



# Sins of the father

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

In war it is the innocent who suffer most. For heroes of levels 1-15.

*(Updated July 2009)*

**[www.theshiningjewel.com/lcj](http://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

Following the theft of the tome of the dragon lich and the declaration of war by the Mystwood elves, anti-elven sentiment in Amthydor has been slowly growing. In an effort to strike a blow at elves living in the city, the children of several notable elves loyal to Amthydor have been kidnapped. Unable to turn to the Diamond Legion for help without risking a conflict of interest, the parents have sought out the PCs in an effort to save their children. While there are numerous suspects, both human and elven, it is the radical controlling faction of the Mystwood elven Council that has

ordered the abductions, as a way to punish the parents for their ‘treason’ in siding with Amthydor. The PCs are not the only ones attempting to rescue the children, and the heroes may unknowingly make contact with a secret (to the point of mythical) organization dedicated to defending the Shining Jewel.

Introduction – As the PCs go about their afternoon errands they are alerted to a possible assignment from the Fraternity of Venturers, and are introduced to some of the city’s least popular citizens.

Encounter 1 – Potential witnesses to the disappearances of the nine elven children are available for questioning, either at the Fraternity or their homes.

Encounter 2 – The PCs may investigate the sites of the disappearances for clues to the ‘How’ and ‘Who’ of the abductions.

Encounter 3 – There is no shortage of potential suspects among Amthydor’s human population as the PCs continue their investigation.

Encounter 4 – While the Diamond Legion is not officially investigating the abductions, there is nothing to stop the PCs from asking questions.

Encounter 5 – The PCs can look for answers at the League of Thaumaturgical Studies, Amthydor’s Arcane Guild.

Encounter 6 – Amthydor’s various temples may provide information and spellcasting, or the PCs can look for answers through their own divinations.

Encounter 7 – The PCs may explore other sources of information, getting more than they bargained for in exchange for their interference.

Encounter 8 – The PCs discover the transfer point, where the teleportation circles delivered the children, and find another would-be rescuer for whom help may have come too late.

Encounter 9 – The PCs meet up with the elves who have taken the children, and may rescue the young victims.

Conclusion A – The PCs succeed in recovering all of the children, and returning them to their parents.

Conclusion B – The PCs were able to recover some of the children, but others were not so fortunate.

Conclusion C – The entire party was captured or killed by the elves.

Conclusion D – Like some other residents of Amthydor, the PCs have declined to aid the parents in recovering their children, and have left them at the mercy of the high elves of the Mystwood.

Epilogue – A clandestine group is working behind the scenes to protect Amthydor, and they have their eye on the PCs. While these events are outside of the knowledge of the heroes, they may give players a glimpse of the bigger picture.

## **Introduction – Enemy Mine**

*The streets of Amthydor are less crowded than such a bright summer afternoon would normally suggest. Those passing by on their errands all have the air of local citizens. Travelers have been growing more scarce as the Jewel’s attempts to negotiate with the elves are rejected and skirmishes between Amthydoran patrols and elven observers become more frequent.*

*Adventurers are in high demand, both as guards for those unable to avoid travel and as scouts and auxiliary patrols on behalf of the city. Public message boards throughout the city are papered with flyers from the Fraternity of Venturers requesting volunteers for various missions. Even as you watch a young boy carrying a wooden box and a girl with a pouch of carefully rolled notices arrive to post the latest announcement. While the girl holds the parchment in place, her brother*

*stands on the box to tack it carefully over its predecessor.*

***Adventurers needed. Immediate mission available. Inquire now at the Fraternity of Venturers.***

The twins, Wren and his sister Ravyn, don't know what the mission is. Together with their older sister, Lark, the trio operates Messengers R Us. For the price of three copper 'commons', payable by the recipient upon delivery, they will deliver a message or small parcel anywhere in Amthydor. The siblings are orphans, and have been raised unofficially by the temple of Destine. The children are all extremely lawful. They have been paid to post the flyers around the city, where anyone may read them for free. If the PCs wish to have a flyer for themselves they may remove one that has already been posted, causing the children to accuse them of theft, or they may pay the three coppers delivery fee and the twins will give them one. The twins will not accept a single copper more than the quoted fee of three copper pieces, no matter what the PCs say to convince them. If the PC pays more than the designated fee, the children will scrupulously make change.

The kids don't know anything about the nature of the mission. They are only paid to post the flyers. Of course, the PCs do not have to go to the Fraternity, but if they don't there is nothing else to draw them into the event.

***Business is booming at the three-story marble and granite edifice housing the Fraternity of Venturers. Members take advantage of the Fraternity's extensive training facilities or report for assignments, potential employers arrive to negotiate contracts and would-be heroes arrive with dreams of fame and fortune.***

***An attractive thirty-ish woman sits behind the reception desk, listening to the ranting of a man dressed in well-worn leathers who abruptly throws up his hands and stalks out in disgust, muttering to himself about cold days, dead bodies and the last mission on Raia.***

The man is a freelance adventurer. He has just come from a meeting with one of the Fraternity's assigners, and cannot believe that they would have the nerve to offer him a mission to help a bunch of elves. If the PCs asked when they meet him again later in the scenario, the disgruntled adventurer is Whalen.

***Taking a breath and steeling herself for the next tirade, the receptionist turns her attention to you. "Welcome to the Fraternity. How may I assist you?"***

The receptionist, Dorinda, cannot comment on the confrontation witnessed by the PCs, as she does not know which mission the man was offered (though she can guess). Once the PCs indicate that they are there in response to the most recent flyer she will either attempt to hide a resigned expression (if the party contains no elves or half-elves) or relief (if the party has any elven or half-elven members) (*Sense Motive DC 10*) before directing the heroes to take a seat nearby. She is anticipating another tirade once the heroes learn that they have been summoned to help a group of local elves. Of course, she won't tell the PCs this, passing it off as stress due to the war.

***The expression that flashes across her features as she takes note of each of you passes too quickly to identify, and she quickly regains her composure. "Thank you for coming. Please take a seat and the Guildmaster will be with you in a few moments."***

This is the perfect opportunity for PCs who do not know each other to introduce themselves. After giving them a moment for introductions, continue with the box text.

***No sooner do you settle in to wait than a silver bell above Dorinda's desk rings and she directs you down a carpeted hallway to a polished wooden door that stands open at the end. "Please make yourselves comfortable. He'll be with you in just a moment."***

If the PCs inquire who 'he' is, Dorinda will confess that they are being seen by Melton Dadderhoff himself. Dadderhoff is the Director of the Fraternity of Venturers, Amthydor's Venturers' Guild.

*The plush room is clearly the Guildmaster's personal office. The antique desk is free of papers and personal clutter, but an assortment of weapons and other trophies adorn the walls. Several comfortable chairs have been arranged in front of the desk, and a sideboard against one wall has been laid out with fresh flowers and a selection of refreshments, including fresh baked breads, select meats, sliced cheeses, exotic fruits, a pitcher of Bialtor's best ale and a bottle of rare wine.*

While refreshments are not uncommon for those waiting to meet with the Guildmaster, the quality of the repast is above that normally served. Observant PCs might just come to the conclusion that someone is trying to suck up to them. Allow the PCs a few moments to partake of the refreshments before continuing.

*The sound of a door opening and closing and a murmured conversation are the only warning that you have before a second door concealed in the office's rear wall opens and a middle-aged man slips through, closing the panel quickly behind him, but not before you catch a glimpse of several milling figures.*

The man is Melton Dadderhoff. He will smile warmly at the PCs, greeting even those whom he has never met as if they were long lost friends. If the PCs ask about the people in the other room, he will explain that they are another group he was speaking to, and that one of his assistants is with them now. He will not reveal that they are actually the parents of the missing children.

*"I'm so glad that you were able to come. Please, make yourselves comfortable. Is there anything else that I can get for you? Juice? Pastries? Dorinda! I'm so sorry for the delay. Are the chairs comfortable enough? Do you need ice for your beverage? Would you prefer something else? I can send for other refreshments, if you wish."*

Such dithering is very much out of character for Dadderhoff, as any PCs who have encountered him before will know. He will continue on in this fashion until one of the PCs speaks up and offers to help or asks him to hurry up and get to the point, so be creative. It is obvious that Dadderhoff is nervous about something. Any PCs succeeding at

a *Sense Motive* skill check DC 15 can determine that he is actually afraid of the potential reaction of the PCs.

*Dadderhoff removes a silk handkerchief from his vest and wipes his brow. "Something terrible has happened, and our clients desperately need your help. You are their best option for a quick and successful resolution. They are prepared to compensate you generously for your services."*

The PCs are in fact the only option, given that every other adventurer that has been offered the mission has immediately refused as soon as they found out that they would be helping elves. Dadderhoff is hoping that the promise of a big payday will distract the heroes from asking too many questions. The PCs may attempt a *Sense Motive* check DC 15 at any time, to ascertain that Dadderhoff is clearly desperate for the PCs to accept the mission.

Allow the players a moment to consider, or interrupt, before continuing.

*"A number of local children have been taken, and their parents would like to hire you to help get them back. There's no telling what will become of the poor things if you can't find them quickly. Time is clearly of the essence. I've had the contracts drawn up, so you can start immediately, if you're willing to accept the mission and help to bring them home."*

An employment contract with the Fraternity is a legally binding document. Once the PCs sign they will be expected to complete the mission to the best of their ability. The penalty for breach of contract is 5000 gold crowns plus a five year ban from the Fraternity and any Fraternity-sponsored missions.

➤ **How much do we get paid?**

*"The families are offering one thousand gold crowns for each of you, for the return of all nine of the children, with a substantial bonus if they are returned alive and unharmed."*

➤ **Are there any witnesses?**

*"The only witnesses to several of the abductions are other children. Their parents have agreed to make them available for questions at your convenience. Two boys, twins, were with their*

*nanny, who is also missing, and one girl was with her mother.”*

The mother who was with her daughter is Draven Silverleaf’s wife. She has collapsed from the shock and stress of losing her daughter, and is resting in her home. The other children can be questioned immediately at the Fraternity or later at their homes.

➤ **Shouldn’t this be a matter for the Diamond Legion?**

*“Involving the Diamond Legion could be somewhat...problematic. It might breed resentment among some, and that would slow down the search for the children. The parents have all agreed that it is best if we were to look to less official channels for assistance. Of course, we would never ask you to avoid your own, more personal interactions with family and friends who might be in service with the Legion.”*

The parents are desperate to have their children back safely, and while they are unwilling to risk the potential consequences to Amthydor of an official investigation, they cannot object to unofficial assistance, especially if they don’t know about it.

➤ **Do the children or their families have anything in common?**

*“Each family knows one or two of the others, but no one family knows all of the others, and they have little in common with each other.”*

The one thing that they all have in common, which Dadderhoff will not reveal unless pressed to do so, is that they are all elven.

➤ **Do the parents have any enemies?**

*“Too many, if you listen to some. There is no lack of suspects. A list of the most likely known possibilities is being prepared as we speak.”*

As the PCs leave the Fraternity they will be provided with **Player Handout #2**, a list of groups and individuals in Amthydor known to possess anti-elven sentiments.

➤ **Who are the missing children?**

*“Nine children were taken, five boys and four girls, all between the ages of three and eight.*

*Dorinda is preparing a list of names and descriptions of the children. She’ll have it ready for you before you leave.”*

Before they leave the PCs will be provided with **Player Handout #1**, detailing descriptions of the children and the locations that they were taken from. They will have the opportunity to ask questions based on the list, if they wish. If the PCs press for more detail on the identity of the children immediately Dadderhoff will provide the names, which the PCs might immediately recognize as elven.

➤ **When were the children taken?**

*“All of the children were taken between the ninth and tenth hour this morning.”*

It has been approximately five hours since the children were taken.

➤ **Where were the children taken from?**

*“The children were taken from multiple locations, including a park, a private garden, a temple and a public street. In two different instances two children disappeared together.”*

There are two abduction sites in the Port District, and one each in the Adventurers’, Laborers’, Merchants’, Staff and Temple districts. Before the PCs leave the Fraternity they will receive **Player Handout #1**, detailing descriptions of the children and the locations that they were taken from. They will have the opportunity to ask questions based on the list, if they wish.

➤ **How were the children taken?**

*“From all reports they simply...vanished. One moment they were there and the next they were...gone. Magic is suspected, but hasn’t been proven. There is reason to believe that the parents’ activities are being monitored, so the investigation so far has been limited.”*

The most likely theory, that magic was used to abduct the children, is correct. Each child was taken using a *teleportation circle*.

➤ **What order were the children taken in?**

*“Tandria was taken first, followed by Elestine and Renson, then Malcolm, Kasiana, Laras and Varan, Indira and lastly Micah.”*



No more than a few minutes passed between the abductions, not long enough for a single kidnapper to get from one location to the next without using magic.

➤ **Who are the parents?**

*Dadderhoff cannot completely hide a sudden flash of discomfort, as if this were the one question he was hoping that you would not think to ask. “These are good people, don’t get me wrong. They’re all honest, hardworking citizens, completely loyal to Amthydor. It’s just that some folks might not think too highly of them, and they don’t want to cause any problems. They just want their children back safely.”*

Dadderhoff will delay giving a definitive answer for as long as possible, and will attempt to divert the conversation to other details, hoping to get the PCs to commit to the mission before he has to reveal that the parents are elves.

Once the PCs force the issue of the parents’ identity or start asking detailed questions about the children and their families, one of the parents, Draven Silverleaf, will intervene. He and the other parents have been listening from the other room, at the door that Dadderhoff entered through. Once Draven shows himself he will take over answering questions, much to the relief of Melton Dadderhoff.

*Before you can press further, the concealed door behind the desk opens and a man enters, his face and form concealed beneath a midnight blue cloak as he moves to stand next to the distressed Guildmaster and places a calming hand on his shoulder. “It’s alright. We knew that they would have to be told eventually.”*

*“Please permit me to apologize. We asked Guildmaster Dadderhoff not to reveal our identities, fearing that you would refuse to aid us if you knew.” He reaches up slowly, as if to avoid provoking a defensive reaction, and draws back the concealing hood. The face he reveals is perhaps the last that you would expect to see, for though the dark hair, blue eyes and fair skin are common enough in many lands, the sharply angled features and pointed ears brand this new arrival as a high elf.*

*“I am Draven Silverleaf. Five hours ago my daughter Kasiana and eight other elven children, all citizens of Amthydor, were kidnapped, and you are our only hope of getting them back. The Diamond Legion is not an option, and no one else will help us.”*

Members of the League of Thaumaturgical Studies will immediately recognize Draven, a ranking member of the League’s Chapter of the Ki-Rin (Evocation). Every other adventurer that they have asked has flatly refused, because the missing children are elven.

➤ **Why us?/Why not the Legion?/Why won’t anyone else help?**

*“I have no doubt that the Legion would help us if they could. They are honest, hard-working people, and they mean well. They risk their lives every day to protect this city. But we recognize that they are, if you will forgive the phrase, only human, and that they may have... reservations... about helping us, though we are just as dedicated to protecting Amthydor as they are. Anti-elven sentiment in Amthydor is growing. Regardless of our proven loyalty, there are those who insist on seeing us as the enemy. If the Diamond Legion were to be seen actively assisting in the recovery of our children, it could undermine the citizenry’s faith in them at a time when it is imperative that all citizens of the Jewel stand united. We don’t blame anyone. It is understandable that many of the city’s residents may have trouble seeing us first as Amthydoran. We are often a private people, and seldom do we share our deepest thoughts with others. Most people see only our most public faces, and the faces they see are elven, the faces of the enemy. They fear us for that, though we have given them no reason for that fear. Fear and friendship are seldom comfortable bedfellows. It is far easier to look upon the face of those who are different with hatred and suspicion, rather than trust and compassion.”*

Draven means no insult. He and the other parents simply acknowledge that it is reasonable for even members of the Diamond Legion to have difficulty keeping their ill feelings toward the Mystwood high elves from encompassing *all* elves, even those who have proven themselves loyal to Amthydor.

All of the families involved are completely loyal to Amthydor, and have lived in the city for years, if not decades. All are actively involved in their community, and some are directly involved in Amthydor's defense.

➤ **Who do you think has the children?**

*“Humans, who continue to believe that we are merely biding our time, waiting to turn on the people of Amthydor. Elves, who see our siding with Amthydor as the ultimate betrayal and seek to force us to return to the fold. Either way, our children are being punished for the choices that we made.”*

➤ **What type of magic could have been used to take the children?**

*“Without having visited the scenes of the abductions, and seeing any residual trace that may remain, it is impossible to say for certain. Teleportation generally requires the mage to be present and touching the subject.”*

The children were taken using a *teleportation circle*, and were drawn into the circle using *sympathy*, targeted specifically at elves.

➤ **Is there anything that might help us trace the children?**

*“My daughter was carrying a stuffed toy when she vanished, a leopard with a leather collar. Micah carries his late father's rank insignia. Malcolm carries a holy symbol of Emerys, blessed by his mother.”*

None of the items are especially unique, except for collar on the toy leopard, though in the stress of the kidnappings the thought of tracing the collar has not occurred to Draven.

➤ **Has anyone shown a special interest in any of the children?**

*“Not that anyone has noticed.”*

➤ **Has there been a ransom demand?**

*“Yes, though it is not what you might expect. We (all of the elven parents) must vacate Amthydor by sundown tomorrow. Furthermore, we are to facilitate the withdrawal of a number of other*

*elves from the city. If we fail to comply our children will be killed.”*

The ransom note is written in elven, on fine parchment, and bears no identifying signature or markings. It was found on Draven Silverleaf's doorstep just moments after his daughter was taken. The note was written by one of the elven mages, and may be used as the focus of a *discern location* spell, to locate the author (at the **Encounter 8** location). The additional elves who are to leave the city are, like the parents, in positions of varying importance to the city's defenses. Their identities are not relevant to the investigation and the PCs should not be allowed to waste time pursuing tangents.

➤ **When are you leaving?**

*He cannot hide a pained expression. “We're . . . not leaving. We vowed when we came here that we would defend Amthydor. We will stand by that vow. Even if we comply, there is no guarantee that our children would be permitted to live. By staying we may be able to help Amthydor and its children to survive.”*

Nothing the PCs say or do can make Draven feel any worse than he already does. The elven parents are fully aware of the possible ramifications of their refusal to leave the city, but they also do not want other parents to know the grief that they already feel.

➤ **What spells have been cast in an attempt to locate the children?**

*“Attempts to discern location have failed to reveal where the children are being held. Wherever they are, it is also beyond the range for locating creatures or objects. Efforts to commune have revealed only that the children are alive.”*

*Discern location* has *not* been tried on objects carried by the children (which can be found at the base camp **Encounter 8**), or on the missing nanny (who can be found as a stone statue in Coral Park (**Encounter 2**)). The only 'successful' commune spell was performed by Rellon of Ardra, and revealed only that the children have not been killed.



➤ **Why aren't you looking yourselves?/Can you cast any spells for us?**

*“Whoever took our children did so in full daylight, without being seen. They knew exactly where and when to strike. We must assume that they have been watching for some time, that they continue to observe us, and that our movements and our use of magic are being carefully monitored.” He picks up a leather pouch from the desk, holding it out to you. “While we can't offer you any spells directly, we have been able to collect a set of scrolls that may be helpful to you.”*

The pouch contains five scrolls (two arcane and three divine). The spells available are detailed in **GM Aid # 1**. The spells offered on each scroll are non-negotiable and may not be exchanged. Although unused spells are available as part of the treasure at the conclusion of the event, it is intended that the PCs should use these spells to aid them in completing their mission, if necessary, rather than hoarding them for later. It is possible that the scrolls will contain spells of a higher level than the PCs could normally cast. If this is the case, and if the PCs attempt to cast the spells anyway, the potential for mishap exists and is provided on each scroll cert.

**NOTE:** If the players do not think to ask about spells or other assistance, Draven will still offer the scrolls.

➤ **Where do your/the parents' loyalties lie?**

*“We are Amthydoran.”*

Nearly all of the parents are in some way directly or indirectly involved in Amthydor's defense (ie LoTS wizard, Diamond Legion clerk, diplomat, instructor in arcane magic, ship captain, Quorum priestess).

➤ **What more can you tell us?**

*“There is little doubt that magic was used to facilitate the kidnappings. The question is who wields that magic, and where have they taken the children? If you can determine the nature of the magic involved it may help identify who is responsible, and how far they could have transported our children.”*

In the confusion following the abductions, Draven has not had the opportunity to thoroughly

investigate any of the abduction sites. If the PCs share what they learn about the powdered amber left behind he will identify the spell cast as teleportation circle.

➤ **How do we reach you if we have more questions or if we learn anything?**

*“It is unwise for any of us to be seen coming and going frequently from the Fraternity or another location, or to have repeated contact with known adventurers. It would also be unwise for me to be present if you visit the League. I have already notified them that I am...unwell, and will not be present for the next few days. Guildmaster Dadderhoff has arranged for a priest of Ardra to serve as a liaison. It's to be expected that we might seek solace in faith, so a visit to the temple would likely not draw their attention. Also, as he is human, Rellon's movements throughout the city are less likely to be noticed than our own. We will send word through him if we learn anything new.”*

Rellon of Ardra is human (mostly), but highly sympathetic to the Amthydoran elves' situation. The PCs may go to him to pass along information, or he will seek them out as the parents learn anything new. If the party does not include a cleric he will be able to cast certain spells for them from the scrolls provided by Draven.

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9)**.
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12)**.
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16)**.
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21)**.
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22)**.
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23)**.
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24)**.

## Encounter 1 – The Forest for the Trees

There are few witnesses to the disappearances of the elven children, mostly other children who were playing nearby. The PCs may speak to all of the children at once, before leaving the Fraternity, or they may speak with them individually at their homes afterward. The information the PCs receive is the same in both cases, provided that they take the time to talk to multiple children (though they do not need to question all of them).

The girl who vanished while with her mother is Draven's own daughter. His wife, Tanisari, can be found resting at their home. None of the parents or witnesses knows of a single location where all of the trace evidence (red stone, moss & ferns, berries, flowers and wool) may be found in or around Amthydor.

### **The Children** (Based on who they saw disappear)

#### ➤ *Tandria Morningstar*

Tandria was running to follow her older sister Telline (age 11) on an errand for their mother. She called out to Telline to wait for her to catch up. She was almost to the place where Telline was waiting when she suddenly turned away to go after a small brown dog that was running across the street. Tandria followed the dog, ignoring her sister's call to come back. Before Telline could run after her and catch up, Tandria followed the dog around a corner into a dead end alley and disappeared. When Telline came around the corner there was no one there. There were no doors that her sister or the dog could have gone through, nothing for them to hide in or behind, and the walls were too high for the child or the animal to climb up.

#### ➤ *Elestine Summerrain & Renson Woodlark*

Elestine and Renson were attending class at the temple of Destine. They were going to play alone in a corner of the temple yard during a break in the lessons. None of the other students (a dwarf girl, a halfling girl

and three human boys) saw anything unusual before the two walked over to the corner and Renson reached down to pick something up from the ground and vanished. Elestine immediately stepped forward and started to bend down also and vanished as well. The teaching cleric, Zillary, was tending to another child who had fallen when she looked up and saw the pair disappear. She cannot say if anyone unusual was around before they vanished, because most of the temple is a public area and there are always people coming and going.

#### ➤ *Malcolm Oakshadow*

Malcolm was playing around the fountain with two other boys and two girls (all human or half elven) when they saw him start to climb up the fountain to reach something they couldn't see. As soon as he reached the second tier of the fountain he just vanished. They climbed up on the fountain as well, but all they found was a child's ball.

#### ➤ *Varan & Laras Ravenmoon*

No one saw what happened to the twins or their nanny. The trio was seen leaving the twins' home and going in the direction of Coral Park, where they went every morning to play. A pair of mothers with their own children (all human), noticed the twins and their nanny arriving in the park just as they were leaving, but they did not stop to speak with them. The only other person that they saw in the area was a well dressed man, very thin and with narrow features, walking around the small fish pond. He seemed to be speaking to himself, but they weren't close enough to hear what he was saying. Neither of the women was close enough to get a better description of the man.

#### ➤ *Indira Lissesul*

Three other girls were on their way to play in a nearby park when they saw Indira on her way to see her grandfather. They

called to her to join them, but she raised up the parcel to show that she had something else to do. The girls called out that they would wait for her, and Indira nodded from across the street. She turned back to continue on her way, and started to walk past a narrow alleyway between two of the buildings but suddenly stopped and turned to step into the alley. She was only two steps in when she vanished. Before the other girls could run across the street to see what had happened to her, a dark clad elf dropped down from the roof of one of the buildings at the mouth of the alley. As soon as he stepped into the alleyway he vanished in the same place that Indira did.

➤ *Micah Greywind*

Three other boys (two humans and a half-elf) were playing hide and seek with Micah in front of their homes. One of the others saw him move as if he were going to hide among the ivy covering a wall when he suddenly vanished. At first none of the boys thought it was odd, thinking that Micah simply ducked into the vegetation, but when the game was over and Micah didn't come out of hiding they ran to tell his mother. One of the other mothers did see someone walking around in a circle near the ivy covered wall earlier in the morning, about three hours before the boy disappeared. She didn't get a good look at the man, who was dressed in dark clothing and kept his back to her, and cannot give a description.

### **Tanisari Silverleaf**

➤ *Kasiana Silverleaf*

Kasiana's forest elf mother is pregnant, and can only be questioned at home. She is due to deliver her second child (a boy) any day now, and has been ordered by the healers to rest after the shock of having her young daughter vanish from her own home. Draven will only allow the PCs to speak with his wife as long as they do or say nothing to upset her. Tanisari, an accomplished ranger and former

adventurer, is not a weepy woman, but if the PCs hound her they will be asked to leave. She is already blaming herself for failing to protect her daughter, and she doesn't need the PCs laying any more guilt on her. She and her daughter were walking and playing in the garden of the family's home in the Adventurers' District, as they did each morning. Tanisari stopped to sit on a stone bench and rest while her daughter ran ahead to check on several butterfly cocoons maturing on plants in the garden. She watched her daughter run off down the gravel path, clutching a stuffed toy jaguar, and then suddenly disappear in mid-step. As a former adventurer Tanisari considers herself to be a strong and independent woman, and it troubles her greatly that she was unable to protect her child in her own home, what should have been the safest place on Raia for the child. The garden is enclosed by a 10 foot high wall, and there was no sign of anyone else in the garden, though the family pet, a large black hunting cat, seemed agitated earlier in the morning, as if there was an intruder on the property. When Draven checked the garden at the time he didn't find any sign of an intruder.

The one thing that all of the disappearances have in common is that either the missing children or the group that they were with all have a semi-predictable schedule, where they (or children like them) are regularly in a specific place at a specific time, allowing a trap to be set.

- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12).**
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22).**
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23).**

- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 2 – No Safe Place**

While the duration of the *teleportation circle* at each of the locations has expired, the *sympathy* spells may still in effect if the PCs are investigating within 24 hours of being hired at the Fraternity of Venturers. Any elf (not a half elf) coming within 10 feet of the object of the *sympathy* must make a *Will* save *DC 24* or be overcome by the urge to reach and possess the object. This obsessive urge will not result in violence, but the subject will not be able to concentrate on any other activity until they possess the object.

At each of the abduction locations the elves have inadvertently left behind traces of where they are holding the children. Taken individually, these clues are not sufficient to narrow down the search to a specific location. These items can be found in a series of overlapping zones in the nearby mountains. The more clues that the heroes have, the smaller the area that they have to search before finding the one place that they all have in common, a pasture used by local farmers as a summer pasture for their sheep. (1 item plus *DC 25 Knowledge (Local or Nature)* = 1 week searching, 2 items plus *DC 23 Knowledge (Local or Nature)* = 3 days searching, 3 items plus *DC 21 Knowledge (Local or Nature)* = 12 hours searching, 4 items plus *DC 19 Knowledge (Local or Nature)* = 6 hours searching, 5 items plus *DC 17 Knowledge (Local or Nature)* = 2 hours searching. PCs with ranks in *Profession (Farmer)* gain a +5 bonus to this check. These pastures are used on a rotating basis, to avoid stripping them completely. The search area is dotted with lush valleys, natural caves and grottos, fresh springs, small groves of trees and thickets of brambles that form natural fences. Each of the *teleportation circles* transported the children to a lower elevation ‘base camp’ containing a set of crude huts, several wood-fenced pens and, when the PCs arrive, the

bodies of two men (Kontis, a member of a secret society dedicated to the defense of Amthydor, who had infiltrated the elven plot and was discovered and killed, and Whalen, an adventurer who originally declined the parents’ request for aid, but later felt guilty and decided to attempt a rescue on his own). Once they were teleported to the base camp, the children were then taken farther up into the mountains to a currently unused summer pasture with a red stone cave, a natural spring, a stand of ironoak trees and a natural fence of berry brambles.

### **Alley, near the Market Plaza, Port District (Tandria Morningstar)**

*Sympathy* object: A collar worn by a small brown dog that is no longer in the area. The dog was instructed to lead a child into the alley and the area of the *teleportation circle*.

*Detect magic*: No result. The dog went through the *teleportation circle* with girl.

*Tracks*: A PC trained in the *Survival* skill may attempt a *DC 15* skill check to notice and follow the tracks of the dog and the two sisters. Telline’s tracks come from the direction of home, lead across the street, then to the entrance of the alley where they trace back and forth as if searching for something, then go back in the direction of the girls’ home. Tandria’s tracks come from the direction of home, start to cross the street, meet up with the tracks of the dog and then go into the alley where they abruptly disappear.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the *teleportation circle*.

***The close-built walls of the surrounding buildings come together to enclose the narrow alleyway. Fragments of windblown debris collect at the base of the walls and in the corners.***

*Search*: PCs searching the alley who succeed on a *Search* skill check *DC 15* will find a crushed leaf in the shadows of the alley [*DC 15* skill check (*Knowledge-Nature* or *Profession-Herbalist*) to identify it as a leaf from a rare ironoak tree, only rarely found anywhere outside of a handful of old growth elven forests, such as the Mystwood. On a successful *DC 20* they will detect the remnants of the circle of powdered amber used to

define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check DC 28.

**Temple of Destine** (Elestine Summerrain & Renson Woodlark)

*Sympathy object*: An intricately carved three inch tall jade horse figurine (75 gp value). Anyone reaching down to pick up the statuette would have been within the *teleportation circle*.

*Detect magic*: The jade horse. Strong Enchantment.

*Speak with animals*: Birds in the area will reveal that a 'tree-man' (elf) came into the garden, dropped something in the sand, walked in a circle around the sandbox then waited in hiding for the children to disappear before following them and vanishing also.

*Speak with plants*: Someone hid among the garden plants, burning some sort of dried plant material (pipeweed).

*Tracks*: All PCs may attempt a DC 10 *Survival* skill check to notice and follow the tracks of the two children coming across the grass to the sandy area where they were last seen. The tracks end abruptly in front of a large sandbox containing several half-buried toys, including the jade horse statuette. PCs with ranks in the *Survival* skill succeeding at a DC 20 skill check will also detect the faint boot prints of an adult who lingered nearby on the temple grounds then walked up to the sandbox before vanishing like the others.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the teleportation circle.

***Low shrubs, colorful flower beds and winding stone paths divide the temple grounds into a collection of meditation paths, whispering fountains raining down into reflecting pools and shade dappled gardens dotted with reading benches. Discarded toys litter the temple's school play area, now empty of children, elven or otherwise.***

*Search*: PCs searching the play area who succeed on a *Search* skill check DC 15 will find a few unburnt leaves of an aromatic pipeweed. DC 15 skill check *Knowledge (Nature)* or *Profession (Herbalist)* to identify it as a custom blend of rare ingredients, most of which are unavailable in Amthydor. On a successful DC 20 they will detect

amidst the sand the remnants of the circle of powdered amber used to define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check DC 28.

**Laborers' District Fountain** (Malcolm Oakshadow)

*Sympathy object*: A blue ball, originally placed in the second tier of the fountain, and now in the possession of one of the other children (retrieved after the *teleportation circle* expired). Anyone climbing onto the fountain to retrieve the ball would have been within the *teleportation circle*. The non-elven children, unaffected by the *sympathy* spell placed on the ball, will give it to the PCs if the heroes ask.

*Detect magic*: The blue ball, if the PCs retrieved it from the other children. Strong Enchantment.

*Tracks*: The cobblestone street and heavy foot traffic in the area do not allow for tracking.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the teleportation circle.

***Residents of the Laborers' District go about their business around the large two-tiered fountain, unconcerned and perhaps unaware that only a few hours ago it was the site of a child's disappearance. The large four-spoked lower basin allows animals to drink or residents to wash clothes, while a smaller circular inner basin is used to draw drinking water.***

The lower basin, instead of being round, is shaped like a '+', with a circular upper basin at waist height. Water splashing from the fountain has already dispersed the remnants of the circle of powdered amber used to define the *teleportation circle* on the upper basin.

*Search*: PCs searching the fountain who succeed on a *Search* skill check DC 15 will find a fresh (within 8 hours) smear of crushed sunberry on the ground at the bottom edge of the fountain, right where someone walking closely around the fountain would step. DC 15 skill check *Knowledge (Nature)* or *Profession (Farmer or Herbalist)* to identify sunberry as a large yellow-orange berry, similar in appearance to a large blackberry or raspberry, with a sweet flavor. The berry is easy to grow, and quite common around



Amthydor. In the wild it often grows in naturally tangled thickets.

### **Silverleaf Home** (Kasiana Silverleaf)

*Sympathy* object: A chrysalis/cocoon attached to a flowering plant in the garden. The bright blue butterfly that was inside has only just emerged, and is still drying its fragile wings.

*Detect magic*: The chrysalis. Additionally, both Draven Silverleaf and his wife are former adventures, and they naturally have retained a number of magic items. They each wear a magical ring, and she carries a magical dagger. The PCs should not place any significance on these items.

Chrysalis – Strong Enchantment.

*Speak with animals*: Birds in the area will reveal that a ‘tree-man’ (elf) appeared in the garden, sprinkled something on the chrysalis, walked in a circle around the shrubs where the chrysalis are hanging, then disappeared as soon as he heard the girl and her mother coming. The family’s ‘pet’ hunting cat, a large black jaguar, thought that he heard something in the garden during the night and again just before Kasiana and her mother went outside, but he did not see anything. The trespasser smelled of high elf.

*Speak with plants*: Someone hid among the garden plants.

*Tracks*: A PC trained in the *Survival* skill may attempt a *DC 15* skill check to notice and follow the tracks of Kasiana, her mother and the family’s pet hunting cat coming from the house and following the gravel path to the corner of the garden where the girl and her pet vanished. Trained PCs succeeding at a *DC 20* will also detect the faint boot prints of an adult who apparently walked in a circle around plants holding the cocoons, then abruptly vanished.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the teleportation circle.

***A ten foot high stone wall encloses a small garden dominated by a majestic oak tree. A crushed gravel path winds among stone benches, rosebushes, fruit trees, patches of brightly colored flowers and pots of fragrant herbs. Birds sing in the trees or splash in a small fountain in the farthest corner, where the branches of a***

***flowering shrub are filled with a dozen chrysalises and a single newly freed butterfly.***

*Search*: PCs searching the garden who succeed on a *Search* skill check *DC 15* will find traces of a finely powdered red stone in the strange adult footprints. Veins of the uncommon stone can be found around Amthydor, mostly in the vicinity of the rough hills to the northwest.

On a successful *DC 20* they will detect the remnants of the circle of powdered amber used to define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check *DC 28*. Draven Silverleaf can identify the spell, if the powdered amber is pointed out or if the PCs ask him what spell would require such a component.

### **Coral Park, Port District** (Varan & Laras Ravenmoon)

*Sympathy* object: A bright green glass marble just beneath the surface at the edge of the pool. Anyone reaching into the pool to retrieve the marble would have been within the *teleportation circle*.

*Detect magic*: The green glass marble. Strong Enchantment.

*Speak with animals*: Birds in the area will reveal that a ‘tree-man’ (elf) dropped something in the water then walked in a circle around the pool before vanishing. A short time later the ‘tree woman’ and the two boys also vanished. Another tree man appeared later, with the statue, and placed it next to the pool, then disappeared himself.

*Stone tell*: If the PCs don’t think to have her restored, Linesette (the ‘statue’ of the elven women) can tell the PCs what she knows (see below).

*Tracks*: A PC trained in the *Survival* skill may attempt a *DC 15* skill check to notice and follow the tracks of the two boys and their nanny arriving in the park and going directly to the edge of the pool, where they abruptly disappear. Trained PCs succeeding at a *DC 20* will also detect the faint boot prints of an adult who lingered nearby in the shrubs then walked up to the pool before vanishing like the others.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the teleportation circle.

***True to its name, Coral Park features a series of natural coral ‘sculptures’ and other decorations. A shrub-lined path leads to one of the more popular features of the park, a small artificial pond that’s fed by a coral waterfall. The pond is full of brightly colored fish, frogs and water plants. A statue of a young elven woman stands at the edge of the pool, arms outstretched towards the waterfall.***

The pond is 10 ft. across, and is surrounded by a low rim of colorful coral.

*Search:* PCs searching the park and pond who succeed on a *Search* skill check *DC 15* will find scuff marks around the feet of the statue, as if it were only recently moved into position, and a small bit of raw (uncarded/unspun) sheep’s wool.

On a successful *DC 20* they will detect the remnants of the circle of powdered amber used to define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check *DC 28*.

The 8 ft. high waterfall feeding the pool operates using an ingenious gnomish pumping system that continuously circulates the water in the pond, plus draws in additional water from the city water system to replace what is lost to natural evaporation. The statue is extremely lifelike, with good reason, and exactly resembles the description that the PCs were given of the missing nanny Linesette (if they asked). Linesette was transported with the twins when she entered the *teleportation circle*. The elves were prepared to deal with any unexpected guests, and turned the woman to stone before returning her to the park as a warning. *Break enchantment* or *stone to flesh* are required to restore her. If they PCs are unable to cast the spells themselves they may contact the League of Thaumaturgical Studies to request the spells.

If the PCs are able to restore Linesette she can impart the following information:

***“The boys love going to the pond, to see the tadpoles growing into frogs. As soon as we reached the park they raced ahead like they always do. Varan’s faster, and got there first. As soon as he leaned over the rim of the pool he just disappeared. Laras was only a few steps behind him, and then he was gone too. I started running, and the closer I got the more I felt***

***drawn to the pond. When I reached the coral rim suddenly the pond wasn’t there anymore. I was standing in some sort of large camp, with a stone well, low wooden buildings and animal pens. Before I could see more or run away someone was speaking elven. I saw him pointing at me, there was a flash and then nothing.***

Linesette was turned to stone and teleported back to the park to be found as a warning to the families. The location that she describes is not immediately recognizable, and could be almost anywhere. If the PCs ask around (ie: gather information) or research possible locations they can, after six hours, narrow the search to an area northwest of Amthydor.

#### **Merchants’ District Alleyway** (Indira Lissesul)

*Sympathy* object: A silver flute, laying on the ground 10 ft. into the alley. Anyone stepping into the alley to retrieve it would have been within the *teleportation circle*.

*Detect magic:* The silver flute. Strong Enchantment.

*Tracks:* A PC trained in the *Survival* skill may attempt a *DC 15* skill check to notice and follow Indira’s tracks as she walked towards her grandfather’s shop, paused to look across the street at her friends, started forward again and then turned into the alleyway where they abruptly disappear. They will also notice a set of deeper impressions where an adult humanoid jumped down from the roof above, then followed the girl into the alleyway and vanishing as well.

*Scent:* The scent trail vanishes as surely as any tracks do, at what would have been the edge of the *teleportation circle*.

***Bordered on one side by a single story building and by a two-level shop on the other, the narrow alley leads into the shadows before splitting to the left and right. A flash of silver on the ground a few feet into the alley, a polished silver flute, may be what caught the missing girl’s attention. A cloth-wrapped parcel discarded just outside the alley holds her grandfather’s lunch, the delivery forgotten in the distraction offered by the flute.***

*Search:* PCs searching the alley who succeed on a *Search* skill check *DC 20* will find a few bits of broken fern and moss in the footprints of the man who jumped down from the roof. *DC 15* skill

check *Knowledge (Nature)* or *Profession (Herbalist)* to identify them as sheep's fern and sweetmoss. Both plants are typically found together around natural mountain springs. The plants are a favorite snack for grazing animals and serve as a substitute fodder when grazing is limited. On a successful *DC 20* they will detect the remnants of the circle of powdered amber used to define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check *DC 28*.

### **Street in front of the Greywind Home, Staff District** (Micah Greywind)

*Sympathy* object: A bright stone in the wall of one of the houses. Anyone moving aside the ivy to get close to the stone would have been within the *teleportation circle*.

*Detect magic*: A stone block in the wall of the house. The block cannot be removed without damaging the building. Strong Enchantment.

*Speak with animals*: Birds in the area will reveal that a 'tree-man' (elf) approached the wall, smeared something on one of the stone blocks behind the ivy, walked in a circle around the ivy then vanished.

*Speak with plants*: Someone hid among the ivy.

*Tracks*: All PCs may attempt a *DC 15 Survival* skill check to notice and follow Micah's tracks from where they split away from those of the other children and into the ivy, where they abruptly disappear. PCs with ranks in *Survival* who succeed at a *DC 20* check will also detect the faint boot prints of an adult who lingered nearby in the shrubbery then walked into the range of the *teleportation circle* and vanished.

*Scent*: The scent trail vanishes as surely as any tracks do, at what would have been the edge of the teleportation circle.

***Ivy grows like a curtain over the walls of the neat stone houses of those who serve Amthydor's wealthy or within the city government. Small yards boast containers of colorful flowers and lawns of carefully trimmed grass.***

*Search*: PCs searching the yard who succeed on a *Search* skill check *DC 15* will find a crushed flower among the ivy. *DC 15* skill check *Knowledge (Nature)* or *Profession (Herbalist)* to identify the blossom as *snow orchid*, a rare blue

flower that is extremely difficult to grow and is found naturally only in sheltered grottos at higher elevations. On a successful *DC 20* they will detect the remnants of the circle of powdered amber used to define the *teleportation circle*. A PC may identify the spell on a successful *Spellcraft* check *DC 28*.

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9).**
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22).**
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23).**
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 3 – The Usual Suspects**

Following the Mystwood Elves' declaration of war against Amthydor, a number of pro-human/anti-elven groups have sprung up in and around the Shining Jewel. The opinions expressed by these groups are not those of the Lord Monarch or Amthydor as a whole. They have been formed out of fear and extremism stemming from recent events. Their memberships are small, and consist primarily of unskilled (and frightened) humans. The PCs may not join these groups, and ideally would actually encourage them to disband and be more open-minded towards the elven race as a whole. Each group can make a number of claims about the elves or offer 'facts' regarding the conflict (some of which are partially true, though not necessarily in exactly the way that the groups believe. Only one of the groups, the Amthydor Anti-Elven Alliance and its leader Eldron Thesk, is breaking the law and poses a danger.

➤ **Amthydor Anti-Elven Alliance**

Of the known Pro-Human/Anti-Elven groups formed following the elven declaration of war, this one is the most active and the most diverse in its approach to opposing any elven presence in the Shining Jewel. The Alliance is less a cohesive organization than a loose-knit collection of individuals united for convenience behind a common cause. The man identified as the most likely leader of the group is Eldron Thesk, a mercenary originally from the village of Brexton (located four days north of Amthydor). He rents a room at the Wayfarer's Rest. Thesk will be in his room, and the PCs may use whatever ruse they wish to gain access (though if they force their way in and the confrontation lasts longer than 3 rounds it could draw unwanted attention from the Diamond Legion and delay the rescue effort by four hours while the Legion investigates). Only limited box text is provided, due to the many possible ways that the PCs might approach the encounter. Be creative. ☺

***In a bold move, the proprietors of the Wayfarer's Rest have opened their three story inn outside the city walls. Located a short distance from the gates into the South Trade District, the inn provides varying levels of accommodations in the building's three wings. The large central wing contains rooms for average travelers and long term residents.***

Each room has a comfortable bed, a small table, two wooden chairs, a wardrobe, an armor stand and a lockable wooden chest. It is possible that some PCs have a certified residence at the Wayfarer's Rest.

Eldron Thesk will be in his second-floor room, regardless of what time of day the PCs arrive. His outward appearance is completely average, and there is nothing to distinguish him from any other human male walking down the street. He certainly doesn't resemble what someone might expect a domestic terrorist to look like.

***A gruff-voiced demand of "Who's there?" answers your knock, and the door opens just wide enough for a glimpse of a brown eye.***

Thesk is openly *hostile* towards any elves or half-elves in the party, and will berate and insult them, while demanding that they leave immediately. He

is *unfriendly* to other non-human races, and will regard them suspiciously but will not be obviously rude or insulting. He is *indifferent* towards human PCs. Shifting his attitude to *friendly* requires an appropriate *Diplomacy* check (*DC 15* to shift from *indifferent* to *friendly*, *DC 25* to shift from *unfriendly* to *friendly* and *DC 35* to shift from *hostile* to *friendly*). If the party is composed entirely of non-humans or the PCs start off on the wrong foot with Thesk and the encounter becomes hostile, they may attempt an *Intimidate* skill check *DC 28* (elves or half-elves), *DC 23* (other nonhumans) or *DC 18* (humans) to get information from him that way.

If the PCs confront/question him about the missing children –

***"I don't know anything about any missing elven brats. Maybe the parents sacrificed the children themselves, as part of an arcane ritual to build power to use against Amthydor. Maybe they just want you wasting time following false leads instead of helping shore up the city's defenses."***

Naturally the PCs will not believe Thesk's claim that he is innocent, but a successful *Sense Motive* skill check *DC 15* will reveal that he is actually telling the truth. He also has a readily confirmable alibi for the time of the disappearances. He was participating in a public rally near the South Gate calling for the expulsion of all elves from Amthydor (the same rally as Zollar, though the two are not acquainted with each other).

If the PCs 'convince' Eldron Thesk to share additional information he can provide the PCs with the following 'facts' –

- The elves have been inserting agents inside Amthydor, magically disguised as humans.
- The elves are using abandoned farms and camps in the mountains as bases of operation for their efforts against Amthydor. Miners, hunters and shepherds have mentioned finding evidence of intruders using their buildings and campsites while they were away (remains of campfires, objects rearranged, etc). (This is actually true.)

- House Kailin has made a show of attempting a diplomatic resolution, but they are really feeding the elves secrets about Amthydor's defenses.

Thesk won't reveal where he got his information other than to say that he 'hears things', and that revealing his source would put that person in danger from those who want so suppress the information. Naturally he cannot prove any of his claims.

If the PCs search the room, either with or without Thesk's cooperation –

#### *Search DC 15*

A heavy book, partially wrapped in green silk, and a rolled scroll sealed with wax, hastily hidden under a loose floorboard

The book is a *vacuous grimoire*. It is intended as a 'gift' to House Kailin. Any PC reading even a single word from the book must attempt two *DC 15 Will* saves. If both saves are successful, there is no ill effect. If the first save is failed, the reader suffers one (1) point of permanent Intelligence drain. If the second save is failed, the reader suffers two (2) points of permanent Wisdom drain. The scroll is sealed with wax and marked with the seal of the Lord Monarch. The ruler's seal is a forgery (*Forgery* skill check *DC 15*). The scroll has been trapped with a *maximized* and *widened explosive rune* (36 points force damage to reader, all others within 20 ft. *Reflex* save *DC 18* for half damage). A rogue (and only a rogue) may detect the presence of the *explosive rune* with a successful *Search* check *DC 28*. Bypassing the rune requires a successful *Disable Device* skill check *DC 28*. If the PCs attempt to open and read the scroll (a manifesto against all elves) and Thesk is present (and conscious) he will do what he can to prevent/discourage them from doing so, knowing what will happen if they read the scroll. Naturally this will be proof of his guilt, but prison is better than being dead.

#### *Search DC 20*

A Diamond Legion uniform, carefully folded in the back of the wardrobe.

#### *Search DC 25*

Hidden on the underside of the room's small table is a detailed map of the Kailin estate in the Nobles' District.

Eldron Thesk is planning a double attack on House Kailin, using the Diamond Legion uniform to gain access to the Nobles' District. First the *vacuous grimoire*, to diminish a reader mentally, followed by the explosion of the runes, to cause damage to both living creatures and structures.

Low level parties may be hard-pressed to defeat Thesk, while higher level groups should be able to easily capture or kill him, should a fight ensue.

#### **ALL ATLS**

⚔ **Eldron Thesk, Rog 7:** CR 7; Medium humanoid (human); HD 7d6+7; hp 43; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex), touch AC 13, flatfooted 10; BAB/Grp +5/+6; Atk +6 shortsword (1d6+1, 19-20/x2); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6, SQ trapfinding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +8, Will +2; Str 13, Dex 17, Con 12, Int 12, Wis 10, Cha 13.

*Skills and Feats:* Bluff +7, Disable Device +9, Disguise +13, Escape Artist +9, Forgery +7, Gather Information +10, Hide +11, Intimidate +7, Listen +6, Move Silently +11, Open Lock +11, Sense Motive +5, Sleight of Hand +7, Spot +5, Tumble +7, Use Magic Device +6; Combat Reflexes, Deceitful, Dodge, Nimble Fingers, Stealthy.

Equipment: *Studded leather armor, shortsword, clothing.*

If the PCs uncover Thesk's planned attack on House Kailin they may turn him over to the Diamond Legion, along with any evidence they collect against him. He will not reveal the identity of the mage who prepared the book and the scroll for him.

#### ➤ **Amthydor First**

A Pro-Human/Anti-Elven group formed immediately after the elven declaration of war against Amthydor over the disappearance of the Dark Tome. The largest and most organized of the



anti-elven protest groups. Most members are human, though there are also two gnomes, a halfling, a half-orc and two dwarves. There are no half-elves or elves. The group's known/public activities center around non-violent protests and sit-ins outside of locations frequented by local elves. Several members are suspected of vandalizing the homes and businesses of elves and half elves, but there has been nothing definitive to tie them to the events. The titular leader of the group is a man named Zoller, who can usually be found carrying a protest sign on the Royal Way.

***The public plaza of the Royal Way extends from the Port District to the Castle District. The broad avenue is dotted with islands of cultivated trees, potted shrubs and small flower gardens that divide the 'lanes' of the roadway. Wagons and carts are prohibited on the primarily pedestrian Royal Way, and horses must be led. A constant stream of people make their way down the avenue or pause to enjoy the park-like strip running the length of the Way. In the flow bodies a bubble of empty space surrounds one figure carrying a banner between a pair of tall poles. A rock weights down a stack of handbills at his feet, and a few pieces of rotten fruit dot the flagstones around him. A few passersby stop to speak with the man, but most simply walk past, often shaking their heads.***

The cloth banner reads "FREE AMTHYDOR" and "Let them eat daisies".

The PCs are welcome to approach and speak with him, and he will stop pacing back and forth, to talk with them if they do so. Zollar is decidedly *unfriendly* towards any elves or half-elves in the party, and will berate and insult them, while demanding that they step out of 'his space' (10 ft. radius around him). He is *indifferent* towards other races. Shifting his attitude to *friendly* requires an appropriate *Diplomacy* check (DC 15 to shift from *indifferent* to *friendly* and DC 25 to shift from *unfriendly* to *friendly*). If the party is composed entirely of non-humans or the PCs start off on the wrong foot with Zollar and the encounter becomes hostile, they may attempt an *Intimidate* skill check DC 28 (elves or half-elves), DC 23 (other nonhumans) or DC 18 (humans). If the meeting devolves into combat, a quartet of Diamond

Legion guards nearby preparing for a changing of gate guards will immediately step in. Zollar has broken no laws, so it will be the PCs who are detained and charged with assault. It will require four hours and a fine of 100 gp per PC to obtain their release, with an additional penalty of 30 TUs community service to clear their records.

If the PCs comment on his current protest –

***"You can't stop me from picketing. I have a permit."***

Zoller does have a valid permit (*Forgery* check DC 10) to protest on the Royal Way, provided that he does not obstruct lawful access to any of the district gates opening along the plaza.

If the PCs confront/question him about the missing children –

***"I don't know anything about any kidnapped elven children. We don't believe in a violent approach. Violence and oppression are the elves' way, not ours. That's why we are superior to them. I would never harm an innocent child, while they make orphans of our children over a book."***

Naturally the PCs will not believe Zollar's claim that he is innocent, but a successful *Sense Motive* skill check DC 15 will reveal that he is actually telling the truth. He also has a readily confirmable alibi for the time of the disappearances. He was participating in a public rally near the South Gate calling for the expulsion of all elves from Amthydor (the same rally as Eldron Thesk, though the two are not acquainted with each other).

Zollar is only to pleased to enlighten the PCs about the elves' recent activities in and around Amthydor, if they offer him the opportunity –

- The elves took the book themselves, then blamed it on Amthydor, as an excuse to take over the city because they are tired of living in trees and are jealous of Amthydor's wealth and resources.
- The elves have been poisoning wells and streams around the more remote farms and small villages in the Amthydor Protectorate, to weaken or kill the

occupants or else drive them into the city where they can all be killed at once.

- Elves secretly control the League of Thaumaturgical Studies, and they are preparing to place a massive anti-magic zone around Amthydor, to deny magic to the non-elven races.
- The high elves probably took the children themselves, to use as slaves.
- **Pro-Human League**  
The newest and most passive of the Pro-Human/Anti-Elven groups, the Pro-Human League has focused its efforts on distributing flyers encouraging local merchants to refuse to do business with anyone with elven blood, petitioning the Lord Monarch to enact laws limiting the rights and privileges of elves and half-elves in Amthydor, and calling for the revocation of House Kailin's noble status. The group does not have an obvious leader, but the brother/sister team of Marton and Anica Binder are often at the heart of any new effort. The siblings can usually be found in their family's bookshop, the Crystal Quill, located in the Services District.

*A small bell above the door chimes and the scents of ink and oiled leather bindings greet you as you enter the shadowy interior Crystal Quill.*

Martin and Anica are decidedly *hostile* towards any elves or half-elves in the party, and will demand that they leave the shop immediately. They are *unfriendly* to other non-human races, and will regard them suspiciously but will not be obviously rude or insulting. They are *indifferent* towards human PCs. Shifting their attitude to *friendly* requires an appropriate *Diplomacy* check (*DC 15* to shift from *indifferent* to *friendly*, *DC 25* to shift from *unfriendly* to *friendly* and *DC 35* to shift from *hostile* to *friendly*). If the party is composed entirely of non-humans or the PCs start off on the wrong foot with the Binders and the encounter becomes hostile, they may attempt an *Intimidate* skill check *DC 28* (elves or half-elves), *DC 23* (other nonhumans) or *DC 18* (humans).

If the PCs confront/question Marton and Anica about the missing children –

*“We haven’t heard anything about any kidnapped elven children. We only want the elves to leave the city, and leave Amthydor in peace. In fact, the children probably aren’t even really missing at all, if they even exist. Their parents are just using this as a distraction, to keep the city’s adventurers busy instead of preparing for the war.”*

The PCs are unlikely to believe Marton and Anica's claim that they are innocent, but a successful *Sense Motive* skill check *DC 15* will reveal that they are actually telling the truth. They also have a readily confirmable alibi for the time of the disappearances. They were both in the shop, one printing leaflets and the other serving customers.

If the PCs appear at all receptive to their beliefs about the true activities and intentions of the elves, the siblings will gladly share what they ‘know’ about the elven plot to destroy Amthydor –

- The elves want to control all magic. They're afraid that we humans will discover that we're just as good at magic as they are, and that we won't need them anymore. The elves claim that they've been ‘mentoring’ human wizards all these centuries, but what they've really been doing is sabotaging their efforts and keeping humans subservient.
- The elves are using magical mind control to control key people in Amthydor, so that when the attack comes they will just surrender the city to the elves and allow all of the humans to be either killed or enslaved.
- Amthydor has a secret weapon in the war, something that the elves don't even know about. The Jacinth Jaguars, a secret group dedicated to protecting Amthydor, are real, and they are planning to assassinate the high elven leadership. (The Jacinth Jaguars are commonly accepted to be nothing but a myth, and even members of this secretive organization laugh at the

suggestion of its existence. People who believe in them are often ridiculed, like real world people claiming to have seen UFOs or Bigfoot.)

Feel free to add additional claims of alleged conspiracy and oppression by the elves. The Binder siblings and their fellow PHL members are classic conspiracy theorists (think alien abductions and government cover-ups).

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9).**
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22).**
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23).**
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 4 – To Protect and Serve**

Even though they are not officially involved in the investigation, the Legion can make a reasonably accurate guess as to why the PCs would show up asking questions right now. After several minutes of being passed from one division to another, the PCs will eventually end up at the desk of the recently promoted Sergeant Ayers, a sharp-minded man with a reputation for missing little. He is on the fast-track for further promotions, and is serving a short term at desk duty to broaden his understanding of the duties of the Legion. A PC with the *Favor of Adrian Aglamour* may obtain the same information after two hours by checking off one box on the cert.

***“Officially, crimes against elves in the city have risen steadily over the past year, but there have***

***been no reports of missing elven children in Amthydor.”***

Ayers will pause for a moment, to gauge the PCs’ reaction and determine if they are the type to give up easily. If they seem at all interested in pursuing an investigation in spite of this initial rebuff, he will continue.

***“Unofficially, we are aware of the situation. We would throw everything we have into finding those children, if the parents would just say the word, but they don’t want to risk dividing the city over this. They know what we’re up against, and that the only way to win this war is to stand united. Many of the people would understand, would want to see the children safe, but the families won’t risk Amthydor’s future. It’s killing every one of us to respect their wishes and not get involved.”***

*He leans against the desk, casually turning a wooden scroll tube in his hands. “Naturally, without an official investigation, we don’t actively collect information, and if we did happen to learn something relevant, there isn’t anyone to monitor the situation and follow through on the report. After all, it isn’t as if we have clandestine informants who are secretly funneling information to us. If that were the case I could simply pass that information on to you for further investigation.” He stands, carefully setting the scroll tube on the near corner of the desk.*

***“I wish that we could be of more help, but I’m sure that you understand. Now, if you will excuse me, I’m needed for a briefing. Please show yourselves out. Good luck to you.” He nods politely, holding your gaze for a brief moment, then makes his way out of the office.***

PCs looking for a double meaning in Ayers’ words may attempt a *Sense Motive* skill check DC 10 to ‘read between the lines’ in what he is saying. He fully expects the PCs to take the scroll tube and investigate the information that it contains (**Player Handout # 3**). He doesn’t know the identity of the source of the information, but he has complete faith in the accuracy of the information itself.

Sergeant Ayers doesn’t know where all of the trace evidence may be found in a single location, but he

can suggest possible parties who may be able to help the heroes. PCs with favors or recognitions (or without enmity) of some NPCs that they have previously encountered may be able to meet with or send a message to those NPCs requesting information. Successful contact requires a *Diplomacy* check *DC 10* (message only) or *DC 20* (face to face meeting). Possible contacts include, but are not limited to: Blaze, Lianara (the Beast/weretriger druid), Jordan the Bard, Nysia Jirin, the Shrine of Brianna or the Shrine of Cerion. Other possible nature-oriented contacts may exist, based upon certified recognitions or favors that the PCs possess. Information available from various NPC contacts (except for the Diamond Legion, League of Thaumaturgical Studies and temples can be found in **Encounter 7**.

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9)**.
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12)**.
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16)**.
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22)**.
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23)**.
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24)**.
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29)**.

## **Encounter 5 – A League of Their Own**

Like the Diamond Legion, the League of Thaumaturgical Studies (LoTS) is aware if the abductions of the elven children. They are also aware of the suspected monitoring of the parents' actions and movements, and have started quietly and unofficially attempting to locate the children. PCs asking questions at the LoTS will be escorted to meet with Rory Ninatil.

*“We’ve been looking for ways to find the children, even attempting experimental spells, without result. We believe that they’ve been hidden from divination magicks, perhaps through the use of mind blank or nondetection. If that is the case then nothing short of a wish or the intervention of a deity will reveal their location.”*

The LoTS has no one able to cast a *wish* spell for the PCs, and the spell is not permitted for PCs.

*“We attempted a scrying as soon as we received word of the first abduction, using a lock of the girl’s hair to help focus on her. The image lasted only for a few seconds, and showed a small sheltered valley with some coarse earth and wood huts, animal pens, red stone, small thickets of trees and thick berry brambles. Behind the area of the camp was what appeared to be a tall rough stone watchtower. The image abruptly cut off and went dark before anything more could be noted.”*

The *scrying* image ceased when first the *mind blank* and then *nondetection* were cast on the child.

The LoTS does not know where all of the trace evidence items may be found in a single location.

*We did what we could to help your companion, but most magicks of a divination nature function only for the mage or priest performing the casting, or else lack the range for an extensive search, which left us few options. The best that we could do for him was a collection of potions, for detecting animals or plants and for locating objects.”*

Companion? If the players are paying attention and ask what companion, Niantil will describe a human man, in his late 20’s, with dark blond hair and blue eyes, who was dressed as an adventurer (studded leather armor, longsword, longbow, well-worn leathers). The man gave his name as Whalen. He came to the LoTS approximately three hours after the last child was taken, after initially declining the request from the elven parents for help in rescuing their children. The LoTS can provide the PCs with the same potions that they gave Whalen (six potions of *detect animals or plants* and two potions of *locate object*). They may also cast any spells provided by Draven on the scrolls.

The PCs may obtain or cast a scrying on Whalen, revealing that he is in the same area seen in the previous scrying, and that he is writhing in pain (though it is not clear why).

If they think to ask for the coins that Whalen used to pay for the potions, they may also obtain a *discern location*, which will pinpoint the exact valley where Whalen is currently being tortured by the elves.

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9).**
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12).**
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23).**
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 6 – Holy Ground**

Divination-type spells targeting the children are blocked by the *mind blank* and *nondetection* cast on each of the children. The stuffed jaguar toy and the various plants tracked in by the elves are all possible targets for *detect animals or plants* or *locate object*, if the PCs can get close enough. The same basic information is available from each of the shrines or temples. Information that is only available from a specific location is listed as a separate bullet for that location.

**All Temples and Shrines** (Ardra, Ayla, Brianna, Cerion, Cyrene, Destine, Dymora, Elianna, Galvandt, Hyperion, Lucor, Peliron, Sorena) **or PC-cast spells:**

*Detect animals or plants* – May be used to target any of the plant types left as trace evidence at the

abduction locations, though the range is quite limited.

*Discern location* – This spell cannot be used to locate the children, as they have been subjected to *mind blank* and *nondetection*, and none of the PCs have touched an object currently in the possession of one of the missing children. The spell *may* be used to locate the author of the ransom note, an elven mage who will, at that moment, be in the base camp (**Encounter 8** location) torturing Whalen and Kontis. Linesette, the nanny, can be found as a stone statue in Coral Park (**Encounter 2**). Whalen, if the PCs are aware of him, can be found in the base camp (**Encounter 8** location). If the PCs go immediately to this option, and skip most of the encounters, the ambush combat from **Encounter 7** will occur while the PCs are en route to the mountains (or in conjunction with the sniper ambush if the PCs teleport).

*Locate creature* – The children and their elven captors are in a remote mountain area approximately eight hours travel from Amthydor, requiring the PCs to travel for some time before being in range. The spell may be used to target either the high elves or the children. If targeting the children, once the PCs are in range a *DC 30* caster check is required to overcome the effect of the *nondetection* cast on each of the children. Linesette is in Coral Park, as a stone statue.

*Locate object* – The children and their elven captors are in a remote mountain area approximately eight hours travel from Amthydor, requiring the PCs to travel for some time before being in range. The spell may be used to target Kasiana's stuffed toy (with its distinctive leather collar), the Diamond Legion rank insignia carried by Micah or the holy symbol of Emerys carried by Malcolm.

*Commune* –

- Linesette (the nanny) is neither alive nor dead. She has 'hardened and grown cold'.
- No human was involved in the taking of the children. High elves are responsible for the abductions.



➤ **Temple of Ardra**

Rellon of Ardra will be able to cast any of the spells on the ‘Cleric’ scroll that Draven provided to the PCs. He can also cast *commune*. He can also confirm, if asked, that there *is* a pro-Amthydoran agent among the elves, though he does not know who it is or how they are communicating with Amthydor. In addition to the generally available temple information he can provide the following:

*Commune* –

- The children are alive, though their minds are not their own.
- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9).**
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12).**
- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 22).**
- If the PCs want to consult various potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 7 – Do You Know What I Know?**

It is possible that the PCs are in possession of Favors or other certified information sources that they may wish to consult in the search for the missing elven children. Several possible contacts and the information they have available are listed here. Should the PCs have contacts not listed here those parties do not have any relevant information at this time.

➤ **Blaze**

Contacting Blaze and receiving an answer requires three (3) hours. Blaze can confirm the likely location where all of the trace evidence may be found (1d4 ‘zones’ closer than the PCs

have already determined on their own), and can provide the PCs with a reasonable map leading them to within a one hour search of the location of **Encounter 8**. Use in this manner does not expend the Favor (or one use, if there are multiple uses on the cert). If the PCs do not possess a certified favor a *DC 10 Diplomacy* skill check is required.

➤ **Lianara (the Beast)**

Reaching Lianara and receiving obtaining her help requires three (3) hours and a successful Diplomacy skill check DC 10. She can confirm the likely location where all of the trace evidence may be found, and can provide the PCs with a reasonable map leading them to within a one hour search of the location of **Encounter 8**.

➤ **Jordan the Bard**

Contacting Jordan requires two (2) hours. He can confirm that there *is* a pro-Amthydoran agent working undercover within the elven contingent to gain information. While the agent does not have a regular check-in schedule, due to the risk involved, he has not been heard from for several days. The agent’s usual means of reporting in is by messenger bird. Jordan will not reveal how he knows about the agent, other than to say that bards ‘hear things’, and information gets around. Jordan wears a *ring of mind shielding*, preventing the PCs from getting more information than he wants to reveal. Use in this manner does not expend the Favor (or one use, if there are multiple uses on the cert). If the PCs do not possess a certified favor a *DC 15 Diplomacy* skill check is required.

➤ **Nysia Jirin**

Contacting Nysia and receiving an answer requires three (3) hours. Nysia can confirm the likely location where all of the trace evidence may be found, and can provide the PCs with a reasonable map leading them to within a one hour search of the location of **Encounter 8**. Use in this manner does not expend the Favor (or one use, if there are multiple uses on the

cert. If the PCs do not possess a certified favor a *DC 10 Diplomacy* skill check is required.

- **Adrian Aglamour**, Diamond Legion Agent  
Contacting Adrian requires two (2) hours. He will be available to the PCs (no % roll required). Adrian can provide the same information that is available from the Diamond Legion (**Player Handout #3**). Use in this manner does not expend one use of the cert. If the PCs do not possess a certified favor they may not consult him in this event.

If the PCs contact or visit more than one source in this encounter they will be targeted by an elven airborne ambush. The elves are carried by *invisible* giant eagles. When released by the eagles 30 ft. above the ground and 180 ft. ahead of the PCs' position, they will become visible. Each of the elven rangers has consumed a *potion of feather fall*, allowing them to land lightly and unharmed. Their orders are to stop the PCs. They are fanatical about the righteousness of the elves' cause, and cannot be intimidated. It is possible, using *detect thoughts*, to learn the location of the base camp from them.

### ATL 1

✂ **Elven Airborne Rangers (1 per PC), Rng 1:** CR 1; Medium-Size Humanoid (High Elf); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; BAB/Grp +1/+2; Atk/Full Atk longsword +3 (1d8+1) or light crossbow +3 (1d8); SQ Low-light vision, wild empathy; AL N; SV Fort +3, Ref +4, Will +1; Str 13, Dex 15, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +4, Concentration +2, Escape Artist +4, Hide +5, Jump +4, Listen +5, Move Silently +5, Ride +3, Search +6, Spot +5, Survival +3, Tumble +4; Track, Weapon Focus (Longsword).

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~.

**Favored Enemy (Ex):** Humans. (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

### ATL 3

✂ **Elven Airborne Rangers (1 per PC), Rng 3:** CR 3; Medium-Size Humanoid (High Elf); HD 3d8+3; hp 25; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+2 Dex, +3 studded leather armor, *potion of barkskin* +1), touch 12, flat-footed 14; BAB/Grp +3/+4; Atk/Full Atk longsword +5 (1d8+1) or light crossbow +5 (1d8); SQ Low-light vision, wild empathy; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +4, Concentration +2, Escape Artist +4, Hide +7, Jump +4, Listen +5, Move Silently +7, Ride +3, Search +6, Spot +7, Survival +3, Tumble +5; Dodge, Endurance, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~, ~~*potion of barkskin*~~ +1.

**Favored Enemy (Ex):** Humans. (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 5**

⚔ **Elven Airborne Rangers (1 per PC), Rng 5:** CR 5; Medium-Size Humanoid (High Elf); HD 5d8+5; hp 39; Init +2 (+2 Dex); Spd 30 ft; AC 17 (+2 Dex, +3 studded leather armor, *potion of barkskin* +2), touch 12, flat-footed 15; BAB/Grp +5/+7; Atk/Full Atk longsword +9 (1d8+3) or light crossbow +7 (1d8); SQ Low-light vision, wild empathy; AL N; SV Fort +5, Ref +6, Will +2; Str 14, Dex 15, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +5, Concentration +2, Escape Artist +4, Hide +7, Jump +7, Listen +7, Move Silently +9, Ride +4, Search +6, Spot +9, Survival +5, Tumble +6; Dodge, Endurance, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *Speak with animals*. DC 11 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~, ~~*potion of barkskin*~~ +2, ~~*oil of greater magic weapon*~~ +1.

**Favored Enemy (Ex):** Humans. (+4 damage. +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 7**

⚔ **Elven Airborne Rangers (1 per PC), Rng 7:** CR 7; Medium-Size Humanoid (High Elf); HD 7d8+7; hp 53; Init +2 (+2 Dex); Spd 30 ft; AC 18 (+2 Dex, +3 studded leather armor, *potion of barkskin* +3), touch 12, flat-footed 16; BAB/Grp +7/+9; Atk longsword +11 (1d8+3) or light crossbow +9 (1d8); Full Atk longsword +11/+6 (1d8+3) or light crossbow +9/+4 (1d8); SQ Low-light vision, wild empathy, woodland stride; AL N; SV Fort +6, Ref +7, Will +3; Str 14, Dex 15, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +5, Concentration +2, Escape Artist +5, Hide +9, Jump +9, Listen +7, Move Silently +11, Ride +5, Search +6, Spot +11, Survival +5, Tumble +7; Dodge, Endurance, Improved Two-Weapon Fighting, Mounted Combat, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *pass without trace*, *Speak with animals*. DC 11 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~, ~~*potion of barkskin*~~ +3, ~~*oil of greater magic weapon*~~ +1.

**Favored Enemy (Ex):** Humans. (+4 damage. +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 9**

⚔ **Elven Airborne Rangers (1 per PC), Rng 9:** CR 9; Medium-Size Humanoid (High Elf); HD 9d8+9; hp 67; Init +3 (+3 Dex); Spd 30 ft; AC 20 (+3 Dex, +3 studded leather armor, *potion of barkskin* +4), touch 12, flat-footed 17; BAB/Grp +9/+11; Atk longsword +14 (1d8+4) or light crossbow +11 (1d8); Full Atk longsword +14/+9 (1d8+4) or light crossbow +11/+6 (1d8); SQ Low-light vision, wild empathy, woodland stride, swift tracker, evasion; AL N; SV Fort +7, Ref +8, Will +4; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +5, Concentration +4, Escape Artist +7, Hide +12, Jump +11, Listen +7, Move Silently +14, Ride +7, Search +6, Spot +13, Survival +5, Tumble +9; Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Mounted Combat, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *pass without trace*, *speak with animals*. DC 11 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~, ~~*potion of barkskin*~~ +4, ~~*oil of greater magic weapon*~~ +2.

**Favored Enemy (Ex):** Humans. (+4 damage. +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 11**

⚔ **Elven Airborne Rangers (1 per PC), Rng 11:** CR 11; Medium-Size Humanoid (High Elf); HD 11d8+11; hp 81; Init +3 (+3 Dex); Spd 30 ft; AC 21 (+3 Dex, +3 studded leather armor, *potion of barkskin* +5), touch 12, flat-footed 18; BAB/Grp +11/+13; Atk longsword +17 (1d8+5) or light crossbow +13 (1d8); Full Atk longsword +17/+12/+7 (1d8+5) or light crossbow +13/+8/+3 (1d8); SQ Low-light vision, wild empathy, woodland stride, swift tracker, evasion; AL N; SV Fort +8, Ref +9, Will +4; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Climb +5, Concentration +4, Escape Artist +8, Hide +14, Jump +11, Listen +9, Move Silently +16, Ride +8, Search +6, Spot +15, Survival +7, Tumble +10; Dodge, Endurance, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Mobility, Mounted Combat, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *pass without trace*, *speak with animals*; 2<sup>nd</sup> level – *protection from energy*. DC 11 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall*~~, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +3.

**Favored Enemy (Ex):** Humans. (+6 damage. +6 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Magical Beasts (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 13**

‡ **Elven Airborne Rangers (1 per PC), Rng 13:** CR 13; Medium-Size Humanoid (High Elf); HD 13d8+13; hp 95; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft; AC 21 (+3 Dex, +3 studded leather armor, *potion of barkskin* +5), touch 12, flat-footed 18; BAB/Grp +13/+15; Atk longsword +20 (1d8+5) or light crossbow +15 (1d8); Full Atk longsword +20/+15/+10 (1d8+5) or light crossbow +15/+10/+5 (1d8); SQ Low-light vision, wild empathy, woodland stride, swift tracker, evasion, camouflage; AL N; SV Fort +9, Ref +10, Will +6; Str 14, Dex 16, Con 12, Int 14, Wis 14, Cha 12.

*Skills and Feats:* Climb +5, Concentration +4, Escape Artist +8, Hide +16, Jump +13, Listen +12, Move Silently +18, Ride +9, Search +6, Spot +18, Survival +10, Tumble +11; Dodge, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Mobility, Mounted Combat, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *pass without trace, speak with animals*; 2<sup>nd</sup> level – *bear's endurance, protection from energy*; 3<sup>rd</sup> level – *darkvision*. DC 12 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall, potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +4.

**Favored Enemy (Ex):** Humans. (+6 damage. +6 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Magical Beasts (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**ATL 15**

‡ **Elven Airborne Rangers (1 per PC), Rng 15:** CR 15; Medium-Size Humanoid (High Elf); HD 15d8+15; hp 109; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft; AC 21 (+3 Dex, +3 studded leather armor, *potion of barkskin* +5), touch 12, flat-footed 18; BAB/Grp +15/+17; Atk longsword +23 (1d8+6) or light crossbow +17 (1d8); Full Atk longsword +23/+18/+13 (1d8+6) or light crossbow +17/+12/+7 (1d8); SQ Low-light vision, wild empathy, woodland stride, swift tracker, evasion, camouflage; AL N; SV Fort +10, Ref +13, Will +7; Str 14, Dex 16, Con 12, Int 14, Wis 14, Cha 12.

*Skills and Feats:* Climb +5, Concentration +4, Escape Artist +8, Hide +18, Jump +15, Listen +14, Move Silently +20, Ride +10, Search +8, Spot +20, Survival +10, Tumble +12; Dodge, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Lightning Reflexes, Mobility, Mounted Combat, Track, Two-Weapon Fighting, Weapon Focus (Longsword).

Spells: 1<sup>st</sup> level – *longstrider, pass without trace, speak with animals*; 2<sup>nd</sup> level – *bear's endurance, protection from energy*; 3<sup>rd</sup> level – *darkvision*; 4<sup>th</sup> level – *freedom of movement*. DC 12 + Spell level.

Equipment: Longsword, light crossbow, studded leather armor, ~~*potion of feather fall, potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +5.

**Favored Enemy (Ex):** Humans. (+6 damage. +6 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Monstrous humanoids (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Magical Beasts (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

- If the PCs want to speak with witnesses **GO TO Encounter 1 (page 9).**
- If the PCs want to inspect the scenes of the abductions **GO TO Encounter 2 (page 12).**



- If the PCs want to visit the possible suspects **GO TO Encounter 3 (page 16).**
- If the PCs visit the Diamond Legion **GO TO Encounter 4 (page 21).**
- If the PCs visit the League of Thaumaturgical Studies **GO TO Encounter 5 (page 8).**
- If the PCs visit any of the temples or perform their own divinations **GO TO Encounter 6 (page 23).**
- If the PCs want to consult other potential information sources **GO TO Encounter 7 (page 24).**
- If the PCs travel to the base camp **GO TO Encounter 8 (page 29).**

## **Encounter 8 – Baa Baa Black Sheep**

**NOTE:** This encounter references the brutal death by torture of two NPCs who were attempting to rescue the missing children. Rather than describe the victims in box text, an explanation of how they were killed has been provided, allowing the GM to tailor the description as appropriate to the age and sensibilities of the players at the table.

*Everything about the shepherds' camp is absolutely still, from the leaves on the trees to the silence of the birds and insects. No sheep fill the pens, and no smoke rises from the chimneys of the stone cottages.*

A narrow trail leads into the camp from the south ('6' o'clock). The clearing at the heart of the camp is 100 ft. across. At the center of the clearing is a fire pit. On a successful Search check DC 15 the heroes will find the badly burned body of a falcon, still wearing a bone message cylinder on one leg. The message cylinder contains a coded missive (**Player Handout # 4**). Once uncoded the message reads 'The attack will come on the longest day, by land, sea and air' and refers to the mass elven assault at the culmination of the elfwar (2009 Origins Battle Interactive) on the longest day of the year (Summer Solstice). There are stone and thatch cottages at '9', '11' and '1' o'clock. In front of the center cottage is a stone well. There

are sheep pens at '8', '3' and '5'. The pen at '8' contains the (nearly) dead body of Whalen. He has been flensed (skinned) alive and, if not already dead when the PCs arrive will be soon unless they aid him (Whalen is suffering from a 'bleeding' wound, and will only survive a number of rounds equal to 16 minus ATL from the time the first PC enters the camp). If he is stabilized/healed by the PCs Whalen can answer questions for the heroes. His information is included in **GM Aid #2**. At '10', '12' and '2' are stands of young trees. The remaining boundary of the clearing, except for the narrow path open to the PCs, consists of thick sunberry brambles. At '12', hanging by his arms stretched between two of the trees is the body of the high elf Kontis. He has been subjected to a ritual known as the 'Blood Eagle'. His back has been cut open on either side of his backbone, his ribs separated from his spine and spread out like bloody wings and his lungs pulled out to rest on what remains of his back. Kontis can answer a number of questions for the PCs, if they either cast *speak with dead* or *raise* him from the dead. The information that he can provide is located in **GM Aid #2**.

200 ft. beyond the edge of the clearing, through sparse trees, is a 60 ft. tall stone watchtower. A rope ladder hangs down the left side, and a stone door is concealed in the right side of the tower. The top of the tower is a roofed platform, 10 ft. square, surrounded by a 3 ft. high wall, and has a wooden trap door opening on to a ladder leading to the rooms on the ground and second floors inside the tower. The lower room holds a wooden table, two chairs and empty weapon racks. There is an iron ladder leading up to the the upper floor and the roof. The upper floor contains two cots and a few supplies belonging to the sniper. The Mystwood high elves have left behind a small welcoming party, in the event that the PCs find the base camp. A sniper is waiting at the top of the watchtower, using the low wall around the top of the tower as cover (+4 to AC). He will attempt to stop the PCs and, once he takes damage from the PCs, fire a prepared signal arrow (*green continual flame*) to alert the elves guarding the children to prepare for an attack. The arrow will be fired toward the NW, in the direction of the valley a half hour distant where the children are being held. If

the PCs take him alive he can be *Intimidated* (DC15 + ATL) into revealing the direction of the valley, along with the happy prediction that the PCs are only hastening their own deaths.

PCs flying over the meadow, or standing at the top of the tower, who succeed at a Spot check DC 20 will notice a thin ribbon of smoke, as from a campfire, to the northwest. The smoke is coming from the main elven camp where the children are being held.

In addition to the bodies of the two men and the falcon, PC searching the camp will find a stuffed jaguar toy with a leather collar, a dog collar, a Diamond Legion rank insignia and a holy symbol of Emerys in one of the cottages.

The sniper's arrows have been dipped in *oil of greater magic weapon* (by ATL). His bow is attuned (usable) only to high elves, and will be destroyed after seven days time by the goddess Ardra, as part of her punishment of the Mystwood High Elves, and to cleanse it from the evil it was used to commit.

### ATL 1

✞ **Elven Sniper, Rng 3:** CR 3; Medium Humanoid (High Elf); HD 3d8; hp 22; Init +2 (+2 Dex); Spd 30 ft; AC 15 (+2 Dex, +3 studded leather), touch 12, flat-footed 13; BAB/Grp +3/+4; Atk/Full Atk Composite longbow +6 (1d8+1) or longsword +4 (1d8+1); SQ Low-light Vision, wild empathy; AL N; SV Fort +3, Ref +5, Will +3; Str 12, Dex 14, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +2, Concentration +2, Heal +4, Hide +8, Knowledge (Nature) +7, Listen +9, Move Silently +8, Search +11, Spot +10, Survival +6, Tumble +3; Endurance, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

*Equipment:* *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword.

**Favored Enemy (Ex):** Humans. (+2 damage. +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

### ATL 3

✞ **Elven Sniper, Rng 5:** CR 5; Medium Humanoid (High Elf); HD 5d8; hp 34; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+2 Dex, +3 studded leather, *potion of barkskin* +1), touch 12, flat-footed 14; BAB/Grp +5/+6; Atk/Full Atk Composite longbow +8 (1d8+1) or longsword +6 (1d8+1); SQ Low-light Vision, wild empathy; AL N; SV Fort +4, Ref +6, Will +3; Str 12, Dex 15, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +2, Concentration +4, Heal +5, Hide +10, Knowledge (Nature) +9, Listen +11, Move Silently +10, Search +12, Spot +12, Survival +8, Tumble +4; Endurance, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

*Equipment:* *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, *potion of barkskin* +1.

**Favored Enemy (Ex):** Humans (+4 damage, +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 5**

⚔ **Elven Sniper, Rng 7:** CR 7; Medium Humanoid (High Elf); HD 7d8; hp 46; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+2 Dex, +3 studded leather, *potion of barkskin* +1), touch 12, flat-footed 14; BAB/Grp +7/+8; Atk Composite longbow +11 (1d8+2) or longsword +8 (1d8+1); Full Atk Composite longbow +11/+6 (1d8+2) or longsword +8/+3 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride; AL N; SV Fort +5, Ref +7, Will +4; Str 12, Dex 15, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +4, Concentration +4, Heal +5, Hide +12, Knowledge (Nature) +11, Listen +13, Move Silently +12, Search +14, Spot +14, Survival +10, Tumble +5; Endurance, Far Shot, Many Shot, Point Blank Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *pass without trace*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +1~~, ~~*oil of greater magic weapon* +1~~.

**Favored Enemy (Ex):** Humans (+4 damage, +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 7**

⚔ **Elven Sniper, Rng 9:** CR 9; Medium Humanoid (High Elf); HD 9d8; hp 58; Init +3 (+3 Dex); Spd 30 ft; AC 18 (+3 Dex, +3 studded leather, *potion of barkskin* +2), touch 13, flat-footed 15; BAB/Grp +9/+10; Atk Composite longbow +13 (1d8+2) or longsword +10 (1d8+1); Full Atk Composite longbow +13/+8 (1d8+2) or longsword +10/+5 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride, swift tracker, evasion; AL N; SV Fort +6, Ref +8, Will +5; Str 12, Dex 16, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +4, Concentration +8, Heal +5, Hide +16, Knowledge (Nature) +13, Listen +15, Move Silently +16, Search +16, Spot +16, Survival +12, Tumble +6; Endurance, Far Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *entangle*, *pass without trace*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +2~~, ~~*oil of greater magic weapon* +1~~.

**Favored Enemy (Ex):** Humans (+4 damage, +4 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 9**

⚔ **Elven Sniper, Rng 11:** CR 11; Medium Humanoid (High Elf); HD 11d8; hp 70; Init +3 (+3 Dex); Spd 30 ft; AC 18 (+3 Dex, +3 studded leather, *potion of barkskin* +2), touch 13, flat-footed 15; BAB/Grp +11/+12; Atk Composite longbow +16 (1d8+3) or longsword +12 (1d8+1); Full Atk Composite longbow +16/+11/+6 (1d8+3) or longsword +12/+7/+2 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride, swift tracker, evasion; AL N; SV Fort +7, Ref +9, Will +5; Str 12, Dex 16, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +4, Concentration +8, Heal +5, Hide +18, Knowledge (Nature) +15, Listen +17, Move Silently +18, Search +18, Spot +18, Survival +14, Tumble +8; Endurance, Far Shot, Improved Precise Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *entangle*, *pass without trace*; 2<sup>nd</sup> level – *protection from energy*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +2, *oil of greater magic weapon* +2.~~

**Favored Enemy (Ex):** Humans (+6 damage, +6 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Aberrations (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 11**

⚔ **Elven Sniper, Rng 13:** CR 13; Medium Humanoid (High Elf); HD 13d8; hp 82; Init +3 (+3 Dex); Spd 30 ft; AC 19 (+3 Dex, +3 studded leather, *potion of barkskin* +3), touch 13, flat-footed 16; BAB/Grp +13/+14; Atk Composite longbow +19 (1d8+4) or longsword +14 (1d8+1); Full Atk Composite longbow +19/+14/+9 (1d8+4) or longsword +14/+9/+4 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride, swift tracker, evasion, camouflage; AL N; SV Fort +7, Ref +9, Will +5; Str 12, Dex 17, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +4, Concentration +10, Heal +7, Hide +20, Knowledge (Nature) +17, Listen +19, Move Silently +20, Search +20, Spot +20, Survival +16, Tumble +8; Dodge, Endurance, Far Shot, Improved Precise Shot, Many Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *entangle*, *pass without trace*; 2<sup>nd</sup> level – *protection from energy*, *wind wall*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +3, *oil of greater magic weapon* +3.~~

**Favored Enemy (Ex):** Humans (+6 damage, +6 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Aberrations (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 13**

⚔ **Elven Sniper, Rng 15:** CR 15; Medium Humanoid (High Elf); HD 15d8; hp 94; Init +3 (+3 Dex); Spd 30 ft; AC 20 (+3 Dex, +3 studded leather, *potion of barkskin* +4), touch 13, flat-footed 17; BAB/Grp +15/+16; Atk Composite longbow +22 (1d8+5) or longsword +16 (1d8+1); Full Atk Composite longbow +22/+17/+12 (1d8+5) or longsword +16/+11/+6 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride, swift tracker, evasion, camouflage; AL N; SV Fort +8, Ref +10, Will +6; Str 12, Dex 17, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +6, Concentration +11, Heal +8, Hide +22, Knowledge (Nature) +17, Listen +21, Move Silently +22, Search +22, Spot +22, Survival +18, Tumble +9; Dodge, Endurance, Far Shot, Improved Precise Shot, Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *entangle*, *pass without trace*; 2<sup>nd</sup> level – *protection from energy*, *wind wall*; 3<sup>rd</sup> level – *tree shape*; 4<sup>th</sup> level – *nondetection*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +4~~, ~~*oil of greater magic weapon* +4~~.

**Favored Enemy (Ex):** Humans (+8 damage, +8 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Aberrations (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Monstrous humanoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

**ATL 15**

⚔ **Elven Sniper, Rng 17:** CR 17; Medium Humanoid (High Elf); HD 17d8; hp 106; Init +4 (+4 Dex); Spd 30 ft; AC 22 (+4 Dex, +3 studded leather, *potion of barkskin* +5), touch 14, flat-footed 18; BAB/Grp +17/+18; Atk Composite longbow +26 (1d8+6) or longsword +18 (1d8+1); Full Atk Composite longbow +26/+21/+16/+10 (1d8+6) or longsword +18/+13/+8/+3 (1d8+1); SQ Low-light Vision, wild empathy, woodland stride, swift tracker, evasion, camouflage, hide in plain sight; AL N; SV Fort +9, Ref +12, Will +6; Str 12, Dex 18, Con 11, Int 16, Wis 14, Cha 13.

*Skills and Feats:* Climb +6, Concentration +13, Heal +10, Hide +24, Knowledge (Nature) +17, Listen +23, Move Silently +24, Search +24, Spot +24, Survival +20, Tumble +10; Dodge, Endurance, Far Shot, Improved Precise Shot, Many Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Composite Longbow).

Spells: 1<sup>st</sup> level – *entangle*, *longstrider*, *pass without trace*; 2<sup>nd</sup> level – *cat's grace*, *protection from energy*, *wind wall*; 3<sup>rd</sup> level – *darkvision*, *tree shape*; 4<sup>th</sup> level – *nondetection*. DC 12 + Spell level.

Equipment: *Composite longbow* (Str 12) +1 *distance and seeking*, studded leather armor, longsword, ~~*potion of barkskin* +5~~, ~~*oil of greater magic weapon* +5~~.

**Favored Enemy (Ex):** Humans (+8 damage, +8 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Goblinoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival), Aberrations (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival) and Monstrous humanoids (+2 damage, +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival)

**High Elf traits (Ex):** See ATL 1.

- Once the PCs make their way to the valley where the children are being held **GO TO Encounter 9 (page 34).**

## Encounter 9 – Lambs to the Slaughter

The PCs are expected, so while the high elves may not know exactly when the heroes arrive (if invisible/hiding), they do know that PC are coming.

*The lush narrow valley is the perfect place for pasturing Amthydor's flocks. Small stands of ironoak trees offer shade, and fresh sweet water bubbles from a rocky spring to feed a lake at the base of the towering left cliff. A dark opening in the red rock of the far wall leads into a sheltering cave.*

*Arrayed across the cave entrance, the high elves are clearly prepared for your arrival. Each member of the Mystwood's 'welcoming party' holds one of the missing elven children in front of them as a living shield, and three other children are tied to sturdy posts.*

The elves mean business, and contrary to elven philosophy where the protection of their young is everything, these children are nothing to them. Negotiation is not an option. The high elves are in this to win. Each round, beginning from when the first elf takes damage, the throat of one child will be slit, taking that child to -1 hit points. The entrance to the valley is 300 feet from the cave, and the valley is 80 feet wide at the far end.

### **ALL ATLs**

✂ **Elven Children (9):** Small-Size Humanoid (Elf); hp 6; Init +2 (+2 Dex); Spd 20 ft; AC 13 (+2 Dex, +1 Size), touch 12, flat-footed 11; BAB/Grp +0/+0; AL NG; SV Fort +0, Ref +2, Will +0; Str 8, Dex 14, Con 10, Int 10, Wis 10, Cha 14.

The children are under the effect of mind blank and nondetection (to prevent divinations), and dominate person (to control them, 9<sup>th</sup> level caster). They will not run away, but will stand in place, so it will be up to the PCs to shift the tide of battle away from them.

**NOTE:** Players whose PCs are captured or killed by the elves and not recovered and raised during the final combat should **not** destroy their character sheets and certs.

## ATL 1

‡ **Elven Mage (1), Wiz 3:** CR 3; Medium-Size Humanoid (High Elf); HD 3d4; hp 11; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16, flat-footed 14; BAB/Grp +1/+1; Atk/Full Atk rapier +1 (1d6); SQ Low-light vision, summon familiar; AL CN; SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con 10, Int 18, Wis 14, Cha 12.

*Skills and Feats:* Concentration +7, Craft (Alchemy) +8, Decipher Script +11, Listen +4, Knowledge (Arcana) +11, Profession (Herbalist) +6, Search +6, Spellcraft +11, Spot +4; Improved Counterspell, Scribe Scroll, Spell Mastery.

Spells: 0-level – *daze, flare, ray of frost*; 1<sup>st</sup> level – *burning hands, magic missile, shocking grasp*; 2<sup>nd</sup> level – *acid arrow, mirror image*. DC 14 + Spell level.

Equipment: rapier, ~~*potiion of mage armor*~~.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

‡ **Elven Cleric (1), Clr 1 (Ardra):** CR 1; Medium-Size Humanoid (High Elf); HD 1d8+1; hp 9; Init +2 (+2 Dex); Spd 30 ft; AC 15 (+1 Dex, +4 chain shirt), touch 11, flat-footed 14; BAB/Grp +0/+2; Atk/Full Atk longsword +2 (1d8+2); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +3, Ref +1, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 13.

*Skills and Feats:* Concentration +9, Heal +6, Listen +4, Knowledge (Religion) +6, Search +4, Spellcraft +6, Spot +4; Combat Casting.

Spells: 0-level – *detect magic, guidance, read magic*; 1<sup>st</sup> level – *bless, doom, sanctuary\**. DC 12 + Spell level.

Equipment: longsword, chain shirt.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Rogues (2), Rog 1:** CR 1; Medium-Size Humanoid (High Elf); HD 1d6+1; hp 7; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 15 (+2 Dex, +3 studded leather armor), touch 12, flat-footed 13; BAB/Grp +0/+1; Atk/Full Atk

longsword +1 (1d8+1); SA Sneak Attack +1d6; SQ Low-light vision, trapfinding; AL CN; SV Fort +1, Ref +4, Will +1; Str 13, Dex 15, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +5, Escape Artist +6, Hide +6, Intimidate +5, Listen +7, Move Silently +6, Search +8, Spot +7, Tumble +6, Use Magic Device +6; Improved Initiative.

Equipment: longsword, studded leather armor.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Fighters (2), Ftr 1:** CR 1; Medium-Size Humanoid (High Elf); HD 1d10+2; hp 12; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 17 (+2 Dex, +5 chain mail), touch 12, flat-footed 15; BAB/Grp +1/+3; Atk/Full Atk longsword +4 (1d8+2) or composite longbow +3 (1d8); SQ Low-light vision; AL CN; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +2, Intimidate +4, Listen +4, Search +3, Spot +6; Improved Initiative, Weapon Focus (Longsword).

Equipment: longsword, composite longbow, chain mail.

**High Elf traits (Ex):** See Elven Mage.



**ATL 3**

⚔ **Elven Mage (1), Wiz 5:** CR 5; Medium-Size Humanoid (High Elf); HD 5d4; hp 17; Init +2 (+2 Dex); Spd 30 ft; AC 17 (+2 Dex, +4 *mage armor*, *potion of barkskin* +1), touch 16, flat-footed 15; BAB/Grp +2/+2; Atk/Full Atk rapier +2 (1d6); SQ Low-light vision, summon familiar; AL CN; SV Fort +1, Ref +3, Will +6; Str 10, Dex 14, Con 10, Int 19, Wis 14, Cha 12.

*Skills and Feats:* Concentration +12, Craft (Alchemy) +11, Decipher Script +11, Listen +5, Knowledge (Arcana) +12, Profession (Herbalist) +8, Search +6, Spellcraft +12, Spot +5; Combat Casting, Improved Counterspell, Scribe Scroll, Spell Mastery.

Spells: 0-level – *daze, flare, ray of frost*; 1<sup>st</sup> level – *burning hands, magic missile, shocking grasp, true strike*; 2<sup>nd</sup> level – *acid arrow, blindness/deafness, mirror image*; 3<sup>rd</sup> level – *haste, slow*. DC 14 + Spell level.

Equipment: rapier, ~~*potion of mage armor, potion of barkskin*~~ +1.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

⚔ **Elven Cleric (1), Clr 3 (Ardra):** CR 3; Medium-Size Humanoid (High Elf); HD 3d8+3; hp 25; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+1 Dex, +4 chain shirt, *potion of barkskin* +1), touch 11, flat-footed 15; BAB/Grp +2/+4; Atk/Full Atk longsword +4 (1d8+2); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +4, Ref +2, Will +5; Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 13.

*Skills and Feats:* Concentration +11, Heal +8, Listen +4, Knowledge (Religion) +8, Search +4, Spellcraft +8, Spot +4; Combat Casting, Dodge.

Spells: 0-level – *detect magic, guidance, read magic, resistance*; 1<sup>st</sup> level – *bless, doom, protection from good, sanctuary\**; 2<sup>nd</sup> level – *augury, bull's strength\**. DC 12 + Spell level.

Equipment: longsword, chain shirt, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

⚔ **Elven Rogues (2), Rog 4:** CR 4; Medium-Size Humanoid (High Elf); HD 4d6+4; hp 25; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (+3 Dex, +3 studded leather armor, *potion of barkskin* +1), touch 13, flat-footed 14; BAB/Grp +3/+4; Atk/Full Atk longsword +4 (1d8+1); SA Sneak Attack +2d6; SQ Low-light vision, trapfinding, evasion, trap sense +1; AL CN; SV Fort +2, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +8, Escape Artist +10, Hide +10, Intimidate +8, Listen +10, Move Silently +10, Search +11, Spot +10, Tumble +13, Use Magic Device +9; Improved Initiative, Skill Focus (Tumble).

Equipment: longsword, studded leather armor, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

⚔ **Elven Fighters (2), Ftr 3:** CR 3; Medium-Size Humanoid (High Elf); HD 3d10+6; hp 33; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 18 (+2 Dex, +5 chain mail, *potion of barkskin* +1), touch 12, flat-footed 16; BAB/Grp +3/+5; Atk/Full Atk longsword +6 (1d8+2) or composite longbow +5 (1d8); SQ Low-light vision; AL CN; SV Fort +5, Ref +3, Will +3; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +3, Intimidate +4, Listen +5, Search +3, Spot +8; Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

**ATL 5**

‡ **Elven Mage (1), Wiz 7:** CR 7; Medium-Size Humanoid (High Elf); HD 7d4+3; hp 26; Init +2 (+2 Dex); Spd 30 ft; AC 18 (+2 Dex, +4 *mage armor*, *potion of barkskin* +2), touch 16, flat-footed 16; BAB/Grp +3/+3; Atk/Full Atk rapier +3 (1d6); SQ Low-light vision, summon familiar; AL CN; SV Fort +2, Ref +4, Will +7; Str 10, Dex 14, Con 10, Int 19, Wis 14, Cha 12.

*Skills and Feats:* Concentration +14, Craft (Alchemy) +11, Decipher Script +11, Listen +6, Knowledge (Arcana) +14, Profession (Herbalist) +8, Search +7, Spellcraft +14, Spot +6; Combat Casting, Improved Counterspell, Scribe Scroll, Spell Mastery, Toughness.

Spells: 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands*, *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image*, *scorching ray*; 3<sup>rd</sup> level – *fireball*, *haste*, *slow*; 4<sup>th</sup> level – *fire shield*, *stoneskin*. DC 14 + Spell level.

Equipment: rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin*~~ +2.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

‡ **Elven Cleric (1), Clr 5 (Ardra):** CR 5; Medium-Size Humanoid (High Elf); HD 5d8+5; hp 39; Init +2 (+2 Dex); Spd 30 ft; AC 16 (+1 Dex, +4 chain shirt, *potion of barkskin* +1), touch 11, flat-footed 15; BAB/Grp +3/+5; Atk/Full Atk longsword +5 (1d8+2); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +5, Ref +2, Will +6; Str 14, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Concentration +13, Heal +10, Listen +4, Knowledge (Religion) +8, Search +4, Spellcraft +10, Spot +6; Combat Casting, Dodge.

Spells: 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x2); 1<sup>st</sup> level – *bless*, *doom*, *inflict light wounds*, *protection from good*, *sanctuary*\*; 2<sup>nd</sup> level – *augury*, *bull's strength*\*, *spiritual weapon* (longsword); 3<sup>rd</sup> level – *magic vestment*\*, *searing light*. DC 12 + Spell level.

Equipment: longsword, chain shirt, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Rogues (2), Rog 6:** CR 6; Medium-Size Humanoid (High Elf); HD 6d6+6; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (+3 Dex, +3 studded leather armor, *potion of barkskin* +1), touch 13, flat-footed 14; BAB/Grp +4/+5; Atk/Full Atk longsword +6 (1d8+2); SA Sneak Attack +3d6; SQ Low-light vision, trapfinding, evasion, trap sense +2, uncanny dodge; AL CN; SV Fort +3, Ref +6, Will +3; Str 13, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +10, Escape Artist +12, Hide +12, Intimidate +10, Listen +12, Move Silently +12, Search +13, Spot +12, Tumble +15, Use Magic Device +11; Dodge, Improved Initiative, Skill Focus (Tumble).

Equipment: longsword, studded leather armor, ~~*potion of barkskin*~~ +1, ~~*oil of greater magic weapon*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Fighters (2), Ftr 5:** CR 5; Medium-Size Humanoid (High Elf); HD 5d10+10; hp 52; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 18 (+2 Dex, +5 chain mail, *potion of barkskin* +1), touch 12, flat-footed 16; BAB/Grp +5/+7; Atk/Full Atk longsword +8 (1d8+4) or composite longbow +7 (1d8); SQ Low-light vision; AL CN; SV Fort +6, Ref +3, Will +3; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +4, Intimidate +6, Listen +6, Search +3, Spot +8; Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

**ATL 7**

‡ **Elven Mage (1), Wiz 9:** CR 9; Medium-Size Humanoid (High Elf); HD 9d4+3; hp 32; Init +2 (+2 Dex); Spd 30 ft; AC 19 (+2 Dex, +4 *mage armor*, *potion of barkskin* +3), touch 16, flat-footed 17; BAB/Grp +4/+4; Atk/Full Atk rapier +4 (1d6); SQ Low-light vision, summon familiar; AL CN; SV Fort +3, Ref +5, Will +8; Str 10, Dex 14, Con 10, Int 20, Wis 14, Cha 12.

*Skills and Feats:* Concentration +16, Craft (Alchemy) +14, Decipher Script +14, Listen +7, Knowledge (Arcana) +17, Profession (Herbalist) +10, Search +8, Spellcraft +17, Spot +6; Combat Casting, Dodge, Improved Counterspell, Scribe Scroll, Spell Mastery, Toughness.

Spells: 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands* (x2), *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image*, *scorching ray* (x2); 3<sup>rd</sup> level – *fireball*, *haste*, *slow*, *vampiric touch*; 4<sup>th</sup> level – *enervation*, *fire shield*, *stoneskin*; 5<sup>th</sup> level – *baleful polymorph*, *feeblemind*. DC 15 + Spell level.

Equipment: rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin*~~ +3.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

‡ **Elven Cleric (1), Clr 7 (Ardra):** CR 7; Medium-Size Humanoid (High Elf); HD 7d8+7; hp 53; Init +2 (+2 Dex); Spd 30 ft; AC 17 (+1 Dex, +4 chain shirt, *potion of barkskin* +2), touch 11, flat-footed 16; BAB/Grp +5/+7; Atk/Full Atk longsword +8 (1d8+3); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +6, Ref +3, Will +7; Str 14, Dex 13, Con 12, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Concentration +15, Heal +12, Listen +4, Knowledge (Religion) +10, Search +4, Spellcraft +12, Spot +6; Combat Casting, Dodge, Iron Will.

Spells: 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x3); 1<sup>st</sup> level – *bless*, *doom*, *inflict light wounds*, *protection from good*, *sanctuary*, *sanctuary\**; 2<sup>nd</sup> level – *augury*, *bull's*

*strength\**, *owl's wisdom*, *spiritual weapon* (longsword); 3<sup>rd</sup> level – *magic vestment\**, *prayer*, *searing light*; 4<sup>th</sup> level – *poison*, *spell immunity\**. DC 12 + Spell level.

Equipment: longsword, chain shirt, ~~*potion of barkskin*~~ +2, ~~*oil of greater magic weapon*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Rogues (2), Rog 8:** CR 8; Medium-Size Humanoid (High Elf); HD 8d6+8; hp 50; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 17 (+3 Dex, +3 studded leather armor, *potion of barkskin* +1), touch 13, flat-footed 14; BAB/Grp +6/+8; Atk longsword +9 (1d8+3); Full Atk longsword +9/+4 (1d8+3); SA Sneak Attack +4d6; SQ Low-light vision, trapfinding, evasion, trap sense +2, improved uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +3; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +12, Escape Artist +14, Hide +14, Intimidate +12, Listen +14, Move Silently +14, Search +15, Spot +14, Tumble +17, Use Magic Device +13; Dodge, Improved Initiative, Skill Focus (Tumble).

Equipment: longsword, studded leather armor, ~~*potion of barkskin*~~ +1, ~~*oil of greater magic weapon*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Fighters (2), Ftr 7:** CR 7; Medium-Size Humanoid (High Elf); HD 7d10+14; hp 71; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 18 (+2 Dex, +5 chain mail, *potion of barkskin* +1), touch 12, flat-footed 16; BAB/Grp +7/+9; Atk longsword +10 (1d8+4) or composite longbow +9 (1d8); Full Atk longsword +10/+5 (1d8+4) or composite longbow +9/+4 (1d8); SQ Low-light vision; AL CN; SV Fort +7, Ref +4, Will +4; Str 15, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +5, Intimidate +8, Listen +6, Search +3, Spot +9; Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin*~~ +1.

**High Elf traits (Ex):** See Elven Mage.

**ATL 9**

‡ **Elven Mage (1), Wiz 11:** CR 11; Medium-Size Humanoid (High Elf); HD 11d4+3; hp 38; Init +2 (+2 Dex); Spd 30 ft; AC 19 (+2 Dex, +4 *mage armor*, *potion of barkskin* +3), touch 16, flat-footed 17; BAB/Grp +5/+5; Atk/Full Atk rapier +6 (1d6+1); SQ Low-light vision, summon familiar; AL CN; SV Fort +3, Ref +5, Will +9; Str 10, Dex 14, Con 10, Int 20, Wis 14, Cha 12.

*Skills and Feats:* Concentration +18, Craft (Alchemy) +16, Decipher Script +16, Listen +7, Knowledge (Arcana) +19, Profession (Herbalist) +10, Search +9, Spellcraft +19, Spot +7; Combat Casting, Dodge, Eschew Materials, Improved Counterspell, Scribe Scroll, Spell Mastery, Toughness.

*Spells:* 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands* (x2), *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image*, *scorching ray* (x2); 3<sup>rd</sup> level – *fireball*, *haste*, *lightning bolt*, *slow*, *vampiric touch*; 4<sup>th</sup> level – *enervation*, *fire shield*, *phantasmal killer*, *stoneskin*; 5<sup>th</sup> level – *baleful polymorph*, *cone of cold*, *feeblemind*; 6<sup>th</sup> level – *repulsion*. DC 15 + Spell level.

*Equipment:* rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin* +3~~, ~~*oil of greater magic weapon* +1~~.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

‡ **Elven Cleric (1), Clr 9 (Ardra):** CR 9; Medium-Size Humanoid (High Elf); HD 9d8+9; hp 67; Init +2 (+2 Dex); Spd 30 ft; AC 18 (+1 Dex, +4 chain shirt, *potion of barkskin* +3), touch 11, flat-footed 17; BAB/Grp +6/+8; Atk longsword +10 (1d8+4); Full Atk longsword +10/+5 (1d8+4); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +7, Ref +4, Will +8; Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 13.

*Skills and Feats:* Concentration +17, Heal +15, Listen +5, Knowledge (Religion) +12, Search +4, Spellcraft +14, Spot +7; Combat Casting, Dodge, Iron Will, Mobility.

*Spells:* 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x3); 1<sup>st</sup> level – *bless*, *doom*,

*inflict light wounds*, *protection from good*, *sanctuary*, *sanctuary\**; 2<sup>nd</sup> level – *augury*, *bull's strength\**, *death knell*, *owl's wisdom*, *spiritual weapon* (*longsword*); 3<sup>rd</sup> level – *dispel magic*, *inflict serious wounds*, *magic vestment\**, *prayer*, *searing light*; 4<sup>th</sup> level – *poison*, *divine power*, *spell immunity\**; 5<sup>th</sup> level – *flame strike*, *spell resistance\**. DC 13 + Spell level.

*Equipment:* longsword, chain shirt, ~~*potion of barkskin* +3~~, ~~*oil of greater magic weapon* +2~~.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Rogues (2), Rog 10:** CR 10; Medium-Size Humanoid (High Elf); HD 10d6+10; hp 61; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 19 (+3 Dex, +3 studded leather armor, *potion of barkskin* +3), touch 13, flat-footed 15; BAB/Grp +7/+9; Atk longsword +11 (1d8+4); Full Atk longsword +11/+6 (1d8+4); SA Sneak Attack +5d6; SQ Low-light vision, trapfinding, evasion, opportunist, trap sense +3, improved uncanny dodge; AL CN; SV Fort +4, Ref +8, Will +4; Str 14, Dex 16, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +14, Escape Artist +16, Hide +16, Intimidate +14, Listen +16, Move Silently +16, Search +17, Spot +16, Tumble +19, Use Magic Device +15; Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Tumble).

*Equipment:* longsword, studded leather armor, ~~*potion of barkskin* +3~~, ~~*oil of greater magic weapon* +2~~.

**Opportunist (Ex):** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Fighters (2), Ftr 9:** CR 9; Medium-Size Humanoid (High Elf); HD 9d10+21; hp 93; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 19 (+2 Dex, +5 chain mail, *potion of barkskin* +2), touch 12, flat-footed 17; BAB/Grp +9/+12; Atk longsword +13 (1d8+5) or composite longbow +11

(1d8); Full Atk longsword +13/+8 (1d8+5) or composite longbow +11/+6 (1d8); SQ Low-light vision; AL CN; SV Fort +8, Ref +5, Will +5; Str 16, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +6, Intimidate +8, Listen +7, Search +3, Spot +10; Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin*~~ +2.

**High Elf traits (Ex):** See Elven Mage.

## ATL 11

⚔ **Elven Mage (1), Wiz 13:** CR 13; Medium-Size Humanoid (High Elf); HD 13d4+3; hp 44; Init +2 (+2 Dex); Spd 30 ft; AC 20 (+2 Dex, +4 *mage armor*, *potion of barkskin* +4), touch 16, flat-footed 18; BAB/Grp +6/+6; Atk rapier +7 (1d6+1); Full Atk rapier +7/+2 (1d6+1); SQ Low-light vision, summon familiar; AL CN; SV Fort +4, Ref +6, Will +10; Str 10, Dex 14, Con 10, Int 21, Wis 14, Cha 12.

*Skills and Feats:* Concentration +20, Craft (Alchemy) +18, Decipher Script +18, Listen +7, Knowledge (Arcana) +21, Profession (Herbalist) +12, Search +9, Spellcraft +21, Spot +8; Combat Casting, Dodge, Eschew Materials, Improved Counterspell, Mobility, Scribe Scroll, Spell Mastery, Toughness.

*Spells:* 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands* (x2), *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image*, *scorching ray* (x2); 3<sup>rd</sup> level – *fireball*, *haste*, *lightning bolt*, *slow*, *vampiric touch*; 4<sup>th</sup> level – *crushing despair*, *enervation*, *fire shield*, *phantasmal killer*, *stoneskin*; 5<sup>th</sup> level – *baleful polymorph*, *cloudkill*, *cone of cold*, *feeblemind*; 6<sup>th</sup> level – *flesh to stone*, *repulsion*; 7<sup>th</sup> level – *spell turning*. DC 15 + Spell level.

*Equipment:* rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin*~~ +4, ~~*oil of greater magic weapon*~~ +1.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

⚔ **Elven Cleric (1), Clr 11 (Ardra):** CR 11; Medium-Size Humanoid (High Elf); HD 11d8+11; hp 81; Init +2 (+2 Dex); Spd 30 ft; AC 19 (+1 Dex, +4 chain shirt, *potion of barkskin* +4), touch 11, flat-footed 18; BAB/Grp +8/+10; Atk Full Atk longsword +12 (1d8+4); Full Atk longsword +12/+7 (1d8+4); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +8, Ref +4, Will +9; Str 14, Dex 13, Con 12, Int 14, Wis 16, Cha 13.

*Skills and Feats:* Concentration +19, Heal +17, Listen +5, Knowledge (Religion) +14, Search +4,

Spellcraft +16, Spot +7; Combat Casting, Dodge, Iron Will, Mobility.

*Spells:* 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x3); 1<sup>st</sup> level – *bless*, *doom*, *entropic shield*, *inflict light wounds*, *protection from good*, *sanctuary*, *sanctuary\**; 2<sup>nd</sup> level – *augury*, *bull's strength\**, *death knell*, *owl's wisdom*, *spiritual weapon* (longsword); 3<sup>rd</sup> level – *bestow curse*, *dispel magic*, *inflict serious wounds*, *magic vestment\**, *prayer*, *searing light*; 4<sup>th</sup> level – *poison*, *divine power*, *spell immunity\**, *summon monster IV*; 5<sup>th</sup> level – *flame strike*, *slay living*, *spell resistance\**; 6<sup>th</sup> level – *antimagic field\**, *blade barrier*. DC 13 + Spell level.

*Equipment:* longsword, chain shirt, ~~*potion of barkskin*~~ +4, ~~*oil of greater magic weapon*~~ +2.

**High Elf traits (Ex):** See Elven Mage.

⚔ **Elven Rogues (2), Rog 12:** CR 12; Medium-Size Humanoid (High Elf); HD 12d6+12; hp 72; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 20 (+3 Dex, +3 studded leather armor, *potion of barkskin* +4), touch 13, flat-footed 17; BAB/Grp +9/+11; Atk longsword +13 (1d8+4); Full Atk longsword +13/+8 (1d8+4); SA Sneak Attack +6d6; SQ Low-light vision, trapfinding, evasion, opportunist, trap sense +4, improved uncanny dodge; AL CN; SV Fort +5, Ref +9, Will +5; Str 14, Dex 17, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +16, Escape Artist +18, Hide +18, Intimidate +16, Listen +18, Move Silently +18, Search +19, Spot +18, Tumble +21, Use Magic Device +17; Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Tumble).

*Equipment:* longsword, studded leather armor, ~~*potion of barkskin*~~ +4, ~~*oil of greater magic weapon*~~ +2.

**Opportunist (Ex):** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**High Elf traits (Ex):** See Elven Mage.

**\ Elven Fighters (2), Ftr 11:** CR 11; Medium-Size Humanoid (High Elf); HD 11d10+25; hp 122; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 20 (+2 Dex, +5 chain mail, *potion of barkskin* +3), touch 12, flat-footed 18; BAB/Grp +11/+14; Atk Full Atk longsword +15 (1d8+5) or composite longbow +13 (1d8); Full Atk longsword +15/+10/+5 (1d8+5) or composite longbow +13/+8/+3 (1d8); SQ Low-light vision; AL CN; SV Fort +9, Ref +5, Will +5; Str 16, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +7, Intimidate +8, Listen +8, Search +3, Spot +11; Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin* +3.~~

**High Elf traits (Ex):** See Elven Mage.

**ATL 13**

**‡ Elven Mage (1), Wiz 15:** CR 15; Medium-Size Humanoid (High Elf); HD 15d4+3; hp 50; Init +2 (+2 Dex); Spd 30 ft; AC 20 (+2 Dex, +4 *mage armor*, *potion of barkskin* +4), touch 16, flat-footed 18; BAB/Grp +7/+7; Atk rapier +8 (1d6+1); Full Atk rapier +8/+3 (1d6+1); SQ Low-light vision, summon familiar; AL CN; SV Fort +5, Ref +7, Will +11; Str 10, Dex 14, Con 10, Int 21, Wis 14, Cha 12.

*Skills and Feats:* Concentration +22, Craft (Alchemy) +20, Decipher Script +20, Listen +8, Knowledge (Arcana) +23, Profession (Herbalist) +14, Search +9, Spellcraft +23, Spot +8; Combat Casting, Dodge, Eschew Materials, Improved Counterspell, Mobility, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Mastery, Toughness.

*Spells:* 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands* (x2), *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image*, *scorching ray* (x2); 3<sup>rd</sup> level – *fireball*, *haste*, *lightning bolt*, *slow*, *vampiric touch*; 4<sup>th</sup> level – *crushing despair*, *enervation*, *fire shield*, *phantasmal killer*, *stoneskin*; 5<sup>th</sup> level – *baleful polymorph*, *cloudkill*, *cone of cold*, *feblemind*, *transmute rock to mud*; 6<sup>th</sup> level – *chain lightning*, *flesh to stone*, *repulsion*; 7<sup>th</sup> level – *finger of death*, *spell turning*. DC 15 + Spell level.

*Equipment:* rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin*~~ +4, ~~*oil of greater magic weapon*~~ +1.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

**‡ Elven Cleric (1), Clr 13 (Ardra):** CR 13; Medium-Size Humanoid (High Elf); HD 13d8+13; hp 95; Init +2 (+2 Dex); Spd 30 ft; AC 20 (+1 Dex, +4 chain shirt, *potion of barkskin* +5), touch 11, flat-footed 19; BAB/Grp +9/+11; Atk Full Atk longsword +13 (1d8+4); Full Atk longsword +13/+8 (1d8+4); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +9, Ref +5, Will +10; Str 14, Dex 13, Con 12, Int 14, Wis 17, Cha 13.

*Skills and Feats:* Concentration +24, Heal +19, Listen +5, Knowledge (Religion) +16, Search +4, Spellcraft +18, Spot +7; Combat Casting, Dodge, Iron Will, Mobility, Skill Focus (Concentration).

*Spells:* 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x3); 1<sup>st</sup> level – *bless*, *doom*, *entropic shield*, *inflict light wounds*, *protection from good*, *sanctuary*, *sanctuary\**; 2<sup>nd</sup> level – *align weapon*, *augury*, *bull's strength\**, *death knell*, *owl's wisdom*, *spiritual weapon* (longsword); 3<sup>rd</sup> level – *bestow curse*, *dispel magic*, *inflict serious wounds*, *magic vestment\**, *prayer*, *searing light*; 4<sup>th</sup> level – *air walk*, *poison*, *divine power*, *spell immunity\**, *summon monster IV*; 5<sup>th</sup> level – *flame strike*, *righteous might*, *slay living*, *spell resistance\**; 6<sup>th</sup> level – *antimagic field\**, *blade barrier*, *harm*; 7<sup>th</sup> level – *grasping hand\**, *repulsion*. DC 13 + Spell level.

*Equipment:* longsword, chain shirt, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +2.

**High Elf traits (Ex):** See Elven Mage.

**‡ Elven Rogues (2), Rog 14:** CR 14; Medium-Size Humanoid (High Elf); HD 14d6+14; hp 83; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 21 (+3 Dex, +3 studded leather armor, *potion of barkskin* +5), touch 13, flat-footed 18; BAB/Grp +10/+12; Atk longsword +14 (1d8+4); Full Atk longsword +14/+9 (1d8+4); SA Sneak Attack +7d6; SQ Low-light vision, trapfinding, improved evasion, opportunist, trap sense +4, improved uncanny dodge; AL CN; SV Fort +5, Ref +10, Will +5; Str 14, Dex 17, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +18, Escape Artist +20, Hide +20, Intimidate +18, Listen +20, Move Silently +20, Search +21, Spot +20, Tumble +23, Use Magic Device +19; Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Tumble).

*Equipment:* longsword, studded leather armor, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +2.

**Opportunist (Ex):** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the



rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**High Elf traits (Ex):** See Elven Mage.

**⚔ Elven Fighters (2), Ftr 13:** CR 13; Medium-Size Humanoid (High Elf); HD 13d10+29; hp 141; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 21 (+2 Dex, +5 chain mail, *potion of barkskin* +4), touch 12, flat-footed 19; BAB/Grp +13/+16; Atk Full Atk longsword +18 (1d8+6) or composite longbow +15 (1d8); Full Atk longsword +18/+13/+8 (1d8+6) or composite longbow +15/+10/+5 (1d8); SQ Low-light vision; AL CN; SV Fort +10, Ref +6, Will +6; Str 17, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

*Skills and Feats:* Escape Artist +8, Intimidate +10, Listen +8, Search +3, Spot +13; Blind-Fight, Cleave, Combat Reflexes, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Power Attack, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: longsword, chain mail, ~~*potion of barkskin* +4, *oil of greater magic weapon* +1.~~

**High Elf traits (Ex):** See Elven Mage.

## ATL 15

‡ **Elven Mage (1), Wiz 17:** CR 17; Medium-Size Humanoid (High Elf); HD 17d4+3; hp 56; Init +2 (+2 Dex); Spd 30 ft; AC 21 (+2 Dex, +4 *mage armor*, *potion of barkskin* +5), touch 16, flat-footed 19; BAB/Grp +8/+8; Atk rapier +10 (1d6+2); Full Atk rapier +10/+5 (1d6+2); SQ Low-light vision, summon familiar; AL CN; SV Fort +5, Ref +7, Will +12; Str 10, Dex 14, Con 10, Int 22, Wis 14, Cha 12.

*Skills and Feats:* Concentration +24, Craft (Alchemy) +23, Decipher Script +22, Listen +9, Knowledge (Arcana) +26, Profession (Herbalist) +16, Search +10, Spellcraft +26, Spot +9; Combat Casting, Dodge, Eschew Materials, Improved Counterspell, Mobility, Quicken Spell, Scribe Scroll, Spell Focus (Evocation), Spell Mastery, Toughness.

*Spells:* 0-level – *daze*, *flare*, *ray of frost*; 1<sup>st</sup> level – *burning hands* (x2), *magic missile* (x2), *shocking grasp*, *true strike*; 2<sup>nd</sup> level – *acid arrow*, *blindness/deafness*, *mirror image* (x2), *scorching ray* (x2); 3<sup>rd</sup> level – *fireball*, *haste*, *lightning bolt*, *slow*, *vampiric touch*; 4<sup>th</sup> level – *crushing despair*, *enervation*, *fire shield*, *phantasmal killer*, *stoneskin*; 5<sup>th</sup> level – *baleful polymorph*, *cloudkill*, *cone of cold*, *feblemind*, *transmute rock to mud*; 6<sup>th</sup> level – *chain lightning*, *circle of death*, *disintegrate*, *flesh to stone*, *repulsion*; 7<sup>th</sup> level – *finger of death*, *mage's sword*, *spell turning*; 8<sup>th</sup> level – *horrid wilting*, *incendiary cloud*. DC 15 + Spell level.

*Equipment:* rapier, ~~*potion of mage armor*~~, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +2.

**High Elf traits (Ex):** Immune to magic sleep effects; +2 racial bonus to saving throws against enchantment spells and effects.

‡ **Elven Cleric (1), Clr 15 (Ardra):** CR 15; Medium-Size Humanoid (High Elf); HD 15d8+15; hp 109; Init +2 (+2 Dex); Spd 30 ft; AC 20 (+1 Dex, +4 chain shirt, *potion of barkskin* +5), touch 11, flat-footed 19; BAB/Grp +11/+13; Atk Full Atk longsword +16 (1d8+5); Full Atk longsword +16/+11/+6 (1d8+5); SA Turn undead; SQ Low-light vision; AL (C)N; SV Fort +12, Ref +6, Will

+11; Str 14, Dex 13, Con 12, Int 14, Wis 17, Cha 13.

*Skills and Feats:* Concentration +26, Heal +21, Listen +5, Knowledge (Religion) +18, Search +4, Spellcraft +20, Spot +7; Combat Casting, Dodge, Great Fortitude, Iron Will, Mobility, Skill Focus (Concentration).

*Spells:* 0-level – *detect magic*, *guidance*, *read magic*, *resistance* (x3); 1<sup>st</sup> level – *bless*, *doom*, *entropic shield*, *inflict light wounds*, *protection from good*, *sanctuary*, *sanctuary\**; 2<sup>nd</sup> level – *align weapon*, *augury*, *bull's strength\**, *death knell*, *owl's wisdom*, *spiritual weapon* (longsword); 3<sup>rd</sup> level – *bestow curse*, *dispel magic*, *inflict serious wounds*, *magic vestment\**, *prayer*, *protection from energy*, *searing light*; 4<sup>th</sup> level – *air walk*, *poison*, *divine power*, *spell immunity\**, *summon monster IV*; 5<sup>th</sup> level – *flame strike*, *insect plague*, *righteous might*, *slay living*, *spell resistance\**; 6<sup>th</sup> level – *antimagic field\**, *blade barrier* (x2), *harm*; 7<sup>th</sup> level – *grasping hand\**, *repulsion* (x2). DC 13 + Spell level.

*Equipment:* longsword, chain shirt, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +3.

**High Elf traits (Ex):** See Elven Mage.

‡ **Elven Rogues (2), Rog 16:** CR 16; Medium-Size Humanoid (High Elf); HD 16d6+16; hp 94; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 22 (+4 Dex, +3 studded leather armor, *potion of barkskin* +5), touch 14, flat-footed 18; BAB/Grp +12/+14; Atk longsword +17 (1d8+5); Full Atk longsword +17/+12/+7 (1d8+5); SA Sneak Attack +8d6, Crippling Strike; SQ Low-light vision, trapfinding, improved evasion, opportunist, trap sense +5, improved uncanny dodge; AL CN; SV Fort +6, Ref +12, Will +6; Str 14, Dex 18, Con 12, Int 14, Wis 13, Cha 12.

*Skills and Feats:* Bluff +20, Escape Artist +22, Hide +22, Intimidate +20, Listen +22, Move Silently +22, Search +23, Spot +22, Tumble +25, Use Magic Device +21; Combat Reflexes, Dodge, Improved Initiative, Mobility, Skill Focus (Tumble), Spring Attack.

*Equipment:* longsword, studded leather armor, ~~*potion of barkskin*~~ +5, ~~*oil of greater magic weapon*~~ +3.

**Opportunist (Ex):** Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Crippling Strike (Ex):** A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

**High Elf traits (Ex):** See Elven Mage.

**Elven Fighters (2), Ftr 15:** CR 15; Medium-Size Humanoid (High Elf); HD 15d10+33; hp 160; Init +6 (+2 Dex, Improved Initiative); Spd 30 ft; AC 22 (+2 Dex, +5 chain mail, *potion of barkskin* +5), touch 12, flat-footed 20; BAB/Grp +15/+18; Atk Full Atk longsword +20 (1d8+6) or composite longbow +17 (1d8); Full Atk longsword +20/+15/+10 (1d8+6) or composite longbow +17/+12/+7 (1d8); SQ Low-light vision; AL CN; SV Fort +11, Ref +7, Will +7; Str 17, Dex 14, Con 14, Int 12, Wis 14, Cha 10.

**Skills and Feats:** Escape Artist +9, Intimidate +12, Listen +8, Search +3, Spot +15; Blind-Fight, Cleave, Combat Reflexes, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (Longsword), Weapon Specialization (Longsword).

**Equipment:** longsword, chain mail, ~~potion of barkskin +4, oil of greater magic weapon +2.~~

**High Elf traits (Ex):** See Elven Mage.

- If the PCs succeeded in rescuing all nine children alive **GO TO Conclusion A (page 46).**
- If one or more of the children were killed in the rescue effort **GO TO Conclusion B (page 46).**
- If the party is captured or killed in the final combat **GO TO Conclusion C (page 47).**

- If the party refused the mission to rescue the children **GO TO Conclusion D (page 47).**

## **Conclusion A**

The PCs have succeeded in recovering all of the children alive (or have raised them)

*The gratitude of the parents is clear in their expressions as they hold their precious children in their arms. There are not words enough to thank you for everything that you have done. As the families make their way to the temple of Ardra to offer prayers of gratitude, Draven Silverleaf lingers behind to speak with you, his voice rough with emotion. "There is no greater gift than the one that you have given us, the lives of our children. There is no price which can be placed upon our children, our future, but a token of our gratitude is waiting for you at the Fraternity. It can never be enough, but I hope you will accept it, with our gratitude." He bows to you, then hurries to rejoin the other families, leaving you to collect your well-deserved reward.*

The PCs may retrieve their reward from Melton Dadderhoff. If the PCs paid to have one or more of the children raised, those funds will also be returned.

- **GO TO Epilogue (page 47).**

## **Conclusion B**

One or more of the children were killed in the rescue attempt, and not raised.

*The gratitude of the parents is mixed with grief as the families make their way to the temple of Ardra. The return of their children is bittersweet. Draven Silverleaf lingers behind to speak with you, his voice rough with emotion. "You have given us our children back, and we are grateful. There is no price which can be placed upon our children, our future, and nothing can replace what we have lost, but a token of our gratitude is waiting for you at the Fraternity. It can never be enough, but I hope you will accept it, with our gratitude." He bows to you, then hurries to rejoin*

*the other families, leaving you to collect your well-deserved reward.*

The PCs may retrieve their reward from Melton Dadderhoff.

➤ **GO TO Epilogue (page 47).**

## **Conclusion C**

PCs captured alive in the final encounter will be tortured and eventually killed by the elves, their bodies and equipment left to rot in the sun.

*The absence of the agony that accompanied the end is itself almost a pain before you are bathed in a soothing warmth. All around you a solid fog of radiant white muffles sight and sound. A melodious voice comes from all directions. “There is no life more precious than that of a child, and no more worthy sacrifice than to perish in defense of that life. It is fitting that your selfless offering should be rewarded, in the hope that you may serve again.”*

*A warm breath blows over you, your lungs filling with air. The fog around you dissolves, carried away by the breeze, and the sun shines down upon the tiny grotto where you stand.*

A PC killed by the elves is restored to life, by the will of Ardra, at the conclusion of the event, without loss of level or Constitution. PCs restored by the goddess awaken to find themselves standing, unharmed and with their equipment, in a small grotto by the river, a half-day’s walk from Amthydor. Their financial reward may be claimed from the Fraternity of Venturers.

➤ **GO TO Epilogue (page 47).**

## **Conclusion D**

Present this conclusion for PCs who refuse the mission, abandoning the elven children to their fate.

*Three days after your meeting at the Fraternity of Venturers, Amthydor awakes to the sight of nine small bodies arranged on the ground outside the*

*South Gate. A solemn Legion honor guard escorts the grieving parents and their sad burdens to the temple district as the great iron Death Bell begins to toll the loss of the most innocent victims of the war.*

## THUS ENDS “SINS OF THE FATHER”

➤ **TIME UNIT COST: 5 TU**

## **Epilogue**

The box text below takes place ‘off stage’ and out of the direct awareness of the PCs, but may provide some insight to players regarding events that influence life in the Shining Jewel. It should be presented to the players at the completion of the scenario, regardless of which Conclusion that the heroes experience. The text assumes that Kontis was not *raised*. Modify the box text appropriately to reflect that he is resting at the temple, if the PCs arrange for him to be raised from the dead.

Somewhere in Amthydor –

*Quenn’s footsteps seemed to echo around him as he traversed the dark corridor, though he knew that he made little sound. Reaching the end he knocked lightly on the door before pushing it open, even though there was little chance of surprising the room’s occupant. The shadowed figure inside absently stirred the crackling fire with a long metal poker, not turning before speaking. “Kontis?”*

*“He has been found, Talon, as we feared.”*

*“And those who found him? Do they have any idea what they have uncovered?”*

*“Our people think not, but they have marked the adventurers and will be watching them.” He hesitated, uncertain of how to proceed. “Talon...could some of them be...useful to us?”*

*The hand holding the poker stilled, the question hanging unanswered. “Kontis’ body?”*

*“Has been moved to the temple, Talon. They know your instructions.” He started to turn away, taking the unanswered question as dismissal, when a gloved hand touched his shoulder. He hadn’t even noticed the movement.*

*“This war goes on too long, and we have paid a heavy price. Those that we have lost are not easily replaced, and these adventurers may not be up to the challenge. But we will watch them, just the same, and perhaps some may yet join us.”*

## THUSENDS “SINS OF THE FATHER”

**TIME UNIT COST: 5 TU**

### **EXPERIENCE POINT SUMMARY**

Total the XP earned from the following:

	<b>ATL 1</b>	<b>ATL 3</b>	<b>ATL 5</b>	<b>ATL 7</b>	<b>ATL 9</b>	<b>ATL 11</b>	<b>ATL 13</b>	<b>ATL 15</b>
<b>Scenario Completion</b>	500	700	900	1,100	1,300	1,500	1,700	1,900
<b>Discretionary Role Playing</b>	50	50	50	100	100	100	250	250
<b>Bonus XP [Per elven child rescued alive/intact]</b>	125 [10 XP per child, 125 XP for all]	175 [15 XP per child, 175 XP for all]	225 [20 XP per child, 225 XP for all]	275 [25 XP per child, 275 XP for all]	325 [30 XP per child, 325 XP for all]	375 [40 XP per child, 375 XP for all]	425 [45 XP per child, 425 XP for all]	475 [50 XP per child, 475 XP for all]
<b>Maximum Possible XP</b>	<b>675</b>	<b>925</b>	<b>1,175</b>	<b>1,425</b>	<b>1,725</b>	<b>1,975</b>	<b>2,225</b>	<b>2,625</b>

## TREASURE SUMMARY

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

### **Introduction**

The GM should strike out any spells cast during this event, prior to signing these certs for the players.

- **Arcane Scroll (Sorcerer/Wizard)**, 1 available (Value: 8,925gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17<sup>th</sup> level caster, Legality: Legal).

The scroll contains the following spells, cast at 13<sup>th</sup> level:

- 1<sup>st</sup> *obscuring mist*
- 2<sup>nd</sup> *mirror image*
- 3<sup>rd</sup> *clairaudience/clairvoyance, fly*
- 4<sup>th</sup> *dimension door, greater invisibility*
- 5<sup>th</sup> *break enchantment*
- 6<sup>th</sup> *antimagic field, chain lightning*
- 7<sup>th</sup> *mass invisibility*

When casting a spell of a level above that which you can normally cast, make a caster level check *DC 14* (scroll's caster level +1) to cast the spell. If you fail you must succeed at a *DC 5 Will* save or face a mishap.

### Spell Mishap –

*01-20%* A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

*21-45%* The scroll user suffers some minor but bizarre effect related to the spell in some way. Such effects last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

*46-80%* Some innocuous item or items appear in the spell's area.

*81-100%* The spell effect is delayed 1d12 hours. If the scroll user was the intended recipient, the spell takes effect normally after that delay. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

- **Arcane Scroll (Bard)**, 1 available (Value: 5,600gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17<sup>th</sup> level caster, Legality: Legal).

The scroll contains the following spells, cast at 13<sup>th</sup> level:

- 1<sup>st</sup> *disguise self*
- 2<sup>nd</sup> *detect thoughts, silence*
- 3<sup>rd</sup> *clairaudience/clairvoyance, good hope, invisibility sphere, scrying*
- 4<sup>th</sup> *break enchantment, dimension door*
- 5<sup>th</sup> *song of discord*

When casting a spell of a level above that which you can normally cast, make a caster level check *DC 14* (scroll's caster level +1) to cast the spell. If you fail you must succeed at a *DC 5 Will* save or face a mishap.

### Spell Mishap –

*01-20%* A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

*21-45%* The scroll user suffers some minor but bizarre effect related to the spell in some way. Such effects last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

*46-80%* Some innocuous item or items appear in the spell's area.

*81-100%* The spell effect is delayed 1d12 hours. If the scroll user was the intended recipient, the spell takes effect normally after that delay. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

- **Divine Scroll (Cleric)**, 1 available (Value: 6,325gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17<sup>th</sup> level caster, Legality: Legal).

The scroll contains the following spells, cast at 13<sup>th</sup> level:

- 1<sup>st</sup> *detect chaos, obscuring mist*
- 2<sup>nd</sup> *silence*
- 3<sup>rd</sup> *speak with dead*
- 4<sup>th</sup> *freedom of movement*

5<sup>th</sup> *break enchantment*

6<sup>th</sup> *find the path*

7<sup>th</sup> *repulsion*

When casting a spell of a level above that which you can normally cast, make a caster level check *DC 14* (scroll's caster level +1) to cast the spell. If you fail you must succeed at a *DC 5 Will* save or face a mishap.

Spell Mishap –

01-20% A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

21-45% The scroll user suffers some minor but bizarre effect related to the spell in some way. Such effects last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

46-80% Some innocuous item or items appear in the spell's area.

81-100% The spell effect is delayed 1d12 hours. If the scroll user was the intended recipient, the spell takes effect normally after that delay. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

- **Scroll (Druid)**, 1 available (Value: 5,700gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17<sup>th</sup> level caster, Legality: Legal).

The scroll contains the following spells, cast at 13<sup>th</sup> level:

1<sup>st</sup> *fairie fire, longstrider*

2<sup>nd</sup> *heat metal*

3<sup>rd</sup> *speak with plants*

4<sup>th</sup> *rusting grasp*

5<sup>th</sup> *commune with nature*

6<sup>th</sup> *find the path*

7<sup>th</sup> *heal*

When casting a spell of a level above that which you can normally cast, make a caster level check *DC 14* (scroll's caster level +1) to cast the spell. If you fail you must succeed at a *DC 5 Will* save or face a mishap.

Spell Mishap –

01-20% A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

21-45% The scroll user suffers some minor but bizarre effect related to the spell in some way. Such effects last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

46-80% Some innocuous item or items appear in the spell's area.

81-100% The spell effect is delayed 1d12 hours. If the scroll user was the intended recipient, the spell takes effect normally after that delay. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

- **Divine Scroll (Paladin/Ranger)**, 1 available (Value: 1,350gp, Size: Tiny, Tradable: Yes, Rarity: Common, 17<sup>th</sup> level caster, Legality: Legal).

The scroll contains the following spells, cast at 13<sup>th</sup> level:

1<sup>st</sup> *bless<sup>P</sup>, protection from chaos<sup>P</sup>, speak with animals<sup>R</sup>*

2<sup>nd</sup> *speak with plants<sup>R</sup>*

3<sup>rd</sup> *magic circle against chaos<sup>P</sup>*

4<sup>th</sup> *nondetection<sup>R</sup>*

When casting a spell of a level above that which you can normally cast, make a caster level check *DC 14* (scroll's caster level +1) to cast the spell. If you fail you must succeed at a *DC 5 Will* save or face a mishap.

Spell Mishap –

01-20% A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.

21-45% The scroll user suffers some minor but bizarre effect related to the spell in some way. Such effects last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.

46-80% Some innocuous item or items appear in the spell's area.

81-100% The spell effect is delayed 1d12 hours. If the scroll user was the intended recipient, the spell takes effect normally after that delay. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

### Conclusion A

#### ➤ 1000 gp per PC

- **Battle Standard**, (1 available) (Value: Priceless, Size: Small, Tradable: No, Rarity: Rare, Legality: Legal).

This blue silk battle standard is attached to a stout wooden pole. It has been embroidered with the symbol of Amthydor (A gold eagle clutching a green gem, over a silver tower). When prominently displayed in battle, all allied troops within 60 ft. are immune to fear, and receive the benefit of a *prayer* spell, for the duration of the engagement. The Battle Standard may be invoked three times before the magic is expended and it is nothing more than a flag. A character must use one hand free to hold the pole of the Battle Standard, and it must be held to be used. If the Battle Standard is dropped or released, the effect immediately ends.



The Battle Standard may not be traded or sold.

- **Boon of Ardra**, (1 per PC) (Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

The above named PC has earned the Boon of Ardra. If the PC is dropped to 0 hit points or less, he may continue combat as if he had 1 or more hit points. Should the PC's hit points drop to the point where he would be 'dead', the PC will be bathed in a holy light and appear fully healed. This ability can only be used once and the cert is void upon its use.



A PC who is a worshiper of Ardra or the affiliated faiths of Dymora or Elianna at the time this event is played (not a convert) receives a second boon. (This paragraph should be marked out by the GM for PC worshipers of deities other than Ardra)



- **Arcane or Divine Spell**, (1 per PC) (Value: varies, Size: Tiny, Tradable: No, Rarity: Uncommon, Caster Level: 17th; Legality: Legal).

To express their gratitude to you for rescuing their children, the elven parents have arranged to aid you in your spellcasting endeavors. Material components needed cannot be more than 1,000gp in value.

Wizards – Draven Silverleaf will inscribe a single spell of your choice into your spellbook, up to one level above that which you can currently cast (excluding spells restricted or banned in the LSJ Campaign).

Spell: \_\_\_\_\_

Non-Wizard Spellcasters – The elven parents have arranged for a scroll containing a single spell of your choice from your class spell list, up to one level above that which you can currently cast (excluding spells restricted or banned in the LSJ Campaign). The scroll is scribed at the minimum caster level for the spell selected.

Spell: \_\_\_\_\_

Non-Spellcasters – The elven parents have arranged for a scroll containing a single spell of your choice, of a spell level up to one half your character level (excluding spells restricted or banned in the LSJ Campaign). The scroll is scribed at the minimum caster level for the spell selected.

Spell: \_\_\_\_\_



## Conclusion B

### ➤ 1000 gp per PC

- **Boon of Ardra**, (1 per PC) (Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

The above named PC has earned the Boon of Ardra. If the PC is dropped to 0 hit points or less, he may continue combat as if he had 1 or more hit points. Should the PC's hit points drop to the point where he would be 'dead', the PC will be bathed in a holy light and appear fully healed. This ability can only be used once and the cert is void upon its use.



A PC who is a worshiper of Ardra at the time this event is played (not a convert) receives a second boon. (This paragraph should be marked out by the GM for PC worshipers of deities other than Ardra)



- **Arcane or Divine Spell**, (1 per PC) (Value: varies, Size: Tiny, Tradable: No, Rarity: Uncommon, Caster Level: 17th; Legality: Legal).

To express their gratitude to you for rescuing their children, the elven parents have arranged to aid you in your spellcasting endeavors. Material components needed cannot be more than 1,000gp in value.

Wizards – Draven Silverleaf will inscribe a single spell of your choice into your spellbook, up to one level above that which you can currently cast (excluding spells restricted or banned in the LSJ Campaign).

Spell: \_\_\_\_\_

Non-Wizard Spellcasters – The elven parents have arranged for a scroll containing a single spell of your choice from your class spell list, up to one level above that which you

can currently cast (excluding spells restricted or banned in the LSJ Campaign). The scroll is scribed at the minimum caster level for the spell selected.

Spell: \_\_\_\_\_

Non-Spellcasters – The elven parents have arranged for a scroll containing a single spell of your choice, of a spell level up to one half your character level (excluding spells restricted or banned in the LSJ Campaign). The scroll is scribed at the minimum caster level for the spell selected.

Spell: \_\_\_\_\_

## Conclusion C

### ➤ 1000 gp per PC

- **Boon of Ardra**, (1 per PC) (Value: Priceless, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

The above named PC has earned the Boon of Ardra. If the PC is dropped to 0 hit points or less, he may continue combat as if he had 1 or more hit points. Should the PC's hit points drop to the point where he would be 'dead', the PC will be bathed in a holy light and appear fully healed. This ability can only be used once and the cert is void upon its use.



A PC who is a worshiper of Ardra at the time this event is played (not a convert) receives a second boon. (This paragraph should be marked out by the GM for PC worshipers of deities other than Ardra)



## Conclusion D

- **Curse of Ardra**, (1 per PC who refused the mission) (Value: N/A, Size: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

Your lack of regard for the precious gift of a child's life has earned the disfavor of the First Mother. Should you be killed, and then *raised* or *resurrected*, you suffer double the penalty associated with returning from the dead (2 levels or 4 Con points). If you are *reincarnated* or granted access to a *true resurrection*, you suffer the normal penalty associated with *raise dead* or *resurrection* (1 level or 2 Con points).

This curse cannot be removed by normal means. It can only be discharged by the death and return to life of the PC. When this curse is discharged, the GM should void the cert.

# GM Aid # 1

## Spell Scrolls

At each ATL there are five scrolls available to the PCs (two arcane and three divine) during the Introduction. The spells offered on each scroll are non-negotiable, and may not be exchanged. Although unused spells are available as part of the treasure at the conclusion of the event, it is intended that the PCs should use these spells to aid them in completing their mission, if necessary, rather than hoarding them for later. The GM should strike out any spells cast during the scenario, before signing the certs for the players.

### **ARCANE Scroll (Sorcerer/Wizard)**

- 1<sup>st</sup> obscuring mist
- 2<sup>nd</sup> mirror image
- 3<sup>rd</sup> clairaudience/clairvoyance, fly
- 4<sup>th</sup> dimension door, greater invisibility
- 5<sup>th</sup> break enchantment
- 6<sup>th</sup> antimagic field, chain lightning
- 7<sup>th</sup> mass invisibility

### **ARCANE Scroll (Bard)**

- 1<sup>st</sup> disguise self
- 2<sup>nd</sup> detect thoughts, silence
- 3<sup>rd</sup> clairaudience/clairvoyance, good hope, invisibility sphere, scrying
- 4<sup>th</sup> break enchantment, dimension door
- 5<sup>th</sup> song of discord

### **DIVINE Scroll (Cleric)**

- 1<sup>st</sup> detect chaos, obscuring mist
- 2<sup>nd</sup> silence
- 3<sup>rd</sup> speak with dead
- 4<sup>th</sup> freedom of movement
- 5<sup>th</sup> break enchantment
- 6<sup>th</sup> find the path
- 7<sup>th</sup> repulsion

### **DIVINE Scroll (Druid)**

- 1<sup>st</sup> fairie fire, longstrider
- 2<sup>nd</sup> heat metal
- 3<sup>rd</sup> speak with plants
- 4<sup>th</sup> rusting grast
- 5<sup>th</sup> commune with nature
- 6<sup>th</sup> find the path
- 7<sup>th</sup> heal

### **DIVINE Scroll (Paladin & Ranger)**

- 1<sup>st</sup> bless<sup>P</sup>, protection from chaos<sup>P</sup>, speak with animals<sup>R</sup>
- 2<sup>nd</sup> speak with plants<sup>R</sup>
- 3<sup>rd</sup> magic circle against chaos<sup>P</sup>
- 4<sup>th</sup> nondetection<sup>R</sup>

# GM Aid # 2

## Dead Men Do Tell Tales

### Whalen

Whalen is a human ranger. He responded to the Fraternity's request for aid, but refused when he learned that the families were elven. After leaving the Fraternity he was given a vision of Ardra, and realized that no matter what their race children should not be used as pawns. He immediately set out on his own to locate the children. Having grown up as a shepherd's son, he recognized the description of the area from the LoTS attempt to scry the location of the children. He was captured by the airborne elven patrol and brought here for interrogation and torture. He has no direct connection to any of the families.

### Kontis

Kontis is a high elf and a ranger of Ardra. He is part of a clandestine group sworn to protect Amthydor. He was sent to infiltrate the elven faction at war with Amthydor and learn the details of their attack plans. Already under suspicion, he was captured when he attempted to find a way to help the children escape. Deemed a blood traitor by the high elves, he was tortured and killed, then strung up as an example to others.

➤ **Who are you?**

*"Kontis."*

➤ **Who do you serve?**

*"Ardra and Amthydor."*

➤ **Are any of the children yours?**

*"They are as my own."*

➤ **Why were you killed?**

*"My loyalty is to Amthydor."*

➤ **Are you the Amthydoran agent?**

*"Yes."*

➤ **Did you take the children?**

*"No."*

➤ **Are the children alive?**

*"When I lived, yes."*

➤ **Are the children here?**

*"No."*

➤ **Do you know where the children are being held?**

*"Yes."*

➤ **Where are the children being held?**

*"Northwest, a half hour walk."*

➤ **What will we face in rescuing the children?**

*"Mage, priest, four guards."*

➤ **Do you want to be raised?**

*"Yes."*

# Player Handout # 1

## The Children

**Kasiana Silverleaf** Age 3; Daughter of Draven Silverleaf, a mage with the League of Thaumaturgical Studies, and his wife Tanisari, both former adventurers. Kasiana disappeared while playing with her mother in the private garden of the family's home in the Adventurers' District. Kasiana has honey blonde hair and green eyes.

**Micah Greywind** Age 4; Son of Richelline Greywind, a government clerk, and her late husband, a Diamond Legion Army scout who was killed six months ago in the line of duty. Micah disappeared while playing outside his home with several other children. Micah has dark brown hair and blue-green eyes.

**Elestine Summerrain** Age 5; Daughter of Cilena Summerrain, the Guildmistress of the Weavers' Guild, and her husband Asden. Elestine disappeared while playing during a recess between classes at the temple of Destine. She has long black hair and green eyes.

**Renson Woodlark** Age 5; Son of Jaerrak Woodlark, a diplomat in service to Amthydor, and his wife Rhisine. Renson disappeared while playing during a recess between classes at the temple of Destine. He has brown hair and blue eyes.

**Tandria Morningstar** Age 6; Daughter of Kelon Morningstar, the captain of a blockade runner, and his wife Erisa, a cousin of House Kailin. She was running to catch up to her older sister when she disappeared at the entrance to an alley near the Market Plaza, in the Port District. Tandria has dark brown hair and brown eyes.

**Varan & Laras Ravenmoon** Age 6; Twin sons of Sejer Ravenmoon and his wife Dyndra, both of whom are instructors at the Sividia Academy for Magical Arts. The twins disappeared while playing in Coral Park, in the Port District, under the supervision of their nanny Linesette, who is also missing. The boys have black hair and green eyes.

**Malcolm Oakshadow** Age 7; Son of Enthil Oakshadow and his wife Yinae, a ranking priestess of Emerys. He disappeared while playing with other children around a fountain in the Laborers' District. Malcolm has dark blond hair and hazel eyes.

**Indira Lissesul** Age 8; Daughter of Tathar Lissesul, an instrument maker, and his wife Lyrida, a sage. Indira disappeared while carrying lunch to her grandfather's shop. She has light brown hair and blue eyes.

# Player Handout # 2

## The Usual Suspects

### **Amthydor Anti-Elven Alliance**

Of the known Pro-Human/Anti-Elven groups formed following the elven declaration of war, this one is the most active and the most diverse in its approach to opposing any elven presence in the Shining Jewel. The Alliance is less a cohesive organization than a loose-knit collection of individuals united for convenience behind a common cause. The man identified as the most likely leader of the group is Eldron Thesk, a mercenary originally from Brexton. He rents a room at the Wayfarer's Rest.

### **Amthydor First**

The first of the Pro-Human/Anti-Elven groups formed immediately after the elven declaration of war against Amthydor over the disappearance of the Dark Tome. The largest and most organized of the anti-elven protest groups. Most members are human, though there are also two gnomes, a halfling, a half-orc and two dwarves. There are no half-elves or elves. The group's known/public activities center around non-violent protests and sit-ins outside of locations frequented by local elves. Several members are suspected of vandalizing the homes and businesses of elves and half elves, but there has been nothing definitive to tie them to the events. The titular leader of the group is a man named Zoller, who can usually be found carrying a protest sign on the Royal Way.

### **Pro-Human League**

The newest and most passive of the Pro-Human/Anti-Elven groups, the Pro-Human League has focused its efforts on distributing flyers encouraging local merchants to refuse to do business with anyone with elven blood, petitioning the Lord Monarch to enact laws limiting the rights and privileges of elves and half-elves in Amthydor, and calling for the revocation of House Kailin's noble status. The group does not have an obvious leader, but the brother/sister team of Marton and Anica Binder are often at the heart of any new effort. The siblings can usually be found in their family's bookshop, the Crystal Quill, located in the Services District.

# Player Handout # 3

## Informant Information

- Miners northwest of the city have reported thefts from the mines, mostly of raw amber and other gemstones useful in spellcasting.
- Giant eagles not affiliated with Amthydor have been seen flying in the area. These eagles immediately leave the area when Amthydor's eagle riders approach.
- There is a secret group working on behalf of Amthydor. They have managed to insert an undercover agent into the Mystwood elven contingent. The agent does not have a regular check-in schedule, but it has been a week since he last reported. He normally reports by messenger bird. According to his last report, a group of elves may be using remote valleys in the mountains a half day northwest of the city as a base of operations.
- Strange ships have been seen on the Tasman Sea, just outside of Amthydoran territorial waters. These ships immediately turn out to sea when Amthydoran vessels approach.

# Player Handout # 4

## Coded Message

*Okj zoozrl ptuu rvdj vm okj uvmbjfo azh,  
Ih uzma, fjz zma ztw.*



# Critical Event Summary: Sins of the Father

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

1. Did any PCs decline the mission to rescue the elven children?

No      Yes, some PCs declined      Yes, all PCs declined

2. If the answer to Question # 1 is Yes, list the Player/PC names and emails below:

Player Name	PC Name	Email Address
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

3. What was Kontis' status at the end of the event?

Dead and left behind      Dead and returned to Amthydor      Raised from the Dead

4. What was Whalen's status at the end of the module?

Dead and left behind      Dead and returned to Amthydor      Raised from the Dead

5. What was the status of each of the elven children at the end of the event?

Elestine	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Indira	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Kasiana	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Laras	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Malcolm	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Micah	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Renson	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Tandria	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>
Varan	Alive	Dead and <i>raised</i>	Dead and not <i>raised</i>

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

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

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



## Roster of Heroes: Sins of the Father

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

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

## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

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

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

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

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

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

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