps ...”

It will be up to the PCs to try and convince Deverin of his continued worth. A successful *Diplomacy* check (**DC 12 + ATL**) will convince

Deverin that he shouldn't give up and that he indeed has a purpose in life.

❖ **Who do you think might have caused this?**

“I don't know. If I wasn't the reason for this, then I would suspect that something else is going on.”

❖ **Do you know or see anything that might be considered out of place?**

“No. I've been on the upper levels of the temple since daybreak.”

Kunis Veritas, Cloistered Cleric of Galvandt:

Kunis Veritas is primarily a researcher/recorder-keeper for the church of Galvandt. A little over a year ago he came across the ex-Legionnaire Deverin Stark (*LSJ45 – From Bitter Searching of the Heart*) and learned that he has a pivotal future role in the city's survival. Deverin needed help and it was something that was easily provided. Since then, he has been researching a much greater need: the security of Amthydor. More often than not, the city's defenses have been breached by extra-planar creatures. And with the elven skirmish line quickly approaching, he's been working hard and fast to find if the two are related or just simply a coincidence. Kunis himself is slightly on the frumpy side as he spends most of his days with his books and scrolls. He doesn't care to exercise his body, only his mind. And that is why he is valued so much. He's perhaps 5'5" and is about 35 years of age, but appears to be about 40ish. He has a receding hairline that makes him seem older than he actually is.

❖ **What happened?**

“That seems to be the most pressing question of the day. Apparently the temple of Peliron was struck by a massive lightning bolt. Now normally such a thing wouldn't normally happen, but it did ... which might suggest a couple of possibilities.”

❖ **Possibilities? Like what?**

“Well then. Considering that there wasn't even a cloud in the sky, I would think that the lightning occurrence wasn't natural in origin. So magic was involved. As to the type of magic, whether it

be arcane or divine, I don't know. But to get past the city's defenses, I would imagine that there might have been something within the temple in which the lightning was attracted to ... a focal point as it were."

❖ **Focal point? What could such a focal point be?**

"That is a very good question. Such a focal point could virtually be anything. If it managed to survive the strike, I would imagine it could be identified by scorch marks and whatnot. But it will take time to sift through the rubble to ascertain any information from the attack. Priority right now it being given to the survivors ... to which I am assuredly grateful."

❖ **What other possibilities are you suggesting?**

"That if this lightning bolt was indeed intentional, that it was an attack on the city. And right now I can only think of one group that we are currently at war with."

❖ **It was mentioned that a Kailin elf was seen inside the temple. Do you think they might have something to do with it?**

"That, I am not sure. House Kailin has been very quiet as to voicing their allegiances. If they are involved in this, then it is a pretty bold declaration on where they stand in the city ... which is typical for a High Elf."

❖ **Did you notice anything out of the ordinary in the temple before or during the lightning bolt attack?**

"Hmm. I can't say that I have. Not with the research that I've been doing."

❖ **What kind of research is that?**

"There have been a number of extra-planar incursions of late. The temple of Galvandt and the shrine of Dymora have been working together in an attempt to find out if this is an organized effort or something more random."

❖ **Galvandt and Dymora in bed together? Isn't that a little odd?**

"Perhaps on the surface, yes. But our goals are the same: to rid the city of the demons that would abduct our loved ones."

❖ **What has your results been thus far?**

"Well, apparently a group of tieflings have returned to continue where they left off several years ago. They call themselves The Triad. Their attempts to abduct the children have been thwarted, but their working with full-blooded demons has both churches worried. The fact that they have made their presence known again is troublesome as it suggests that they are unworried about who knows about their actions. And this isn't something that is needed right now with the Elfwar escalating."

❖ **Do you think that the Triad's appearance during this time is a coincidence?**

"That is not as easy to determine. The Triad and the elves seem to have different agendas, but the very fact that this is happening now might suggest otherwise."

❖ **Thank you very much for your time.**

"Yes. You're quite welcome. Your questions have been rather enlightening as well."

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 6 – TEMPLE OF ARDRA

High Priestess Baniya Dolester presides over the faithful of Ardra, the goddess of Life. The Hall of Prosperity was originally dedicated to Lucor, but was reconsecrated to Ardra in 1998 AF (the year is now 2009 AF). Ardra's place of worship in Amthydor is one of the few exceptions to the strictly controlled expansion of the religions within the city. If it weren't for the fact that the Life Giver, as Ardra is known, had watched over the floundering Lucorites, the Ardrans' presence in the city would have been something completely different. So it was allowed that the Hall of Success would be reconsecrated as the Hall of Prosperity in favor of Ardra. Many of the interior walls have been knocked out to provide more space for dancing and festivities, and the hall has been redecorated with symbols and decorations venerating Ardra, though subtle references to Lucor remain, if one knows where to look.

Musical chanting and sounds of prayer welcome you to the temple of Ardra, while green and yellow robed acolytes stand ready to greet you as you approach. But despite the joyous welcome, there is an underlining sense of urgency and desperation as clergy rush about from place to place in an attempt to care for the many survivors.

Making your request to the acolytes, you are quickly shown to a small receiving room to await the appearance of High Priestess Baniya Dolester. She arrives in a swirl of gold and green robes, the scent of incense wafting around her. "I do apologize for any delay. With so many people needing care from the horrible disaster, we are being kept quite busy. How can I assist you today?"

The temple has taken in a number of survivors, including the most important one of them all: High Priest Jalinor of Peliron. If the PCs desire to speak with any of the non-name NPC survivors, they will have no additional information for the PCs.

If the PCs requests to see Jalinor, Baniya will deny them admittance.

"I'm afraid I cannot allow that. Of all the injuries suffered in this attack, Jalinor's was the most severe. And until we confirm that this wasn't an assassination attempt, no one sees him until he has fully recovered."

❖ **Who might we be able to talk to about what had happened?**

"Tal'Shia of Peliron had minor injuries and was released shortly after she arrived. She mentioned that she was going back to the scene of the crime to oversee the scene's processing. Perhaps she has learned something."

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 7 – THE TEMPLE OF PELIRON

The chaos at the temple of Peliron has abated, but only slightly. While the wounded have been relocated to the surrounding temples and shrines, the people here now are sifting through the over abundance of rubble.

But while many people are crawling over the debris, a lone figure stands in front of it all ... simply observing. She stands about 5'10" tall dressed in polished half-plate. She has shoulder length platinum blonde hair and intense blue eyes that seem to be taking in every detail. Her arm rests in a sling, but there is no evidence of pain on her face.

When you are about ten feet from her position, she turns towards you as you approach. Her face is beautiful, but her expression is grim. She wears an air of authority as if it has always been a part of her.

“Yes? How may I help you?”

A woman of great stature, Tal’Shia is probably the least injured of those who can speak with the PCs. She is a rising force in the Temple of Peliron and had helped repulse some of the demons a couple years ago (*LSJ49 – Cold Iron Heart*). While she did get caught in the temple’s collapse, Tal’Shia managed to find an alcove that would hold up against the falling debris. Tal’Shia is more than willing to speak with the PCs.

NOTE: This is actually a PC. Should the person playing this PC is present at the table, then use the following name instead: Fallon Silverlynn.

❖ **We are here investigating what had happened here at the temple.**

Tal’Shia nods. “Captain Webster, right? He said he had people working this investigation. And since you are here with me I imagine you are getting statements from the survivors.”

❖ **Can you tell us what happened?**

“I was in the middle of prayers when I felt the room begin to shake. And within seconds, the ceiling came down upon me. Thankfully I was in an area that had somewhat decent support and was able to avoid the worst of it.”

❖ **Did you notice anyone out of place or shouldn’t have been there?**

“Are you kidding? One doesn’t normally expect to see a Temptress of Dymora in a solemn place such as this one. And she had the audacity to say that she had an appointment with the High Priest.”

❖ **Do you think that she might have had something to do with the attack upon the Temple?**

“Well, I understand she was injured pretty badly. But then again, it could be to allay suspicion. Who knows what she was here to discuss with the High Priest.”

❖ **Do you know anything about the Noble Elf that was found?**

“No. Elves visiting the temple are not uncommon. But even so, with the current state of affairs with the High Elves of Mystwood, you’d think the Kailin elves would have a more active interest in what’s going on. They have been very quiet about their position ever since the declaration.”

❖ **Do you think this could have been cause by House Kailin?**

“You are asking the wrong person. Peliron is all about justice, honor, and the law. Unless there is evidence linking them to the incident, I would presume to reserve my judgment in deciding one way or the other.”

❖ **But you would automatically judge the Dymoran?**

Tal’Shia smiles a little. “Touché. Perhaps I should practice what I preach. You should find out for sure, though.”

❖ **Have you found anything so far?**

Tal’Shia frowns. “No, not yet. Right now we are looking for something that could have attracted such a massive lightning bolt. There’s no way that it was a natural occurrence. But so far, we’ve uncovered nothing.”

❖ **Thank you for your time.**

“You’re quite welcome. If you would, please let me know the results of your investigation. This is something that cannot go unpunished.”

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 8 (OPTIONAL) – SHRINE OF DESTINE

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

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

This is Bartholomew, a long-time associate of the shrine of Destine. He’s the “front man” that usually deals with those that come to the shrine looking for information. Only on situations that are out of his experience does he pass visitors on to someone more experienced than him.

❖ And what do you think we are here for?

“That’s an easy one. You are here to learn what had happened to the Temple of Peliron.”

❖ Destine told you that?

“No. I saw you speaking with Captain Webster and I thought I might try to prepare a few things in anticipation of your arrival.”

❖ You saw us?

“Yes. I arrived on the scene just as you finished pulling the last survivor from the rubble, and then the good Captain approached your position.”

❖ So what do you have for us?

Bartholomew frowns. “Not a lot, unfortunately. Apparently there is some kind of force blocking most of our divination attempts. You might have better luck with more conventional means of information gathering.

❖ What have you tried?

“Locate Object doesn’t work. Unless you know of something specific in which to locate, it has no effect. Locate Creature has similar results; however this information seems to be more blocked than having a lack of result.”

❖ Do you have anything for us?

“Not me specifically. The answers you seek rest with the dead.”

❖ Thank you for your time.

Bartholomew simply nods. “May Destine guide you to your destiny.”

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9 (page 23).**

ENCOUNTER 9 – THE NOBLES DISTRICT

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

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

“Yes?”

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

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Nobles District, **GO TO Encounter 9A (page 24).**

ENCOUNTER 9A – HOUSE KAILIN

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

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

- ❖ **Yes, we are _____ and we are here to see Lady Consul Kailin.**

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

- ❖ **No we are not expected. We are here to see Lady Consul Kailin.**

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

The PCs will need to explain to the guards their reasons for seeing Lady Kailin. They can get out from explaining their reasons if they make a *Diplomacy* check (DC 20 + ATL).

When the PCs are ready to proceed, continue on.

“I will see if Lady Kailin can interrupt her busy schedule. If you wish, you can wait in the drawing room. This way please.”

You follow the guard into the mansion, his counterpart taking up the rear. You are brought into a room that is exquisitely furnished and immaculately dressed. There a few plush chairs and a long couch for people to sit. On the table is an open decanter of red wine with several goblets.

“If you will wait here, please,” he says as he departs the room.

Allow the PCs a little time to gather their thoughts and continue to recuperate from their previous encounter.

After what seems like several minutes, a woman with great presence enters the room. You don’t often see high elves in Amthydor, especially these days, but this one is not timid at all. She wears her authority like a cloak and looks at all of you from the doorway. (Lady Kailin’s eyes will settle on the person that requested to speak with her.)

“You wished to speak with me?”

- ❖ **Please allow us to express our condolences ...**

Lady Kailin nods in acknowledgement of your words. “I would accept your condolences , but they are unnecessary for no one from House Kailin has died.”

- ❖ **A noble elf, from House Kailin has died ...**

“That is correct. And he his here. But as I say again, no one from House Kailin has died. However, the elf that you speak of is indeed dead.”

- ❖ **An imposter?**

“Apparently so. I was actually contemplating what to do with him when you arrived.”

- ❖ **We would be glad to take the body back to the Legion is you wish?**

“I would appreciate an amount of discretion. After all, moving the body again will cause a number of unwarranted questions. And with the tenor of the city right now, I would prefer not to cause any undue suspicion to my House for as long as possible.”

❖ **May we see the body?**

Lady Kailin considers your request for a moment.

“Yes you may.”

She turns and walks from the room.

Lady Kailin won't look behind to see if the PCs are following, although they can easily catch up to her at any time. She will lead the PCs down a hallway to a circular stairway. At the bottom of the staircase is a large room. The room itself can easily be identified as a place for spellcasting and experimentation. In the center of the room is a metal table. On top of the table is the body of the elf.

A *Heal* check (DC 10) will determine that the elf is indeed dead. The wounds are consistent for being struck by lightning. A *Knowledge (nobility)* check (DC 15) or a *Perception* check (DC 20) will determine that the clothing on the elf is a close approximation to the Kailin House Crest, but not the same.

❖ **May we attempt to question the elf's spirit?**

Lady Kailin simply nods giving permission.

If the PCs don't have a cleric with a high enough spell ability to *Speak with Dead*, Lady Kailin will offer them the service of one of her clerics to help. The PCs will be allowed to direct the questioning of the dead elf.

The following information can be learned. Information not presented here, the elf doesn't know.

- What is your name? – Tyrrin Willowsil
- Who/what killed you? – The lightning bolt.
- Do you know why you were killed? – Yes.
- Why were you in the temple of Peliron? – To be the focus for the lightning bolt.
- Where are you from? – The Mystwood Forest.
- Who else are you working with? – Rhiannon Aaliyah, the leader of the Mystwood elves.
- Why were you impersonating a member of House Kailin? – To lay the blame on them and to bring them on the rightful side of this war.
- Are there others in Amthydor impersonating House Kailin elves? – Yes.
- Where are your compatriots? – In the Port District ready to leave your forsaken city.
- How do they intend to leave? – By ship.

When the spell is over, the elf will become quiet once more. The PCs may have follow up questions for Lady Kailin.

❖ **Do you know of this ship the elf speaks about?**

“The ship they speak of is most likely the Spirit Wind, a Kailin ship that was scheduled to put to sea today.”

❖ **Do you think they might take the vessel to escape?**

“If the Mystwood elves have masqueraded as House Kailin this successfully, they could easily gain access to almost any place in the city without question. The matter of taking over the vessel would be simple if my people were caught unawares.”

❖ **Do you think they were captured or something?**

“Most likely. I cannot fathom any of my family working along side the Mystwood elves without my consent. And for the record, I have not given any consent.”

❖ **Where is the Spirit Wind located?**

“In the Port District, north section, slip three.”

❖ **We will find your people and make sure they are okay?**

Lady Kailin nods. “And you will have my gratitude.”

❖ **Thank you for your time.**

“You are welcome. Falyn will escort you out. Good day to you ... and good hunting.”

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 4 (page 14).**
- If the PCs wish to go to the Temple of Galvandt, **GO TO Encounter 5 (page 18).**
- If the PCs wish to go to the Temple of Ardra, **GO TO Encounter 6 (page 21).**
- If the PCs wish to go to the Temple of Peliron, **GO TO Encounter 7 (page 21).**
- If the PCs wish to go to the Shrine of Destine, **GO TO Encounter 8 (page 23).**
- If the PCs wish to go to the Port District, **GO TO Encounter 10 (page 26).**

ENCOUNTER 10 – ABANDON SHIP!

The PCs will mostly like want to “buff up” prior to getting to the *Spirit Wind*. If the PCs decide to try and do any kind of Bazaar or Shopping Spree at this point, they will not get to the ship in time to stop the Mystwood elves from setting sail.

Getting to the Port District (as well as the docks) will be no problem for the PCs. The directions given to them by Lady Consul Kailin were straight, to the point, and without any deviations.

The crew of the *Swift Wind* are non-combatants. The only foes the PC has to worry about are the Mystwood Elves. Rhiannon Aileyah is on board in addition to the contingent of the other Mystwood elves. But she is below deck when the combat ensues and will teleport away before the PCs have a chance to get to her (this will not be marked against the PCs for allowing her to escape).

The Mystwood elves will fight until the end. However should their numbers be reduced to two or less, the remaining members will surrender to the PCs at that point.

Approaching the Swift Wind, you see a number of elves on deck ... apparently making efforts to get under way. There are still two gangplanks set to the ship allowing access to the main deck.

- If the PCs defeat (capture/kill) all of their opponents, **GO TO Conclusion 1 (page 42).**
- If the PCs allow some of their opponents to escape, **GO TO Conclusion 2 (page B).**
- If the PCs are defeated by their opponents or if the elves escape, **GO TO Conclusion 3 (page C).**

ATL 1

♣ Male High Elf Fighter 1 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex. +4 Imp. Init); **Senses** Perception +3, Low-light vision

AC 18, touch 12, flat-footed 16; (+6 armor, +2 Dex) **hp** 10 (1d10)

Fort +2, **Ref** +2, **Will** +0

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +5 (1d8+4) 19-20/x2

Full Atk longsword +5 (1d8+4) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 18, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 17

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency.

Skills Acrobatics +2, Climb +8, Intimidate +4, Perception +3, Swim +8.

Languages Common, Elven.

SQ nil

Gear Mwk longsword, Mwk Chainmail

♣ Female High Elf Rogue 1

CE Medium Humanoid (6 ft. tall)

Init +9 (+5 Dex. +4 Imp. Init); **Senses** Perception +6, Low-light vision

AC 18, touch 15, flat-footed 13; (+3 armor, +5 Dex) **hp** 8 (1d8)

Fort +0, **Ref** +7, **Will** +0

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +0 (1d6) 18-20/x2

Full Atk rapier +0 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 1d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 20, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 15

Feats Armor Proficiency (Light), Improved Initiative, Simple Weapon Proficiency.

Skills Acrobatics +9, Disable Device +9, Escape Artist +9, Intimidate +4, Perception +6, Sense Motive +4, Sleight of Hand +9, Spellcraft +3, Stealth +9, Swim +4, Use Magic Device +4.

SQ Trapfinding

Gear Mwk rapier, Mwk Std Leather

♀ **Female High Elf Wizard 1 (x2)**

CE Medium Humanoid (6 ft. tall)

Init +3 (+3 Dex); **Senses** Perception +3, Low-light vision.

AC 17, touch 15, flat-footed 14; (+3 Dex, +2 bracers of armor, +2 Ring of Prot.)

hp 6 (1d6)

Fort +0, **Ref** +3, **Will** +2

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk quarterstaff -1 (1d6-1) 20/x2, Mwk dagger -1 (1d4-1) 19-20/x2

Full Atk Mwk quarterstaff -1 (1d6-1) 20/x2, Mwk dagger -1 (1d4-1) 19-20/x2

Ranged Mwk dagger +3 (1d4-1) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+1 dmg

Spell-Like Abilities nil

Spells Known (Wiz 3/3), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Enlarge Person, Floating Disk, Grease, Magic Missile, Shield, Shocking Grasp, Sleep.*

Str 8, **Dex** 17, **Con** 10, **Int** 20, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 14

Feats Combat Casting, Scribe Scroll

Skills Fly +7, Knowledge (arcane) +9, Knowledge (local) +9, Knowledge (nobility) +9, Knowledge (planes) +9, Perception +3, Spellcraft +9.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion)

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +2, Ring of Prot +2

♂ **Male High Elf Cleric of Kohr 1**

CE Medium Humanoid (6 ft. tall)

Init +3 (+3 Dex); **Senses** Perception +6, Low-light vision.

AC 19, touch 13, flat-footed 16; (+6 armor, +3 Dex)

hp 8 (1d8)

Fort +2, **Ref** +3, **Will** +6

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +0 (1d12) 20/x3

Full Atk Mwk greataxe +0 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (1d6)

Spell-Like Abilities Destructive Smite (Su), Storm Burst (Sp)

Spells Known (Clr 3/2), DC 14+Spell Level

Osirons: *Bleed, Resistance, Stabilize.*

Level 1: *Bane, Protection from Good, True Strike (d).*

Str 10, **Dex** 16, **Con** 10, **Int** 12, **Wis** 18, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 13

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Shield Proficiency, Simple Weapon Proficiency

Skills Heal +4, Knowledge (arcane) +5, Knowledge (planes) +5, Knowledge (religion) +5, Perception +6, Spellcraft +5.

Languages Common, Elven, Dwarven, Abyssal

SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, Mwk chainmail.

ATL 3

♣ Male High Elf Fighter 3 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex. +4 Imp. Init); **Senses** Perception +4, Low-light vision

AC 18, touch 12, flat-footed 16; (+6 armor, +2 Dex) **hp** 29 (3d10+2)

Fort +3, **Ref** +3, **Will** +1

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+1 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +8 (1d8+4) 19-20/x2

Full Atk longsword +8 (1d8+4) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 18, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 19

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (longsword).

Skills Acrobatics +2, Climb +10, Intimidate +6, Perception +4, Swim +9.

Languages Common, Elven.

SQ Armor Training

Gear Mwk longsword, Mwk Chainmail

♣ Female High Elf Rogue 3

CE Medium Humanoid (6 ft. tall)

Init +9 (+5 Dex. +4 Imp. Init); **Senses** Perception +8, Low-light vision

AC 18, touch 15, flat-footed 13; (+3 armor, +5 Dex) **hp** 24 (3d8+2)

Fort +1, **Ref** +8, **Will** +1

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +2 (1d6) 18-20/x2

Full Atk rapier +2 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 2d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 20, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 17

Feats Acrobatic, Armor Proficiency (Light), Improved Initiative, Simple Weapon Proficiency.

Skills Acrobatics +13, Disable Device +11, Escape Artist +11, Intimidate +4, Perception +8, Sense Motive +6, Sleight of Hand +11, Spellcraft +5, Stealth +11, Swim +6, Use Magic Device +6.

SQ Trapfinding, Evasion, Rogue Talent (Surprise Attack), Trap Sense.

Gear Mwk rapier, Mwk Std Leather

♣ Female High Elf Wizard 3 (x2)

CE Medium Humanoid (6 ft. tall)

Init +5 (+3 Dex, +2 w/*Cat's Grace*); **Senses** Perception +5, Low-light vision.

AC 19, touch 17, flat-footed 14; (+3 Dex, +2 bracers of armor, +2 Ring of Prot., +2 w/*Cat's Grace*)

hp 18 (3d6+2)

Fort +1, **Ref** +6, **Will** +3

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +4 (1d6-1) 20/x2, Mwk dagger +4 (1d4-1) 19-20/x2

Full Atk Mwk quarterstaff +4 (1d6-1) 20/x2, Mwk dagger +4 (1d4-1) 19-20/x2

Ranged Mwk dagger +4 (1d4-1) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+1 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/4/2), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: *Cat's Grace, Spectral Hand.*

Str 8, **Dex** 17 (21 with *Cat's Grace*), **Con** 10, **Int** 20, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +0; **CMD** 17

Feats Combat Casting, Scribe Scroll, Weapon Finesse.

Skills Fly +9 (+11), Knowledge (arcane) +11, Knowledge (local) +10, Knowledge (nobility) +10,

Knowledge (planes) +11, Perception +5, Spellcraft +11.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+1 dmg to evocation spells).

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +2, Ring of Prot +2.

⚔ **Male High Elf Cleric of Kohr 3**

CE Medium Humanoid (6 ft. tall)

Init +3 (+3 Dex); **Senses** Perception +6, Low-light vision.

AC 19, touch 13, flat-footed 16; (+6 armor, +3 Dex)

hp 24 (3d8+2)

Fort +3, **Ref** +4, **Will** +7

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +3 (1d12) 20/x3

Full Atk Mwk greataxe +3 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (2d6)

Spell-Like Abilities Destructive Smite (Su), Storm Burst (Sp)

Spells Known (Clr 4/3/2), DC 14+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Divine Favor, Protection from Good, True Strike (d).*

Level 2: *Hold Person, Shatter (d), Spiritual Weapon*

Str 10, **Dex** 16, **Con** 10, **Int** 12, **Wis** 18, **Cha** 9

Base Atk +2; **CMB** +2; **CMD** 15

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe)

Skills Heal +8, Knowledge (arcane) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +6, Spellcraft +7.

Languages Common, Elven, Dwarven, Abyssal

SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, Mwk chainmail.

ATL 5

♣ Male High Elf Fighter 5 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex, +4 Imp. Init); **Senses** Perception +5, Low-light vision

AC 20, touch 14, flat-footed 18; (+8 armor, +2 Dex)
hp 44 (5d10+3)

Fort +4, **Ref** +3, **Will** +1

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+1 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +8 (1d8+6) 19-20/x2

Full Atk longsword +8 (1d8+6) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 19, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 23

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Expertise, Combat Reflexes, Greater Weapon Focus (longsword), Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Acrobatics +2, Climb +12, Intimidate +7, Perception +5, Swim +12.

Languages Common, Elven.

SQ Armor Training, Weapon Training (heavy blades)

Gear Mwk longsword, +2 Chainmail

♣ Female High Elf Rogue 5

CE Medium Humanoid (6 ft. tall)

Init +9 (+5 Dex, +4 Imp. Init); **Senses** Perception +10, Low-light vision

AC 19, touch 16, flat-footed 13; (+3 armor, +5 Dex, +1 Dodge)

hp 37 (5d8+3)

Fort +1, **Ref** +9, **Will** +1

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee rapier +3 (1d6) 18-20/x2

Full Atk rapier +3 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 3d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 21, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 19

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Simple Weapon Proficiency.

Skills Acrobatics +15, Disable Device +13, Escape Artist +13, Intimidate +5, Perception +10, Sense Motive +8, Sleight of Hand +13, Spellcraft +7, Stealth +13, Swim +8, Use Magic Device +8.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Surprise Attack), Trap Sense, Uncanny Dodge.

Gear Mwk rapier, Mwk Std Leather

♣ Female High Elf Wizard 5 (x2)

CE Medium Humanoid (6 ft. tall)

Init +9 (+3 Dex, +4 Imp Init, +2 w/*Cat's Grace*);

Senses Perception +10, Low-light vision.

AC 19, touch 17, flat-footed 14; (+3 Dex, +2 bracers of armor, +2 Ring of Prot., +2 w/*Cat's Grace*)

hp 27 (5d6+3)

Fort +1, **Ref** +6, **Will** +4

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk quarterstaff +5 (1d6-1) 20/x2, Mwk dagger +5 (1d4-1) 19-20/x2

Full Atk Mwk quarterstaff +5 (1d6-1) 20/x2, Mwk dagger +5 (1d4-1) 19-20/x2

Ranged Mwk dagger +5 (1d4-1) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+2 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/5/3/2), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: *Cat's Grace, Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Fireball, Lightning Bolt.*

Str 8, Dex 17 (21 with *Cat's Grace*), **Con 10, Int 21, Wis 10, Cha 9**
Base Atk +2; CMB +1; CMD 18
Feats Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Weapon Finesse.
Skills Fly +11 (+13), Knowledge (arcane) +13, Knowledge (local) +12, Knowledge (nobility) +12, Knowledge (planes) +12, Perception +7, Spellcraft +13.
Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic
SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+2 dmg to evocation spells).
Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +2, Ring of Prot +2.

Spellcraft +8.
Languages Common, Elven, Dwarven, Abyssal
SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)
Gear Mwk greataxe, Mwk chainmail.

⚔ Male High Elf Cleric of Kohr 5

CE Medium Humanoid (6 ft. tall)
Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +6, Low-light vision.
AC 19, touch 13, flat-footed 16; (+6 armor, +3 Dex)
hp 37 (5d8+3)
Fort +4, **Ref** +4, **Will** +8
Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil
Spd 30 ft./x4
Melee Mwk greataxe +4 (1d12) 20/x3
Full Atk Mwk greataxe +4 (1d12) 20/x3
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Channel Neg Energy 2/day (3d6)
Spell-Like Abilities Destructive Smite (Su), Storm Burst (Sp)
Spells Known (Clr 4/4/3/2), DC 14+Spell Level
Osirons: *Bleed, Resistance, Stabilize, Virtue.*
Level 1: *Bane, Divine Favor, Protection from Good, Shield of faith, True Strike (d).*
Level 2: *Hold Person, Owl's Wisdom, Shatter (d), Spiritual Weapon.*
Level 3: *Bestow Curse, Call Lightning (d), Prayer.*
Str 10, Dex 16, Con 10, Int 12, Wis 19, Cha 9
Base Atk +3; CMB +3; CMD 16
Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe)
Skills Heal +10, Knowledge (arcane) +7, Knowledge (planes) +7, Knowledge (religion) +8, Perception +6,

ATL 7

♣ Male High Elf Fighter 7 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex, +4 Imp. Init); **Senses** Perception +7, Low-light vision

AC 20, touch 14, flat-footed 18; (+8 armor, +2 Dex)
hp 59 (7d10+4)

Fort +5, **Ref** +4, **Will** +2

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+2 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil
Spd 30 ft./x4

Melee longsword +14 (1d8+7) 19-20/x2

Full Atk longsword +14/+9 (1d8+7) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 19, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +7; **CMB** +11; **CMD** 25

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-fight, Combat Expertise, Combat Reflexes, Greater Weapon Focus (longsword), Improved Initiative, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Acrobatics +2, Climb +13, Intimidate +8, Perception +7, Swim +14.

Languages Common, Elven.

SQ Armor Training, Weapon Training (heavy blades)

Gear Mwk longsword, +2 Chainmail

♣ Female High Elf Rogue 7

CE Medium Humanoid (6 ft. tall)

Init +9 (+5 Dex, +4 Imp. Init); **Senses** Perception +12, Low-light vision

AC 21, touch 18, flat-footed 15; (+4 armor, +5 Dex, +1 Dodge, +1 Ring of Prot.)

hp 50 (7d8+4)

Fort +2, **Ref** +12, **Will** +2

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +10 (1d6) 18-20/x2

Full Atk rapier +10 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 4d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 21, **Con** 10, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 23

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Lightning Reflexes, Simple Weapon Proficiency, Weapon Finesse.

Skills Acrobatics +17, Disable Device +15, Escape Artist +15, Intimidate +6, Perception +12, Sense Motive +10, Sleight of Hand +15, Spellcraft +9, Stealth +15, Swim +10, Use Magic Device +10.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Finesse Rogue, Surprise Attack), Trap Sense, Uncanny Dodge.

Gear Mwk rapier, +1 Std Leather, +1 Ring of Prot.

♣ Female High Elf Wizard 7 (x2)

CE Medium Humanoid (6 ft. tall)

Init +9 (+3 Dex, +4 Imp Init, +2 w/*Cat's Grace*);

Senses Perception +10, Low-light vision.

AC 21, touch 18, flat-footed 16; (+3 Dex, +3 bracers of armor, +3 Ring of Prot., +2 w/*Cat's Grace*)

hp 36 (7d6+4)

Fort +2, **Ref** +5, **Will** +5

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +6 (1d6) 20/x2, Mwk

dagger +6 (1d4) 19-20/x2

Full Atk Mwk quarterstaff +6 (1d6) 20/x2, Mwk

dagger +6 (1d4) 19-20/x2

Ranged Mwk dagger +6 (1d4) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+3 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/6/4/3/2), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: *Cat's Grace, Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Deep Slumber, Fireball, Lightning Bolt, Vampiric Touch.*

Level 4: *Fire Shield, Ice Storm.*

Str 8, **Dex** 17 (21 with *Cat's Grace*), **Con** 10, **Int** 21, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 20

Feats Arcane Strike, Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Weapon Finesse.

Skills Fly +12 (+14), Knowledge (arcane) +15, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (planes) +14, Perception +9, Spellcraft +15.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+3 dmg to evocation spells).

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +3, Ring of Prot +3.

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe)

Skills Heal +12, Knowledge (arcane) +8, Knowledge (planes) +9, Knowledge (religion) +9, Perception +6, Spellcraft +9.

Languages Common, Elven, Dwarven, Abyssal
SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, Mwk chainmail, +2 Ring of Prot.

Male High Elf Cleric of Kohr 7

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +6, Low-light vision.

AC 21, touch 15, flat-footed 18; (+6 armor, +3 Dex, +2 Ring of Prot.)

hp 50 (7d8+4)

Fort +5, **Ref** +5, **Will** +9

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +6 (1d12) 20/x3

Full Atk Mwk greataxe +6 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (4d6)

Spell-Like Abilities Destructive Smite (Su), Storm Burst (Sp)

Spells Known (Clr 4/5/4/3/2), DC 14+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Divine Favor, Doom, Protection from Good, Shield of faith, True Strike (d).*

Level 2: *Hold Person, Owl's Wisdom, Shatter (d), Silence, Spiritual Weapon.*

Level 3: *Bestow Curse, Call Lightning (d), Prayer, Summon Monster III.*

Level 4: *Chaos Hammer, Sleet Storm (d), Unholy Blight.*

Str 10, **Dex** 16, **Con** 10, **Int** 12, **Wis** 19, **Cha** 9

Base Atk +5; **CMB** +5; **CMD** 20

ATL 9

♣ Male High Elf Fighter 9 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex, +4 Imp. Init); **Senses** Perception +9, Low-light vision

AC 22, touch 16, flat-footed 20; (+8 armor, +2 Ring of Prot., +2 Dex)

hp 74 (9d10+5)

Fort +6, **Ref** +7, **Will** +3

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+2 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +18 (1d8+11) 19-20/x2

Full Atk longsword +18/+13 (1d8+11) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 20, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 30

Feats Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-fight, Combat Expertise, Combat Reflexes, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, improved Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Acrobatics +2, Climb +15, Intimidate +11, Perception +9, Swim +17.

Languages Common, Elven.

SQ Armor Training, Weapon Training (+2 heavy blades, +1 light blades)

Gear Mwk longsword, +2 Chainmail, +2 Ring of Prot.

♣ Female High Elf Rogue 9

CE Medium Humanoid (6 ft. tall)

Init +10 (+6 Dex, +4 Imp. Init); **Senses** Perception +14, Low-light vision

AC 24, touch 21, flat-footed 17; (+5 armor, +5 Dex, +1 Dodge, +2 Ring of Prot.)

hp 63 (9d8+6)

Fort +3, **Ref** +14, **Will** +3

Defense Abilities +2 racial bonus to enchantment

spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +13 (1d6) 18-20/x2

Full Atk rapier +13/+8 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 5d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 22, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +6; **CMD** 27

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (Rapier).

Skills Acrobatics +20, Disable Device +18, Escape Artist +18, Intimidate +7, Perception +14, Sense Motive +12, Sleight of Hand +18, Spellcraft +11, Stealth +18, Swim +12, Use Magic Device +12.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Finesse Rogue, Surprise Attack, Weapon Training), Trap Sense, Uncanny Dodge, Improved Uncanny Dodge.

Gear Mwk rapier, +2 Std Leather, +2 Ring of Prot.

♣ Female High Elf Wizard 9 (x2)

CE Medium Humanoid (6 ft. tall)

Init +10 (+4 Dex, +4 Imp Init, +2 w/*Cat's Grace*);

Senses Perception +10, Low-light vision.

AC 23, touch 20, flat-footed 16; (+4 Dex, +3 bracers of armor, +3 Ring of Prot., +2 w/*Cat's Grace*, +1 Dodge)

hp 45 (9d6+5)

Fort +3, **Ref** +9, **Will** +6

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +8 (1d6) 20/x2, Mwk dagger +8 (1d4) 19-20/x2

Full Atk Mwk quarterstaff +8 (1d6) 20/x2, Mwk dagger +8 (1d4) 19-20/x2

Ranged Mwk dagger +8 (1d4) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+4 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/6/5/4/3/2), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close,*

Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: ~~*Cat's Grace*~~, *Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Deep Slumber, Fireball, Lightning Bolt, Vampiric Touch.*

Level 4: *Bestow Curse, Fire Shield, Ice Storm, Stoneskin.*

Level 5: *Cone of Cold, Feeblemind.*

Str 8, Dex 18 (22 with *Cat's Grace*), **Con 10, Int 21, Wis 10, Cha 9**

Base Atk +4; CMB +3; CMD 23

Feats Arcane Strike, Brew Potion, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Weapon Finesse.

Skills Fly +15 (+17), Knowledge (arcane) +17, Knowledge (local) +16, Knowledge (nobility) +16, Knowledge (planes) +16, Perception +10, Spellcraft +17.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+4 dmg to evocation spells), Elemental Wall.

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +3, Ring of Prot +3.

⚔ Male High Elf Cleric of Kohr 9

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +7, Low-light vision.

AC 24, touch 18, flat-footed 20; (+8 armor, +3 Dex, +2 Ring of Prot., +1 Dodge)

hp 63 (9d8+5)

Fort +6, **Ref** +6, **Will** +11

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +7 (1d12) 20/x3

Full Atk Mwk greataxe +7/+2 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (5d6)

Spell-Like Abilities Destructive Smite (Su), Destructive Aura (Su), Storm Burst (Sp), Lightning

Lord (Sp).

Spells Known (Clr 4/6/5/4/3/2), DC 15+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Shield of faith, True Strike (d).*

Level 2: *Cure Moderate Wounds, Hold Person, Owl's Wisdom, Shatter (d), Silence, Spiritual Weapon.*

Level 3: *Bestow Curse, Call Lightning (d), Cure Serious Wounds, Prayer, Summon Monster III.*

Level 4: *Chaos Hammer, Cure Critical Wounds, Sleet Storm (d), Unholy Blight.*

Level 5: *Flame Strike, Ice Storm (d), Slay Living.*

Str 10, Dex 16, Con 10, Int 12, Wis 20, Cha 9

Base Atk +6; CMB +6; CMD 24

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus (greataxe)

Skills Heal +15, Knowledge (arcane) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +7, Spellcraft +10.

Languages Common, Elven, Dwarven, Abyssal

SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, +2 chainmail, +2 Ring of Prot.

ATL 11

♣ Male High Elf Fighter 11 (x2)

CE Medium Humanoid (6 ft. tall)

Init +6 (+2 Dex, +4 Imp. Init); **Senses** Perception +13, Low-light vision

AC 24, touch 18, flat-footed 22; (+9 armor, +3 Ring of Prot., +2 Dex)

hp 89 (11d10+6)

Fort +7, **Ref** +7, **Will** +3

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+3 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +20 (1d8+11) 19-20/x2

Full Atk longsword +20/+15/+10 (1d8+11) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 20, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +16; **CMD** 34

Feats Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-fight, Cleave, Combat Expertise, Combat Reflexes, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, improved Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Acrobatics +2, Climb +16, Intimidate +13, Perception +13, Swim +19.

Languages Common, Elven.

SQ Armor Training, Weapon Training (+2 heavy blades, +1 light blades)

Gear Mwk longsword, +3 Chainmail, +3 Ring of Prot.

♣ Female High Elf Rogue 11

CE Medium Humanoid (6 ft. tall)

Init +10 (+6 Dex, +4 Imp. Init); **Senses** Perception +16, Low-light vision

AC 26, touch 23, flat-footed 19; (+6 armor, +5 Dex, +1 Dodge, +3 Ring of Prot.)

hp 76 (11d8+7)

Fort +3, **Ref** +15, **Will** +3

Defense Abilities +2 racial bonus to enchantment

spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +15 (1d6) 18-20/x2

Full Atk rapier +15/+10 (1d6) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 6d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 22, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +8; **CMD** 31

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Simple Weapon Proficiency, Stealthy, Weapon Finesse, Weapon Focus (Rapier), Whirlwind Attack.

Skills Acrobatics +24, Disable Device +20, Escape Artist +24, Intimidate +8, Perception +16, Sense Motive +14, Sleight of Hand +20, Spellcraft +13, Stealth +24, Swim +14, Use Magic Device +14.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Surprise Attack, Weapon Training), Trap Sense, Uncanny Dodge, Improved Uncanny Dodge.

Gear Mwk rapier, +3 Std Leather, +3 Ring of Prot.

♣ Female High Elf Wizard 11 (x2)

CE Medium Humanoid (6 ft. tall)

Init +10 (+4 Dex, +4 Imp Init, +2 w/*Cat's Grace*);

Senses Perception +12, Low-light vision.

AC 25, touch 21, flat-footed 18; (+4 Dex, +4 bracers of armor, +4 Ring of Prot., +2 w/*Cat's Grace*, +1 Dodge)

hp 54 (11d6+6)

Fort +3, **Ref** +9, **Will** +7

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +9 (1d6) 20/x2, Mwk dagger +9 (1d4) 19-20/x2

Full Atk Mwk quarterstaff +9 (1d6) 20/x2, Mwk dagger +9 (1d4) 19-20/x2

Ranged Mwk dagger +9 (1d4) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+5 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/6/5/5/4/3/1), DC 15+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: ~~*Cat's Grace*~~, *Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Deep Slumber, Fireball, Lightning Bolt, Vampiric Touch.*

Level 4: *Bestow Curse, Fire Shield, Ice Storm, Stoneskin.*

Level 5: *Baleful Polymorph, Cone of Cold, Dominate Person, Feeblemind.*

Level 6: *Chain Lightning, Elemental Body III.*

Str 8, Dex 18 (22 with *Cat's Grace*), **Con 10, Int 21, Wis 10, Cha 9**

Base Atk +5; CMB +4; CMD 25

Feats Arcane Strike, Brew Potion, Combat Casting, Dodge, Empower Spell, Improved Initiative, Mobility, Scribe Scroll, Weapon Finesse.

Skills Fly +17 (+19), Knowledge (arcane) +18, Knowledge (local) +18, Knowledge (nobility) +18, Knowledge (planes) +18, Perception +12, Spellcraft +19.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+5 dmg to evocation spells), Elemental Wall.

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +4, Ring of Prot +4.

⚔ Male High Elf Cleric of Kohr 11

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +7, Low-light vision.

AC 26, touch 20, flat-footed 22; (+9 armor, +3 Dex, +3 Ring of Prot., +1 Dodge)

hp 76 (11d8+6)

Fort +7, **Ref** +6, **Will** +12

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +9 (1d12) 20/x3

Full Atk Mwk greataxe +9/+4 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (6d6)

Spell-Like Abilities Destructive Smite (Su), Destructive Aura (Su), Storm Burst (Sp), Lightning Lord (Sp).

Spells Known (Clr 4/6/5/5/4/3/1), DC 15+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Shield of faith, True Strike (d).*

Level 2: *Cure Moderate Wounds, Hold Person, Owl's Wisdom, Shatter (d), Silence, Spiritual Weapon.*

Level 3: *Bestow Curse, Blindness/Deafness, Call Lightning (d), Cure Serious Wounds, Prayer, Summon Monster III.*

Level 4: *Chaos Hammer, Cure Critical Wounds, Divine Power, Sleet Storm (d), Unholy Blight.*

Level 5: *Commands (Greater), Flame Strike, Ice Storm (d), Slay Living.*

Level 6: *Harm (d), Planar Ally*

Str 10, Dex 16, Con 10, Int 12, Wis 20, Cha 9

Base Atk +8; CMB +8; CMD 28

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus (greataxe)

Skills Heal +15, Knowledge (arcane) +11, Knowledge (planes) +12, Knowledge (religion) +12, Perception +7, Spellcraft +12.

Languages Common, Elven, Dwarven, Abyssal

SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, +3 chainmail, +3 Ring of Prot.

ATL 13

♣ Male High Elf Fighter 13 (x2)

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp. Init); **Senses** Perception +16, Low-light vision

AC 27, touch 21, flat-footed 24; (+10 armor, +4 Ring of Prot., +3 Dex)

hp 104 (13d10+7)

Fort +8, **Ref** +9, **Will** +4

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+3 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +23 (1d8+12) 19-20/x2

Full Atk longsword +23/+18/+13 (1d8+12) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 20, **Dex** 16, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +18; **CMD** 39

Feats Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-fight, Cleave, Combat Expertise, Combat Reflexes, Double Slice, Greater Two-weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, improved Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).
Skills Acrobatics +3, Climb +18, Intimidate +15, Perception +16, Swim +21.

Languages Common, Elven.

SQ Armor Training, Weapon Training (+3 heavy blades, +2 light blades, +1 bows)

Gear Mwk longsword, +4 Chainmail, +4 Ring of Prot.

♣ Female High Elf Rogue 13

CE Medium Humanoid (6 ft. tall)

Init +10 (+6 Dex, +4 Imp. Init); **Senses** Perception +18, Low-light vision

AC 28, touch 25, flat-footed 21; (+7 armor, +5 Dex, +1 Dodge, +4 Ring of Prot.)

hp 89 (13d8+8)

Fort +4, **Ref** +16, **Will** +4

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +16 (1d6+1) 18-20/x2

Full Atk rapier +16/+11 (1d6+1) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 7d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 22, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +10; **CMD** 35

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Simple Weapon Proficiency, Stealthy, Vital Strike, Weapon Finesse, Weapon Focus (Rapier), Whirlwind Attack.

Skills Acrobatics +26, Disable Device +22, Escape Artist +26, Intimidate +9, Perception +18, Sense Motive +16, Sleight of Hand +22, Spellcraft +15, Stealth +26, Swim +16, Use Magic Device +17.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Stand Up, Surprise Attack, Weapon Training), Trap Sense, Uncanny Dodge, Improved Uncanny Dodge.

Gear Mwk rapier, +3 Std Leather, +3 Ring of Prot.

♣ Female High Elf Wizard 13 (x2)

CE Medium Humanoid (6 ft. tall)

Init +10 (+4 Dex, +4 Imp Init, +2 w/*Cat's Grace*);

Senses Perception +15, Low-light vision.

AC 25, touch 21, flat-footed 18; (+4 Dex, +4 bracers of armor, +4 Ring of Prot., +2 w/*Cat's Grace*, +1 Dodge)

hp 63 (13d6+7)

Fort +4, **Ref** +10, **Will** +8

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +10 (1d6) 20/x2, Mwk dagger +10 (1d4) 19-20/x2

Full Atk Mwk quarterstaff +10/+5 (1d6) 20/x2, Mwk dagger +10/+5 (1d4) 19-20/x2

Ranged Mwk dagger +10/+5 (1d4) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+6 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/6/6/5/5/4/3/1), DC 16+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: ~~*Cat's Grace*~~, *Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Deep Slumber, Fireball, Lightning Bolt, Vampiric Touch.*

Level 4: *Bestow Curse, Fire Shield, Ice Storm, Stoneskin.*

Level 5: *Baleful Polymorph, Cone of Cold, Dominate Person, Feeblemind.*

Level 6: *Antimagic Field, Chain Lightning, Contingency, Elemental Body III.*

Level 7: *Delayed Blast Fireball, Forcecage*

Str 8, Dex 18 (22 with *Cat's Grace*), **Con 10, Int 22, Wis 10, Cha 9**

Base Atk +6; CMB +5; CMD 33

Feats Arcane Strike, Brew Potion, Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Improved Initiative, Mobility, Scribe Scroll, Weapon Finesse.

Skills Fly +20 (+22), Knowledge (arcane) +22, Knowledge (local) +22, Knowledge (nobility) +22, Knowledge (planes) +22, Perception +15, Sense Motive +6, Spellcraft +22.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+6 dmg to evocation spells), Elemental Wall.

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +4, Ring of Prot +4.

⚔ Male High Elf Cleric of Kohr 13

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +7, Low-light vision.

AC 28, touch 22, flat-footed 24; (+10 armor, +3 Dex, +4 Ring of Prot., +1 Dodge)

hp 89 (13d8+7)

Fort +8, **Ref** +7, **Will** +13

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects;

SR nil

Spd 30 ft./x4

Melee Mwk greataxe +10 (1d12) 20/x3

Full Atk Mwk greataxe +10/+5 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (7d6)

Spell-Like Abilities Destructive Smite (Su), Destructive Aura (Su), Storm Burst (Sp), Lightning Lord (Sp).

Spells Known (Clr 4/6/5/5/5/4/2/1), DC 15+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Shield of faith, True Strike (d).*

Level 2: *Cure Moderate Wounds, Hold Person, Owl's Wisdom, Shatter (d), Silence, Spiritual Weapon.*

Level 3: *Bestow Curse, Blindness/Deafness, Call Lightning (d), Cure Serious Wounds, Prayer, Summon Monster III.*

Level 4: *Chaos Hammer, Cure Critical Wounds, Death Ward, Divine Power, Sleet Storm (d), Unholy Blight.*

Level 5: *Commands (Greater), Flame Strike, Ice Storm (d), Insect Plague, Slay Living.*

Level 6: *Animate Objects, Harm (d), Planar Ally*

Level 7: *Destruction (d), Ressurrection.*

Str 10, Dex 16, Con 10, Int 12, Wis 21, Cha 9

Base Atk +9; CMB +9; CMD 31

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus (greataxe)

Skills Heal +17, Knowledge (arcane) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +7, Spellcraft +13.

Languages Common, Elven, Dwarven, Abyssal
SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, +4 chainmail, +4 Ring of Prot.

ATL 15

♣ Male High Elf Fighter 15 (x2)

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp. Init); **Senses** Perception +18, Low-light vision

AC 28, touch 21, flat-footed 24; (+10 armor, +4 Ring of Prot., +3 Dex, +1 Dodge)

hp 119 (15d10+8)

Fort +9, **Ref** +10, **Will** +5

Defense Abilities +2 racial bonus to enchantment spell/effects, Bravery (+4 bonus on Will saves vs. fear); **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee longsword +25 (1d8+12) 19-20/x2

Full Atk longsword +25/+20/+15 (1d8+12) 19-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Combat Expertise, Combat Reflexes

Spell-Like Abilities nil

Spells Known nil

Str 20, **Dex** 16, **Con** 10, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +20; **CMD** 42

Feats Alertness, Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Blind-fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Cleave, Greater Two-weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, improved Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Skills Acrobatics +3, Climb +19, Intimidate +17, Perception +18, Swim +23.

Languages Common, Elven.

SQ Armor Training, Weapon Training (+3 heavy blades, +2 light blades, +1 bows)

Gear Mwk longsword, +4 Chainmail, +4 Ring of Prot.

♣ Female High Elf Rogue 15

CE Medium Humanoid (6 ft. tall)

Init +10 (+6 Dex, +4 Imp. Init); **Senses** Perception +20, Low-light vision

AC 30, touch 27, flat-footed 23; (+8 armor, +5 Dex, +1 Dodge, +5 Ring of Prot.)

hp 102 (15d8+9)

Fort +5, **Ref** +17, **Will** +5

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee rapier +18 (1d6+1) 18-20/x2

Full Atk rapier +18/+13/+8 (1d6+1) 18-20/x2

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Sneak Attack: Deal 8d6 dmg

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 22, **Con** 10, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +11; **CMB** +12; **CMD** 39

Feats Acrobatic, Armor Proficiency (Light), Dodge, Improved Initiative, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Simple Weapon Proficiency, Stealthy, Vital Strike, Weapon Finesse, Weapon Focus (Rapier), Whirlwind Attack. **Skills** Acrobatics +28, Disable Device +24, Escape Artist +28, Intimidate +10, Perception +20, Sense Motive +18, Sleight of Hand +24, Spellcraft +17, Stealth +28, Swim +18, Use Magic Device +18.

SQ Trapfinding, Evasion, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Resiliency, Stand Up, Surprise Attack, Weapon Training), Trap Sense, Uncanny Dodge, Improved Uncanny Dodge.

Gear Mwk rapier, +3 Std Leather, +3 Ring of Prot.

♣ Female High Elf Wizard 15 (x2)

CE Medium Humanoid (6 ft. tall)

Init +10 (+4 Dex, +4 Imp Init, +2 w/*Cat's Grace*); **Senses** Perception +17, Low-light vision.

AC 27, touch 22, flat-footed 20; (+4 Dex, +5 bracers of armor, +5 Ring of Prot., +2 w/*Cat's Grace*, +1 Dodge)

hp 72 (15d6+8)

Fort +5, **Ref** +11, **Will** +9

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk quarterstaff +11 (1d6) 20/x2, Mwk dagger +11 (1d4) 19-20/x2

Full Atk Mwk quarterstaff +11/+6 (1d6) 20/x2, Mwk dagger +11/+6 (1d4) 19-20/x2

Ranged Mwk dagger +11/+6 (1d4) 19-20/x2

Space 5 ft.; **Reach** 5 ft.

Special Attacks Force missiles 8/day – 1d4+7 dmg

Spell-Like Abilities nil

Spells Known (Wiz 4/6/6/5/5/4/3/1), DC 16+Spell Level

Cantrip: *Acid Splash, Arcane Mark, Bleed, Dancing Lights, Daze, Disrupt Undead, Flare, Light, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Resistance, Touch of Fatigue.*

Level 1: *Burning Hands, Charm Person, Enlarge Person, Floating Disk, Grease, Magic Missile, Magic Weapon, Shield, Shocking Grasp, Sleep.*

Level 2: ~~*Cat's Grace*~~, *Flaming Sphere, Scorching Ray, Spectral Hand.*

Level 3: *Deep Slumber, Fireball, Lightning Bolt, Vampiric Touch.*

Level 4: *Bestow Curse, Fire Shield, Ice Storm, Stoneskin.*

Level 5: *Baleful Polymorph, Cone of Cold, Dominate Person, Feeblemind.*

Level 6: *Antimagic Field, Chain Lightning, Contingency, Elemental Body III.*

Level 7: *Delayed Blast Fireball, Finger of Death, Forcecage, Spell Turning.*

Level 8: *Iron Body, Shout (Greater)*

Str 8, Dex 18 (22 with *Cat's Grace*), **Con 10, Int 22, Wis 10, Cha 9**

Base Atk +7; CMB +6; CMD 36

Feats Arcane Strike, Brew Potion, Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Eschew Materials, Improved Initiative, Mobility, Scribe Scroll, Weapon Finesse.

Skills Fly +22 (+24), Knowledge (arcane) +24, Knowledge (local) +24, Knowledge (nobility) +24, Knowledge (planes) +24, Perception +17, Sense Motive +7, Spellcraft +24.

Languages Common, Elven, Dwarven, Halfling, Gnome, Infernal, Abyssal, Draconic

SQ Spells, Arcane Bond (amulet), Arcane School (evocation), Opposite Schools (divination, illusion), Intense Spells (+7 dmg to evocation spells), Elemental Wall.

Gear Mwk quarterstaff, Mwk dagger, Bracers of Armor +5, Ring of Prot +5.

☞ Male High Elf Cleric of Kohr 15

CE Medium Humanoid (6 ft. tall)

Init +7 (+3 Dex, +4 Imp Init.); **Senses** Perception +7, Low-light vision.

AC 20, touch 24, flat-footed 26; (+11 armor, +3 Dex, +5 Ring of Prot., +1 Dodge)

hp 102 (15d8+8)

Fort +9, **Ref** +8, **Will** +14

Defense Abilities +2 racial bonus to enchantment spell/effects; **DR** nil; **Immune** magical sleep effects; **SR** nil

Spd 30 ft./x4

Melee Mwk greataxe +12 (1d12) 20/x3

Full Atk Mwk greataxe +12/+7/+2 (1d12) 20/x3

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks Channel Neg Energy 2/day (8d6)

Spell-Like Abilities Destructive Smite (Su), Destructive Aura (Su), Storm Burst (Sp), Lightning Lord (Sp).

Spells Known (Clr 4/6/5/5/5/5/3/2/1), DC 15+Spell Level

Osirons: *Bleed, Resistance, Stabilize, Virtue.*

Level 1: *Bane, Cure Light Wounds, Divine Favor, Doom, Protection from Good, Shield of faith, True Strike (d).*

Level 2: *Cure Moderate Wounds, Hold Person, Owl's Wisdom, Shatter (d), Silence, Spiritual Weapon.*

Level 3: *Bestow Curse, Blindness/Deafness, Call Lightning (d), Cure Serious Wounds, Prayer, Summon Monster III.*

Level 4: *Chaos Hammer, Cure Critical Wounds, Death Ward, Divine Power, Sleet Storm (d), Unholy Blight.*

Level 5: *Commands (Greater), Flame Strike, Ice Storm (d), Insect Plague, Righteous Might, Slay Living.*

Level 6: *Animate Objects, Harm (d), Blade Barrier, Planar Ally*

Level 7: *Blasphemy, Destruction (d), Resurrection.*

Level 8: *Firestorm, Whirlwind (d).*

Str 10, Dex 16, Con 10, Int 12, Wis 21, Cha 9

Base Atk +11; CMB +11; CMD 35

Feats Armor Proficiency (Light), Armor Proficiency (Medium), Combat Casting, Combat Reflexes, Critical Focus, Dodge, Improved Initiative, Leadership, Shield Proficiency, Simple Weapon Proficiency, Toughness, Weapon Focus (greataxe)

Skills Heal +17, Knowledge (arcane) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +7, Spellcraft +13.

Languages Common, Elven, Dwarven, Abyssal

SQ Spells, Aura (CE), Spontaneous Casting (inflict spells)

Gear Mwk greataxe, +5 chainmail, +5 Ring of Prot.

CONCLUSION 1

When the last Mystwood elf falls, a troop of Legionnaires show up to help take the elves into custody. Lingered behind the troops Captain Webster surveys the situation and approaches you with a look of satisfaction upon his face.

“Good to see that you were victorious. Lady Consul Kailin informed us of your intentions and I dispatched a squad as soon as I heard. Allow the troops to clean up the mess as you tell me exactly what you discovered.”

Allow the PCs a chance to explain all of their findings. When done, Captain Webster will continue.

Captain Webster nods. “You have done an excellent job. Not only have you proved who the real culprits were behind this horrendous act, but you’ve set everyone’s minds at ease about House Kailin. In fact, I hear that Lady Kailin is now even endorsing Amthydor’s efforts in the war against the Mystwood elves and pushing her House to help wherever they can.”

He chuckles slightly. “You’ve even relieved a few people concerning the shrine of Dymora. Not many, mind you, as there will always be naysayers with them. But the complaints about them have returned to a more normal level, so that in itself is a good thing.

“So for all of your efforts, I’ve been authorize to bring a few items to you for compensation: Lady Kailin has donated a suit of elven chainmail, the Quorum of Faith has authorized the commission of a weapon to your favored deity, and there was a few other items confiscated from the boat in which we’re authorized to grant you as a reward.”

In addition to what was listed above, the PCs gain the ring, the adamantine ore, a pearl of power and the bag of holding. The PCs are also awarded the gratuities for both Captain Webster and the Shrine of Dymora.

➤ **GO TO Epilogue (page 43).**

CONCLUSION 2

When the last Mystwood elf disappears (or falls), a troop of Legionnaires show up to help take the elves into custody. Lingered behind the troops Captain Webster surveys the situation and approaches you with a look of satisfaction upon his face.

“Good to see that you survived. Lady Consul Kailin informed us of your intentions and I dispatched a squad as soon as I heard. Allow the troops to clean up the mess as you tell me exactly what you discovered.”

Allow the PCs a chance to explain all of their findings. When done, Captain Webster will continue.

Captain Webster nods. “Some of them may have gotten away, but you have still done an excellent job. Not only have you proved who the real culprits were behind this horrendous act, but you’ve set everyone’s minds at ease about House Kailin. In fact, I hear that Lady Kailin is now even endorsing Amthydor’s efforts in the war against the Mystwood elves and pushing her House to help wherever they can.”

He chuckles slightly. “You’ve even relieved a few people concerning the shrine of Dymora. Not many, mind you, as there will always be naysayers with them. But the complaints about them have returned to a more normal level, so that in itself is a good thing.

“So for all of your efforts, I’ve been authorize to bring a few items to you for compensation: Lady Kailin has donated a suit of elven chainmail, the Quorum of Faith has authorized the commission of a weapon to your favored deity, and there was a few other items confiscated from the boat in which we’re authorized to grant you as a reward.”

In addition to what was listed above, the PCs gain the ring, the adamantine ore, a pearl of power and the bag of holding. The PCs are also awarded the gratuities for both Captain Webster and the Shrine of Dymora.

➤ **GO TO Epilogue (page 43).**

CONCLUSION 3

When the last of your group falls, a troop of Legionnaires arrives on the scene to prevent the elves from taking the final blows. Seeing the troops, the elves all jump overboard at the sight of the uniforms ... and quickly disappear upon hitting the water. Linger behind the troops Captain Webster surveys the situation and approaches you as consciousness returns to you.

“Good to see that you are still alive. Lady Consul Kailin informed us of your intentions and I dispatched a squad as soon as I heard. Allow the troops to clean up the mess as you tell me exactly what you discovered.”

Allow the PCs a chance to explain all of their findings. When done, Captain Webster will continue.

Captain Webster nods. “They may have gotten away, but you have still done an excellent job. Not only have you proved who the real culprits were behind this horrendous act, but you’ve set everyone’s minds at ease about House Kailin. In fact, I hear that Lady Kailin is now even endorsing Amthydor’s efforts in the war against the Mystwood elves and pushing her House to help wherever they can.”

He chuckles slightly. “You’ve even relieved a few people concerning the shrine of Dymora. Not many, mind you, as there will always be nay-sayers with them. But the complaints about them have returned to a more normal level, so that in itself is a good thing.

“So for all of your efforts, I’ve been authorize to bring a few items to you for compensation: Lady Kailin has donated a suit of elven chainmail, the Quorum of Faith has authorized the commission of a weapon to your favored deity, and there was a few other items confiscated from the boat in which we’re authorized to grant you as a reward.”

In addition to what was listed above, the PCs gain the ring, the adamantine ore, a pearl of power and the bag of holding. The PCs are also awarded the gratitudes for both Captain Webster and the Shrine of Dymora.

➤ GO TO Epilogue (page 43).

CONCLUSION 4

Taking your leave of the situation, you realize that such activities are not for you. Captain Webster eyes you as you depart ... not saying a word. You can tell he is more than disappointed in you, and from the look in his eye this is an act that he will remember for quite some time.

The dilemma that faces the city is a hard one, especially with the chaos that had struck the city as a result of the destruction of the temple of Peliron. Fingers point to both the shrine of Dymora and House Kailin, but the evidence is only circumstantial. But the damage is already done, and it will be a long time (if ever) if either group recovers from the slanderous reputation given to them on this day.

The PCs get no XP or reward for this conclusion. Also for their efforts (or lack thereof), the PCs get the Enmity of Captain Webster.

EPILOGUE

It has been a very trying time. With the elfwar gaining momentum, people are definitely on edge and are quick to assume and point fingers. If it wasn’t for your efforts, the Mystwood elves would have dealt a terrible blow to Amthydor’s very heart. But thankfully you were able to thwart such efforts and put a stop to this Infernal Dilemma ...

THUS ENDS “INFERNAL DILEMMA”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	600	850	1,200	1,800	2,900	4,500	7,000	10,500
All rescued from the rubble are alive (except for the dead elf found).	50	50	100	100	100	200	200	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	700	950	1,400	2,000	3,100	4,900	7,400	11,500

Experience earned is based on the Average Table Level (ATL). However, if a PC's level is lower than two levels from the party's ATL, then that PC will only get the experience value based on his level plus one. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, and a 6th level PC would earn XP based on ATL 7 (all fractions round down in this case). With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level as compare to the Average Table Level (ATL) in which the PC is eligible. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

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

Conclusion 1, 2, or 3:

- **Ring (1)**
- **Elven Chainmail (1)**
- **Bag of Holding (1)**
- **Pearl of Power (1)**
- **Adamantine Ore (1)**
- **Deity Favored Weapon (1)**
- **Gratitude of Captain Webster (1 each)**
- **Gratitude of Dymora (1 each)**

Conclusion 4:

- **Enmity of Captain Webster (1 each)**

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ45 "From Bitter Searching of the Heart" <input type="checkbox"/> LSJ49 "Cold Iron Heart" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJINT05 "Divine Favors"

PLAYER'S HANDOUT #2

Deverin Stark, *Paladin of Galvandt*
– *Temple of Galvandt*

Jolinar “The Just”, *High Priest of Peliron*
– *Temple of Ardra*

Katerina Georgiana DeVargio, *Temptress of Dymora*
– *Shrine of Dymora*

Kunis Veritas, *Cloistered Cleric of Galvandt*
– *Temple of Galvandt*

Tal'Shia, *Paladin of Peliron*
– *Temple of Peliron (its remains)*

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ02 "Temples"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ03 "Nobles"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ45 "From Bitter Searching of the Heart"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ49 "Cold Iron Heart"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ53 "Double Jeopardy"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ54 "Wind's Inheritance"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ60 "Inner Demons"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJINT05 "Divine Favors"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

Baniya Dolester of Ardra	- (LSJ02, LSJINT05)
Bartholemew	- (LSJ02, LSJ60)
Captain Alistair Webster	- (LSJ54, LSJ60)
Deverin Stark	- (LSJ45)
Kaintur, Prescin, & Faldun (The Triad)	- (LSJ03, LSJ60)
Katerina Georgiana DeVargio (Kat)	- (LSJ54, LSJ60)
Kunis Veritas	- (LSJ45)
Mistress Jade of Dymora	- (LSJ02, LSJINT05)
Staern Bladebreak	- (LSJ60)
Tal'Shia, Paladin of Peliron	- (LSJ49)

CRITICAL EVENT SUMMARY: INFERNAL DILEMMA

Convention: _____ Date: _____

1. What ATL was this event played? 1 3 5 7 9 11 13 15

2. Which conclusion did the PCs take? 1 2 3 4

3. How many survivors did the PCs rescue from the rubble? _____

4. Which NPCs did the PCs question?

Katerina Georgiana DeVargio

Kunis Veritas

Deverin Stark

Mistress Jade of Dymora

Tal'Shia

Lady Consul Kailin

5. How many of the Triad members did the PCs kill?

Kaintur _____

Faldun _____

Prescin _____

6. Who was determined to have destroyed the Temple of Peliron?

Shrine of Dymora

House Kailin

The Triad

The Mystwood Elves

7. What was the final outcome of the Mystwood elves?

Killed

Captured

Escaped

Other: _____

8. Please note any highlights or anything unusual that may have happened in the course of the adventure.

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

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



ROSTER OF HEROES: INFERNAL DILEMMA

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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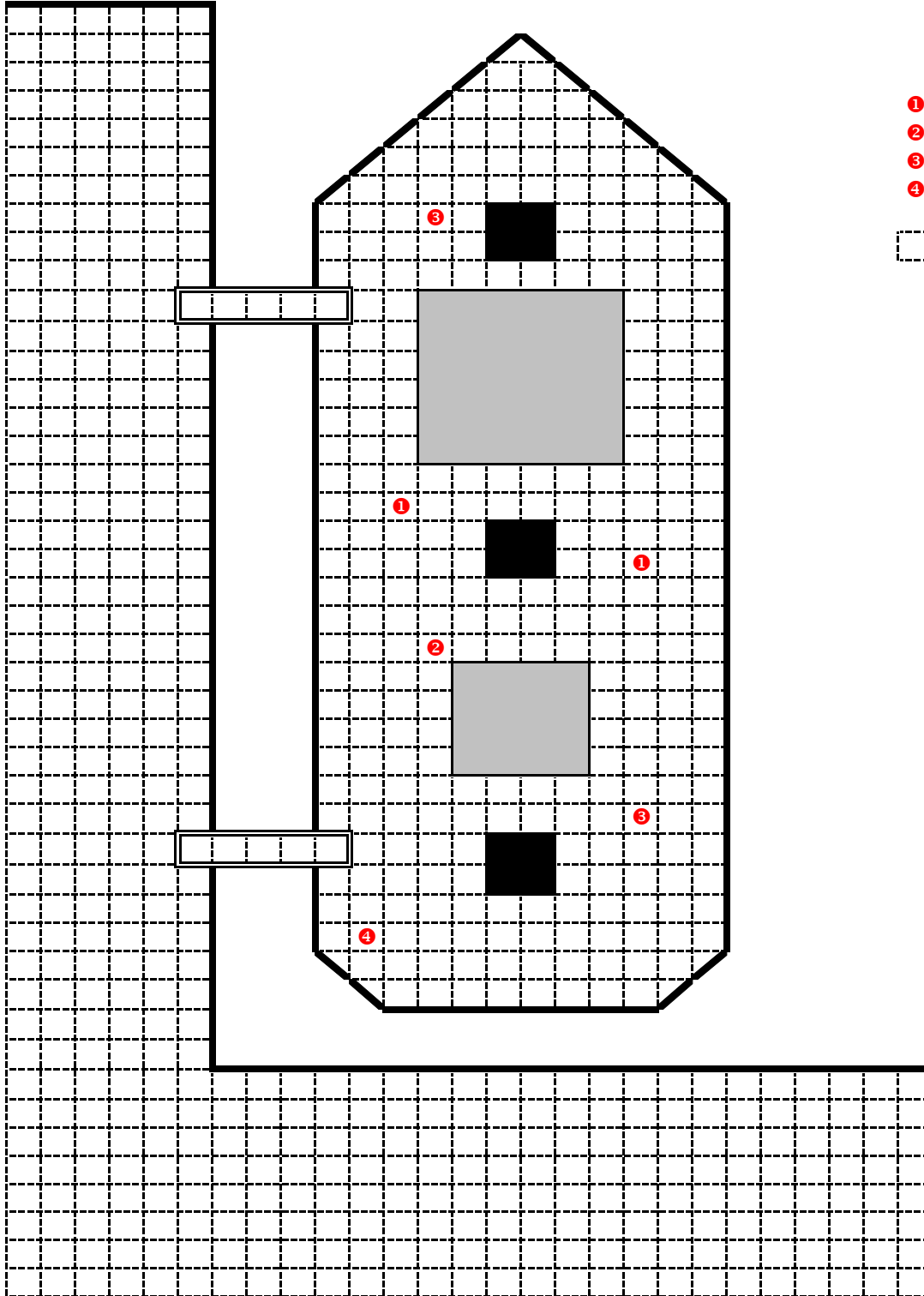
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GM Play Aid #2

Swift Wind



- ① Fighter (2)
- ② Rogue
- ③ Wizard (2)
- ④ Cleric

□ = 5 feet