



Officer Down

By David Samuels

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

The Diamond Legion has received information stating that a prominent member of the Diamond Legion will be assassinated in an attempt to demoralize the city during this time of escalating tension. The information didn't mention who the target of this assassination attempt would be, just that his/her demise will shake the foundation of the city. The Diamond Legion is turning to you for assistance. A one round Legends of the Shining Jewel module for heroes of levels 1-15.

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www.theshiningjewel.com/lcj

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Adventure Background

The Diamond Legion received a tip from a reliable source that the Mystwood elves in an effort to further their cause in this war with Amthydor planned to assassinate a prominent member of the Legion. The elves reasoned that if the target was a prominent member of the legion his/her loss would demoralize the troops and lead to an easier conquest of Amthydor.

The leaders of the legion knew that if they had any hope of thwarting this plan they needed to concentrate on 2 fronts. First, all ranking members of the Legion within the confines of Amthydor were recalled and placed in “protective custody”, guarded by those that they trust. Second, the remaining legionnaires launched a concerted information gathering blitz trying to obtain additional information on this plot. Realizing that individuals that were most likely to know any details about this plan would not willingly give this information to them the Diamond Legion realized that they needed help. They are recruiting the PCs for that purpose.

Unknown to the legion, the information that the informants passed along was not 100% accurate, although through no fault of their own. While it is true that the elves were planning on assassinating a prominent person, the target was someone that was important to the Legion, not necessarily a legionnaire. The elves chose as their intended targets Lord Monarch Rafe Torestyn, his wife Alissa Torestyn, High Warrior Breng, Lord Consul Augustus Grimm, Commander Ardent Vestra, Lt. Bailey Collins, Sgt. Eloise Kyle and Sgt. Ashton Kenness.

Introduction – The PCs are greeted by a Legionnaire telling them that their presence is required at Diamond Legion HQ

Encounter 1: Mission Briefing 101 The PCs arrive at Diamond Legion HQ and are brought in to meet with Commander Ardent Vestra who will explain their mission to them.

Encounter 2: Prison of Opportunities. The PCs can head to the prison to speak with some of the prisoners. .

Encounter 3: Dauntless Dolphin. The PCs can head to the Dauntless Dolphin to speak with Meribal .

Encounter 4: To Arms. The PCs will be attacked by a group of “charmed” legionnaires as soon as they leave the Dauntless Dolphin. If the PCs didn’t go to the Dauntless Dolphin they will be attacked as soon as they’ve been to 2 other locations to gather information.

Encounter 5: Rusty Nail. The PCs can head to the Rusty Nail to try to gain information about the assassination plot.

Encounter 6: Taking it to the Streets. The PCs can attempt to gather information on the streets regarding the assassination plot.

Encounter 6A: Jade Palace. The PCs can head to the Jade Palace to try to gain information about the assassination plot.

Encounter 6B: Sailor’s Refuge. The PCs can head to the Sailor’s Refuge to try to gain information about the assassination plot.

Optional Encounter 1 Obligatory thug encounter. If the PCs have extra time on their hands they will face a group of villains that has been sent to defeat them.

Encounter 7: Diamond Legion Here We Come. The PCs head to Diamond Legion HQ to try and stop the villains from assassinating Commander Vestra and the others.

Encounter 8: Poor District Warehouse Here We Come. The PCs head to Warehouse in the Poor District to try and stop the villains from assassinating High Warrior Breng.

Encounter 9: Grimm Estate Here We Come. The PCs head to Grimm Estate in the Nobles District to try and stop the villains from assassinating Lord Consul August Grimm.

Encounter 10: Castle District Here We Come. The PCs head to the Castle in the Castle District to try

and stop the villains from assassinating Lord Monarch Rafe Torestyn and his wife Alissa.

Conclusion A: The PCs are victorious in encounters 7-10).

Conclusion B: The PCs are defeated in encounters 7-10)

Epilogue A: The PCs are victorious in encounters 7-10).

Epilogue B: The PCs are defeated in encounters 7-10)

Introduction

As you are going about your business a member of the Diamond Legion approaches you. After confirming your identity he informs you that commander Vestra has specifically requested your presence at Diamond Legion HQ. The officer informs you that Commander Vestra said that this meeting was vital to the security of Amthydor. He waits for your answer.

Encounter 1 – Mission Briefing 101

You are ushered into a large auditorium and told to take seats. There are legionnaires guarding each of the entrances/exit to this room. As soon as you take your seats four figures step out onto the stage. The figures are recognizable as Commander Ardent Vestra, Lt. Bailey Collins, Sergeant Eloise Kyle and Sergeant Ashton Kenness.

Commander Vestra begins speaking her voice conveying both a sense of urgency and an aura of authority. “Thank you for coming. The Legion needs your help and for that matter so does Amthydor. I’m sure that you are aware that the elves from Mystwood have declared war on this city. The battles have been tough but thanks to the fine officers in the Diamond Legion have been holding them off. The priests of the temples have divined that the battle is escalating and will

come to a head fairly quickly. They haven’t been able to determine what the outcome of the battle will be.

The Legion has received a tip from a reliable source that the elves are planning on assassinating a prominent member of the Diamond Legion with the hope of demoralizing the city’s defenders. The elves probably believe that doing so would enable their conquest of Amthydor and would motivate the surviving populace to bend to their every whim. Unfortunately the source of the tip was not able to identify who the target of this assassination would be.

As a precaution every “ranking” member of the Legion has been taken into protective custody. They are being guarded by a handful of legionnaires whom they trust completely. We are not taking any chances especially in light of the tip that was received. In order for life in this city to remain as we know it Amthydor must win this war. The legionnaires not assigned to “guard” duty have been tasked with searching the city for additional information on this alleged assassination. Unfortunately, as we’ve been seeing people aren’t always willing to talk to legionnaires especially those without noble intentions.

That’s where you come in. We’d like you to assist in this investigation. Hopefully you’ll be able to loosen lips that might not be open to speaking with the legion. Now we’re not giving you the authority to break the law but we do understand that these are desperate times and extreme measures might be needed. The innocent people of this fine city must not be abused.

Now I’m sure that you must have some questions.

➤ **Is High Warrior Breng back from his “vacation”? / Is High Warrior Breng in “protective custody”?**

“I do not know. I haven’t heard anything for high Warrior Breng, or anything about his whereabouts”.

- **Why do you have such a small group of guards?**

“If all of the legionnaires in this city are reduced to guard duty than we’ll be no closer to catching those involved in this assassination plot. I can personally vouch for these men and while there aren’t a large number of them, their capabilities more than make up for that.”

okay to mention that you’re working for the Legion while talking to these informants but don’t expect them to admit that they are informants. The only way that they are of use to us is if criminals believe that they wouldn’t pass information along to us.

Please pass the PCs **Player Handout 1**.

- **Are you saying that all legionnaires are not trustworthy?**

“Not exactly, although there have been report of questionable activity by legionnaires. What I’m saying is that while I’d trust all legionnaires with my life, having my guard made up of those I know personally makes it seem less like confinement.”

- **Why the prisons?**

“Some of those prisoners might’ve heard something.”

- **Do you think tat the legion has been infiltrated?**

“99% of all legionnaires are honorable hard-working men and women. Like any large organization the possibility of a few bad apples does exist.”

- **What can we offer the prisoners to get them to talk to us/why would the prisoners talk to us?**

“If needed you may tell the prisoners that if they cooperate they city will be most appreciative of their assistance and would reevaluate their sentences.”

- **Do you know of any “rogue” legionnaires?**

“Edwin Luchinea was one, but he hasn’t been seen since his name was mentioned a few years back”.

- **Do you have any other leads?**

“No. I wish that we did.”

When the PCs are ready to leave Commander Vestra will offer the following:

- **Who was officer Luchinea?**

“A few years back several noble children were attacked, officer Luchinea was the one that discovered and saved all of the victims”.

Please be careful. The confrontation with the elves has escalated and the stakes are higher. Please do not take any unnecessary chances.

- **Are all of the “ranking” Legionnaires being protected?**

“All of those that are in the city, or whose locations are know yes.”

Lt. Collins steps forward “Commander Vestra, the good sergeants and I have compiled a group of things that might help these individuals: 2 potions of cure moderate wounds, 2 potions of heroism, a potion of cure blindness and a potion of cure deafness. I also think that perhaps we should loan them items from our armory.”

- **Do you have any idea where we should start?**

“We’ve compiled a list of some of our regular informants, some places that the criminal element likes to frequent, as well as the prison. Now because they are informants, you need to try to keep their connections to the legion discrete. It is

Good thinking Lieutenant Collins. “You may each choose to borrow something from the following with the understanding that this is a loan and that the items must be returned once your mission is completed.”

Please pass the PCs **Player Handout 2** which lists the items that they may borrow. PCs may only borrow items available at their ATL of lower. If

they choose to borrow from a lower ATLs list they may borrow 2 items instead of 1.

- If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**
- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
- If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
- If the PCs want to gather information on the streets **GO TO Encounter 6 (page 24).**
- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**
- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 2 – Prison of Opportunities

Having made your way to the city jail of Amthydor, you're ushered into an office by a nonsense pair of Diamond Legion guards. The office in which you find yourselves has walls that are adorned with axes... lots and lots of axes. You're not waiting long before a red-faced shield dwarf enters the room. He gives a curt nod to your group before rumbling, "I'm Sergeant Skobus Forgefury, the warden o' this fine institution. What brings ye to me doorstep?"

If the PCs should mention wanting to talk to the prisoners but don't mention Commander Vestra's name, the sergeant will ask them if they have any proof that they're working for the legion. Once the PCs mention Commander Vestra's name the sgt. will inform them that there are 5 prisoners that are available to talk to them: Jedira Eisner, Delarus Eisner, Algroth Wilmon, Ernella Jorgens, and Copernica Trask.

➤ **What crimes did they commit?**

"Delarus and Jedira Eisner poisoned noble families and attacked the children from some of those noble families. Algroth Wilmon attacked Sgt. Kyle and some of her men. Ernella Jorgens embezzled a large sum of money from the city's noble families. Copernica Trask killed three people."

Encounter 2a – Delarus/Jedira Eisner

The PCs will get the same answers whether they speak to Delarus or Jedira Eisner. The answers have been presented as if the PCs speak to Jedira Eisner, if the choose to speak to Delarus please switch all mentions of Delarus in the responses to be Jedira.

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a young woman (young man if it's Delarus) dressed in plain robes with manacles on her hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

➤ **Have you heard anything about an assassination plot?**

"Yes. Let me begin at the beginning. We, Delarus and I heard some of the other inmates talking about how things are/would be once this war is over. The inmates went on to talk about how the elves promised that when they took over

the city's governance that all of the city's current prisoners would be freed. The elves apparently believe that any enemy of the city is a friend of theirs.

"We heard talk about how someone very prominent in Amthydor will be assassinated, but we haven't heard who."

- **Do you have any ideas on who might be the target of this assassination plot?**

"Alissa Torestyn is a potential target because her death would crush her husband's spirit giving the elves an advantage in the war."

- **If you had to choose a target for the assassination who would it be?**

"No one of them, my days of trying to hurt anyone in the city are long over. I've learned my lesson and do not wish anyone to be harmed. "

- **Why are you talking to us?**

"As a citizen of this city I have a responsibility to keep the laws in effect. I also owe a debt to this city for my actions and answering your questions is the least I can do. Delarus and I know that we did something wrong and that we need to pay for our actions. Citizens in this city need to know that they're protected by the city's laws and that all criminals will be held accountable for their actions."

Once the PCs are ready to go speak to the next person Delarus/Jedira will implore them to "Please stop the assassination attempt, as people need to feel safe in the city".

Encounter 2b – Algroth Wilmon

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a young man dressed in plain robes with manacles on his hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

- **Have you heard anything about an assassination plot?**

"Yes."

- **What can you tell us about the assassination plot?**

"Why should I talk to you? What's in it for me?"

After the PCs mention the sentencing benefit he will continue.

"The elves are planning on assassinating one of the city's leaders. They are recruiting operatives to take out multiple targets within the city. The elves know that their operatives will not succeed so they made sure that each of their targets is one whose death could demoralize the city. "

- **Who are the targets of this assassination plot?**

"Rafe Torestyn, because his death would crush the spirit of the city's defenders enabling the elven forces an easier time in the war."

- **Do you know when/where the attacks will take place?**

"No. I do not."

- **Do you know where the elves are recruiting their operatives ?**

"Unfortunately not, I have heard that a woman named Meribal is doing the recruiting."

- **How do you feel about the assassination plot?**

"The elves promised that all current prisoners would be free but we prisoners know where we stand with the current system. Once they took control of the city the elves could change their mind and renege on their promise."

- **Why are you here?**

"I got into a scuffle with Sergeant Kyle. She wanted to show that she was tough on crime so she had me arrested and placed here."

➤ **Why did you attack Sgt. Kyle?**

"She's a legionnaire. They walk around like they're superior to everyone. Someone needed to show them that they're no different than the rest of us."

➤ **With that attitude it's no wonder that the Legion chose to make an example out of you? :**

"I guess you're right. I've been an idiot."

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

"No."

Encounter 2c – Ernella Jorgens

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a young man dressed in plain robes with manacles on his hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

➤ **Have you heard anything about an assassination plot?**

"Yes."

➤ **What can you tell us about the assassination plot?**

"The elves want to demoralize the city. They plan to kill the Lord Monarch, his wife or High Warrior Breng."

➤ **When will this attack take place?**

"Today."

➤ **Do you know where the attacks will take place?**

"I'm not sure. I know that the elves were recruiting people for these attacks at the Dauntless Dolphin. I do not know the name of the person doing the hiring."

➤ **What are you in here for?**

"I embezzled money from the Lord Monarch and the city's temples."

Encounter 2d – Copernica Trask

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a matronly woman dressed in plain robes with manacles on her hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from.

"I understand that you wish to talk to me?"

➤ **What are you in here for?**

"Nothing too serious, I killed 3 people. "

➤ **Killing people is a serious crime?**

"It's not like they were nobles or legionnaires. The victims were poor people. "

➤ **But it's still wrong to kill someone regardless of whether the victim was a noble or not? :**

"I guess you're right."

➤ **Have you heard anything about an assassination plot?**

"Yes."

➤ **What can you tell us about the assassination plot? :**

"Maybe. What sort of benefits will I get in return?"

After the PCs mention the sentencing benefit he will continue

"A woman named Meribal is recruiting people for a plot to assassinate some of the city's leaders. I'm not sure where this recruiting is taking place"

- **You do realize that withholding this information could be considered an act of treason?**

"Yes. That's part of the reason I decided to tell you."

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

"No."

- **What did the elves promise in return for silence?**

"The elves promised that any prisoners currently serving time would be set free."

- **Wouldn't that have been more beneficial for you?**

"Yes, but right now it's just promises. The elves are an unknown entity, no one knows if they'll keep their promises. Who knows if the elves would have changed their minds especially since all this is basically the result of a missing book."

- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
- If the PCs have left the Dauntless Dolphin, or have been to 2 Encounters to gather information **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
- If the PCs want to gather information on the streets **GO TO Encounter 6 (page 24).**
- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**
- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**

- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 3 – The Dauntless Dolphin

When the PCs arrive at the Dauntless Dolphin they will have no problem locating Meribal. She is an elven woman that is meeting with groups of individuals. Allow the PCs to make a Spot check DC 20+ATL to notice that Meribal gave the group of people that she just spoke with a pin in the shape of a book. If the PCs should question her about the pin she will say that it's just something that she gives those that work for her.

When the PCs head over to talk to her, she will look up and begin speaking with them. **"How may I help you?"**

- **Are you Meribal?**

"Possibly, who wants to know?"

- **Are you hiring people for an assassination plot?**

"Possibly. Why are you asking?"

- **Why don't you come clean? We know that you're hiring people for an assassination plot.**

"Fine. Yes you're right. I am hiring people for an assassination attempt on some of your city's leaders. My people were wronged by your city, and Amthydors unwillingness to accept responsibility for the loss of a powerful tome in its care was the final straw. My people declared war on Amthydor because of that incident and your city's callous attitude towards the tomes loss. That's why I'm here. I'm recruiting people to ensure that the elves win this war."

- **You do realize that you're committing treason?**

"I'm not an Amthydoran citizen. Your laws mean nothing to me."

- You may not be an Amthydoran citizen but while you're here you're bound by the city's laws.

"Don't make me laugh. Besides your laws won't be in effect much longer"

"Within the next 20 minutes all of the victims should hopefully be dead. You might be able to save defeat one set of attackers but the others will be victorious. My people will triumph " (insert maniacal laugh at this point)

- Why don't you finish telling us about your master plan?

"I was tasked with hiring adventurers to bring about the deaths of several prominent members of Amthydoran society. Operatives have been recruited to kill the Lord Monarch, his wife, High Warrior Breng, Commander Ardent Vestra, Lt. Bailey Collins, as well as Sergeants Ashton Kenness and Eloise Kyle. All of these attempts will be occurring at the same time, meaning that you can't stop all of them."

- Where are these attacks supposed to be taking place?

"None of your business " (insert maniacal laugh at this point)

If the PCs attempt to intimidate her and can make a **DC 20+ATL Intimidate** check she will reveal the information below. A Diplomacy check has less chance of succeeding as she is extremely loyal to her cause. **The DC is 40+ATL** for the **Diplomacy** check to get the information below.

- Why don't you tell us the intimate details of your plan?

"Okay, seeing as how you can't do anything to stop it. The Diamond Legion officers believe that they are surrounded by a contingent of their most trusted compatriots. Well that would have been the case were those men and women not under our control. Each contingent of legionnaires on "guard duty" has been given a command that they will execute at a pre-arranged time. It will be most satisfying when those individuals fall. Perhaps my country-men might keep those of your leaders that survive around so that they can see what their foolishness has brought upon your city. The operatives that I recruited have been tasked with making sure that nothing goes wrong with our plans, and if it does to step in and complete the jobs themselves."

- The attack on the Torestyns will take place at the castle, while High Warrior Breng will be killed in a warehouse in the poor district.

If the PCs should attempt a **sense motive** check and can make **DC 20+ATL** they will be able to tell that her statements regarding the details of each attack are not entirely truthful. If called on this and intimidated, the PCs can learn the following:

- Inspector Morgan Uxbridge is under the control of the elves and has been since shortly after the tome disappeared. Inspector Uxbridge has been holding high Warrior Breng hostage in an attempt to weaken him for us to use Breng as the instrument of the Lord Monarch's demise. We thought that it would demoralize the city's forces if its leaders were killed by the head of its military. If Breng is unable to be turned, than Uxbridge will kill him and DL officers will kill the Lord Monarch.

"The current plan is for the group guarding Commander Vestra to kill her, while Inspector Morgan Uxbridge kills High Warrior Breng. The Lord Monarch and his wife will be killed by a contingent of legionnaires, while Lord Consul Augustus Grimm will be felled by some of his house guards"

- You'll never get away with this?

"My naïve fools, I already have, since you can't stop all of these attacks I win."

- When are these attacks supposed to be taking place?

If the PCs should "pretend" to be working for her Meribal will offer them 100gp/ATL to assassinate

Lord Consul Augustus Grimm. She will also give them each a pin in the shape of a book

The PCs need to decide what to do with Meribal.

If the PCs haven't been through Encounter 4 please run that next, if they have been through Encounter 4 please select their next encounter from the list below.

If running Encounter 4, please adjust the boxed text if the PCs decide to leave Meribal here.

- If the PCs want to go to the prison to speak with the prisoners **GO TO Encounter 2 (page 6).**
- If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
- If the PCs want to gather information on the streets Go **TO Encounter 6 (page 24).**
- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**
- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 4 – To Arms

This encounter will either happen when the PCs leave the Dauntless Dolphin, or after they've been to 2 locations gathering information. Regardless of PC actions this encounter will only occur once. If running this encounter before the PCs have been to

2 encounters but haven't been to the Dauntless Dolphin please use the text inside the parenthesis

As you head out of the Dauntless Dolphin with (without) Meribal/(As you head towards your next destination), a small contingent of Legionnaires heads towards you. The legionnaires are brandishing weapons and each has a serious look on their faces. "You will surrender and die" one of the legionnaires says.

Please ask the PCs what their intentions are and then roll initiative. The number of opponents that the PCs will face is based on ATL.

If the PCs make a Spot DC 15 check they will notice that the legionnaires have a glassy look in their eyes.

Please note that the legionnaires will attack the PCs but not Meribal.

If the PCs are wearing the pins from Meribal the legionnaires will ignore them. Some other ways to avoid this combat are via the use of the spells: *dimension door, fly, levitate, or teleport.* Items that duplicate those spells can be utilized for this purpose.

It is possible that the PCs might realize via a **detect magic or other similar spell, or by either a Spellcraft DC 15+ATL check, or a Knowledge (arcana) DC 15+ATL check that the legionnaires are ensorcelled, For the purposes of dispelling these effects the caster level is 20.**

ATL 1

‡ **Ftr 2 (2):** CR 2; Medium humanoid (human female); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk +5 (1d8+3 longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

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

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

‡ **Wiz 2:** CR 2; Medium Humanoid; HD 2d4+4; hp 12; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +2, Ref +2, Will +3; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

Skills and Feats: Concentration +7, Craft: Alchemy +5, Decipher Script +9, Knowledge: Arcana +9, Knowledge: The Planes +9, Knowledge: Religion +9, Spellcraft +11; Combat Casting, Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*)

0 level - acid splash*, acid splash*, flare, ray of frost*; 1st level - color spray, ~~mage armor~~, magic missile*

ATL 3

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

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

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

‡ **Wiz 3:** CR 3; Medium Humanoid; HD 3d4+6; hp 17; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

Skills and Feats: Concentration +8, Craft: Alchemy +6, Decipher Script +10, Knowledge: Arcana +10, Knowledge: The Planes +10, Knowledge: Religion +10, Spellcraft +10; Combat Casting, Spell Focus - Enchantment, Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile*; 2nd level - acid arrow*, flaming sphere*

Equipment: dagger; quarterstaff; artisan's robes

ATL 5

⚔ Ftr 5 (3): CR 5; Medium humanoid (human female); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+10; Atk/Full Atk +11(1d8+5 longsword), or +10 (1d4+5 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

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

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

⚔ Wiz 5: CR 5; Medium Humanoid; HD 5d4+10; hp 28; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 mage armor), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +2/+1; Atk/Full Atk +1 melee (1d6-1, quarterstaff) or +1 melee (1d4-1, dagger) or +4 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

Skills and Feats: Concentration +10, Craft: Alchemy +8, Decipher Script +12, Knowledge: Arcana +12, Knowledge: The Planes +12, Knowledge: Religion +12, Spellcraft +12; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile)

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost;
1st level - color spray, ~~mage armor~~, magic missile*, magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere*; 3rd level – fireball*, heroism

Equipment: dagger; quarterstaff; artisan's robes

ATL 7

\ Ftr 7 (3): CR 7; Medium humanoid (human female); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+12; Atk +13/ (1d8+9 longsword) or +12 (1d4+5 dagger) or +8 (1d6 shortbow); Full Atk +11/+6(1d8+9 longsword), or +10/+5 (1d4+5 dagger) or +8/+3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +11, Handle Animal +7, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

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

\ Wiz 7: CR 7; Medium Humanoid; HD 7d4+14; hp 38; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 ~~mage armor~~), touch 16 (+2 Dex, +4 ~~mage armor~~), flat-footed 14 (+4 ~~mage armor~~); BAB/Grp +3/+2; Atk/Full Atk +2 melee (1d6-1, quarterstaff) or +2 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +4, Ref +4, Will +5; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

Skills and Feats: Concentration +12, Craft: Alchemy +10, Decipher Script +14, Knowledge: Arcana +14, Knowledge: The Planes +14, Knowledge: Religion +14, Spellcraft +14; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile), Greater Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* spectral hand; 3rd level – fireball*, heroism,

vampiric touch; 4th level - bestow curse, crushing despair

Equipment: dagger; quarterstaff; artisan's robes

ATL 9

⚔ Ftr 9 (3): CR 9; Medium humanoid (human female); HD 9d10+36; hp 105 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +9/+14; Atk:+15 (1d8+9 longsword 17-20/x2) , or +14 (1d4+7 dagger) or +10 (1d6 shortbow); Full Atk +13/+8(1d8+9 longsword 17-20/x2), or +12/+7 (1d4+5 dagger) or +10/+5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +10 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Improved Critical (longsword) Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~poti~~on of bull's strength.

⚔ Wiz 9: CR 9; Medium Humanoid; HD 9d4+18; hp 48; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4, *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +4/+3; Atk/Full Atk +3 melee (1d6-1, quarterstaff) or +3 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +5, Ref +5, Will +6; Str 8 Dex 14 Con 14 Int 20 Wis 10 Cha 10

Skills and Feats: Concentration +14, Craft: Alchemy +12, Decipher Script +17, Knowledge: Arcana +17, Knowledge: The Planes +17, Knowledge: Religion +17, Spellcraft +17; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) Greater Spell Focus – Evocation, Maximize Spell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)
0 level - acid splash, acid splash, flare, ray of frost;
1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning,

flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, heroism, vampiric touch; 4th level - bestow curse, crushing despair, enervation; 5th level – feeblemind, wall of force

Equipment: dagger; quarterstaff; artisan's robes

ATL 11

⚔ **Ftr 11 (3):** CR 11; Medium humanoid (human female); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+16; Atk:+17 (1d8+7 longsword 17-20/x2) or +16 (1d4+5 dagger) or +12 (1d6 shortbow); Full Atk +17/+12/+7 (1d8+7 longsword 17-20/x2), or +16/+11/+6 (1d4+5 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

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

⚔ **Wiz 11:** CR 11; Medium Humanoid; HD 11d4+22; hp 58; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +5/+4; Atk/Full Atk +4 melee (1d6-1, quarterstaff) or +4 melee (1d4-1, dagger) or +6 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +5, Ref +5, Will +7; Str 8 Dex 14 Con 14 Int 20 Wis 10 Cha 10

Skills and Feats: Concentration +16, Craft: Alchemy +19, Decipher Script +19, Knowledge: Arcana +19, Knowledge: The Planes +19, Knowledge: Religion +19, Spellcraft +19; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile), Maximize Spell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning,

flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation; 5th level – feeblemind, feeblemind, wall of force; 6th level – bull's strength, mass

Equipment: dagger; quarterstaff; artisan's robes

ATL 13

\ Ftr 13 (3): CR 13; Medium humanoid (human female); HD 13d10+52; hp 149 each; Init +5 (+1 Dex, improved initiative); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +13/+18; Atk;+19 (1d8+7 longsword 17-20/x2) or +18 (1d4+5 dagger) or +14 (1d6 shortbow); Full Atk +19/+14/+9 (1d8+7 longsword 17-20/x2), or +18/+13/+8 (1d4+5 dagger) or +14/+9/+4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +14 Ref +7, Will +8; Str 17 (21), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +15, Handle Animal +9, Jump +11, Profession (weaponsmith) +2, Ride +7; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow & 12 arrows, 100 gp, ~~poti~~on of bull's strength.

\ Wiz 13: CR 13; Medium Humanoid; HD 13d4+26; hp 68; Init +2; Spd 30 ft; AC 12 (+2 Dex), touch 12 (+2 Dex), flat-footed 10; BAB/Grp +6/+5; Atk +5 melee (1d6-1, quarterstaff) or +5 melee (1d4-1, dagger) or +8 ranged (1d4-1, dagger); Full Atk +5/+0 melee (1d6-1, quarterstaff) or +5/+0 melee (1d4-1, dagger) or +8/+3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +6, Ref +6, Will +9; Str 8 Dex 14 Con 14 Int 21 Wis 10 Cha 10

Skills and Feats: Concentration +18, Craft: Alchemy +16, Decipher Script +21, Knowledge: Arcana +21, Knowledge: The Planes +21, Knowledge: Religion +21, Spellcraft +21; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) , Maximize Spell, Improved counterspell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, mage armor, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation, enervation; 5th level – feeblemind, feeblemind, wall of force, wall of force; 6th level – bull's strength, mass, flesh to stone; 7th level – hold person, mass

Equipment: dagger; quarterstaff; artisan's robes

ATL 15

\ Ftr 15 (3): CR 15; Medium humanoid (human female); HD 15d10+60; hp 171 each; Init +5 (+1 Dex, improved initiative); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +15/+20; Atk;+21 (1d8+7 longsword 17-20/x2) or +20 (1d4+5 dagger) or +16 (1d6 shortbow); Full Atk +21/+16/+11 (1d8+7 longsword 17-20/x2), or +20/+15/+10 (1d4+5 dagger) or +16/+11/+6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +15 Ref +8, Will +9; Str 17 (21), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +17, Handle Animal +11, Jump +13, Profession (weaponsmith) +2, Ride +7; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow & 12 arrows, 100 gp, ~~potions of bull's strength.~~

\ Wiz 15: CR 15; Medium Humanoid; HD 15d4+30; hp 78; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +7/+6; Atk +6 melee (1d6-1, quarterstaff) or +6 melee (1d4-1, dagger) or +9 ranged (1d4-1, dagger); Full Atk +6/+1 melee (1d6-1, quarterstaff) or +6/+1 melee (1d4-1, dagger) or +9/+4 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +7, Ref +7, Will +10; Str 8 Dex 14 Con 14 Int 21 Wis 10 Cha 10

Skills and Feats: Concentration +20, Craft: Alchemy +18, Decipher Script +23, Knowledge: Arcana +23, Knowledge: The Planes +23, Knowledge: Religion +23, Spellcraft +23; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) , Maximize Spell, Improved counterspell, Improved Initiative

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation, enervation; 5th level – feeblemind, feeblemind, wall of force, wall of force, wall of force; 6th level – bull's strength, chain lightning, mass, flesh to stone; 7th level – hold person, mass, prismatic spray; 8th level - sunburst

Equipment: dagger; quarterstaff; artisan's robes

If the PCs are able to defeat the villains they will not be able to learn anything because the legionnaires have all been charmed. If the PCs attempt to free the legionnaires they will need to make a Dispel Magic against a 15th level caster. If the legionnaires are dispelled they can tell the PCs that the last thing that they remember was eating some donuts that were delivered to them personally by Sophia and Gillian Grimm.

- If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**
- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 2 (page 9).**
- If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
- If the PCs want to gather information on the streets Go **TO Encounter 6 (page 24).**
- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**

- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

don't want to be bothered checking up on those people inside here."

- **Have you heard anything about an assassination plot against the diamond Legion?**

"Yes."

Encounter 5 – The Rusty Nail

You head to the Port District and your destination of the Rusty Nail. The streets are not as busy as one would expect, either people are hiding in their homes/buildings here, or they've begun leaving the district in hopes of avoiding becoming a casualty of war. You manage to locate the building, a dilapidated building that appears to be on its last legs. You cautiously make your way inside the building and notice the occupants glancing suspiciously in your direction before turning their attention to what they had been doing.

The bartender, a middle-aged human male, looks in your direction and then turns his attention to a customer at the bar. The bartender lifts a glass, spits in it and then wipes the glass out with a cloth. He then places the glass on the counter before pouring liquid from a bottle into it. There are five other individuals here besides the bartender: a red-haired woman in her early twenties, a dwarf, an elf, a halfling and a gnomish woman.

Below is the information that can be learned from each of them.

Encounter 5a – The Bartender

- **What is your name?**

"Zolon Tix. I've been the bartender here for the past 2 years."

- **What can you tell us about your clientele?**

"They mind their own business and they don't cause any trouble. That's good because the Diamond Legion doesn't enter this building. I'm not sure whether they're afraid to or they just

- **What you heard about this assassination plot?**

"Why do you want to know? Are you legionnaires? The Mystwood elves are at war with this city and want to do whatever it takes to win the war. From what I've heard, the elves decided that they would have a better chance of winning the war if they could demoralize the city's defenders. The elves figured that if they assassinated prominent people in the city, people with close ties to the Diamond Legion the morale of the city would drop. I haven't heard any specific names mentioned just that it would be someone whose death would demoralize our forces."

- **When will these attacks take place?**

"I don't know."

- **Where will these attacks take place?**

"I don't know."

- **Why are you telling us this?**

"My clientele might not be 100% on the straight and narrow path, but I know where I stand in this city. I've done well, really well especially since the Legion won't set foot in here. I don't know what things will be like if the elves were in control of the city and I have no desire to find out."

- **How did you hear about the elves plot?**

"Some elves stopped by and discussed the plot over drinks."

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

"No."

Encounter 5b – The Red-haired Woman

➤ **What is your name?**

“Vola Ruval. My twin sister Abran and I work the streets finding enough money to survive.”

➤ **What do you mean by work the streets?**

“We are professional women. We work the streets of the city looking for easy marks. I generally make 60-120 gold per day. I have on occasion taken several hundred gold from wayward adventurers looking for a good time. I’ve been arrested 10 times but no ones ever been able to proven anything so they let me go. I know the laws of the city and how to work them to my advantage. That and the fact that the legion doesn’t come into this part of town works to my advantage.”

➤ **What can you tell us about your clientele?**

“They mind their own business and they don’t cause any trouble. That’s good because the Diamond Legion doesn’t enter this building. I’m not sure whether they’re afraid to or they just don’t want to be bothered checking up on those people inside here.”

➤ **Have you heard anything about an assassination plot against the diamond Legion?**

“Yes and no.”

➤ **What do you mean yes and no?**

“The targets aren’t just legionnaires, but anyone with ties to the legion. From what I’ve heard the closer the ties to the legion the better as this death is supposed to demoralize the city.”

➤ **Who would those targets be?**

“Alissa Torestyn, and High Warrior Breng are the names I’ve heard mentioned as possible targets.”

➤ **Do the elves really think that this will help them win the war?**

“Yes. From what I’ve heard the elves believe that the deaths of one or more of those I mentioned will demoralize the city and enable them an easier conquest of the city.”

➤ **But that’s stupid. If one of those people should die won’t the legion be more motivated to defeat the elves?**

“Yes.”

➤ **When will these attacks take place?**

“Some time today.”

➤ **Where will these attacks take place?**

“I don’t know.”

➤ **Have you told this information to the legion?**

“No. The legion doesn’t frequent this part of the city, and if I go to other parts of the city they’ll arrest me. What’s worse id that because of my past they might not believe me.”

➤ **Do you know anything else about the assassination plot?**

“A woman named Meribal is recruiting the assassins for this job. I don’t know where to find her”

➤ **Why are you telling us this?**

“I may not be a noble or a legionnaire but Amthydor is my home. I do not want us to lose the war. The war has been hell on all my endeavors, but I do not want to be conquered by the elves.”

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

“No.”

Encounter 5c – The Dwarf

➤ **What is your name?**

“Magnus Diamondbottom, I’m a former mercenary like you. I found many a job at the Fraternity of Venturers, but on my last a mission to Eloisia where I was seriously injured, and the rest of my group died, I decided to retire.”

➤ **What do you do to make money?**

“I have been making my living since then by ‘liberating’ finds from people.”

➤ **So you steal money now to exist ?**

“Yes.”

➤ **Have you heard anything about an assassination plot against the Diamond Legion?**

“Yes. I had heard about an opportunity to make “easy money” and decided to check it out. What could be better than easy money? With “picking someone’s pocket” there’s always the chance to be discovered. I decided to check this opportunity out for myself, so I went to the Dauntless Dolphin where the recruiting was taking place. I met with a woman named Meribal, who was doing the hiring. Once Meribal explained that she was recruiting people to assassinate prominent people in the city I knew that this mission wasn’t for me as I’m not a killer. It’s true that I killed people during my adventuring career, we all have, but I never killed anyone in cold blood.. Besides, Amthydor has been good to me and I do not want to do anything that could cost us the war.”

➤ **What did the woman do when you gave her your answer?**

“She told me that she understood and promised that the elves wouldn’t hold it against me when they conquered the city. She said that the elves pledged to pardon and free all criminals.”

➤ **Did she say who would the targets be?**

“She said that they were interested in killing Inspector Morgan Uxbridge. I think that each

group that she meets with is given a different target.”

➤ **Do the elves really think that this will help them win the war?**

“Apparently so, the elves believe that the deaths of people important to the Diamond Legion will demoralize the city and enable them an easier conquest of the city.”

➤ **But that’s stupid. If someone important to the Legion should die won’t the Legion be more motivated to defeat the elves?**

“Yes.”

➤ **When will these attacks take place?**

“Some time today.”

➤ **Where will these attacks take place?**

“I don’t know. Once I said that I wouldn’t do this they had no reason to tell me any more information.”

➤ **Have you told this information to the legion?**

“No, for 2 reasons: First I’m a wanted man as pick-pocketing is against the law. Second because of the first reason the legion wouldn’t take my information seriously. Also, on my way back here from the Dolphin I was attacked by a group of legionnaires. The legionnaires had a glassy look in their eyes. I managed to get away from them and returned back here.”

➤ **Do you know anything else about the assassination plot?**

“No.”

➤ **Why are you telling us this?**

“Amthydor is my home, and I don’t want to see it conquered, especially not by elves.”

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

“No.”

Encounter 5d – The Elf

➤ **What is your name?**

“Jillan. I am, or rather I was an adventurer. Now you could say I’m a mercenary. I’ll do anything if the price is right.”

➤ **Have you heard anything about an assassination plot against the diamond Legion?**

“Yes. I heard about the plot and even spoke with the woman doing the hiring. The risk to myself wasn’t worth the money that she was offering. She offered me 100 gold if I would kill, or help kill Lord Consul Augustus Grimm. Lord Grimm is very well connected to the Diamond Legion and I don’t want to mess with them.”

➤ **What did the woman do when you gave her your answer?**

“She told me that because I’m an elf she didn’t understand why I wasn’t willing to help her. She did say that I was free to leave but that once the elves conquered Amthydor I wouldn’t be welcomed here.”

➤ **Did she say who the other targets would be?**

“No. She only mentioned Lord Consul Grimm. I might’ve been willing to help with one of the other targets depending who they were, but she didn’t give me that opportunity.”

➤ **Do the elves really think that this will help them win the war?**

“Yes, and it probably could depending on who the other targets are.”

➤ **But that’s stupid. If someone important to the city or the Legion should die won’t the Legion be more motivated to defeat the elves?**

“Possibly, possibly not, it remains to be seen.”

➤ **When will these attacks take place?**

“Some time today.”

➤ **Where will these attacks take place?**

“I don’t know about the attack on Lord Consul Grimm. Once I said that I wouldn’t do this they had no reason to tell me any more information. The attack on Lord Consul Grimm was the only one she mentioned.”

➤ **Have you told this information to the legion?**

“No, for 2 reasons: First I’m a wanted man, murder is against the law. My victims were killed in the city. Second because I’m considered a criminal no one would listen to what I had to say. Also, on my way back here from the Dolphin I was attacked by a group of legionnaires. The legionnaires had a glassy look in their eyes. I managed to get away from them and returned back here.”

➤ **Why are you telling us this?**

“Amthydor is still my home, and I don’t want to see it conquered.”

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

“No.”

Encounter 5e – The Halfling

➤ **What is your name?**

“Zin Finn. I like to have fun. Do you like to have fun?”

➤ **Yes. What did you used to do/What do you do?**

“I used to run games of chance, until the Diamond Legion shut me down. The Legion said that they did so because no one had a chance to win. I can’t help it if people weren’t lucky enough to win. It was fun while it lasted. I’ve been searching for a new location to operate and have more fun.”

➤ **Have you heard about an assassination plot against the Diamond Legion?**

“Yes. I heard about a woman at the Dauntless dolphin that was hiring people. It was supposed to be easy money. I went and spoke to the

woman. I think her name was Meribal. It turns out that she was looking for someone to kill certain people within the city, people that were important to the Diamond Legion. That was too serious an assignment, so I told her no. There's no fun in killing someone, and I'm not fond of things that aren't fun."

- **What did the woman do when you gave her your answer?**

"She told me that she understood and thanked me for coming to hear her offer. She said that I was free to go as she wasn't worried about anyone finding out about these because she and her fellow elves were in complete control of the Diamond Legion."

- **Did she say who the targets would be?**

"No, she just said that they would be important to the Legion. There's no fun in trying to speculate so I didn't."

- **Do the elves really think that this will help them win the war?**

"It would probably depend on who the targets are."

- **But that's stupid. If someone important to the Legion should die won't the legion be more motivated to defeat the elves?**

"I'm not sure."

- **When will these attacks take place?**

"Some time today."

- **Where will these attacks take place?**

"I don't know. She didn't mention that before I told her that I wasn't interested in working for her."

- **Have you told this information to the legion?**

"No . . . for 2 reasons. The Legion considers me a conman so they wouldn't believe anything I say. Also, on my way back here from the Dolphin I was attacked by a group of legionnaires. The legionnaires had a glassy look in their eyes. I

managed to get away from them and returned back here."

- **Why are you telling us this?**

"Amthydor is still my home, and I don't want to see it conquered."

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

"No."

Encounter 5f – The Gnomish Woman

- **What is your name?**

"Neelan."

- **Yes. What did you used to do/What do you do?**

"I'm a 'professional adoptee.' I make my living getting adopted into families and then robbing them. The poor fools don't know what hit them. It's priceless."

- **Have you heard about an assassination plot against the Diamond Legion?**

"Yes. I heard about a woman who was hiring people for what was supposed to be an easy job and my curiosity was piqued. I went to the Dauntless Dolphin to meet with the woman, an elf named Meribal but I didn't like what I heard. She was hiring people to kill certain people within the city, people that were important to the Diamond Legion. I'm not a murderer, just a con artist."

- **What did the woman do when you gave her your answer?**

"She told me that she understood my position and thanked me for coming to hear her offer. "

- **Did she say who the targets would be?**

"No, she just said that they would be important to the Legion. There's no fun in trying to speculate so I didn't."

- **Do the elves really think that this will help them win the war?**

"It would probably depend on who the targets are."

- **But that's stupid. If someone important to the Legion should die won't the legion be more motivated to defeat the elves?**

"I'm not sure."

- **When will these attacks take place?**

I'm not sure. I think sometime today. The woman's voice had a sense of urgency."

- **Where will these attacks take place?**

"I don't know. She didn't mention that before I told her that I wasn't interested in working for her."

- **Have you told this information to the legion?**

"No. When I left the Dolphin I was attacked by Legionnaires trying to kill me. The legionnaires had a glassy look in their eyes. I managed to get away from them and returned back here. I didn't see any reason to go looking for other legionnaires that might attack me. Besides the legionnaires wouldn't believe me, and would arrest me on sight for being a con artist."

- **Why are you telling us this?**

"Amthydor is still my home, and I don't want to see it conquered."

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

"No."

- If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**
- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
- If the PCs have been to 2 Encounters to gather information **GO TO Encounter 4 (page 11).**
- If the PCs want to gather information on the streets Go **TO Encounter 6 (page 24).**

- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**
- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 6 – Taking It To the Streets

GATHER INFORMATION ON THE STREETS

- DC 5:** These elves are ruthless. Hopefully they won't win the war.
- DC 10:** The elves have been nastier in their attempts to win this war. They've paid people to attack legionnaires, nobles, priests and ordinary citizens just for fun.
- DC 15:** The elves have a plan to win the war. They're planning on killing several important people to demoralize the city's defenders.
- DC 20:** The targets of this assassination attempt are Rafe Torestyn, Alissa Torestyn, Commander Ardent Vestra, High Warrior Breng, and Lord Consul Augustus Grimm.
- DC 25:** The attacks will happen today, although the location is not known.
- DC 30:** The Lord Monarch and his wife will be spending most of their day at the castle. Lord Grimm is at his family home, Commander Vestra is at Legion HQ, and High Warrior Breng was spotted near a warehouse in the Poor District.
- If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**

- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
- If the PCs have been to 2 Encounters to gather information **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
- If the PCs want to go to the Jade Palace to speak with the informants **GO TO Encounter 6a (page 25).**
- If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
- If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
- If the PCs want to prevent the assassination of High Warrior Breng **GO TO Encounter 8 (page 28).**
- If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 6A – The Jade Palace

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

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguon, it is very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties makes your stomach growl and your mouth water. You notice that there are 4 other patrons here: a young red-haired human girl, a blond haired human male in his early to mid 20's, a male dwarf and a female gnome.

All food prices are 25% higher than those listed in the *Core Rulebook I* due to the excellent service and the exotic food.

A Daiguon man comes up to you and introduces himself.

“I am Fan Ye Wu. Welcome to the Jade Palace. How may I help you?”

Fan Ye Wu

- He doesn't know anything about an assassination plot.
- He hopes that Amthydor wins the war, the elves winning might have a negative impact on business.
- The people here right now are some of his regular customers.

Encounter 6A1 – Red-haired human girl

- Her name is Octavia
- She works at the Gilded Cage and has for over five years.
- She heard from one of the gilded Cage's clients that there is a woman named Meribal that is recruiting people to kill prominent people in the city.
- According to her source some of the targets are Rafe Torestyn, Alissa Torestyn, and High Warrior Breng.
- She knows that officers in the Diamond Legion are not all trustworthy. Some Legionnaires have been attacking the public.
- She reported this to the Diamond Legion

Encounter 6A2 – Blond-haired human male

- His name is Nixal.
- He is a former member of the Diamond Legion. He was a legionnaire for 7 years.
- He was expelled from the Diamond Legion for being overzealous and using excessive force.

- He heard about an assassination plot and did some digging on his own and found that the intended vics of this plot are Lord Monarch Rafe Torestyn, Alissa Torestyn, Commander Ardent Vestra, High Warrior Breng, and Lord Consul Augustus Grimm. The perps are being hired by an elven woman named Meribal at the Dauntless Dolphin.
- He hasn't been able to determine time and place of the attacks but believes that it will be soon as it seems like the elves are getting desperate to win the war.
- He has told all of this to the Legion, but can't understand why the woman has been allowed to continue her recruitment efforts.
- He misses being a legionnaire, and at least by looking into this felt like he was making a difference.

Encounter 6A3 – Gnomish Female

- Her name is Yimora.
- She is a priestess of Zara.
- She heard about the assassination plot and wants to see it fail.
- She knows that a woman named Meribal is at the Dauntless Dolphin hiring people to kill prominent citizens within Amthydor.
- She doesn't know who the targets are, just that this plot must be stopped. Amthydor must win this war with the elves.
- She has told all this information to the Legion.

Encounter 6A4 – Male Dwarf

- His name is Moustarva
- He is a priest of Lohm.
- He heard about the assassination plot and wants to see it fail.
- Amthydor must win the war being conquered by elves is unacceptable. No dwarf could ever survive under an elven ruled society.

- The targets of this assassination attempt are Lord Monarch Rafe Torestyn, his wife Alissa Torestyn, and Lord Consul Augustus Grimm.
 - He told this to legionnaires.
- If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**
 - If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
 - If the PCs have been to 2 Encounters to gather information **GO TO Encounter 4 (page 11).**
 - If the PCs want to go to the Rusty Nail to speak with the informants **GO TO Encounter 5 (page 19).**
 - If the PCs want to gather information on the streets Go **TO Encounter 6 (page 24).**
 - If the PCs want to go to the Sailor's Refuge to speak with the informants **GO TO Encounter 6b (page 26).**
 - If the PCs want to prevent the assassination of Commander Vestra **GO TO Encounter 7 (page 28).**
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 - If the PCs want to prevent the assassination of Lord consul Grimm **GO TO Encounter 9 (page 29).**
 - If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Encounter 6B – Sailors Refuge

If the PCs head to the Sailors Refuge they will find three occupied tables. The tables are occupied by 2 human sailors, 2 elven women, and a human man and woman. If the PCs should make listen checks DC 5 they can hear the conversations from the table they're trying to listen to.

- A) 2 human sailors. The sailors both in their early twenties are discussing suspected pirate activity and how it's a good thing that the Diamond Legion remains vigilant in its battle against Piracy. They're hoping

that Amthydor wins the war with the elves because no one knows how the elves feel about piracy or anything else for that matter.

B) Two elven women are plotting on killing their husbands. They are discussing possible methods of accomplishing this. One of the women prefers poison, while the other wishes to suffocate her husband. They are planning everything down to the last detail because they want to be each others alibi. They believe that doing so will allow them to manipulate the system to their advantage. The women know nothing about the assassination plot, but don't care about it. Unless their plan is successful and their husbands die, it won't matter who rules Amthydor.

C) A young human man and woman. These 2 young people in their late teens are having a heated discussion over the Lord Monarch's rule of Amthydor. The young man believes that the Lord Monarch is doing a good job, while the young woman believes that Amthydor would be better served by having a woman ruler. According to the woman "Men are so set in their ways while women can adapt more easily to any situation. They both have heard about the assassination plot and aren't surprised because the elves are trying to win a war and will stop at nothing to do so. It's a brilliant plan that even if it doesn't succeed could distract the city's defenders long enough to give the elves the chance to win the war.

➤ If the PCs want to go to the Prison to speak with the prisoners **GO TO Encounter 2 (page 6).**

- If the PCs want to speak to Meribal at the Dauntless Dolphin **GO TO Encounter 3 (page 9).**
- If the PCs have been to 2 Encounters to gather information **GO TO Encounter 4 (page 11).**
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- If the PCs want to prevent the assassination of the Lord Monarch and His wife **GO TO Encounter 10 (page 29).**

Optional Encounter 1

If the PCs have been having an easy time with the module and have a fair amount of time left please run this encounter. The elves have sent a group of expendable underlings to try to prevent them from stopping the assassination attempt. Please use the stats from Appendix 1. The villains only know that they were sent to delay the PCs.

Note: Encounters 7-10 all use the stats for the villains from Appendix 1.

Encounter 7 -

Diamond Legion Here We come

You arrive back at Diamond Legion Headquarters and are greeted by an unexpected sight. Several legionnaires are lying on the ground in pools of blood. None of these officers

had had a chance to draw their weapons. You hear the sounds of battle up ahead coming from the vicinity of the auditorium where you met with Commander Vestra earlier today.

Heading in that direction you find a trail of dead legionnaires. These legionnaires appear to have had a chance to defend themselves as their weapons are drawn and bloodied.

A **Heal DC 10** check will reveal that the first group of legionnaires are dead and that their throats had been slit. A **Heal DC 10** check will reveal that the second group of legionnaires are dead and that they died of poisoning.

Arriving at the door to the auditorium the PCs will find that the door is locked. The sounds of combat are definitely coming from within this room. The PCs have several options available to them to get in the room, picking the lock (an **Open Lock** check **DC 10+ATL**), force the door open (**Strength** check **DC 15+ATL**), or break the door down. The door is AC 5 hardness 15hps.

Upon opening the door the PCS will find that Commander Vestra and Lt. Collins are surrounded by legionnaires, Vestra by 4 and Collins by 3. Sergeants Kenness and Kyle's opponents have just dropped the sergeants and turn their attention towards the PCs as well. The PCs will face the appropriate number of opponents based on ATL. Now would be a good time to ask for intentions and roll initiative.

Encounter 8 - Poor District Warehouse Here We Come

You've made your way through the city towards the Poor District. As you reach the gates to the district, you notice an alarming sight, the officers that would normally be checking the passes of those wishing to enter the district are lying on the ground in a large pool of blood. None of these officers had a chance to draw their weapons.

Continuing through the district you see the lifeless bodies of women and children littering the street. The bodies all have anguished looks etched on their faces. As you get closer to your destination you hear the sounds of battle up ahead coming from the vicinity of where the warehouse is supposed to be.

Continuing forward you arrive at the warehouse where there is indeed a battle going on. Three ruffians are battling with Inspector Morgan Uxbridge, three others are waiting to join this battle if any of their comrades fall, while 2 others are inching their way towards High Warrior Breng with weapons drawn and less than noble intentions. Breng is currently braced against the warehouse wall and looks unable to defend himself. Inspector Uxbridge notices you and tells you to protect High Warrior Breng.

A **Heal DC 10** check will reveal that the legionnaires are dead and that their throats had been slit.

Now would be a good time to ask for intentions and roll initiative. The villains will concentrate their attacks on Inspector Uxbridge and High Warrior Breng.

Encounter 9 - Grimm Estate Here We Come

You've made your way through the city towards the Nobles District. As you reach the gates to the district, you notice an alarming sight, the officers that would normally be checking the passes of those wishing to enter the district are lying on the ground in a large pool of blood. None of these officers had a chance to draw their weapons.

Continuing through the district you see the lifeless bodies of legionnaires littering the street. The bodies all have anguished looks etched on their faces. As you get closer to your destination you hear the sounds of battle up ahead coming from the vicinity of the Grimm estate.

At the door to the estate the bodies of several Grimm house guards lay on the ground, their throats slit. You hear the sounds of battle coming from up ahead. Continuing forward you make your way to the sitting room where a pitched battle is going on. Lord Consul Grimm is battling 3 villains, while 4 other villains battle Sophia and Gillian Grimm dropping the women as you arrive.

A **Heal DC 10** check will reveal that the legionnaires are dead and that their throats had been slit.

Now would be a good time to ask for intentions and roll initiative.. The villains will concentrate their attacks on the Grimms for the first couple rounds of combat.

Encounter 10 - Castle District Here We Come

You head quickly into the castle district. Hopefully the Lord Monarch's forces will be able to hold off his attackers until you arrive to lend your support. As you move through the district you notice that the streets are littered with the lifeless bodies of legionnaire. None of these officers had a chance to draw their weapons.

You manage to reach the entrance to the castle itself just as a column of flames descends from the sky and engulfs the legionnaires on guard duty. The guards stagger but do not drop much to the chagrin of their opponents.

Unfortunately, the guards staggering provided some of the villains the opportunity to slip past them and into the castle. There are two guards here that are battling three villains. The sounds of battle are also coming from inside the castle. The guards tell you to save the Lord Monarch and his wife.

A **Heal DC 10** check will reveal that the legionnaires are dead and that their throats had been slit.

The guards will instruct the PCs to help the Lord Monarch if they can.

If the PCs should decide to help these guards have them roll initiative, if they decide to enter and help the Lord Monarch please skip to the paragraph below.

You manage to catch sight of the villains as they enter an open doorway up ahead. It's obvious that the sounds of battle that you heard were the villains dropping 2 of the castle's guards on their way to the open door. You hear shouts and screams for help coming from inside the doorway as well as the sound of swords clanging. Reaching the doorway you notice that Lady Alissa Torestyn is battling villains while the Lord Monarch lies bleeding on the ground behind her. As you are about to enter the room, the Lord Monarch staggers to his feet and charges one of the villains battling his wife. "Get away from my wife!" One of the villains turns to face the Lord Monarch with a twinkle in his eye.

Now would be a good time to ask for intentions and roll initiative.

The villains will concentrate their attacks on the Lord Monarch and his wife

Conclusion A (PCs are victorious)

As the last villain falls a squadron of legionnaires enters the room. The legionnaires quickly take control of the situation gathering statements as well as healing anyone wounded by the villains. After taking your statements, the Captain of the squadron, a male dwarf named Tilernus Pebblesmasher, thanks you for your assistance and tells you that the Legion will be in touch with you.

Please continue with Epilogue A

Conclusion B **(PCs are defeated)**

As the last member of your group drops, you hear the sounds of hurried footsteps headed in your direction before you lose consciousness. When you open your eyes you see a contingent of legionnaires. The legionnaires appear to have taken control of the situation gathering statements as well as healing anyone wounded by the villains. After taking your statements, the Captain of the squadron, a male dwarf named Tilernus Pebblesmasher, thanks you for your assistance and tells you that the Legion will be in touch with you.

Please continue with Epilogue B

Epilogue A (PCs are victorious)

It's been a day since you were pressed into service by the Diamond Legion to keep the tide of the war from shifting in favor of the elves. A Legionnaire shows up as you are going through your normal morning routine and tells you that the Lord Monarch has requested your presence at diamond Legion HQ in 1 hour. The officer then turns and leaves without answering any questions or waiting to hear if you'll attend.

Arriving at Legion HQ you are escorted into a large auditorium and asked to be seated. Legionnaires, members of some of the city's noble families and other adventurers fill the rest of the auditoriums seats. On the stage are 9 chairs, the center chair a little more ostentatious than the others. A legionnaire steps on to the stage and motions for the crowd to be quiet before speaking.

"Ladies and gentlemen please join me in welcoming the following individuals to the stage Sgt. Kyle, Sgt. Kenness, Lt. Collins, Commander Vestra, Inspector Uxbridge, High Warrior Breng, Lady Torestyn, and last but definitely not last Lord Monarch Torestyn." The crowd applauds after each name is announced. The Lord Monarch steps forward and begins speaking while the others take their seats.

"Thank you for coming. All of you assembled here know that this city is at war with a group of Elves from the Mystwood. Actions taken by the adventurers of this city prevented the elves from gaining the upper hand in this war. Those dastardly elves planned to eliminate those of us on this very stage in the hopes of breaking the spirit of our city's elite defenders. It was only through the intervention of those adventurers in this room that that this nefarious scheme was thwarted. It was also through the actions of the adventurers that High Warrior Breng was freed from his year-long captivity.

"High Warrior Breng had been abducted last summer around the time that the elves tried to frame then Captain Vestra, Sgt Kenness and Lt. Collins for a failed assassination attempt on the High Warrior. The elves ensorcelled Inspector Uxbridge and used him to capture and hold High Warrior Breng hostage. From what I understand someone else was in control of the Inspector's body. The elves originally planned for High Warrior Breng to publicly kill me, but High Warrior Breng's resolve proved too much for them and they were forced to come up with plan B. I have been informed by High Warrior Breng that Inspector Uxbridge submitted his resignation over this event, but neither high Warrior Breng nor I are accepting it. What happened wasn't Inspector Uxbridge's fault and the High Warrior and I feel that he shouldn't be punished for actions that he had no control over.

"Now, there are two matters of importance that need to be dealt with. The first is the long overdue promotion of Lt. Bailey Collins to Captain Bailey Collins." The crowd applauds loudly, at which point the Lord Monarch motions for silence. "The second is the recognition of all of those that helped thwart the elves plans. When your name is called please come up on the stage and accept your medal from High Warrior Breng. I ask that any applause be held until all of the recipients have received their medals. The Lord Monarch begins rattling off a list of names, all the more impressively because he's doing so without referencing a written list."

(At this point please insert the names of the PCs at your table).

Once the last name has been called and the last medal awarded, the Lord Monarch motions for everyone to take their seats. "Now Lord Consul Grimm has a few words that he'd like to say." The Lord Monarch steps to the side as Lord Consul Grimm steps forward.

"The Noble Families are extremely appreciative of what you've done to help the city. To show that appreciation we are gifting you with a magic item of your choice, as long as the item meets certain parameters which we will explain to you later. Thank you for all that you've done for the city."

Epilogue B (PCs are defeated)

It's been a day since you were pressed into service by the Diamond Legion to keep the tide of the war from shifting in favor of the elves. A Legionnaire shows up as you are going through your normal morning routine and tells you that the Lord Monarch has requested your presence at diamond Legion HQ in 1 hour. The officer then turns and leaves without answering any questions or waiting to hear if you'll attend.

Arriving at Legion HQ you are escorted into a large auditorium and asked to be seated. Several legionnaires are in the audience as are members of some of the city's noble families. On the stage are 9 chairs, the center chair a little more ostentatious than the others. A legionnaire steps on to the stage and motions for the crowd to be quiet before speaking.

"Ladies and gentlemen please join me in welcoming the following individuals to the stage Sgt. Kyle, Sgt. Kenness, Lt. Collins, Commander Vestra, Inspector Uxbridge, High Warrior Breng, Lady Torestyn, and last but definitely not last Lord Monarch Torestyn". The crowd applauds after each name is announced. The Lord Monarch steps forward and begins speaking while the others take their seats.

"Thank you for coming. All of you assembled here know that this city is at war with a group of Elves from the Mystwood. Actions taken by the adventurers in this room helped prevent the elves from gaining the upper hand in this war. Those dastardly elves planned to eliminate those of us on this very stage in the hopes of breaking the spirit of our city's elite defenders. It was only through the intervention of those adventurers in this room that that this nefarious scheme was thwarted. It was also through the actions of the adventuring community that High Warrior Breng was freed from his year-long captivity.

"High Warrior Breng had been abducted last summer around the time that the elves tried to frame then Captain Vestra, Sgt Kenness and Lt. Collins for a failed assassination attempt on the High Warrior. The elves ensorcelled Inspector Uxbridge and used him to capture and hold High Warrior Breng hostage. From what I understand someone else was in control of the Inspector's body. The elves originally planned for High Warrior Breng to publicly kill me, but High Warrior Breng's resolve proved too much for them and they were forced to come up with plan B. I have been informed by High Warrior Breng that Inspector Uxbridge submitted his resignation over this event, but neither high Warrior Breng nor I are accepting it. What happened wasn't Inspector Uxbridge's fault and the High Warrior and I feel that he shouldn't be punished for actions that he had no control over.

"Now, there are two matters of importance that need to be dealt with. The first is the long overdue promotion of Lt. Bailey Collins to Captain Bailey Collins." The crowd applauds loudly, at which point the Lord Monarch motions for silence. "While these adventurers weren't able to thwart the plans of the elves on their own, they did delay the villains long enough for loyal legionnaires to arrive on the scene and round up the villains. In recognition of their efforts the city is awarding them a medal, while the Noble families are rewarding them with a magic item of their choice, as long as the item meets certain parameters which will be explained to them later. The city

thanks them for all that they've done for the city."

THUS ENDS "OFFICER
DOWN"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Defeat the assassination attempt alone	400	600	800	1000	1200	1400	1600	1800
or								
Defeat the assassination attempt with help. (Note if the PCs should run out of time before the end of the mod they get this award)	300	500	700	900	1100	1300	1500	1700
Discretionary Role Playing Award	100	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1700	1900

TREASURE SUMMARY

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

Conclusion A

➤ **Heroes of Amthydor Medal**, (1 per PC).

Because of your efforts in stopping the elves assassination plot, the lives of important people in Amthydor were saved from assassination. In appreciation of that the Lord Monarch has arranged for you to receive this medal. This medal, a gold embossed eagle on a silver medallion, has been imbued with certain magical properties. Once per day the wearer of this medallion may touch it and reap the benefits of having the spell listed below cast on him. The spell is determined by character level.

Levels 1-7 Heroism

Levels 9+ Greater Heroism

(Value: priceless, Size: Tiny, Tradable: No, Rarity: Common, Caster level is the minimum level necessary to cast the spell, Legality: Legal)

Conclusions A and B

➤ **Thanks of Amthydor's Noble families**, (1 per PC). For your efforts in the stopping the assassination plot of the elves, 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).

Player Handout 1

Suggestions to the PCs in which they can find the Diamond Legion's regular informants:

1. **Jade Palace is where our informants Octavia, Nixal, Yimora, and Moustarva meet with us. Octavia is a red-haired human girl, Nixal a blond-haired human male, Yimora a gnomish woman and Moustarva a male dwarf**
2. **Prisons**
3. **Rusty Nail**
4. **Sailors Refuge**

Player Handout 2

ATL 1 (choose 1 from this list)

ATL 3 (choose 2 from this list)

Bracers of Armor	+1
Ring of Protection	+1
Cloak of Resistance	+1
Chain Shirt	+1
Weapon (of choice)	+1
Armor (of choice)	+1
Shield (of choice)	+1
Amulet of Natural Armor	+1
Bracers of Health	+1

ATL 5 (choose 1 from this list)

ATL 7 (choose 2 from this list)

Bracers of Armor	+2
Ring of Protection	+2
Cloak of Resistance	+2
Chain Shirt	+2
Weapon (of choice)	+2
Armor (of choice)	+2
Shield (of choice)	+2
Amulet of Natural Armor	+2
Bracers of Health	+2

ATL 9 (choose 1 from this list)

ATL 11 (choose 2 from this list)

Bracers of Armor	+3
Ring of Protection	+3
Cloak of Resistance	+3
Chain Shirt	+3
Weapon (of choice)	+3
Armor (of choice)	+3
Shield (of choice)	+3
Amulet of Natural Armor	+3
Bracers of Health	+3

ATL 13 (choose 1 from this list)

Bracers of Armor	+4
Ring of Protection	+4
Cloak of Resistance	+4
Chain Shirt	+4
Weapon (of choice)	+4
Armor (of choice)	+4
Shield (of choice)	+4
Amulet of Natural Armor	+4
Bracers of Health	+4

ATL 15 (Choose 1 from this list)

Bracers of Armor	+5
Ring of Protection	+5
Cloak of Resistance	+5
Chain Shirt	+5
Weapon (of choice)	+5
Armor (of choice)	+5
Shield (of choice)	+5
Amulet of Natural Armor	+5
Bracers of Health	+5

Appendix 1

ATL 1

⚔ Barbarian 2 (2); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 12 (10 when raging) FF 21; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18 (22), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4 (6), Handle Animal +4, Jump +4 (6), Swim +4 (6); Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield, *potion of barkskin* +2

⚔ **Wiz 2:** CR 2; Medium Humanoid; HD 2d4+4; hp 12; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +2, Ref +2, Will +3; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

Skills and Feats: Concentration +7, Craft: Alchemy +5, Decipher Script +9, Knowledge: Arcana +9, Knowledge: The Planes +9, Knowledge: Religion +9, Spellcraft +11; Combat Casting, Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*)

0 level - acid splash*, acid splash*, flare, ray of frost*; 1st level - color spray, ~~mage armor~~, magic missile*

Equipment: dagger; quarterstaff; artisan's robes

ATL 3

⚔ Barbarian 2 (2); CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 12 (10 when raging) FF 21; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18 (22), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4 (6), Handle Animal +4, Jump +4 (6), Swim +4 (6); Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield, ~~*potion of barkskin*~~ +2

⚔ **Wiz 3:** CR 3; Medium Humanoid; HD 3d4+6; hp 17; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

Skills and Feats: Concentration +8, Craft: Alchemy +6, Decipher Script +10, Knowledge: Arcana +10, Knowledge: The Planes +10, Knowledge: Religion +10, Spellcraft +10; Combat Casting, Spell Focus - Enchantment, Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile*; 2nd level - acid arrow*, flaming sphere*

Equipment: dagger; quarterstaff; artisan's robes

ATL 5

⚔ Barbarian 4 (4); CR 4; Medium humanoid (human); HD 4d12+12; hp 54; (62 when raging) Init +2 (+2 Dex); Spd 40; AC 21 (19 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +2) Touch 12 (10 when raging) (+2 Dex) FF 19 (+5 Chainmail, +2 Shield, *potion of barkskin* +2); BAB/GRAP +4/+8 (10 when raging); ATK/Full ATK +8 (10 when raging) (1d8+4 (+6 when raging) longsword) or +7 (+9 when raging) (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +1, Uncanny Dodge; AL CE; SV: Fort +7 (+9 when raging), Ref +3, Will +1 (+3 when raging); Str 19 (23), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6 (8), Handle Animal +6, Jump +6 (8), Swim +6 (8); Point Blank Shot, Power Attack, Cleave

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield, ~~*potion of barkskin*~~ +2

⚔ **Wiz 5**: CR 5; Medium Humanoid; HD 5d4+10; hp 28; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 mage armor), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +2/+1; Atk/Full Atk +1 melee (1d6-1, quarterstaff) or +1 melee (1d4-1, dagger) or +4 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

Skills and Feats: Concentration +10, Craft: Alchemy +8, Decipher Script +12, Knowledge: Arcana +12, Knowledge: The Planes +12, Knowledge: Religion +12, Spellcraft +12; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile)

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile*, magic missile*; 2nd level - acid arrow*,

fox's cunning, flaming sphere*; 3rd level – fireball*, heroism

Equipment: dagger; quarterstaff; artisan's robes

ATL 7

⚔ Barbarian 6 (4); CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 22 (20 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +3) Touch 12 (10 when raging) FF 20 (18 when raging) (+5 Chainmail, +2 Shield, *potion of barkskin* +3) ; BAB/GRAP +6/+10 (12 when raging); ATK +11 (13 when raging) (1d8+4(+2 when raging) longsword) or +8 (1d8 shortbow) ; Full ATK +11/+6 (13/8 when raging) (1d8+4(+6 when raging) longsword) or +8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +2, Uncanny Dodge, Improved Uncanny Dodge;; AL CE; SV: Fort +8 (+10 when raging), Ref +4, Will +2 (+4 when raging); Str 19 (23 when raging), Dex 14, Con 16 (20 when raging), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +8 (10), Handle Animal +8, Jump +8 (10), Swim +8 (10); Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield, *potion of barkskin* +3

⚔ **Wiz 7:** CR 7; Medium Humanoid; HD 7d4+14; hp 38; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 ~~mage armor~~), touch 16 (+2 Dex, +4 ~~mage armor~~), flat-footed 14 (+4 ~~mage armor~~); BAB/Grp +3/+2; Atk/Full Atk +2 melee (1d6-1, quarterstaff) or +2 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +4, Ref +4, Will +5; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

Skills and Feats: Concentration +12, Craft: Alchemy +10, Decipher Script +14, Knowledge: Arcana +14, Knowledge: The Planes +14, Knowledge: Religion +14, Spellcraft +14; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile), Greater Spell Focus - Evocation

Spells: DC 14+ spell level/15+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* spectral hand; 3rd level – fireball*, heroism, vampiric touch; 4th level - bestow curse, crushing despair

Equipment: dagger; quarterstaff; artisan's robes

ATL 9

⚔ Barbarian 7 (6) ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40; AC 23 (21 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +4) Touch 12 (10 when raging) FF 23 (21 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +4) ; BAB/GRAP +7/+11(+12 when raging); ATK +12 (14 when raging) (1d8+4 longsword) or +9 (1d8 shortbow) ; Full ATK +12/+7/ (+14/+9 when raging)(1d8+4(+6 when raging) longsword) or +9/+4 (1d8 shortbow) ; Space/Reach 5'/5'; SA Rage 2/day (lasts 8 rounds); SQ Fast Movement, Illiteracy, Trapsense +2. Damage Reduction 1/-; AL CE; SV: Fort +8 (+10 when raging), Ref +4, Will +2 (+4 when raging); Str 19 (23), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +9 (11), Handle Animal +9, Jump +9 (11), Swim +9 (11); Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Wiz 9:** CR 9; Medium Humanoid; HD 9d4+18; hp 48; Init +2; Spd 30 ft; AC 12 (+2 Dex), touch 12 (+2 Dex), flat-footed 10; BAB/Grp +4/+3; Atk/Full Atk +3 melee (1d6-1, quarterstaff) or +3 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +5, Ref +5, Will +6; Str 8 Dex 14 Con 14 Int 20 Wis 10 Cha 10

Skills and Feats: Concentration +14, Craft: Alchemy +12, Decipher Script +17, Knowledge: Arcana +17, Knowledge: The Planes +17, Knowledge: Religion +17, Spellcraft +17; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) Greater Spell Focus – Evocation, Maximize Spell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, heroism, vampiric touch; 4th level - bestow curse, crushing despair, enervation; 5th level – feeblemind, wall of force

Equipment: dagger; quarterstaff; artisan's robes

ATL 11

⚔ Barbarian 9 (6); CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin*+5) Touch 12 (10 when raging) FF 24 (22 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin*+5) ; BAB/GRAP +9/+14 (+16 when raging); ATK +15 (17 when raging) (1d8+5 (+7 when raging) 19-20/x2 longsword) or +11 (1d6x3 shortbow) ; Full ATK +15/+10/(17/12 when raging) (1d8+5 (7 when raging) longsword) or +11/+6 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 1/-; AL CE; SV: Fort +9 (+11 when raging), Ref +5, Will +3 (+5 when raging); Str 20 (24), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11 (13), Handle Animal +11, Jump +11 (13), Swim +11 (13); Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Precise Shot

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield ~~*potion of barkskin*~~ -5

⚔ **Wiz 11:** CR 11; Medium Humanoid; HD 11d4+22; hp 58; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +5/+4; Atk/Full Atk +4 melee (1d6-1, quarterstaff) or +4 melee (1d4-1, dagger) or +6 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +5, Ref +5, Will +7; Str 8 Dex 14 Con 14 Int 20 Wis 10 Cha 10

Skills and Feats: Concentration +16, Craft: Alchemy +19, Decipher Script +19, Knowledge: Arcana +19, Knowledge: The Planes +19, Knowledge: Religion +19, Spellcraft +19; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile), Maximize Spell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation; 5th level – feblemind, feblemind, wall of force; 6th level – bull's strength, mass

Equipment: dagger; quarterstaff; artisan's robes

ATL 13

⚔ Barbarian 11 (6); CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40; AC 24 (22 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5) Touch 12 (10 when raging) FF 24 (22 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5); BAB/GRAP +11/+16; ATK +16 (18 when raging) (1d8+6(8) when raging) longsword) or +13 (1d8 shortbow) ; Full ATK +16/+11/+6/(18/13/8) (1d8+6 (8 when raging) longsword) or +13/+8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Greater Rage, Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 2/-; AL CE; SV: Fort +10 (+12 when raging), Ref +5, Will +3 (+5 when raging); Str 20 (24), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11 (13), Handle Animal +11, Jump +11 (13), Swim +11 (13); Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield, *potion of barkskin* -5

⚔ **Wiz 13**: CR 13; Medium Humanoid; HD 13d4+26; hp 68; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +6/+5; Atk +5 melee (1d6-1, quarterstaff) or +5 melee (1d4-1, dagger) or +8 ranged (1d4-1, dagger); Full Atk +5/+0 melee (1d6-1, quarterstaff) or +5/+0 melee (1d4-1, dagger) or +8/+3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +6, Ref +6, Will +9; Str 8 Dex 14 Con 14 Int 21 Wis 10 Cha 10

Skills and Feats: Concentration +18, Craft: Alchemy +16, Decipher Script +21, Knowledge: Arcana +21, Knowledge: The Planes +21, Knowledge: Religion +21, Spellcraft +21; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) , Maximize Spell, Improved counterspell

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation, enervation; 5th level – feblemind, feblemind, wall of force, wall of force; 6th level – bull's strength, mass, flesh to stone; 7th level – hold person, mass

Equipment: dagger; quarterstaff; artisan's robes

ATL 15

⚔ Barbarian 13 (6); CR 13; Medium humanoid (human); HD 13d12+39 hp 162 (188 when raging); Init +2 (+2 Dex); Spd 40'; AC 24 (22 when raging) (+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5) Touch 12 (10 when raging) FF 24 (22 when raging)(+2 Dex, +5 Chainmail, +2 Shield, *potion of barkskin* +5); BAB/GRAP +13/+18 (20 when raging); ATK +18 (20 when raging) (1d8+6(8) when raging) longsword) or +13 (1d8 shortbow) ; Full ATK +18/+13/+8/(20/15/10) (1d8+6 (8 when raging) longsword) or +15/+10/+5 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 4/day (lasts 8 rounds), Greater Rage, Trapsense +4, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 3/-; AL CE; SV: Fort +11 (+13 when raging), Ref +6, Will +4 (+6 when raging); Str 20 (25), Dex 14, Con 16 (20), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +13 (15), Handle Animal +11, Jump +13 (15), Swim +13 (15); Point Blank Shot, Power Attack, Cleave, Great Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield, *potion of barkskin* -5

⚔ **Wiz 15:** CR 15; Medium Humanoid; HD 15d4+30; hp 78; Init +6; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +7/+6; Atk +6 melee (1d6-1, quarterstaff) or +6 melee (1d4-1, dagger) or +9 ranged (1d4-1, dagger); Full Atk +6/+1 melee (1d6-1, quarterstaff) or +6/+1 melee (1d4-1, dagger) or +9/+4 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +7, Ref +7, Will +10; Str 8 Dex 14 Con 14 Int 21 Wis 10 Cha 10

Skills and Feats: Concentration +20, Craft: Alchemy +18, Decipher Script +23, Knowledge: Arcana +23, Knowledge: The Planes +23, Knowledge: Religion +23, Spellcraft +23; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile) , Maximize Spell, Improved counterspell, Improved Initiative

Spells: DC 15+ spell level/16+ spell level for evocation(*) and enchantment (**)

0 level - acid splash, acid splash, flare, ray of frost; 1st level – charm person**, color spray, ~~mage armor~~, magic missile*, magic missile* magic missile*; 2nd level - acid arrow*, fox's cunning, flaming sphere* hideous laughter, spectral hand; 3rd level – fireball*, haste, haste, heroism, vampiric touch; 4th level - bestow curse, bestow curse, crushing despair, enervation, enervation; 5th level – feblemind, feblemind, wall of force, wall of force, wall of force; 6th level – bull's strength, chain lightning, mass, flesh to stone; 7th level – hold person, mass, prismatic spray; 8th level - sunburst

Equipment: dagger; quarterstaff; artisan's robes

Critical Event Summary: Officer Down

Convention: _____ **Date:** _____

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

1. Did the PCs discuss a reduced sentence with any of the prisoners? Yes No

If the answer is “Yes” who did they offer this reduced sentence to?

Delarus Eisner Jedira Eisner Algroth Wilmon

Ernella Jorgens Copernicus Trask

2. What is the status of Meribal at the end of the module? (Circle whichever applies)

In Custody Free

3. What was the status of the legionnaires in Encounter 4?

Killed Subdued Freed from spells controlling them.

4. Were the PCs discrete in their investigation? Yes No

5. Which assassination target(s) did the PCs try to prevent?

Commander Vestra High Warrior Breng
Lord Consul Augustus Grimm Lord Monarch Rafe Torestyn and Alissa Torestyn

6. Were the PCs successful in stopping the assassination attempt on their own? Yes No

If the answer is “No” is it because the table ran out of time to finish the module? 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: Officer Down

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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