



Infinite Divergences

(Dymora Trilogy - Part 3)

By Jay Fisher

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

The Scales of Peliron have been stolen and odd things have been happening in and around the city. Dead people are alive again and some even are not as you remember them. And that's only the tip of the problem. With the fighting from the war nearing Amthydoran soil, you must end this chaos before the real battle begins . . . or there will be Hell to pay A one-round *Legends of the Shining Jewel* module for heroes of levels 1-15.

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

About the Module

"Infinite Divergences" is Part Three of the Dymora Trilogy. It is best to play in Part One (**LSJ60 "Inner Demons"**) and Part Two (**LSJ67 "Infernal Dilemma"**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

Adventure Background

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

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

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

The frequency of demon incursions into the city has increased many-folds. The group known as The Triad had shown their faces again (*LSJ60 "Inner Demons"*) and abducted a number of children as they had once did before. But while this action wasn't as successful as they did with Zander Grimm eight years ago, they had made their presence known again.

But that wasn't enough for The Triad. In league with a number of high elves that are terrorizing the city, they were responsible for the destruction of the Temple of Peliron (*LSJ66 "Infernal Dilemma"*). But that was more of a cover screen so they could get their hands on the Scales of Peliron, an all-powerful artifact that is rumored to keep "things in balance" all over Raia. Apparently those rumors seem to be true as over the past few weeks strange happenings have been going on all over Amthydor. People that were once dead seem to be alive once again. But some of these people are "different" than from when they were once

known. Other people that have appeared seem to be doubles of people that are still alive. These doubles have been quickly identified and captured in the efforts of preventing a city-wide panic during a time of war.

Introduction: The PCs are brought to a commotion near the Nobles District by a noble who was thought to be dead.

Encounter 1: The PCs are recruited at the Temple District to investigate the weird sightings of people that have been long thought dead.

Encounter 2: The PCs are holed up in the Nobles District ready to determine their next move.

Encounter 3: The PCs meet with Staern Bladebreak to find out more information about Lord Allison and try to determine what is going on.

Encounter 4: The PCs meet with Diamond Legion to see what information they have on what's going on.

Encounter 5: The PCs go to the Temple of Peliron to leave about the missing artifact.

Encounter 6: The PCs go the shrine of Destine to learn their path.

Encounter 7: The PCs go to the shrine of Dymora to learn more about the other realm in which they have to travel.

Encounter 8: The PCs go to the Nobles district and visits Houses Grimm, Reilly, and Tezriine.

Encounter 9: The PCs enter the Abyss and battle amongst themselves.

Encounter 10: The PCs battle the Triad for a final showdown.

Encounter 11: The Finale.

Conclusions and Epilogues

PLEASE NOTE: Pass out **Player's Handout #3** and have the players note all the previous events in which their *current* PC had participated. Transfer this information to **GM Play Aid #1**. This could result in possible recognition by some NPCs and could affect their reaction(s) to the group.

INTRODUCTION

The pressure of the war is starting to take its toll on the city. With the destruction of the Temple of Peliron, many of Amthydor's citizens seem to have been struck to their very core. The air is thick with tension despite of the gallant efforts of all the clergy from the Quorum of Faith. Many of the clergy had put their differences aside to band together in order to help clear the rubble and begin to rebuild.

In the couple of weeks since the explosion, the site of the temple has managed to be cleared of all debris. Not much of anything from the rubble was salvageable. But even throughout this time, strange occurrences have been happening throughout the city. Questions like: "Have you seen ...? Where did you see ...? Isn't he dead? How can that be ...?" More and more often as time goes by these questions reach your ears.

Right now, you on your way to the Temple District to help out with the continuing effort to rebuild the Temple of Peliron. But as you near the district, you cannot help but hear a commotion coming from the entrance to the Noble's District to the south of your position. It seems like a noble and a contingent of guards are being barred from entering the district. The noble rages on at the district guards as his shouts reaches your ears.

"What do you mean I can't enter? Don't you know who I am? I am Lord Consul Zinzann Allison! My estate is beyond these gates! I demand that you let me pass at once!"

Little might be known about Lord Consul Zinzann Allison. **(Knowledge (nobility) DC 15.** Those of House Reilly or players that actually recognize the name, get a +5 circumstance bonus to the check. Give out **PLAYER'S HANDOUT #1.**) One of the adventuring partners of Ellyn Reilly, Alissa Wyndsong, Staern Bladebreak and others, Zinzann was a brave warrior who places honor above all else. Zinzann was one who always says what was on his mind and would always argue for what he

believed was right. This had not always endured him to some of the other noble families, and he had earned several enemies amongst the Noble Council. He and his noble house was a rising star in the Nobles Council until evidence was produced that Lord Allison was responsible for the brutal murder of Lady Constantine Grimm. Lord Allison claimed that he had nothing to do with the murder and demanded that a duel of honor would settle their differences. But what Lord Allison didn't plan on was that he was drugged prior to the duel and didn't last long in Lord Alaric Grimm's expert hands. Lord Allison died ten years ago, and his House lost its nobility. They, too, died shortly thereafter from a plague that had beset the Poor District.

The PCs have a few ways in which they can handle this situation. They can:

1. Leave it alone. This will result in a fight breaking out between Lord Allison's guards and the guards at the district gate.
2. The PCs can try for a diplomatic solution. Calmer heads usually prevail. The PCs can seek out why Zinzann Allison is barred from the district and seek a remedy.
3. Fight/subdue the guards themselves. If cooler heads don't prevail, a fight will still break out. If the PCs get involved, they will need to choose sides ... side with the district guards or Lord Allison.

If the PCs choose the first option and continue to the Temple District, then a fight will break out at the Nobles District gate. Lord Allison's bodyguards will (at this point in time) have the upper hand and force entry into the Nobles District. Such an action will cause a convergence of many different Noble Guards and more fighting will happen within the district. The guards and Lord Allison will eventually be subdued and will be taken to the Constable for questioning. **GOTO ENCOUNTER 1, (page 10).**

If the PCs choose the second option and try for a diplomatic solution, Lord Allison will at least listen to what the PCs have to say. If the PCs appeal to the man's honor (and make a **Diplomacy DC 10+ATL** check), he will more inclined to take

their advice. He will even comment that he used to get sound advice from a trusted friend, Staern Bladebreak. If the PCs recognize the name, or make a **Knowledge (local)** or **Knowledge (religion) DC 10** check, they will know that Staern resides at the Temple of Galvandt. Upon hearing this, Lord Allison will wish to see his old friend and give up entry into the Nobles District (at this time).

Side Note: Should Lord Allison encounter Lady Kylee Reilly, he will be astounded by the resemblance to his wife High Lady Deyniel Tezriine-Allison. He will automatically mistaken her for one of his family. But if told otherwise, he will be confused and astounded by the similarities.

The PCs might have a couple of places in which they can go from here. They can seek out Staern Bladebreak at the Temple of Galvandt (**GOTO ENCOUNTER 3, (page 13)**) or to bring this information to the Diamond Legion (**GOTO ENCOUNTER 4, (page 15)**).

If the PCs choose to fight the guards, they will need to choose sides. Should they oppose Lord Allison, the Noble Guards at the gate will join them in their efforts. If the PCs join Lord Allison's efforts, the Noble Guards will at once see they are outmatched and allow them inside. But they will sound the alarm, and unless the PCs find refuge within five minutes, the group will be surrounded by a total of 10 x ATL Noble Guards (noble, aristocrat PCs or those that make a **Knowledge (nobility) DC 10** check will know this). If the PCs don't have a destination in mind, Lord Allison will lead them to his mansion. But upon getting there, he will stop in surprise. The doors and windows have been boarded up and it appears that no one has lived there in years (which is true). It will take the combined might of four N/PCs with a strength of 13 or more to remove the boards quickly to get inside. Once inside, the group should be "safe" for now to determine their next move. **GOTO ENCOUNTER 2, (page 11)**.

Combat Tactics: If a fight ensues, Lord Allison will let his bodyguards fight without him for ATLS 1-9. He will join the fight for ATLS 11-15. If his bodyguards are defeated and/or Lord Allison has less than 25% of his hit points remaining, he will cede the battle to the victors.

ALL ATLS

⚔ **Lord Consul Zinzann Allison, Fighter 12:** CR 12; Medium humanoid (human); HD 12d10+42; hp 132; Init +3 (+3 Dex); Spd 20 ft.; AC 19 (+3 Dex, +4 *mithral breastplate +1*, +2 heavy wooden shield), touch AC 13, flatfooted 19; BAB/Grp +12/+14; Atk +16 mw rapier (1d6+4, 18-20/x2) or +15 longbow (1d8, x3); Full Atk +16/+11 mw rapier (1d6+4, 18-20/x2) or +15/+10 longbow (1d8, x3); Space/Reach 5 ft./5 ft.; SA None; SQ improved alertness (+5 bonus to Listen, Sense Motive and Spot checks), uncanny dodge (can't be flanked); AL LN; SV Fort +12, Ref +6, Will +4; Str 15, Dex 16, Con 16, Int 13, Wis 12, Cha 16.

Skills and Feats: Intimidate +14, Listen +23, Sense Motive +17, Spot +23; Alertness, Back-to-Back (when adjacent to an ally with this feat, cannot be flanked except by a rogue who is 4 levels higher than his character level), Combat Expertise, Combat Reflexes, Combat Rotation (change places with an adjacent ally as a standard action, draws no aoo's upon self or ally), Combat Tutor (when using aid another to help a friend in combat, adds a +4 circumstance bonus to either the friend's AC or attack roll vs. one opponent), Dodge, Mobility, Versatile (Spot and Listen are class skills), Weapon Specialization (rapier).

Equipment: *Mithral breastplate +1*, heavy wooden shield, mw rapier, longbow, quiver w/20 arrows, Amthydoran (House Allison) brooch.

ATL 1

‡ **House Allison Bodyguards, Fighter 1 (6):** Medium human; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), touch 11, FF 17; BAB/Grp +1/+4; Atk +5 melee (1d8+4), +1 *battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +5, Ref +1, Will +3, Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Jump +3, Ride +2, Swim +2; Cleave, Iron Will, Power Attack.

Equipment: +1 *battleaxe*, chainmail, heavy steel shield.

‡ **Noble Guards, Fighter 1 (3):** Medium human; HD 1d10+3; hp 13; Init +1; Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail, +2 heavy shield), touch 11, FF 17; BAB/Grp +1/+4; Atk +5 melee (1d8+4), +1 *battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL LN; SV Fort +5, Ref +1, Will +3, Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Intimidate +3, Jump +3, Ride +2, Swim +2; Cleave, Iron Will, Power Attack.

Equipment: +1 *battleaxe*, chainmail, heavy steel shield.

ATL 3

‡ **House Allison Bodyguards, Fighter 2 (7):** Medium human; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +2/+5; Atk +6 melee (1d8+4), +1 *battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +6, Ref +4, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Jump +3, Ride +3, Swim +3; Cleave, Iron Will, Lightning Reflexes, Power Attack.

Equipment: +1 *battleaxe*, +1 *chainmail*, heavy steel shield.

‡ **Noble Guards, Fighter 2 (3):** Medium human; HD 2d10+6; hp 26; Init +1; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +2/+5; Atk +6 melee (1d8+4), +1 *battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +6, Ref +4, Will +4; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Intimidate +4, Jump +3, Ride +3, Swim +3; Cleave, Iron Will, Lightning Reflexes, Power Attack.

Equipment: +1 *battleaxe*, +1 *chainmail*, heavy steel shield.

ATL 5

⚔ **House Allison Bodyguards, Fighter 4 (7):** Medium human; HD 4d10+12; hp 46; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +4/+7; Atk +9 melee (1d8+4 (3d8+12 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +5, Jump +5, Ride +3, Swim +3; Cleave, Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe).

Equipment: +1 *thundering battleaxe*, +1 *chainmail*, heavy steel shield.

⚔ **Noble Guards, Fighter 4 (3):** Medium human; HD 4d10+12; hp 46; Init +5; Spd 20 ft.; AC 19 (+1 Dex, +6 chainmail +1, +2 heavy shield), touch 11, FF 18; BAB/Grp +4/+7; Atk +9 melee (1d8+4 (3d8+12 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +7, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +5, Jump +5, Ride +3, Swim +3; Cleave, Iron Will, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe).

Equipment: +1 *thundering battleaxe*, +1 *chainmail*, heavy steel shield.

ATL 7

⚔ **House Allison Bodyguards, Fighter 6 (7):** Medium human; HD 6d10+20; hp 68; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 19; BAB/Grp +6/+9; Atk +10 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Full Atk: +10/+5 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3) Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +8, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +8, Jump +5, Ride +3, Swim +3; Blind Fighting, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, *chainmail* +2, heavy steel shield.

⚔ **Noble Guards, Fighter 6 (3):** Medium human; HD 6d10+20; hp 68; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 19; BAB/Grp +6/+9; Atk +10 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3); Full Atk: +10/+5 melee (1d8+6 (3d8+18 + 2d8 sonic on crit), +1 *thundering battleaxe*, x3) Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +8, Ref +5, Will +5; Str 17, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Intimidate +8, Jump +5, Ride +3, Swim +3; Blind Fighting, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, *chainmail* +2, heavy steel shield.

ATL 9

✂ House Allison Bodyguards, Fighter 8 (7): Medium human; HD 8d10+24; hp 86; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 20; BAB/Grp +8/+12; Atk +14 melee (1d8+7 x3 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +14/+9 melee (1d8+7 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +10, Jump +6, Ride +3, Swim +3; Blind Fighting, Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

✂ Noble Guards, Fighter 8 (3): Medium human; HD 8d10+24; hp 86; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 chainmail +2, +2 heavy shield), touch 11, FF 20; BAB/Grp +8/+12; Atk +14 melee (1d8+7 x3 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +14/+9 melee (1d8+7 (3d8+21 + 2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA power attack, cleave; SQ none; AL N; SV Fort +9, Ref +5, Will +5; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +10, Jump +6, Ride +3, Swim +3; Blind Fighting, Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

ATL 11

✂ House Allison Bodyguards, Fighter 10 (7): Medium human; HD 10d10+30; hp 106; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +10/+14; Atk +17 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +17/+12 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +10, Ref +6, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +14, Jump +6, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

✂ Noble Guards, Fighter 10 (3): Medium human; HD 10d10+30; hp 106; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +10/+14; Atk +17 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +17/+12 melee (1d8+7 (3d8+21 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +10, Ref +6, Will +6; Str 18, Dex 12, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Intimidate +14, Jump +6, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

ATL 13

⚔ House Allison Bodyguards, Fighter 12 (7): Medium human; HD 12d10+36; hp 126; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +12/+16; Atk +20 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +20/+15/+10 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +11, Ref +8, Will +8; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +14, Jump +8, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

⚔ Noble Guards, Fighter 12 (3): Medium human; HD 12d10+36; hp 126; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +12/+16; Atk +20 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +20/+15/+10 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +11, Ref +8, Will +8; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +14, Jump +8, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

ATL 15

⚔ House Allison Bodyguards, Fighter 12 (10): Medium human; HD 12d10+36; hp 126; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +12/+16; Atk +20 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +20/+15/+10 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +11, Ref +8, Will +8; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +14, Jump +8, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

⚔ Noble Guards, Fighter 12 (5): Medium human; HD 12d10+36; hp 126; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 chain mail +3, +2 heavy shield), touch 11, FF 20; BAB/Grp +12/+16; Atk +20 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Full Atk +20/+15/+10 melee (1d8+9 (3d8+27 +2d8 sonic on crit), +1 *thundering battleaxe*, 19-20 x3); Space/Reach 5 ft/5 ft.; SA none; SQ none; AL N; SV Fort +11, Ref +8, Will +8; Str 18, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Intimidate +14, Jump +8, Ride +5, Swim +5; Blind Fighting, Cleave, Greater Weapon Focus (battleaxe), Improved Critical (battleaxe), Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Equipment: +1 *thundering battleaxe*, +3 *chainmail*, heavy steel shield.

ENCOUNTER 1 – WE CAN REBUILD IT

Leaving the commotion behind, you continue on to the Temple District. Once past the gates, you can immediately see where the Temple of Peliron used to be ... a large recess is before you where the temple once stood. The foundation for the new temple has already been laid and workers move about to begin constructing the frame of the once beautiful building.

But before you can even get your hands dirty, you are approached by a contingent of Legionnaires. The leader with the Captain's insignia salutes you as a form of greeting.

"Good day to you. It is my understanding from the Fraternity of Venturers that you are here to help with the rebuilding of the temple. A very noble task ... especially when this city needs faith more now than ever. But I have a different proposal if you would be so kind to listen?"

Many PCs should be (by now) familiar with Captain Alistair Webster. He is here to speak with the PCs about the strange occurrences around the city. If the PC(s) decide to leave, the event is over (GOTO Conclusion D, page 30).

"Some strange things have been happening all over this city. People who were thought to be dead have been appearing here and there. Also, we are getting reports of people who seem to be in two ... or even in three places at one time. This kind of chaos and pandemonium cannot continue if we wish to be ready for the fast approaching attack on this city. You must find out what ... or who ... the cause of this situation and put a stop to it. What say you?"

➤ **Do you have any suggestions on where we should begin?**

"Perhaps. Based on the reported incidents and the time factors involved, we believe that the sightings didn't start happening before the Temple of Peliron was destroyed. Since you are

here, you may wish to see if there is a connection between the two."

➤ **Is there any other places in which you think we should check out?**

"The shrine of Destine seems to have a knack of knowing things ... if you know what I mean. Also, the shrine of Dymora seems to know more than they should. Too bad they aren't the ones interrogating these people. It would certainly make our jobs easier."

➤ **Do you trust the Dymorans?**

"I trust them enough that they will stay true to their own agenda and they will never break our laws in doing so."

➤ **Have there been any prominent people that have come back?**

"Yes and no. Yes, that is a confusing answer. At this point, we have yet to ascertain their bonafides in this time of war. And until we do so, we will not entertain the idea that these people are innocents of a situation they have no control of. Once you have proven so, however, we can be more accepting.

"And no, I won't give you any names of people we already have detained. It's for security reasons."

➤ **Can you say how many people you have detained?**

"I'm afraid not. But I can say that the numbers range in the 'quite a few' category."

When the PCs are out of questions or all the information here has been presented, continue on.

"Oh, and another thing. If you encounter anyone that you know to be dead or realize that you are dealing with someone that you have met before and cannot be in two places at one time, please call us immediately so we can detain them for questioning."

- **Is there a way you can discern us between possible doubles?**

"A very good question. Each of you will be given a writ establishing that you are both on this particular mission and to allow you access to places in which may normally be restricted by the common folk."

This writ will allow access to the Nobles District as well.

- If the PCs wish to go to the Temple of Peliron, **GOTO Encounter 5 (page 17).**
- If the PCs wish to go to the Shrine of Destine, **GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**

Encounter 2 – Holed Up and Nowhere to Go / House Allison

You manage to get into the run-down building of House Allison. Barring the door shut, all of you remain quiet as you listen to what's going on outside. Shouts can be heard. Orders to search the district are given. In light of the chaos outside, Lord Allison gives a slight chuckle.

"They are not the Star Guard, but they are good. In fact, they are probably better than good. They have a spirit that I haven't seen in this district for a long time...."

Lord Allison moves from the boarded window and slaps a dusty chair. Billows of dust rise off of it, forcing the Lord Consul to cough abruptly. He takes a seat and looks at you while deep in thought.

"Now then, what shall we do with this situation. We really haven't much time here. Once they have searched the normally accessible places to hide, they will start searching other places ... meaning here. If they haven't thought to look here already. After all, I did pretty much shout my name for all of the city to hear. Perhaps we should figure out what to do next."

If the PCs have a chance to interview or question an NPC, format the Q&A as follows.

- **Just who are you?**

The older man sighs. "My name is Zinzann Allison, Lord Consul of House Allison." He looks around at his dilapidated manor. "At least, at one time I was."

- **What is the last thing you remember before the events of this morning?**

"I remember dueling with Lord Alaric Grimm and not feeling my best. My wife pleaded with me not to go, but the honor of our House was at stake and I had no choice. I was struck down."

- **Then how do you explain being alive now?**

"I have no explanation! Do you think I know what is going on? Of course I don't. But I am here now and I see that there has been many changes since my demise." He pauses and chuckles for a moment. "There will be a number of people quite happy to see me ... equally so, there will be a number of people quite un-happy to see me as well."

Lord Allison may inquire as to the fate of his family. For the state of his manor, he knows that for losing the duel with Lord Grimm, his family had lost their status as nobles. Allow the PCs to make a **Knowledge (local) or Knowledge (nobility)** check **DC 15** (PC is a noble or an aristocrat, give him a +5 circumstance bonus to the roll). A successful check means they will know he following information: **(Player's Handout #4)**

After Lord Allison was killed in the duel, the remaining members of House Allison was regulated to the District of the Poor. Within weeks, the Poor District was beset with a plague that seemingly had no cure. About a quarter of the district's population had died ... including the remainder of House Allison. The only person to have survived such an ordeal was Staern Bladebreak, Lord Allison's trusted advisor. He was at the Temple of Galvandt helping look for a cure.

"Does that mean that Staern Bladebreak is still alive? Where is he?"

For those that played the scenario LSJ60 "Inner Demons," PCs that make a **Knowledge (local)** check of **DC10** will know that Staern Bladebreak is in the Temple of Galvandt. Those that haven't played "Inner Demons" will need a **DC15** to succeed with the check.

➤ **You aren't the only person that seems to be coming back from the dead.**

"Really? How interesting. And here I was thinking I was special. Perhaps something is going on here that is more than meets the eye. If it is a threat to this city, it should be investigated."

➤ **Yes, especially with the war.**

"War? What war? You need to tell me what's going on here and don't spare any details!"

The PCs can take the opportunity to bring Lord Allison up to speed. He will listen with rapt attention and will wait until the PCs are finished speaking.

"That does indeed put a different light on things, and how everything is starting to lead up to an ultimate conclusion one way or another."

"There is no doubt about it, you need to find out what the hell is going on and put a stop to it. Sure I enjoy living again, but if I have to lose my life all over to save this city from chaos before the front line reaches the city gates ... then so be it."

➤ **Do you have any suggestions on where we should begin?**

"The shrine of Destine seems to have a knack of knowing things ... if you know what I mean. Also, the shrine of Dymora seems to know more than they should. But then again, it's Head Mistress is related to my wife's side of the family. So while she has a questionable taste in faith, she is still someone that can be trusted."

➤ **What about the Diamond Legion. Should they be informed?**

"Yes. You will need some backing in order to do this investigation right. And they will be the ones to help you. Ask for Captain Alastair Webster. He's a good man. He'll get you started on the right track."

➤ **What about you? What will you do in the mean time?**

"I don't know. For now, I will take my guards and be scarce. Perhaps I can find out more of what happened to my family. But I shall keep my head down. Do put in a good word for me."

When all the questions have been asked and answered, Lord Allison will get up from his seat and look out the window once again.

"It appears now that the coast is clear. You best be off before they get around to this neck of the woods. Good luck to you."

- If the PCs wish to go to the Temple of Galvandt, **GOTO Encounter 3 (page 13).**
- If the PCs wish to go to the Diamond Legion HQ, **GOTO Encounter 4 (page 15).**
- If the PCs wish to go to the Shrine of Destine, **GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**

Encounter 3 – 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. At least, that's the way it used to be. The Temple of Galvandt pretty much stands alone now. At least, for the time being until the Temple of Peliron has been reconstructed. The temple of Galvandt, or the Tower of Vigilance as it is also called, is perhaps the second tallest building in all of Amthydor. While the main building of the temple is almost fort-like, of the three spires the central one reaches high into the Raian sky. Those at its peak can see all of the city in addition to much of the surrounding area. It is the "crow's nest" of the city and has prevented many surprises from both land and sea.

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

"Halt! Who goes there?"

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

If the PCs say they are to see either Staern Bladebreak or that they are on Diamond Legion business (and show them their writ), the demeanor from the sentry guards will quickly change from wary to that of acceptance.

"Yes, of course. Please follow me."

The tower is a fortress in its own right. The walls seem twice as thick as you would expect from a normal temple. Also, the PCs will pass through a number of portcullises on their way to their destination. The guards will lead the PCs into a

sitting room with enough chairs for them to be comfortable.

"If you will wait here, I will fetch Brother Bladebreak for you. Please help yourselves to refreshments and make yourselves comfortable."

While nothing about this temple so far has seemed "chushy," this room is rather plush and decadent. Perhaps this is where they leave the VIPs while they wait for whoever it is they wait for. The room has a number of lounge chairs and sofas. On the table there is an assortment of fruits and cheeses available for the taking. There are two decanters new a number of crystal glasses. Each decanter has a different wine, one red and one white. Both are exceptionally good.

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

"I am Staern Bladebreak. I understand you have a need to speak with me?"

As Bladebreak speaks with the PCs, he will look them over very carefully. He may or may not recognize them (check the **GM Play Aid #1** to see if he does). Regardless, he **will** recognize Lady Kylene Reilly (if she is present). His eyes will linger on her, but he will also avoid her gaze. PCs (other than Lady Kylene) may **Spot** this with a successful **DC20** check. Bladebreak will continue to spy looks at Lady Kylene until he is caught (ie. a PC making a successful spot check).

➤ **We were wondering if you knew anything about Zinzann Allison?**

Bladebreak appears almost stunned by this question as if it was the last question he would ever have been asked about. "Uh, yes. He's dead. What else is there to know?"

- **He was seen trying to get into the Nobles District.**

Now Bladebreak appears shocked. "Really?! You know it is him for sure?"

- **Yes. What can you tell us about him?**

Bladebreak forces himself to calm down. "We adventured together when we were much younger ... myself, Lady Consul Reilly, Lord Allison, the then Alissa Wyndsong, and three others. We called ourselves *The Blades of Song*. We made quite a name for ourselves until the war with Vanyr twenty-eight years ago. The city was under siege and both Lady Reilly and Lord Allison discovered that Lord Gallastan had been selling Amthydoran secrets to the enemy. When the pipeline of information was squashed ... actually, they used it for disinformation ... then the war was won quickly after that. Lady Reilly and Lord Allison were granted noble status and I stayed with Lord Allison as his advisor. The rest of the *Blades of Song* (those that survived the war) disbanded."

- **How did he die?**

"Evidence provided pointed at Lord Allison to be the perpetrator behind Lady Constantine Grimm's death. House Grimm demanded justice and challenged Lord Allison to a duel of honor. But Lord Allison wasn't in top form when Lord Alaric Grimm cut him down unmercifully. And with Lord Allison's death, the entire House of Allison lost their noble status."

- **Why do you keep looking at Lady Kylene?**

Bladebreak appears embarrassed now and turns his face away. "It is because she looks so much like her mother."

- **Lord Allison said something like that as well, but he was referring to his wife. His wife can't be Lady Reilly, they never married.**

"No, she doesn't look at all like Lady Reilly. She looks like High Lady Deyniel Tezriine-Allison ... her real mother."

- **What do you mean her real mother?!**

Bladebreak swallows, as if trying to gain enough courage to air this long-coming explanation. "Lady Allison is ... or rather, was Lady Kylene's real mother. Both High Lady Allison and Lady Consul Reilly knew of this fact and did their best to hide the truth for the sake of House relations."

- **How do you know so much if this was kept a secret?**

Bladebreak looks directly at Kylene at this point. "It would be appropriate for me to know since I am her father."

- **That means Kylene doesn't have noble Reilly blood?**

Bladebreak nods. "She doesn't have Allison blood either. The only noble blood that runs through her veins is House Tezriine."

- **Why do you wait so long to tell her?**

Bladebreak sighs. "She wasn't ever supposed to know. If it wasn't for Lord Allison coming back to recognize her, no one would have been the wiser."

- **Do you know anything else about the strange happenings around the city?**

"Only that the shine of Destine is expecting you. I got word of that this morning. Strange ... like they knew you would be here for me to deliver that message."

- If the PCs wish to go to the Diamond Legion HQ, **GOTO Encounter 4 (page 15).**
- If the PCs wish to go to the Shrine of Destine, **GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**
- If the PCs wish to go to House Reilly in the Nobles District, **GOTO Encounter 8 (page 21).**

Encounter 4 – Diamond Legion HQ

Taking a short cut through the Temple District, you reach the Diamond District in a reasonable amount of time. The sentry at the gate eyes you as you approach.

“Halt and state your business.”

Only one person needs to state his or her name. When told that the PCs wish to see Captain Webster (or someone in charge of "Strange Things", the sentry will ask if he is expecting them. Whether the PCs say yes or not, he will check anyway by calling him up. A couple of minutes later he will reemerge from his alcove.

“You may pass. Captain Webster's office is in the Legion HQ main building. Head north past the training field and it will be the building north of the field.”

The training field has several Legionnaire members doing various exercises. The field itself is about the size of a football field. There are soldiers mounted on horse practicing attacking stationary dummies, lots of sparring going on, and anything else that you (the GM) deem interesting for the PCs to see.

Passing the training field, you enter the building as directed. A Legion private directs you to Captain Webster's office. Within minutes, you arrive at a closed door.

Knocking on the door will get the immediate response of, “Enter.” If the PCs simply open the door without knocking, Latimir will have a bemused expression on his face while asking, “Don't you people knock on doors where you come from?” Either way, Webster will invite the PCs in and ask the last person in to close the door.

If the PCs lied and said that Webster was expecting them, he will say this: “I assume that this is important and that you have lied for a reason. It was only because that I recognized your name

that I covered for you from the sentry. You could have found yourselves in the stockade or something. I would suggest you not try that a second time. Now, what do you have for me?”

The PCs tell Captain Webster of the events from the Noble's District. His expression will go from frustration to that of genuine interest.

“Yes. Some strange things have been happening all over this city. People who were thought to be dead have been appearing here and there. Also, we are getting reports of people who seem to be in two ... or even in three places at one time. This kind of chaos and pandemonium cannot continue if we wish to be ready for the fast approaching attack on this city. You must find out what ... or who ... the cause of this situation and put a stop to it. What say you?”

➤ **Do you have any suggestions on where we should begin?**

“Perhaps. Based on the reported incidents and the time factors involved, we believe that the sightings didn't start happening before the Temple of Peliron was destroyed. They have claimed that a sacred artifact is missing and cannot be found. Perhaps there is a connection between the two.”

➤ **Is there any other places in which you think we should check out?**

“The shrine of Destine seems to have a knack of knowing things ... if you know what I mean. Also, the shrine of Dymora seems to know more than they should. Too bad they aren't the ones interrogating these people. It would certainly make our jobs easier.”

➤ **Do you trust the Dymorans?**

“I trust them enough that they will stay true to their own agenda and they will never break our laws in doing so.”

➤ **Have there been any prominent people that have come back?**

“Yes and no. Yes, that is a confusing answer. At this point, we have yet to ascertain their bonafides

in this time of war. And until we do so, we will not entertain the idea that these people are innocents of a situation they have no control of. Once you have proven so, however, we can be more accepting.

"And no, I won't give you any names of people we already have detained. It's for security reasons."

➤ **Can you say how many people you have detained?**

"I'm afraid not. But I can say that the numbers range in the 'quite a few' category."

➤ **Who would know anything about this Zinzann Allison person?**

"Zinzann Allison was a Lord Consul of Amthydor before he was slain in a legal duel. You could probably learn of him in one of two places: from Staern Bladebreak at the Temple of Galvandt or from Houses Reilly or Tezriine. They both knew him personally." Captain Webster pauses a moment. "Why do you ask?"

Captain Webster is a pretty smart and shrewd guy. Zinzann Allison is not a name commonly talking about ... at all. So when the name is brought up, his inner alarm bells are going off.

"You've met him, haven't you. Recently." Captain Webster eyes all of you and cuts off any response. "That was not a question. It's very important you tell me everything you know about this person ... what was said, what he did ... everything."

Allow the PCs to speak to Captain Webster on Lord Allison's behalf and have them roll a **Diplomacy** check **DC15** (give a +5 circumstance bonus if they don't leave anything out). An unsuccessful check means that Captain Webster feels that you are holding something back and will call for a manhunt on Lord Allison once the PCs leave. A successful check means that Captain Webster believes every word and has deemed the Lord Consul the "real deal."

When the PCs are out of questions or all the information here has been presented, continue on.

"If you encounter anyone (else - if the PCs told Webster of Lord Allison) that you know to be dead or realize that you are dealing with someone that you have met before and cannot be in two places at one time, please call us immediately so we can detain them for questioning."

➤ **Can we have a writ stating we are on doing an official Diamond Legion investigation?**

"Yes, of course. Each of you will be given a writ establishing that you are both on this particular mission and to allow you access to places in which may normally be restricted by the common folk."

This writ will allow access to the Nobles District as well.

➤ **Is there a way you can discern us between possible doubles?**

"A very good question. Each of you will be given a writ establishing that you are both on this particular mission and to allow you access to places in which may normally be restricted by the common folk."

This writ will allow access to the Nobles District as well.

- If the PCs wish to go to the Temple of Galvandt, **GOTO Encounter 3 (page 13).**
- If the PCs wish to go to the Temple of Peliron, **GOTO Encounter 5 (page 17).**
- If the PCs wish to the Shrine of Destine, **GO GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**
- If the PCs wish to go to House Reilly or House Tezriine in the Nobles District, **GOTO Encounter 8 (page 21).**

Encounter 5 – Temple of Peliron

Things have gone full circle as you approach the area on where the Temple of Peliron used to be. Your mission is quite different now than what it was just a few hours before. Instead of planning to help with the temple's reconstruction, you move through the workers with a different purpose.

Eying the man that might know a thing or two, you see Jalinor "the Just" overseeing the ongoing progress. The foundation of the new temple is about to be laid and Jalinor wants to make sure everything is perfect. Feeling you approach, he turns and greets you.

"Good day and welcome to the future site of the Temple of Peliron," he says with an unexpected air of gallows humor.

This is Jalinor "the Just," the Grand Patriarch of Peliron and the leader of the Quorum of Faith. Despite his attempt at humor, Jalinor looks very tired. Of course, he could still be recovering from being caught in the the collapse of his temple. Sure, his outer wounds have healed, but it is the inner wounds that take the longest to heal. Right now, there isn't much going on with the workers, so he has time available to talk with the PCs.

➤ **If we can have a moment of your time?**

"But of course. It seems I have nothing but time right now."

➤ **We understand that something special is missing?**

"Yes. The Scale of Peliron. A very priceless and powerful item."

➤ **What does it do?**

"It helps keep things balanced and in order. Life ... death ... everything."

➤ **That's a little vague.**

Jalinor smiles. "It is, isn't it. But it is hard to explain."

➤ **Okay, then what would happen if the Scales are in the WRONG hands?**

Jalinor's smile slowly disappears as he thinks. He then looks around to the workers, to you, and then beyond you. "I think what might happen is probably what IS happening in this city right now. People coming back to life with no reason ... citizens of Amthydor but not of THIS Amthydor coming through veiled planar gaps. You think someone is orchestrating all this chaos?"

➤ **It makes sense. / Yes we do.**

"Yes, it does make sense. And now more than ever, it must be recovered."

➤ **That is what we have set out to do.**

"Excellent! You will need to know how to control it as balance must be restored as soon as possible. First of all, you need a quite, calm mind. Place your hands on the base of the scales and command it how the balance should be restored."

➤ **Were the scales balanced when you saw them last?**

Jalinor thinks a moment and frowns. "Actually, no they weren't. In fact, they haven't been balanced for quite some time now."

➤ **For how long?**

"Weeks, easily. I even remember at one time a couple years ago they looked unbalanced, but I thought nothing of it. What if ... what if the balance was already upset and it needs to be put right?"

➤ **What do you mean "put right"?**

"Think about it for a moment. Amthydor has had a lot of strife over the past several years. This couldn't be a natural condition. And to be so short on manpower right when we need them the most...? as I mentioned before, it seems very orchestrated."

➤ **Then what should we do?**

“Find the Scales of Peliron, correct the situation here in the city, and return home with it safely. All in a day's work for you, right?” He says with a knowing smile.

- If the PCs wish to go to the Temple of Galvandt, **GOTO Encounter 3 (page 13).**
- If the PCs wish to go to the Shrine of Destine, **GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**
- If the PCs wish to go to House Reilly or House Tezriine in the Nobles District, **GOTO Encounter 8 (page 21).**

Encounter 6 – 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. If the PCs didn't go to the shrine of Destine right away, modify his statement to say: *“... a destination in which you are always expected... although was expected much sooner.”*

The PCs will undoubtedly have questions. Bartholomew can answer many of the mundane and simple questions. If there are any questions that Bartholomew cannot answer, he will excuse

himself to get the High Priest of the shrine (but that won't be necessary).

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

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

➤ **Then perhaps Destine was expecting us and left us something in anticipation of our arrival.**

“Yes, of course. Destine, while all knowing, has a sense of humor. She likes to challenge people, such as yourselves, to figure out her missives. That said, this prophecy is meant for you and you alone.”

Read/give PCs **Player's Handout #2**. The prophecy text is as follows:

Grim is the child who faces despair,
Darkness if foretold for the one-time heir.
Shrouded from sight by the love of his kin,
No time to think of what could have been.

Running from his fate there is a fork in his road,
The choice ahead is to stay or to go.
Should the child stay he'd be known only through lore,
Or go beyond the realm and save Amthydor.

This prophesy is almost identical to the one given to the PCs in LSJ53 "Double Jeopardy". But given this is a different situation, the meaning will be different as well.

“Grim is the child” speaks of the child Zander Grimm, the son of Harvinder and Lenora Grimm. Zander Grimm was originally mentioned way back in LSJ 01-03 (*Merchants, Temples, and Nobles*) and LSJ53 (*Double Jeopardy*). He was kidnapped and spirited away by powerful tieflings/demons. A successful **Knowledge: Nobility check (DC 20)** will allow the PC(s) to remember this tidbit of information. Continuing in the same stanza, it is said that the child is "shrouded from sight by the love of his kin." Zander Grimm is at the House Grimm estate in the Nobles District. In the second stanza, it is said that the child has a choice to

make: either stay or go. In the final line, it suggests that the child will go "beyond the realm." This would suggest that he will be going to a different plane and that such an action would be the way to save Amthydor.

➤ **Where can this child be found?**

"Alas, that depends on which child you speak of. There are many children in Amthydor."

➤ **Perhaps it is the child Zander Grimm?**

"Yes, that would make sense. Such a Prime child would most likely be in the Nobles District at the Grimm Estate. He's not, after all, old enough to be on his own yet."

The word "Prime" actually hints that while Zander was indeed taken from a different Amthydor, his roots are in THIS city.

➤ **What does this "beyond the realm" part mean?**

"I would fathom to guess that it would mean beyond this plane of existence. We've been having lots of problems from extra-planar creatures of late. Perhaps this is related."

➤ **Who would know about these extra-planar creatures?**

"Anyone with book-knowledge could probably tell you a thing or two. Even me. But I'm no expert. You should try your luck over at the shrine of Dymora. While we haven't had problems with the creatures they deal with, they know a lot about their enemies."

➤ **And maybe they know a way to go "beyond the realm"?**

"Perhaps they do at that. It does tend to be a pot-luck situation when going from one plane to another unless you know of a specific access point. Such information would indeed be vital for success ... and even survival! Perhaps you should ask them and find out for sure."

When all the questions have been asked and answered, Bartholomew will smile at the PCs.

"You have been here many times and have always returned victorious. The Goddess of Destiny has apparently smiled on you in the past ... may she smile on you once more."

- If the PCs wish to go to the Temple of Galvandt, **GOTO Encounter 3 (page 13).**
- If the PCs wish to go to the Temple of Peliron, **GOTO Encounter 5 (page 17).**
- If the PCs wish to go to the Shrine of Destine, **GO GOTO Encounter 6 (page 18).**
- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**
- If the PCs wish to go to House Grimm, House Reilly, or House Tezriine in the Nobles District, **GOTO Encounter 8 (page 21).**

Encounter 7 – 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 await inside can only be hinted by the extravagant construction and detail of this multi-storied temple. The main antechamber looks similar to a common tavern, though done up with red hues. A large, circular bar dominates the center of the room, which is surrounded by many small tables and chairs. Near each wall there are a number of booths. Red curtains can be drawn while sitting in these booths to invoke privacy if desired. The only thing that would suggest that this is a religious structure is the altar to Dymora in the corner of the room adjacent to the main door.

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

apparel. The scene strongly resembles the main parlor of the Gilded Cage – though without the class!

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

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

Kat’s full name is Katerina Georigiana DeVargio. She is a big believer in the “no pain, no gain” method of achievement. If asked any questions she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. Even still, Kat thrives on imagination and wit of those around her. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her.

PCs will probably explain that they were sent by the Diamond Legion to find about the strange happenings around the city. If they don’t give up this information, Kat will “take a wild guess” and correctly give the reason for the PCs being here. She is far from being a “dumb blonde” and certainly doesn’t act like one.

➤ **How did you know why we are here?**

Kat smiles beautifully. “I make it my business to know. After all, I’m not just another pretty face.”

➤ **So, what do you know?**

“Perhaps you should tell me what you know and I will tell you of the things that I didn’t know.”

Allow the PCs to tell what they know. Kat will nod periodically and say “Mmm Hmm.” When they are done, Kat herself will seem out of breath. If the PCs tell about the whole “Kylene thing,” Kat will be beside herself with glee. *“I certainly didn’t know THAT. Well done! Well done indeed.”*

Otherwise, continue on.

“My, you have been busy. But I knew all that already. But do think about it with all the demon attacks, the child kidnappings, the missing tome, the elf war ... it seems like everything is stacked against us that we should most assuredly fall.”

➤ **Do you know where we might have to go?**

“Most likely, somewhere in the Abyss. Mistress Jade might have an idea on where to go. She has been working on this nonstop since the first demon incursion into our city.”

➤ **And she knows how to get us there**

Kat smiles once again. “Of course! That’s the easy part.”

➤ **What’s the hard part?**

Kat winks at the person that asked the question. “Getting back out in one piece. Do you have the child in question?”

➤ **No, not yet.**

“Then go get the boy and by the time you get back, my Mistress will have your travel arrangements all ready.”

➤ **Yes, we have the child.**

“Oh good. And lots of strong men with big muscles. If it was just a bit more tempting, I might tag along to see what happens. But I’ll wait for the book ... it usually comes out much better.” She winks.

“OKay, if you would like to wait right here for a moment I will go tell her you are ready. She only needs a few moments to prepare.”

- If the PCs wish to go to the Temple of Peliron, **GOTO Encounter 5 (page 17).**
- If the PCs wish to the Shrine of Destine, **GO GOTO Encounter 6 (page 18).**
- If the PCs wish to go to House Grimm, House Reilly, or House Tezriine in the Nobles District, **GOTO Encounter 8 (page 21).**

Encounter 8 – The Nobles District

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

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

“Yes?”

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

- If the PCs wish to go to House Reilly, **GO TO Encounter 8A (page 21).**
- If the PCs wish to go to House Grimm, **GO TO Encounter 8B (page 23).**
- If the PCs wish to go to House Tezriine, **GO TO Encounter 8C (page 24).**

Encounter 8A – House Reilly

Following the directions provided it is easy to find the fenced-in manor belonging to House Reilly. While it is smaller than the surrounding estates, it is still an elegant building surrounded by manicured lawns and pleasant gardens. Guards in green and gold take note of you as you approach.

Allow the PCs to present their pass and request for admittance. Once they present their pass and/or

the letter from Cpt Webster the guards will open the manor gate.

Your knock is answered by a tall older man with thinning grey hair and a no nonsense demeanor. “How may I help you?”

This is Smythe, the Reilly family butler. He is nothing if not proper and stuffy. When the PCs explain the purpose of their visit, he will show them inside.

You are led into a small sitting room, where a young woman with long braided auburn hair and sad grey eyes sits looking out a window into the gardens. A torn cloak and bloodstained rapier sit on a nearby table. She turns to look as you enter but does not stand.

“Please, come in. How can I assist you?”

Some PCs may have previously adventured with Lady Kylene Reilly. If so, she will smile and greet them by name, but remains focused on the issue at hand.

Lady Kylene will answer the PCs questions as best she can.

NOTE: If the PC Lady Kylene sees the NPC Lady Kylene, she will see her double ... which is more indication that things are more out of balanced now that the Scales of Peliron is missing. Both will most likely accuse of each other being an imposter or spy (considering the war). And unless some diplomatic solution can be reached quickly (**Diplomacy** check **DC25**), the NPC Lady Kylene will call the House Reilly guards to have the PC Lady Kylene arrested as a spy (unless the PCs have the Diamond Legion writ, and then it will be the NPC Lady Kylene that will be arrested). If the NPC Lady Kylene is removed, Lady Consul Ellyn Reilly will take her place to answer questions.

NOTE II: Remember, when reading boxed text make sure you choose the correct name: Kylene or Ellyn ... not both.

➤ **What do you know about Zinzann Allison?**

Kylene/Ellyn frowns for a moment. "I haven't heard that name in a lone time."

➤ **Yes. What can you tell us about him?**

"(My mother/We) adventured together when (they/we) were much younger ... Staern Bladebreak, (Lady Reilly/myself), Lord Allison, the then Alissa Wyndsong, and three others. They/We called themselves/ourselves The Blades of Song. They/We made quite a name for ourselves until the war with Vanyr twenty-eight years ago. The city was under siege and both Lord Allison and Lady Reilly/I discovered that Lord Gallastan had been selling Amthydoran secrets to the enemy. When the pipeline of information was squashed ... actually, they used it for disinformation ... then the war was won quickly after that. Lord Allison and Lady Reilly/I were granted noble status and Staern Bladebreak stayed with Lord Allison as his advisor. The rest of the Blades of Song (those that survived the war) disbanded."

➤ **How did he die?**

"Evidence provided pointed at Lord Allison to be the perpetrator behind Lady Constantine Grimm's death. House Grimm demanded justice and challenged Lord Allison to a duel of honor. But Lord Allison wasn't in top form when Lord Alaric Grimm cut him down unmercifully. And with Lord Allison's death, the entire House of Allison lost their noble status."

The following are questions to Ellyn Reilly only:

➤ **Why does Lady Kylene look a lot like High Lade Denyiel Tezriine-Allison?**

Lady Ellyn looks stunned. She looks to Kylene and then to the rest of the group. "Lord Allison is alive."

➤ **Yes Lord Allison is alive.**

"And you have already spoken to Staern Bladebreak."

➤ **Yes, we have spoken to Staern Bladebreak.**

Lady Ellyn sighs. "Then you know the truth."

➤ **What we don't know is why. Bladebreak mentioned something about maintaining House relations.**

Lady Ellyn begins to tear as the memories begin to come back. "Yes. That is right. Staern and Denyiel had always known each other since they were kids. They were actually about to announce their engagement when both House Allison and House Tezriine decided to unite their houses with an alliance. Zinzann was to marry Denyiel, but she was already pregnant with Staern's child. So with everyone willing, including myself, we had the pregnancy and the child transferred to me. Zinzann wasn't ever to know and we managed to keep the child ... you," she looks directly at Kylene, "out of Zinzann's sight in the later years. He had gotten very busy with politics and didn't visit that often. And then there was the duel ... and then ..." Lady Ellyn can no longer hold back both the flood of emotion and tears as she crumples to the floor.

At this point, Lady Ellyn will no longer be coherent. One of her other daughters, Morgana, will hear the cries and help her mother away. She will politely suggest that the group be on their way.

➤ If the PCs wish to go to House Grimm, **GO TO Encounter 8B (page 23).**

➤ If the PCs wish to go to House Tezriine, **GO TO Encounter 8C (page 24).**

Encounter 8B - House Grimm

After passing the guard gate, getting to the estate of the Grimm family is no problem. The Grimm estate is right next to the district's entrance, appearing as a large guardhouse. As you approach the entry to the estate, you come upon two guards in the red and silver livery of House Grimm, their tunics showing a red tower beneath a red gem on a silver background. They look at you and ask your reason for being there.

In many respects, House Grimm is the Diamond Legion. They may not have founded it, but generations upon generations of House members have served in the Legion in one manner or another. Lord Consul Augustus Grimm is currently "retired" from service, but can still be seen in the Diamond District almost every single day. So while the Grimm House Guards aren't Legionnaires, it isn't because of their lack of training. The guards will stand fast until they get a decent explanation. If the PCs show them the writ or say they are on Legion Business (the guards will ask for proof), then the PCs will be invited inside and escorted to the manor's study. Here they will wait for Lord Consul Augustus Grimm.

A man in his late sixties and an intimidating stature walks into the room. You cannot help but rise to your feet upon his entrance. He looks at each of you critically as he sizes you up. Once satisfied, he gestures for you to take your seats once more as he as well sits down. "I hear you are on Legion Business. How can I help you?"

- **We have come across a prophesy that might involve one of your House.**

Augustus nods. "That would be Zander. For some reason I knew his involvement wasn't over. So, tell me of this prophesy."

Give the PCs the opportunity to tell Lord Grimm about the prophesy as well as what they think it means and have them roll a **Diplomacy** check **DC15** (give a +5 circumstance bonus if they don't

leave anything out). An unsuccessful check will mean that Lord Grimm won't understand what the PCs are asking. A successful check will mean that Lord Grimm can guess what the PCs will be asking next.

"So you want me to release Zander under your protection to take him to some demon plane and save the city. Is that what you are asking?"

- **Yes sir.**

"And do you know what you will be doing once you get there?"

- **No sir. / I don't know. / I'm not sure. / etc.**

"Well, you are certainly not doing this alone. You can take Zander, but on one condition: you will also take a squad of Grimm House Guards with you as well. I would prefer Zander to return in one piece, and these guards will sacrifice their very lives if necessary to accomplish that goal. This point is non-negotiable."

- **We are to find the Scales of Peliron and return it to the city. But we don't know what kind of opposition we might be facing.**

"Well, you are certainly not doing this alone. You can take Zander, but on one condition: you will also take a squad of Grimm House Guards with you as well. I would prefer Zander to return in one piece, and these guards will sacrifice their very lives if necessary to accomplish that goal. This point is non-negotiable."

When the PCs are out of questions or all the information here has been presented, continue on.

Lord Grimm stands. "I will fetch my grandson and my guards. It would behoove you to bring him back in the same condition that he's in right now. I trust that you will remember that while you're on your journey.

"Best of luck to you."

- If the PCs wish to go to the Shrine of Dymora, **GOTO Encounter 7 (page 19).**

- If the PCs wish to go to House Reilly, **GO TO Encounter 8A (page 21).**
- If the PCs wish to go to House Tezriine, **GO TO Encounter 8C (page 24).**
- If the PCs wish to RETURN to the Shrine of Dymora, **GOTO Encounter 9 (page xx).**

Encounter 8C – House Tezriine

Quickly making your way, you turn the path and enter through the fence of the House Tezriine Estate. Its magical nature is quite obvious, as conventional building materials couldn't possibly support the many sections of the building. To say that the architect of the house is "eccentric" would be an understatement. The shape of the building could easily be compared to an inverted triangle.

Reaching the door, you see no knocker.

A **Spot check of DC 10** will reveal a small button to the right of the doorframe about at the door's midsection. It is slightly illuminated. If checked for traps, none will be found. If the button is pressed, the sound of chimes can be heard beyond the door. Within about a minute, a young lady in a maid's uniform opens the door.

A young lady in a maid's uniform will open the door. The young maid name is Angela. The PCs will probably not know whom to speak to concerning the situation. Angela will invite the PCs into the manor and show them to the sitting room. After several moments, an older woman (but still young) enters the room. The Tezriine family resemblance is quite evident, as she stands before the PCs in her regal attire.

"Angela says you are on some sort of investigation? What's this all about?"

Patricia is one of the elder sisters in the Tezriine manor. She doesn't like mysteries and will be

impatient with the PCs until they tell her what everything is all about.

➤ **What do you know about Zinzann Allison?**

Patricia's eyes narrow at a completely unexpected question. "I haven't heard that name in a lone time."

➤ **Yes. What can you tell us about him?**

"He adventured when he was much younger ... Staern Bladebreak, Ellyn Reilly, Zinzann Allison, the then Alissa Wyndsong, and three others. They called themselves The Blades of Song. They made quite a name for themselves until the war with Vanyr twenty-eight years ago. The city was under siege and both Lord Allison and Lady Reilly discovered that Lord Gallastan had been selling Amthydoran secrets to the enemy. When the pipeline of information was squashed ... actually, they used it for disinformation ... then the war was won quickly after that. Lord Allison and Lady Reilly were granted noble status and Staern Bladebreak stayed with Lord Allison as his advisor. The rest of the Blades of Song (those that survived the war) disbanded.

"Several years later, he married my sister in an attempt to form an alliance between our two houses. Well, not only did he get himself killed, but the following events killed my sister as well. Needless to say we don't think much of Zinzann Allison, or his compatriots, any more."

➤ **How did he die?**

"Evidence provided pointed at Lord Allison to be the perpetrator behind Lady Constantine Grimm's death. House Grimm demanded justice and challenged Lord Allison to a duel of honor. But Lord Allison wasn't in top form when Lord Alaric Grimm cut him down unmercifully. And with Lord Allison's death, the entire House of Allison lost their noble status."

If Lady Kylene is present, it will be at this point that Patricia notices her.

"You. Who are you? You look so much like my late sister."

If the PCs/Lady Kylene tell Patricia about being Denyiel's daughter, she will practically run to Kylene and hug her with joy.

"Oh my gosh! I just knew it! You look so much like her! How did it happen? Where have you been? Look at you! You're beautiful!"

The PCs will most undoubtedly need to be on their way. Only a promise to return with the whole story (at least, after they learn it first) will appease her pleas for them to stay.

- If the PCs wish to go to House Reilly, **GO TO Encounter 8A (page 21).**
- If the PCs wish to go to House Grimm, **GO TO Encounter 8B (page 23).**

Encounter 9 – Mirror, Mirror

With the child in hand (as well as a contingent of guards), you make your way back to the shrine of Dymora. Kat smiles to you as you arrive. Behind her stand Mistress Jade, who seems to have acquire large bat-like wings since you saw her last. Smiles at you as well.

"Welcome back. I see you are ready to go?"

If Lady Kylene is present, Mistress Jade will say something to her before she departs. *"You know, I should have realized the resemblance last year at the Quorum reelection. You do look just like my sister. Fair weather, little niece. And a safe return."*

"Okay, everyone and come and gather around the altar. I will open the gateway for in which you will pass. You won't need me to get you back if you have the Scales of Peliron. It is balance that the scales strive for, and bringing you home will help balance its scales. So it will be a good idea for you to succeed in getting the scales, right?" She asks with a grin.

Mistress Jade lays her hand on the altar. Suddenly, several puffs of smoke shoot up from the floor all around you. When the smoke clears, you realize that you are no longer in the Dymoran shrine. It is dry and exceedingly hot. And you are not alone.

You blink several times to make sure you're not just seeing things. In fact, the people that stand before you are ... you! But with the expressions on their faces, you can tell they are not here for a joke and a song.

"You screwed us back in OUR Amthydor. You know what they say ... payback's a bitch!"

This is actually a combat the PCs don't have to fight. The foes that they encounter here are actually themselves of the same levels/ATL. The guards that the PCs brought with them should be sufficient enough to hold them at bay (use the guard stats from the INTRODUCTION). Have the PCs roll a **Will save DC15**. Success will allow the PC(s) to realize that fact. Failure to make the check will result in everyone fighting.

Of course if the PCs want to fight, go right ahead. Allow the PCs to make the necessary rolls when hitting their "targets" (themselves). It should be time-consumingly amusing.

- If the PCs survive and want to continue on, **GO TO Encounter 10 (page 26).**

Encounter 10 – The Triad

Getting passed your doubles, you make your way along the rocky terrain. After about a couple hundred yards, you see what looks to be an unobtrusive house out in the middle of nowhere. But before you can take one step further, some familiar faces (not your own this time) appear before you.

The Triad! Now it is time to settle the score with these guys once and for all!

This is a battle the PCs can't avoid. Having Zander stay behind a rock will be enough to keep him safe ... if the PCs are victorious.

The Triad is playing for keeps this time. The PCs are on their home turf and they think they have the advantage. They also hope that the PCs had wore themselves out battling their counterparts in the previous encounter.

- If the PCs defeat the Triad, **GOTO Encounter 11 (page 29).**
- If the PCs are defeated by the Triad, **GOTO Conclusion A (page Y).**
- If the PCs are killed by the Triad, **GOTO Conclusion B (page X)**

ATL 1

⚔ **Injured Tieflings (3):** hp 30; 1st level spells.

ATL 3

⚔ **Injured Tieflings (3):** hp 40; 1st & 2nd level spells.

ATL 5

⚔ **Injured Tieflings (3):** hp 50; 1st, 2nd, & 3rd level spells.

ATL 7

⚔ **Tieflings (3)**

ATL 9

⚔ **Tieflings (3)**
⚔ **Demon, Vrock (2)**

ATL 11

⚔ **Tieflings (3)**
⚔ **Demon, Vrock (3)**

ATL 13

⚔ **Tieflings (3)**
⚔ **Demon, Vrock (4)**

ATL 15

⚔ **Tieflings (3)**
⚔ **Demon, Vrock (5)**

Untiered Enemies:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

5th Level -- Dominate Person, Teleport.

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

0 Level - Daze x2, Open/Close, Resistance

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

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

3rd Level - Hold Person, Invisibility Sphere, Suggestion

4th Level - Confusion, Geas (Lesser)

5th Level - Teleport.

Equipment: Club, Masterwork, Noble's outfit.

ATL 9 (2), ATL 11 (3), ATL 13 (4), ATL 15 (5)

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

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

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

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

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into

play. They make sparing use of darkness, since this nullifies mirror image.

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

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

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

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

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

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

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

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

Encounter 11 – The Finale

Upon defeating the Triad, you head towards the unobtrusive house. It is perhaps twenty feet wide on each side and stands about ten feet tall. There is only a single door and no windows.

The door is not locked nor is it trapped.

Upon opening the door, you peer inside. While the outside of the house was un-noteworthy, the inside is rather lavish in the extreme. There is a table with a large map of Amthydor with a number of different sizes of pieces upon it. Sitting in a chair at the far end of the table you see a small boy. In fact, he looks much like Zander Grimm!

He looks up to you in shock. "I thought you were dead! That's no fair! You cheated! I'll stop you! I'll stop you al..." Zander's double freezes when he sees the Zander you brought with you come out from behind your protective stances. He eyes the place critically as if evaluating if he might have had something similar.

"Nice place you have here," he says to his counterpart. "But we both know that this has to end now. You have kept me from my real family for far too long and it is time for you to put your toys away and stop now."

"No! I will finish this! I will win! You were switched once already! At birth! If they hadn't had found out, I wouldn't have been taken from MY family. But now all is wrong. But I can make it right. I have the Scales and I know how to use them." He turns to the Scales that are sitting right on the edge of the table. He touches the base with both hands and begins to speak. "Scales of Peliron, I command you to"

"THAT IS ENOUGH!"

The boy screams as he ducks under the table. Zander, too, looks startled, but manages to stand his ground.

"Mother?" A weak voice cries from under the table.

"I SAID THAT IS ENOUGH." You hear a stern, disembodied voice. "YOU HAVE DONE ENOUGH DAMAGE AND YOU AREN'T EVEN SIX. GIVE THE ADULTS BACK THEIR ITEM AND COME HOME RIGHT NOW. YOU WILL HAVE PLENTY OF OPPORTUNITIES IN THE FUTURE. NOW IS NOT THE TIME.

"Yes mother," the boy whimpers as he crawls out from under the table. He slowly gets up and brings the Scales of Peliron over to Zander. Zander attempts to take the Scales, but the boy doesn't let go. He looks Zander in the eyes, hatred permeating from his soul. "We will meet again, and I will be much more powerful."

Zander looks into the boy's eyes and meets his gaze. "So will I," he says as he jerks the Scales away from the boy.

With the Scales no longer in the boy's possession, he simply fades away. His last words are, "Until we meet again ..."

And then all is quiet.

Here is where Zander and the PCs can make things right with Amthydor. The scales right now are currently way out of balance. If the PCs command for all the doubles/doppelgangers to be returned to their home planes, it will be done. The levels of the scales will shift to a more balanced position (about halfway), but not completely. If the PCs command for those that had needlessly perished to be alive once more, it will be done. All of those that had died from wronged plagues, poisonings, and undead will return to life. The Scales will be only slightly out of balance. The PCs will need to command the Scales to take them home. Only then will the Scales be completely balanced.

Conclusion A - Defeated by the Triad

One way or the other, you finally caught up with the Triad. You gave as much as you had, but it just wasn't good enough. You manage to see them cackle at your demise as you begin to black out.

But what of Amthydor and the war? Well, that is the least of your worries. But at least you are still alive. Perhaps you can figure a way out of here. After all, there are an infinite number of possibilities and a multiple number of divergences. Only time will tell.

Conclusion C - Home Again

With the Scales of Peliron in hand, you reappear at the newly laid foundation of the Temple of Peliron. Night has fallen and all is quiet.

But what of Amthydor and the war? You begin to worry less about it as you contemplate your journey thus far. Anything can happen. You know that for a fact. After all, there are an infinite number of possibilities and a multiple number of divergences. Only time will tell which is your future.

Do note if the PCs brought anyone back to life. If so, proceed to the Epilogue. Also, find out where the Scales of Peliron have been returned to.

Conclusion B - Killed by the Triad

One way or the other, you finally caught up with the Triad. You gave as much as you had, but it just wasn't good enough. You manage to see them cackle at your demise as you begin to black out.

But what of Amthydor and the war? Well, that is the least of your worries. You no longer have any worries as your life-force escapes your bodily confines. Perhaps in your next life you will be more successful. After all, there are an infinite number of possibilities and multiple number of divergences. Only time will tell.

Conclusion D - Exit, Stage Left

Looking around for a moment, you realize that this sort of thing is not for you. Strange things happen in the city all the time. What's even stranger that there are people trying to stop it. Well let them. You simply turn your back and walk away.

Epilogue

The next morning, you cannot help but hear the loud ruckus of shouts and cheers that seem to be coming from everywhere around the city. You stop a young boy as he passes by. "What's going on?"

The boy's grin almost splits his face in two. "Didn't you hear? They're all alive! The Legion is alive and at full strength! And the others are back as well! All of them! My parents are back! I have to find them. Please excuse me, sir(ma'am). I have to go." The boy rushes off into the dancing crowd. The sounds are almost deafening. But this is probably the best thing for this city since the announcement of the Elf War. Now, Amthydor has a fighting chance. The elves will never know what hit them!

Thus Ends "Infinite Divergences"

TIME UNIT COST: 5 TU (unless you get stuck in the Abyss, then it will be 50 TU before you figure out a way to return)

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
Experience for Module	500	700	900	1,100	1,300	1,500	1,700	1,900
Bonus XP - Bringing all dead people back from the Undead Invasion so they can help fight in the Elf War.	50	50	50	100	100	100	250	250
Discretionary Role Playing Award	50	50	50	100	100	100	250	250
Maximum Possible XP	600	800	1,000	1,300	1,500	1,700	2,200	2,400

Treasure Summary

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

Conclusion C

- **Thanks of Amthydor's Noble families**, (1 per PC). For your efforts in the stopping the Triad and the demon incursions (which remain to be seen), the noble families have gifted you with a magic item of your choice. The item is one that is available at the market place and adheres to the limits below based on character level. You may choose this item without needing to visit the market place. Please circle the level that the PC played this module at.

- 1 – 1,000
- 2 – 2,000
- 3 - 3,000
- 4 - 4,000
- 5 - 5,000
- 6 - 6,000
- 7 - 7,000
- 8 - 8,000
- 9 - 9,000
- 10 - 10,000
- 11 - 11,000
- 12 - 12,000
- 13 - 13,000
- 14 - 14,000
- 15 - 15,000

(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Caster NA, Legality: Legal).

- **Gratitude of Peliron**, (1 per PC). For your efforts in returning the Scales of Peliron to its rightful place, the Temple of Peliron will grant you one spell per adventure. The spell level will be determined by the group's ATL tier. This boon will last for a year from the time this event was played.

- ATL 1-3 - Free divine spell up to 3rd level
- ATL 4-6 - Free divine spell up to 5th level
- ATL 7-9 - Free divine spell up to 6th level
- ATL 10-12 - Free divine spell up to 7th level
- ATL 13-15 - Free divine spell up to 8th level

PLAYER'S HANDOUT #1

Information about Lord Consul Zinzann Allison:

One of the adventuring partners of Ellyn Reilly, Alissa Wyndsong, Staern Bladebreak and others, Zinzann was a brave warrior who places honor above all else. Zinzann was one who always says what was on his mind and would always argue for what he believed was right. This had not always endured him to some of the other noble families, and he had earned several enemies amongst the Noble Council. He and his noble house was a rising star in the Nobles Council until evidence was produced that Lord Allison was responsible for the brutal murder of Lady Constantine Grimm. Lord Allison claimed that he had nothing to do with the murder and demanded that a duel of honor would settle their differences. But what Lord Allison didn't plan on was that he was drugged prior to the duel and didn't last long in Lord Alaric Grimm's expert hands. Lord Allison died eight years ago, and his House lost its nobility. They, too, died shortly thereafter from a plague that had beset the Poor District.

PLAYER'S HANDOUT #2: THE PROPHECY

Grim is the child who faces despair,
Darkness is foretold for the one-time heir.
Shrouded from sight by the love of his kin,
No time to think of what could have been.

Running from his fate there is a fork in his road,
The choice ahead is to stay or to go.
Should the child stay he'd be known only through lore,
Or go beyond the realm and save Amthydor.

PLAYER'S HANDOUT #3

Pass out the checklist and have the players check the events in which his/her PC had participated. Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"

PLAYER'S HANDOUT #4

After Lord Allison was killed in the duel, the remaining members of House Allison was regulated to the District of the Poor. Within weeks, the Poor District was beset with a plague that seemingly had no cure. About a quarter of the district's population had died ... including the remainder of House Allison. The only person to have survived such an ordeal was Staern Bladebreak, Lord Allison's trusted advisor. He was at the Temple of Galvandt helping look for a cure.

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>LSJ01 "Merchants"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<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>LSJ12 "Lions, Tigers, & Bears"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ20 "On a Wing and a Prayer"</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>LSJ66 "Infernal Dilemma"</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.

Bartholemew	- (LSJ02, LSJ20, LSJ60)
Katerina Georgiana DeVargio (Kat)	- (LSJ54, LSJ60, LSJ66)
Captain Alistair Webster	- (LSJ54, LSJ60, LSJ66)
Kaintur, Prescin, & Faldun	- (LSJ03, LSJ60)
Staern Bladebreak	- (LSJ60)
Lady Kylee Reilly	- (LSJ12)
Lord Consul Augustus Grimm	- (LSJ03, LSJ53)

Critical Event Summary: Infinite Divergences

Convention: _____ **Date:** _____

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

1. Did the PCs recover the Scales of Peliron? Yes No

2. Who were the Scales of Peliron returned to? (circle the one that applies)

Diamond Legion Temple of Peliron PC kept the item

3. If a PC kept the item, list who below:

PC Name _____ Player Name _____

4. Did the PCs defeat The Triad? Yes No

5. Did the PCs return all the doubles back to their own realms? Yes No

6. Did the PCs bring the dead citizens back to life? Yes No

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

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

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



Roster of Heroes: Infinite Divergences

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

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