



'X' Does Not Mark the Spot

(Trial by Water - Part 2)

By Daniel Lewis

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

The Diamond Legion needs you to investigate the unexplained disappearance of a doddering, absent-minded researcher who was trying to unlock the encoded secrets of a map that makes no sense. It's going to be a long day... For heroes level 5-14.

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

"'X' Does Not Mark the Spot" is Part two of the Trial by Water series. It is best to play in Part One (**LSJ77 "In the Navy Now..."**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

The previous mission undertaken in “**In the Navy Now...**” yielded a coded map from the remains of the pirates’ raiding vessel. This map seems to indicate that there are more ships involved in the raiding parties, and possibly that there is a hidden base somewhere. Unfortunately all locations, names, routes and landmarks are written in code, and the topography of the map is difficult to place since there is no readable scale (with no scale, those islands and coastlines could be anywhere). Trident Kincaid sent the map to the Cryptography department of LoTS to decode it and match the land features with the known geography (the pirates use a homemade coordinate system that defies logical calculations). Unfortunately the only man who can decode the map is a mole in the League and has since murdered his colleagues and begun running from the city, taking all available information with him. After the events of “**In the Navy Now...**” he got spooked, sent a messenger bird to the pirate chief, got a response, and started covering his tracks. He’s not being particularly careful in covering up, or even hiding his identity, since he’s sure he won’t ever be coming back anyway, but he is being very thorough in his attempts to slow down any pursuers. The PCs will have to apply a decent bit of investigating combined with rapid action if they hope to catch him before he solidifies his defenses or escapes.

Introduction – It’s an early morning, not long before the traditional start of the working day. The PCs should see that there is a measure of urgency to the request they receive from Trident Kincaid.

Encounter 1: Trident Kincaid hastily explains the situation to the PCs and requests their aid.

Encounter 2: The League of Thaumaturgical Studies. The head cryptographer will explain how there was a small fire last night, and now the head of the project (the mole) cannot be found.

Encounter 3: The home of Jakob Keller, one of the assistants, murdered by the mole. Searching the body reveals its identity, as well as some important information.

Encounter 4: The home of Maria Hansen, the second assistant, also murdered by the mole. The mole didn’t find her until this morning, so his cover-up tactics were not as thorough here, making the search easier.

Encounter 5: The home of Darien Ulring (the mole). Clever searching will reveal vital information. While the PCs are investigating here, the mercenaries attack.

Encounter 6: When the PCs go back to report to Trident Kincaid. This is critical due to the instructions they will receive.

Encounter 7: The ship that Darien Ulring is attempting to escape on. The specific setup of the fight will depend on the party’s makeup of classes/abilities and how long they took to find him here.

Conclusion A: Mission success. The mole is captured and forced to finish his work decoding the map for the Diamond Legion.

Conclusion B: Mission failure. The PCs killed Darien instead of capturing him. The PCs are penalized, with additional specific penalties for members of the Diamond Legion. This also changes the opening of the third module in the series, “**Forewarned is Forearmed**”.

Conclusion C: Mission failure. The PCs moved too slowly and Darien escaped. The PCs are admonished for their failure, but not specifically penalized. Also changes the opening of “**Forewarned is Forearmed**”.

Epilogue: The closing narration, with a brief teaser of what the next module will look like, if the PCs earned that ending.

INTRODUCTION – NEED...COFFEE...

Dawn has barely broken when hurried and insistent knocking on your door awakens you. Answering the door in a slightly bleary haze, you are met with a young boy, red-faced and out of breathe from running, carrying a message tube.

“Sir (or ma’am)...<pant>...I have a message for you...<pant>...the man who sent it...<pant>... said that it was ‘extremely urgent’...<pant>...and had to get to you right away...<pant>”

He slumps against the doorframe to catch his breath as you open the message, wondering who in the world could possibly need to contact you “extremely urgently” at this hour...

The message inside does little to enlighten you, but was clearly written recently and in great haste, as there are ink spots that are still damp.

“Please come to my office immediately. There has been an emergency that needs your direct attention, and time is critical. You will be paid for your efforts.

Trident Marcus Kincaid”

If the PCs tip the boy, he will accept it with a polite nod, but he’s still trying to catch his breath. At this point, hopefully, the PCs should require little convincing to go directly to Kincaid’s office. If a PC does not know where his office is, have the boy pipe up and say that the message was sent from the Diamond Legion station in the Docks district, which should get them there with no fuss. Unless anyone is specifically delaying their arrival (aside from putting on armor and grabbing gear), assume that everyone fortuitously arrives within moments of each other. Allow only a few minutes for hasty introductions, as they will be shown directly to Trident Kincaid with all haste.

DM’s Note: Periodically there will be boxes like this to provide a guideline for travel times and time of day and such. It is important that the DM keeps careful track of what time of day it is and checks Appendix A during each encounter transition. This will provide a clear picture of what is happening

elsewhere in the module, and this information should not be shared with the PCs without a specific reason. It’s about 6:30 AM right now, and still dark outside. Unless anyone takes an undue amount of time to prepare, travel will take 30 min.

ENCOUNTER 1 – THE EARLY BIRD

DM’s Task: Covertly start any kind of timer. The dialogue takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

Although the docks usually see an early day, there are only a few people moving hurriedly about, busying themselves with the early preparations for the day.

The Diamond Legion building is in a similar state, with little movement besides the early-morning skeleton crew. Showing the desk sergeant the note you received, you are quickly ushered upstairs to the offices of the senior officers. The offices are quiet and empty except for the biggest one at the end of the hall, from which you can see some lamplight and hear hurried movement.

As you enter Trident Kincaid’s office, he looks up from his desk and, seeing who has entered, quickly stands up to greet you.

“Good morning. I apologize for summoning you at this hour, but there’s been a situation that needs immediate attention, and your services come highly recommended.”

(If the PCs played “In the Navy Now”, please skip to the paragraph below this – For PCs that played “In the Navy Now”)

*“You might not be aware of this but a few months I hired some adventurers to look into attacks on ships by Pirates. The adventurers managed to defeat a pirate ship named the **Fated Trickster**, and recovered an encoded map. The encoded map that was recovered from the captain of the **Fated Trickster** was given over to the League of Thaumaturgical Studies in an attempt to decode it and locate a hidden pirate stronghold. It had seemed as if they were making progress, and the most recent status report from 2 days ago said that they were confident of having it solved by the end of the week. Earlier this morning, I was*

contacted by Nasrin Jix, head of the cryptography division of the League. He came in a hurry and was quite beside himself.

(Please skip to the section for all PCs)

(For those PCs that played “In the Navy Now” continue)

(If any PCs successfully completed Part 1, add in a line about their prior good performance).

*“As you may know, the encoded map that was recovered from the captain of the **Fated Trickster** was given over to the League of Thaumaturgical Studies in an attempt to decode it and locate a hidden pirate stronghold. It had seemed as if they were making progress, and the most recent status report from 2 days ago said that they were confident of having it solved by the end of the week. Earlier this morning, I was contacted by Nasrin Jix, head of the cryptography division of the League. He came in a hurry and was quite beside himself.*

(For all PCs)

“It seems the map that was being worked on has been stolen. To make matters worse, a small fire had been started in their workspace. It is fortunate that master Jix is an early riser, or perhaps their entire office would have been lost. A messenger has been sent to the home of the mage who was heading the effort on the map, but he has not yet returned.

“I need you to go to the League and speak with Nasrin Jix. Try to find out what happened, and recover the map and any information that is to be had. Once you do, report back to me. I can’t say what we can offer right now, but I assure you the Legion will compensate you for your efforts. Also, please try to keep this quiet...we don’t need it known that our only lead against these pirates has hit such a big snag. If you have any quick questions, I will do my best to answer them, but please hurry.”

If someone wants to Sense Motive on him, there’s no check to determine that he’s extremely anxious. This is a major problem, and he suspects foul play, which does nothing to help his mood. The reward that he mentions will be (ATL x 50) gold pieces, but will be reduced if they fail portions of the module. It’ll be calculated at the end of the game, so Kincaid truly doesn’t know the final value.

Do you suspect foul play?

“Of course I do! This is too convenient to be a coincidence. For weeks, nothing happens but slow progress on the map, and then, right as they’re about to crack it, a fire happens, the map goes missing and the researchers aren’t reporting in. There’s no way this is an accident.”

Where was the messenger headed?

“I don’t know the address...Nasrin Jix sent him.”

Do you want us to apprehend him/her/it?

“For now, just find out who’s responsible and report back to me. Our response is going to be tailored to the situation, and first of all we need information to make informed decisions.”

Can we have a writ of authority?

“Indeed you can, since I’m asking you to investigate on our behalf.”

Unfortunately, the poor messenger has been incapacitated by Darien (the mole), so he’s not going to be reporting back to Nasrin Jix. At this point, hopefully the players should be heading straight to the League to find the cryptography master.

- If the PCs go to the League **GO TO Encounter 2A (Page 5). Travel Time: 30 min**
- If any PCs want to go home and go back to bed, the adventure is over for them.

ENCOUNTER 2A – PUZZLE PIECES

Even at this hour, you can see lights in parts of the buildings that make up the complex of the League of Thaumaturgical Studies, either from early risers or all-nighters. The Cryptographer’s

Union is located in a small building that's easily found, and there are signs of life from it as well. Upon entering, you are confronted with the strong smell and taste of chalk dust and ink, no doubt from the two dozen or so blackboards scattered around the room and the many rolls of paper and inkwells on every desk. Every surface capable of it, holds writing, and some surfaces that weren't (courtesy of Arcane Mark), is covered with codes, ciphers, puzzles, mathematics and glyphs of every description. A bald, elderly elf bustles around the room, straightening blackboards and chairs, picking up piles of paper and generally tidying up. The effects of his efforts are most distinct at a set of desks in the corner, where there is evident fire damage. When you enter, he looks up from his work and regards you with a quizzical look. "I'm sorry, no one else is here, and I'm quite busy. Well, since you're here anyway, is there something I can help you with?"

Nasrin Jix is indeed old, even for an elf, coming up on 450 years. Naturally this makes him a consummate cryptographer, since he's likely forgotten more types of code than most humans would ever learn. He rises early and does the menial tasks of the office because he likes working with his hands and because it allows the others to focus on the job, not the housekeeping. He discovered the fire as it was spreading and stopped it, so the only areas that burned were the work areas of Darien Ulring and his subordinates Jakob Keller and Maria Hansen. After reporting the incident to Kincaid (it was his requested project, after all), he sent a messenger to find Ulring, Keller, and Hansen but none of them have come back yet.

DM's Task: Covertly start any kind of timer. The dialogue takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

☞ We were sent by Trident Kincaid.

"Oh good, he said he'd be sending some specialists to investigate the matter. As you can see, the fire was contained, but it seems the damage had already been done. That work area belongs to Darien Ulring, the chief of that project, and his assistants Jakob Keller and

Maria Hansen. It seems all their work has been destroyed, although the coded map itself was not. It was printed on paper that was treated with deepweed extract, the oil of a seaweed that renders paper and the ink on it waterproof, though you can't write on it again after it's treated. Deepweed-treated paper burns with a very specific scent, and I detected not even the slightest hint of that smell. Treating a paper with deepweed extract is a time-consuming and expensive process, and I'd never mistake it. I've sent a messenger to summon them all, but none of them have yet returned.

The deepweed treatment is basically like laminating the paper. The PCs didn't notice before because they didn't know what they were looking at...and the author only just thought of it. ☺ The messenger's out for the count, but Hansen and Keller are dead.

☞ Tell us about the fire/what happened.

"I came in early, as I always do, to tidy up the shop and get an early start on my other duties. As I approached the building, I noticed a flickering light and some smoke and immediately ran over. We keep water and heavy blankets available specifically for this purpose, given all the paper we work with, and the fire was still small enough for me to put it out myself. As soon as I realized exactly what had been burned, I hurried to find Trident Kincaid, as I knew he would not want any delay with such news.

There is a fireplace in the Union, but it's on the other side of the room, surrounded by an area of bare stone floor and nothing flammable, and the fireplace itself is still cold, as it's been out for several days at least.

☞ Do you think it was set intentionally?

"Almost certainly. As you can see, the fireplace is on the other side of the room, and still cold. Nothing flammable (other than paper, of course) is kept anywhere else in the room and nothing else is burned."

Darien set the fire specifically to destroy his work, but he holds no ill will towards the other workers, so he tried to ensure it wouldn't spread especially fast either. As far as he's concerned, as long as his work is ash, that's good enough, and Nasrin Jix stopping the fire just in time is moot.

🗨 **Where did the messenger go?**

"I sent him to summon the research team. Their houses are scattered around the district, so he could be anywhere. Please, if you could, I would greatly appreciate it if you could check on them all and make sure everything is all right. I don't normally worry about them, they're good people after all, but the messenger would have had plenty of time to find them by now, I think, and yet they have not come in.

Darien Ulring, the head of the project, lives at the far edge of the district, near the merchants. His junior assistant, Maria Hansen lives much closer, near the center of the University district. His senior assistant, Jakob Keller, is a similar distance away, a few blocks from Ms. Hansen's, and slightly northward. I will write down their addresses.

The Services District is where the campus of the League of Thaumaturgical Studies is, so it makes sense that working wizards would live nearby. This should hopefully nudge the players to visit the assistants' houses first, but obviously they can do whatever they want. In this case, the PCs' experience within the city can give them these approximate travel times:

League to Keller's home: **15 min**

Keller's home to Hansen's home: **5 min**

League to Ulring's home: **30 min**

Obviously when they go to one location, the travel times to the others will change, so just apply a little arithmetic to get the final travel times.

🗨 **Do you mind if we look around?**

"Not at all; I already searched a little, but I didn't take long before heading to Trident Kincaid, and I'm afraid my old eyes aren't all they used to be.

Have the PCs make Perception checks to search the burned area. It will take a total of **30 minutes, divided by the number of PCs making Perception checks**. Searching the rest of the Union could take hours due to the large stacks of books, chalkboards, etc. The fireplace has nothing interesting, but the burned desks have some carefully hidden clues. Check the PCs' Perception checks against the table:

DC 0+ATL: Yep, definitely a fire. Also, there's no evidence of bodies of any kind.

DC 5+ATL: All the desks in the Union are arranged in a regular pattern, and these desks are still set up in that pattern, so they weren't moved pre-fire. Whoever did this was probably in a hurry.

DC 10+ATL: The papers on the desks were spread out, rather than piled up. This would have ensured that they burned quickly and completely.

However, the papers on the desks around the burned area seemed to have been picked up and piled up quickly and haphazardly, very unlike Nasrin Jix's careful housekeeping work.

DC 15+ATL: There are some tindertwigs that didn't fully light wedged between the pages of a book on cryptographic theory that didn't burn entirely. Also, the paper is the most thoroughly burned on Darien Ulring's desk, so it's the most likely starting point.

DC 20+ATL: It looks like there's a scrap of paper pinned under a charred notebook that fell into the center of the set of desks (communal work area). It's damp, like it got hit with water...and just in time too, its almost entirely burned...give the PCs *Players' Handout 1*.

If any players want to try their hand at the cryptography puzzles for a moment, have them make a Craft (Cryptography) DC 25 check, a Linguistics DC 40 check, or an Intelligence DC 28 check. If they succeed, they immediately get the *Junior Cryptographer* cert and Nasrin Jix's praise.

- If the PCs go to Keller's home, **GO TO Encounter 3 (Page 8). Travel Time: 15 min**
- If the PCs go to Hansen's home, **GO TO Encounter 4 (Page 10). Travel Time: 20 min.**
- If the PCs go to Ulring's home, **GO TO Encounter 5 (Page 12). Travel Time: 30 min**

ENCOUNTER 2B – MORE PIECES

DM's Task: Covertly start any kind of timer. The dialogue takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

Use this part of the encounter if the PCs come back to the Cryptographer's Union in between their visits to the homes of the researchers. Depending on the time of day, the other working wizards should be getting in, or diligently working. Feel free to add any kind of flavor text to describe people merrily chugging away at mind-bending puzzles that would send lesser minds into fits.

Nasrin Jix has not told anyone else that the PCs are looking for Keller, Hansen and Utring, so if they come back, he will call them to his office and close the door to answer their questions.

☛ **We're sorry, but Keller/Hansen is/are dead.**

"Oh my...how very tragic. Tell me, do you know who did this? Have you found them?"

At this point, no, the PCs will not have found him. *"Please make sure you do. They were such good people. It would be very sad if he got away."*

☛ **We found these tracks...**

"Strange...almost like whoever left them came out of thin air. Perhaps whoever it was could fly? Or jump very far? Or climb on ceilings?"

☛ **We found these magical auras...**

"For those to have survived an entire night, they must have been powerful spells, or a powerful caster, or both. Conjunction spells typically summon things or move things from place to place. Enchantment spells are most often used to manipulate living creatures in a variety of ways. Illusions are typically used for trickery.

A spell such as Dimension Door could explain the Conjunction...and the tracks, actually.

"Any number of spells could explain the Enchantment and Illusion auras, but it seems that someone chose to use those spells to assist in murder, so perhaps...any spell that improved stealth or incapacitated a target in some way."

☛ **We got these descriptions of the attacker...**

"Speak with Dead, eh? Quite clever of you. Unfortunately those features could describe a great many people (or daggers). However, it does seem fairly clear that the same man killed both Mr. Keller and Ms. Hansen."

☛ **Could this description be Utring?**

*"I suppose it *could*, but then again, it could describe any number of others as well. And besides, Utring could also be described as 'fit, athletic, with a piercing gaze' and so on. This description says nothing like that.*

"Besides, I doubt very much that it's Utring anyway. He's a dedicated researcher and had a very obvious loyalty to his team; I highly doubt he would have had anything to do with this."

☛ **What's your opinion of the information we've found so far?**

"It seems that you are dealing with a killer who is both highly intelligent and skilled in magic, clearly a dangerous combination. This person also seems to be targeting the research team specifically, which makes me fear for poor Darien Utring. I wouldn't have gotten where I am if I couldn't spot patterns, and this one is obvious. Please go to his home as soon as you can."

☛ **We were ambushed at Utring's home, and we found this evidence...**

"I...I...can scarcely believe it. I've known Darien for several years...I never would have thought him capable of such things. And yet...the evidence seems to point that way. How dreadful...such talent, all wasted. I'm sure Trident Kincaid will want to hear about this right away."

- If the PCs go to Keller's home, **GO TO Encounter 3 (Page 8). Travel Time: 15 min**
- If the PCs go to Hansen's home, **GO TO Encounter 4 (Page 10). Travel Time: 20 min**.
- If the PCs go to Utring's home, **GO TO Encounter 5 (Page 12). Travel Time: 30 min**

ENCOUNTER 3 – KELLER KILLER

Your trip through the district is uneventful, and soon you approach the address given to you by Nasrin Jix. The unassuming one-story house is dark and quiet, as if the occupant is either asleep or not home. The other homes around the street are just starting to see movement and activity, as the local folk prepare to start the day.

DM's Task: Covertly start any kind of timer. The investigation takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

The front and back doors were dead-bolted by Keller before he went to bed last night. The door can be opened with a Disable Device DC 25+ATL check, or broken down with a Strength DC 22 check, making a fantastic racket and easily alerting the neighbors (see below). Those that make Perception DC 15 checks will note that although this is the typical time that most people get up, there's no sign of movement at all in this house; also the people in the surrounding houses might notice people breaking into someone's home right about now.

Assume that the nearby neighbors have a standing group Perception modifier of +5. If the players think to make Stealth checks, check the neighbors against those, otherwise it's a flat DC 15 check. If the neighbors see them, someone will summon a Diamond Legion patrol, which will arrive in 2d6+8 minutes. If the PCs thought to ask Kincaid for the writ, the patrol will question them for a few minutes (conversation still counts on the 'investigation timer'). If, for some reason, the PCs do not have the writ, the delay should be much longer... Regardless, once they enter the house, read the following description:

The interior of the house is somewhat disheveled, the mark of someone who habitually works late. Several bookcases that dominate the small living room/study are filled with books on magical and cryptographic theory, history, and other familiar trappings of working wizards. What catches your eye, however, is a set of dirty footprints. Strangely, these footprints start in the middle of the room, rather than near any door or window. The tracks lead into what looks to be a

bedroom; the door is slightly ajar and you can see what looks like a person lying in bed.

Ulring murdered Keller in a surprisingly clever way; he entered and left in the middle of the night with *Dimension Door*, hit him in his half-asleep haze with a *Heightened Hold Person*, strangled him until he passed out (think of a sleeper hold), then suffocated him with his own pillow. Darien is confident that he left no useful clues, so he didn't bother to clean up the place; he just went home and rested to get his spells back.

There are plenty of clues here, but only if the players apply some thought. The [redacted] sections are at the GM's option; reveal them if it looks like the PCs are having trouble connecting the dots, keep them secret if they're being particularly clever.

Tracks: A Perception DC 15 check or Survival DC 10 check will notice that when the tracks start, the footprints are smeared together on top of each other, as if whoever started them turned around a few times to look around before heading off in one direction.

A Perception DC 20 check or, Survival DC 15 check will show that the tracks were made by a larger person, either a man or heavy woman, but it was an adult.

Once in the bedroom, a Perception DC 25 check or Survival DC 20 check will show that the prints nearest the bed are set farther apart and are heavier, as if whoever left them was doing something physically intensive. Also, no tracks ever leave the bedroom.

Blood: There really isn't any; however a Heal DC 18 check will show the pinpoint blood spots in the eyes, confirming that this man was suffocated. A Heal DC 10 check will reveal the strangulation marks on his neck; they're clearly a man's hands.

Room: There are no signs of a struggle, or any kind of confrontation, as if whoever killed him took him completely by surprise, or he physically couldn't fight back.

Magic: *Detect Magic* will reveal the residual aura of Conjunction from the two *Dimension Door*

spells and the lingering aura of Enchantment from the *Heightened Hold Person*. The spells were not persistent and were cast several hours ago, so identifying the specific spells should be impossible, however, more powerful detection spells or a truly epic Spellcraft DC 45 check could reveal the specifics. *Detect Magic* will also reveal that Jakob Keller has nothing magical in his house. He keeps his meager spellbook and a handful of minor magic items in his locker at work, and no, the PCs can't have any of it.

Speak With Dead: Keller remembers waking to a strange *pop* sound and the sound of heavy footfalls. As he struggled to clear his sleep-groggy mind, a person opened the door and began casting a spell. He was quick enough to identify it as a *Hold Person*, but that's all. As he lay paralyzed, the person bent over him and put his strong hands around his throat. The faint moonlight from the window was behind his attacker, so he only saw a shadowy profile with slightly thinning hair. As he began to lose consciousness, the figure seemed to smile as he moved to put the pillow over his face, and everything went dark.

☛ **Was your killer <this person>?**

"It could have been anyone. All I know was the ears were human, he was slowly balding, fairly strong, and was obviously a spellcaster."

☛ **Did you have any enemies?**

"Presumably those pirates whose map we were working on. And I thought they were out at sea."

☛ **What spell(s) did he cast on you?**

"Just one Hold Person, or some version thereof."

☛ **He was very strong?**

"Well he strangled me to death in a matter of seconds while my will struggled against his spell."

☛ **Where were you last night?**

"We worked late, the three of us, Maria, Master Ulring and I. We all left together; I got home around 9 PM, ate dinner, did some reading, went to bed...and woke up dead, it seems."

There really isn't anything else to find here, so the PCs will probably move on. If the PCs question the neighbors, nobody will have seen or heard anything during the night.

- If the PCs go to Hansen's home, **GO TO Encounter 4 (Page 10). Travel Time: 5 min.**
- If the PCs go to Ulring's home, **GO TO Encounter 5 (Page 12). Travel Time: 15 min.**
- If the PCs go back to the League, **GO TO Encounter 2B (Page 8). Travel Time: 15 min.**

ENCOUNTER 4 – DOUBLE-KILL

Your trip through the district is uneventful, and soon you approach the address given to you by Nasrin Jix. The unassuming one-story house is dark and quiet, as if the occupant is either asleep or not home. The other homes around the street are just starting to see movement and activity, as the local folk begin their day.

DM's Task: Covertly start any kind of timer. The investigation takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

The front and back doors were dead-bolted by Hansen before she went to bed last night. A Disable Device DC 30 check will unlock the door, but the door could be broken down with a Strength DC 22 check, making a fantastic racket and easily alerting the neighbors (see below). A Perception DC 15 check will note that although this is the typical time that most people get up, there's no sign of movement at all in this house; also the people in the surrounding houses might notice people breaking into someone's home right about now.

Assume that the nearby neighbors have a standing group Perception modifier of +5. If the players think to make Stealth checks, check the neighbors against those, otherwise the DC is a flat 15. If the neighbors see them, someone will summon a Diamond Legion patrol, which will arrive in 2d6+8 minutes. If the PCs thought to ask Kincaid for the writ, the patrol will question them for a few minutes (conversation still counts on the 'investigation timer'). If, for some reason, the PCs do not have the writ, the delay should be much

longer... Regardless, once they enter the house, read the following description:

The interior of the house is quite tidy, though the owner is almost certainly someone who habitually works late. One large bookcase adorns the small but pleasantly set sitting room, filled with books on magical and cryptographic theory, languages, and other familiar trappings of working wizards. What catches your eye, however, is a set of dirty footprints. Strangely, these footprints start in the middle of the room, rather than near any door or window. The tracks lead into the hallway that leads to the kitchen and bedroom areas.

Ulring was rushed for time in this case, so he decided to fall back on his same mode of entry and egress, i.e. *Dimension Door* to get in and out. This should give the players a big hint that they are dealing with the same killer for both murders. However, Hansen was an Enchantress, so Ulring knew that he'd have to kill her in a different way than he did with Keller. Not wanting to use too much high-level magic for this kill (since he plans to escape today), he instead fell back on a cheap assassin's trick. He used a *Silence* scroll, opened her bedroom door, and performed a *coup de grace* on her with his enchanted dagger. Unfortunately she did not die quickly, instead bleeding out from the giant wound in her neck for some time, making a horrible mess and giving her a split second to thrash around and get a look at Ulring. Sadly, in the early morning pre-light, her view of him is roughly the same as Keller's, but the fact that their visuals match so well should again point out to the PCs that they are dealing with a single murderer.

There are plenty of clues here, but only if the players apply some thought. The [redacted] sections are at the GM's option; reveal them if it looks like the PCs are having trouble connecting the dots, keep them secret if they're being particularly clever.

Tracks: A Perception DC 15 check or Survival DC 10 check will notice that when the tracks start, the footprints are smeared together on top of each other, as if whoever started them turned around a few times to look around before heading off in one direction.

A Perception DC 20 check or Survival DC 15 check will show that the tracks were made by a larger person, either a man or heavy woman, but it was an adult.

Once in the bedroom, a Perception DC 25 check or Survival DC 20 check will show that the prints nearest the bed are set farther apart and are heavier, as if whoever left them was doing something physically intensive. All of the tracks are made with dirt/dust, there are no tracks in the blood, and the blood seems to have formed pools around the tracks. Also, no tracks ever leave the bedroom.

Blood: Plenty, and the source is obvious. A Heal DC 10 check will reveal the one big stab wound to the neck. A Heal DC 18 check will show that there are no other wounds, so whoever did it hit this person while they were still asleep, with complete surprise. Also, a Perception DC 20 check will show that the blood that fell on the floor pooled around the tracks, as if whoever killed her watched to make sure she was dead before leaving.

Room: There are obvious signs of some kind of struggle or ruckus. The bedclothes are in disarray, the oil lamp and nightstand are knocked over (the lamp is broken), and the body clearly does not look like its last act was peaceful sleep.

Magic: *Detect Magic* will show a lingering aura of Conjunction from the two *Dimension Door* spells, and a residual aura of Illusion from the *Silence* spell. The spells were not persistent and were cast several hours ago, so identifying the specific spells should be impossible, however, more powerful detection spells or a truly epic Spellcraft (DC 45) check could reveal the specifics. *Detect Magic* will also reveal that Hansen has nothing magical in her house. She keeps her spellbook and a handful of minor magic items in her locker at work, and no, the PCs can't have any of it.

Speak With Dead: Hansen's memories are not nearly as good as Keller's since she actually died faster and more violently. Unfortunately, she's a heavier sleeper than Keller, so she didn't wake up to the sound of Ulring casting the *Silence* spell, and of course she didn't hear anything after that. She did notice at the last moment that when she flailed

around, she heard nothing, even though she knew she broke her lamp. Obviously she didn't identify the spell, but that should be enough for the PCs. The faint moonlight from the window was behind her attacker, so she only saw a shadowy profile with slightly thinning hair. As she passed out, she saw him smile as he watched her die. One other thing she noticed was the dagger he had stabbed her with, still clutched in his hand. It was glowing faintly blue, was forged in wavy shape, and had a sapphire set into its pommel.

🗨 **Was your killer <this person>?**

"It could have been anyone. All I know was the ears were human, he was slowly balding, fairly strong, and had an obviously magical dagger."

🗨 **Did you have any enemies?**

"Presumably those pirates whose map we were working on. And I thought they were out at sea."

🗨 **What did he stab you with?**

"A dagger. Obviously magical from the way it glowed blue. It was made in a wavy shape, and had a sapphire set into its pommel. As I died I saw him still holding it, my blood dripping off."

🗨 **He was very strong?**

"One stab was all it took, and he held me down with just one hand as I thrashed about."

🗨 **Where were you last night?**

"We worked late, Jakob, Master Ulring and I. We all left together; I got home around 9 PM, ate dinner, did some reading, went to bed, but I couldn't sleep. I went for a walk, but didn't see anything or anybody out at that hour. I got home and went to sleep around 2 AM or so."

🗨 **Did you see or hear anything?**

"I only saw the one man, but the moonlight was faint and at his back, so I only saw a shadowy image. I didn't hear anything at all, not even when I knocked over and broke the lamp."

There really isn't anything else to find here, so the PCs will probably move on. If the PCs question

the neighbors, nobody will have seen or heard anything during the night.

- If the PCs go to Keller's home, **GO TO Encounter 4 (Page 10). Travel Time: 5 min.**
- If the PCs go to Ulring's home, **GO TO Encounter 5 (Page 12). Travel Time: 15 min.**
- If the PCs go back to the League, **GO TO Encounter 2B (Page 8). Travel Time: 15 min.**

ENCOUNTER 5 – CHAIN OF EVIDENCE

Your trip through the district is uneventful, and soon you approach the address given to you by Nasrin Jix. The unassuming one-story house is dark and quiet, as if the occupant is either asleep or not home. The other homes around the street are mostly empty now, as most folk are at their places of work or study, though the homemakers remain, busy with the domestic tasks of the day.

DM's Task: Covertly start any kind of timer. The investigation takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

As soon as the boxed text is complete (and the timer is started, don't forget), have everyone roll their Perception checks. The rogues that Ulring hired are hiding out amongst the short alleys and building corners near his home. They all have line of sight on Ulring's front door (the most likely entry point for the PCs). They have been taking 20 on Stealth checks this whole time (they're only being paid to watch for 1 day, they can afford patience), but obviously that doesn't stop exceptional PCs from spotting them.

The rogues attack either as soon as any PC tries the front door (locked), or any PC spots one of them. The rogue that takes the first bow shot (or the one spotted) will blow a signal whistle to initiate the surprise round (this will not disrupt his surprise or any rogues' sneak attacks, as he's not using his mouth to fire his bow).

Place the rogues randomly around a roughly 50'x60' square (Ulring's house isn't really that big), since the location of the hiding spots will become moot after the surprise round.

These rogues know how to fight as a team, so they will always attempt to set up flanks and sneak attack as much as possible. They've fought adventurers before, so they know to target spellcasters and other rogues first, and to team up (with Aid Another) on targets that are hard to hit. No individual rogue will surrender unless at least half the group is down and they themselves are down to at least 10% HP, and even then, only if they are asked to surrender...these rogues know full well the penalties for attacking people in the streets with lethal weapons.

Pay close attention to the rogues' list of *Rogue Talents*. These rogues are professionals, and they know how to use their talents to the most lethal effect. Remember that these rogues are here to kill people, and the PCs need to see that. However, if the combat goes *extremely* badly for the PCs, have a Diamond Legion patrol show up to save them (summoned by the homemakers who ran away when the combat started).

ATL 5

⚔ Rogues (# of PCs) Rogue 5

LE Medium humanoid (human)

Init +4 (+4 Dex); **Senses** Nil; Perception +5

AC 17, touch 15, flatfooted 12 (+4 Dex, +2 leather armor, +1 dodge)

hp 49 (5d8+10+5 (favored class))

Fort +3, **Ref** +8, **Will** +1

Defense abilities Nil; **DR** Nil; **Immune** Nil; **SR** Nil

Spd 30 ft.;

Melee short sword +7 (1d6+2, 19-20/x2)

Ranged shortbow +8 (1d6, 20x3)

Full Atk short sword +7 (1d6+2, 19-20/x2) or shortbow +8 (1d6, 20/x3)

Space 5ft; **Reach** 5 ft

Spell-Like Abilities Nil

Spells Known Nil

Str 14, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +3, **CMB** +7, **CMD** 20;

Feats Agile Maneuvers, Dodge, Mobility, Weapon Focus (Shortbow), Weapon Finesse

Skills Acrobatics +9, Bluff +6, Climb +7, Disable Device +9, Escape Artist +9, Intimidate +6, Perception +5, Sense Motive +5, Sleight of Hand +9, Stealth +9, Use Magic Device +6

Languages Common

SQ Nil

Gear Leather armor, short sword, shortbow, arrows

Special Abilities Evasion, Uncanny Dodge, Sneak Attack +3d6, Rogue Talents (Bleeding Attack, Finesse Rogue), Trap Sense +1, trapfinding

ATL 7

⚔ Rogues (# of PCs) Rogue 7

LE Medium humanoid (human);

Init +4 (+4 Dex); **Senses** Nil; Perception +7

AC 18, touch 15, flatfooted 13 (+4 Dex, +3 studded leather armor, +1 dodge)

hp 67 (7d8+14+7 (favored class))

Fort +4, **Ref** +9, **Will** +2;

Defense abilities Nil; **DR** Nil; **Immune** Nil; **SR** Nil

Spd 30 ft.;

Melee short sword +10 (1d6+2, 19-20/x2) or dagger +9 (1d4+2, 19-20x2);

Ranged shortbow +10 (1d6, 20x3)

Full Atk short sword +10 (1d6+2, 19-20/x2) or shortbow +10 (1d6, 20x3) or dagger +9 (1d4+2, 19-20x2)

Space 5ft; **Reach** 5 ft

Spell-Like Abilities Nil

Spells Known Nil

Str 14, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +5, **CMB** +9, **CMD** 22;

Feats Agile Maneuvers, Combat Reflexes, Dodge, Mobility, Weapon Focus (Shortbow), Weapon Finesse

Skills Acrobatics +11, Bluff +8, Climb +9, Disable Device +11, Escape Artist +11, Intimidate +8, Perception +7, Sense Motive +7, Sleight of Hand +11, Stealth +11, Use Magic Device +8

Languages Common

SQ Nil

Gear Studded Leather armor, masterwork short sword, shortbow, dagger, arrows

Special Abilities Evasion, Uncanny Dodge, Sneak Attack +4d6, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue), Trap sense +2, Trapfinding

ATL 9**⚔ Rogues (# of PCs+1) Rogue 8**

LE Medium humanoid (human);

Init +4 (+4 Dex); Senses Nil; Perception +8**AC** 18, touch 15, flatfooted 13 (+4 Dex, +3 studded leather armor, +1 dodge)**hp** 76 (8d8+16+8 (favored class))**Fort** +4, **Ref** +10, **Will** +2;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** short sword +11 (1d6+2, 19-20/x2) or dagger +11 (1d4+2, 19-20x2);**Ranged** shortbow +12 (1d6, 20x3)**Full Atk** short sword +11/+6 (1d6+2, 19-20/x2) or shortbow +12/+7 (1d6, 20x3) or dagger +11/+6 (1d4+2, 19-20x2)**Space** 5ft; **Reach** 5 ft**Spell-Like Abilities** Daze DC 12 3x/day**Spells Known** Nil**Str** 14, **Dex** 19, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +6, **CMB** +10, **CMD** 22;**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (Shortbow), Weapon Finesse**Skills** Acrobatics +12, Bluff +9, Climb +10, Disable Device +12, Escape Artist +12, Intimidate +9, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +12, Use Magic Device +9**Languages** Common**SQ** Nil**Gear** Masterwork Studded leather armor, masterwork short sword, shortbow, 10 masterwork arrows, masterwork dagger, *potion of cure light wounds***Special Abilities** Evasion, Improved Uncanny Dodge, Sneak Attack +4d6, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Minor magic), Trap sense +2, Trapfinding**ATL 11****⚔ Rogues (# of PCs+2) Rogue 10**

LE Medium humanoid (human);

Init +4 (+4 Dex); Senses Nil; Perception +10**AC** 19, touch 15, flatfooted 19 (+4 Dex, +4 studded leather armor, +1 dodge)**hp** 94 (10d8+20+10 (favored class))**Fort** +5, **Ref** +11, **Will** +3;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** short sword +13 (1d6+3, 19-20/x2) or dagger +12 (1d4+2, 19-20x2);**Ranged** shortbow +14 (1d6, 20x3)**Full Atk** short sword +13/+8 (1d6+3, 19-20/x2) or shortbow +14/+9 (1d6, 20x3) or dagger +12/+7 (1d4+2, 19-20x2)**Space** 5ft; **Reach** 5 ft**Spell-Like Abilities** Daze DC 12 3x/day, Magic Missile 2/day as 10th level caster**Spells Known** Nil**Str** 14, **Dex** 19, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +7, **CMB** +11, **CMD** 23;**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (Shortbow), Weapon Focus (Short Sword), Weapon Finesse**Skills** Acrobatics +14, Bluff +11, Climb +12, Disable Device +14, Escape Artist +14, Intimidate +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14, Use Magic Device +11**Languages** Common**SQ** Nil**Gear** Masterwork studded leather armor greater masterwork short sword, shortbow, 10 greater masterwork arrows, masterwork dagger, *potion of cure moderate wounds***Special Abilities** Evasion, Improved Uncanny Dodge, Sneak Attack +5d6, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Minor magic, Major Magic, Defensive Roll), Trap Sense +3, Trapfinding, Advanced Talent

ATL 13**⚔ Rogues (# of PCs+2) Rogue 12**

LE Medium humanoid (human);

Init +5 (+5 Dex); Senses Nil; Perception +12**AC** 20, touch 16, flatfooted 20 (+5 Dex, +4 studded leather armor, +1 dodge)**hp** 100 (12d8+24+12 (favored class))**Fort** +6, **Ref** +13, **Will** +4;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** short sword +16 (1d6+3, 19-20/x2) or dagger +15 (1d4+3, 19-20x2);**Ranged** shortbow +17 (1d6, 20x3)**Full Atk** short sword +16/+11 (1d6+3, 19-20/x2) or shortbow +17/+12 (1d6, 20x3) or dagger +15/+10 (1d4+3, 19-20x2)**Space** 5ft; **Reach** 5 ft**Spell-Like Abilities** Daze DC 12 3x/day, Magic Missile 2/day as 12th level caster**Spells Known** Nil**Str** 14, **Dex** 20, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +9, **CMB** +14, **CMD** 26**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (Shortbow), Weapon Focus (Short Sword), Weapon Finesse**Skills** Acrobatics +17, Bluff +13, Climb +14, Disable Device +17, Escape Artist +17, Intimidate +13, Perception +12, Sense Motive +12, Sleight of Hand +17, Stealth +17, Use Magic Device +13**Languages** Common**SQ** Nil**Gear** Masterwork studded leather armor greater masterwork short sword, shortbow, 10 greater masterwork arrows, masterwork dagger, *potion of cure serious wounds***Special Abilities** Evasion, Improved Uncanny Dodge, Sneak Attack +6d6, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Minor magic, Major Magic, Defensive Roll, Crippling Strike), Trap Sense+4, Trapfinding, Advanced Talent**ATL 15****⚔ Rogues (# of PCs+2) Rogue 13**

LE Medium humanoid (human);

Init +5 (+5 Dex); Senses Nil; Perception +12**AC** 20, touch 16, flatfooted 20 (+5 Dex, +4 studded leather armor, +1 dodge)**hp** 109 (13d8+26+13 (favored class))**Fort** +6, **Ref** +13, **Will** +4;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** short sword +16 (1d6+3, 19-20/x2) or dagger +15 (1d4+3, 19-20x2);**Ranged** shortbow +17 (1d6, 20x3)**Full Atk** short sword +16/+11 (1d6+3, 19-20/x2) or shortbow +17/+12 (1d6, 20x3) or dagger +15/+10 (1d4+3, 19-20x2)**Space** 5ft; **Reach** 5 ft**Spell-Like Abilities** Daze DC 12 3x/day, Magic Missile 2/day as 12th level caster**Spells Known** Nil**Str** 14, **Dex** 20, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +9, **CMB** +14, **CMD** 26;**Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Mobility, Point Blank Shot, Spring Attack, Weapon Focus (Shortbow), Weapon Focus (Short Sword), Weapon Finesse**Skills** Acrobatics +18, Bluff +14, Climb +15, Disable Device +18, Escape Artist +18, Intimidate +14, Perception +13, Sense Motive +13, Sleight of Hand +18, Stealth +18, Use Magic Device +14**Languages** Common**SQ** Nil**Gear** Masterwork studded leather armor greater masterwork short sword, shortbow, 10 greater masterwork arrows, masterwork dagger, *potion of cure critical wounds***Special Abilities** Evasion, Improved Uncanny Dodge, Sneak Attack +7d6, Rogue Talents (Bleeding Attack, Combat Trick, Finesse Rogue, Minor magic, Major Magic, Defensive Roll, Crippling Strike), Trap Sense+4, Trapfinding, Advanced Talent

Presumably, at least one of the rogues will end up surrendering (or at least surviving) at some point, and the PCs can question him. If no rogues survive, that's all right, since there's more than

enough information to set them on their way inside Urling's home. If they can successfully question the rogue(s), they can discover the following information with the appropriate skill checks and roleplaying. Depending on what the PCs ask and how they ask it, a Diplomacy DC 15+ATL check or an Intimidate DC 15+ATL check could get results out of them. Promises of leniency with the Diamond Legion (assuming the PC's Bluff beats the rogues' Sense Motive) could provide a +2 bonus to the check. Most likely the rogues will not have killed anyone, so they know they'll go to jail for a while, but that's all, so threats will likely not get very far with them. However, they're more than willing to give up their payment if it means less punishment. They're under no particular contract to stay quiet, they just don't know very much.

🗨️ **Who sent you, when, and why?**

"Some guy down by the docks earlier this morning. He paid really well for us to watch his house for 1 day. He said to kill anyone who tried to get in today."

🗨️ **Why only 1 day?**

"Said he had a boat to catch and he wouldn't be needing our services after today."

🗨️ **What did he pay you?**

"(ATL x 100) gold total for the whole group. Plus double that when the day's done."

🗨️ **What was his name/What did he look like?**

"Never gave a name, and we didn't much care to ask; his gold was good and plenty of it. Tall guy, balding a bit, traveling clothes, nothing special."

🗨️ **Did you go into his house at all?**

"Nah...he paid us to watch the place, not break in. Besides, it seemed like work."

These rogues are typical of hired muscle in the city, and they really don't know much else. At the start of the fight, the nearby neighbors most likely ran away and summoned a Diamond Legion patrol, which conveniently arrives after the PCs are done questioning the rogues.

The legionnaires will ask what the PCs were/are doing to have provoked such a combat, and they should be able to explain themselves just fine at this point, so nobody is going to bother them as they try to enter Urling's house.

The front and back doors both lead into the same main hallway in the house, and have both been secured with excellent external locks. A Disable Device DC 25+ATL check will unlock them. The doors are unadorned, but the front door has a nail in it with a scrap of paper still stuck to it, where a message seems to have been torn off. Once they enter the house, read the following description:

The inside of the house is dark and quiet, and nobody seems to be home. Opening a few shutters for sunlight, two things become readily apparent. First, whoever left here did so in quite a hurry; drawers and closets have been thrown open, the remainder of their contents spilled on the floor, bookshelves are in disarray, and a small personal lockbox in the bedroom has been emptied, its lock discarded on the floor nearby. The second thing of note is the body lying half-hidden behind the desk in the study at the foot of what used to be a map wall, but which no longer holds any maps.

DM's Task: Covertly start any kind of timer. The investigation takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

There's plenty for the PCs to find here, but there's really only 4 rooms to this house: Study, Sitting Room, Bedroom/bathroom, and Kitchen/pantry. Have the PCs make Perception checks for the rooms they want to search. The [redacted] sections are at the GM's option; reveal them if it looks like the PCs are having trouble connecting the dots, keep them secret if they're being particularly clever.

Kitchen/pantry: A Perception DC 15 check will note that there is no food left here, and in fact there is evidence of all the remaining stores being recently emptied, like cupboards and boxes left open, bags overturned, etc., as if whoever left was not intending to come back any time soon.

Bedroom: The bedroom is a bit of a mess, with clothes and travel items strewn about. A straight

Intelligence DC 15 check could point out that if somebody had been packing very rapidly, you would expect to see this kind of mess. A small lockbox that used to sit at the foot of the bed lies open and kicked slightly away, completely empty. A Perception DC 20 check will note that the key is still in the lock, as if whoever opened it was in a serious hurry, and probably didn't intend to use it again. A Perception DC 20+ATL check will find a discarded set of boots with new bloodstains around the bottoms of the soles, and a linen shirt and a pair of pants with some spots of blood on them, but no tears to indicate the wearer being the one bleeding.

Sitting Room: There are some bookshelves here, but they are in disarray, and the small fireplace has not been cleaned in some time. Most of the books are still there, but they've been knocked over and messed up, as someone seems to have hastily removed some of the volumes. A Perception DC 20 check will note that among the books on magic history and cryptographic theory, there are a number of volumes about nautical travel, navigation and life at sea. For a wizard who always works on the League campus, these are a little out of place.

Study: This place is the messiest of all the rooms. There are a variety of books and scrolls here, all in various states of disarray. It is easy to note a large bookstand on the desk, now empty; An Intelligence DC 15 check will point out that it is an appropriate size for a spellbook. One wall used to be dominated by a map, but it seems to have been torn down. A Perception DC 15 check will note that the left side of the map tore off as it was being ripped down (give the PCs *Players' Handout 2*), and it fell among the other knocked-over books and scrolls, as if whoever tore down the map did so very quickly and was not paying close attention. And of course there's the body of the messenger boy, the unfortunate target of Darien Ulring's *Sepia Snake Sigil* trap on his front door.

Messenger boy: At first glance, he appears to be dead, but a Perception DC 25 check or a Heal DC 20 check will reveal that he is alive but in some kind of stasis. A Spellcraft DC 23 check will identify the softly shimmering amber field of force

encasing the boy as the *Sepia Snake Sigil* spell. Dispelling it with *Dispel Magic* will require a **caster level check (DC 11 + Ulring's caster level)** (see Encounter 7). Once the spell is dispelled, they can question the boy, but he really doesn't know anything.

The boy's name is James Hargrave, and all he knows is that he was found at a nearby news stand in the early morning by Nasrin Jix. Nasrin paid him a whole gold piece to take a slip of paper with 3 addresses and tell those three people to come to work immediately, starting with this address. When he went to knock on the door, he saw a note, and when he went to read it he got hit with the spell, then he woke up talking to the PCs. The note simply says "I will be out of town for the next several weeks. If whatever you are here for is urgent, please contact Nasrin Jix at the League of Thaumaturgical Studies."

All of these things combined (the rogues saying he has a boat to catch, the map, the ambush, the messenger boy) should probably tell the players that they've found their man, such as it is.

There's really only one place for them to go at this point, which is back to Trident Kincaid. However, if they choose to go back to the League, Nasrin Jix will also point them to Kincaid. If any of the PCs venture the idea of going straight to the docks, have them make an impromptu Wisdom DC 5 check to remember that the docks are a big place with many people, and Kincaid specifically asked them to come back as soon as they had a suspect.

- If the PCs go to Kincaid, **GO TO Encounter 6 (Page 17). Travel Time: 30 min.**
- If the PCs go back to the League, **GO TO Encounter 2B (Page 8). Travel Time: 30 min.**

ENCOUNTER 6 – TO CATCH A RAT

The docks district detachment of the Diamond Legion is now in full operation; legionnaires, sailors, dockworkers and messengers can be seen coming and going to and from all areas of the docks. As you enter, the desk sergeant motions you over. He says that you are expected and to proceed upstairs at once.

Entering the now-familiar offices of the senior officers, you can see Trident Kincaid in his office, poring over the maps on his walls.

As you enter, his face shows obvious signs of both relief and renewed tension.

“Please come in. Tell me, what have you found? Do we know who is behind all this?”

DM’s Task: Covertly start any kind of timer. The dialogue takes as long in-game as it does in real life. Round to the nearest 15 min, and keep time.

The evidence stacking up against Darien Uling is pretty damning, so the players shouldn’t have any trouble explaining all of that. Give the roleplaying discussion as much time as you want, since Kincaid’s next directions for the PCs will be clear.

☛ **Looks like Darien Uling is the murderer...**

“Oh...that’s just great. The head researcher for decoding that map also happens to be a murderer who seems to be trying to flee the city. He probably has the map on him, then. Tell me, do you have any clues as to where he is going, or how he plans to get there?”

☛ **We found this scrap of a map in his study...**

*“Let me see that for a moment...”
He holds the map fragment up and looks at it for a moment, then looks to the map of the Tasman Sea on the wall. He places the fragment up next to the map on the wall, and the westward sides match.*

“It seems he had a map of the sea in his study. And these lines, I recognize these; they’re commonly used trade and travel routes. I suspect that this line that’s inked over in red is a specific ship’s route. The dockmaster, Garrett Teeg, could probably tell you which ship.”

☛ **What do you want us to do about Uling?**

*“Find him and bring him back here. Listen to me very carefully: It is absolutely **critical** that you capture him alive. He’s now the only one left who knows anything about this map, and we need him to finish it.*

“What you’ve told me so far leads me to suspect that he may be allied with the very pirates we

seek...and if that’s the case, we will not be able to bring him back if he dies.

“To that end, I’m giving you authorization to sign out crowd-control weapons from our armory. Take them and bring him in alive.”

☛ **How can we find him?**

“If he plans to escape on a boat, and to do it today, I suspect that the path inked in red on that map fragment is the boat he intends to escape on. Go to the dockmaster, Garrett Teeg, and find out which ship that is. Get on board and find him. Try not to make too much of a scene, or he might get spooked and run somewhere else and we might lose him.”

☛ **Why would he try to escape on a boat?**

“I have a theory on that, actually. If you look at this map (Players’ Handout 3), you’ll note that the red path goes through the area most heavily hit by these pirates. If what I suspect is true, and Uling really is in league with these pirates, I bet he planned to wait until they were in that area, then try to betray the ship to the pirates. He could signal them with lights during the night, or use magic or something to give them away, then rejoin them when they attacked.”

☛ **How did he get this map?**

“He probably made a legal request from the dockmaster as part of his supposed ‘research’.”

There’s really not much else to be said at this point, so the PCs have several directions they can take this pursuit. Most likely their first stop will be the armory for the non-lethal weapons. Use the following guidelines for anything the PCs take:

Crowd Control Weapons

These non-exotic melee weapons or ammunition have been specially crafted to be non-lethal. Softer metals are used, edges are crafted flat, and padding is added such that all weapon damage is dealt as non-lethal. Since these weapons are designed to be non-lethal, they do not carry the usual -4 attack penalty. However, due to their intentionally substandard construction, they have several limitations. All Crowd Control Weapons deal damage as if they were 1 size category smaller

than they really are (see core rulebook, pgs. 142-145). Critical threats are unaffected, but on any roll of a natural 1 there is a 10% chance that a melee weapon is ruined. All feats and abilities apply as normal, however the softness of the weapons limits any Strength bonus to damage to half its normal value, rounded down. Ammunition so crafted is subject to the same limitations, regardless of the weapon it is fired from. These weapons cannot be of masterwork quality.

The Crowd Control Weapons the PCs sign out are free, but if they actually want to buy some, the Diamond Legion will sell them after the adventure is over (see certs).

The next stop should probably be the dockmaster's office. The following text may apply:

Garrett Teeg is easily found in the dockmaster's office, tending to the logistics of Amthydor's expansive docks and shipping schedules. Though he looks extremely busy, it seems he has an eye for people who are on serious business, as he puts down his clipboard and gives you his full attention.

"Aye, how can I help you fine folk? If ye don't mind terribly, we're mighty busy."

☛ **We're looking for Darien Ulring...**

"Aye I remember him. Wizardy type, came from the League with an official contract for work on behalf o' the Legion. Haven't seen him for several weeks, come to think of it."

☛ **How did he get this map?**

"Came by a few weeks ago, put in an official request for a map and a schedule of future shipping times. Had his work contract from the Diamond Legion, signed by Trident Kincaid...all checked out, looked legit, so I gave it to him. Said he was workin' on some new maps and needed a baseline. Tell the honest truth he kinda lost me when he started ramblin', so I was just as well when he took the map and schedule and left."

☛ **You just *told* him all the shipping schedules?**

"It's all public record. Anyone can make the request, and he had the paperwork filled out all proper and such. It's to help with shipping items, passenger travel, and such."

☛ **What ship is this red line here?**

"Leavin' today huh? Let me check the schedule."

He flips a few pages in his ledger and finds the right line after a moment.

*"That's the **Horizon's Pride**, set to sail at 6 PM today, bound for Perallin. Manifest says furs, skins, and leathers, both commercial grade and armor crafting material. Also has berths for passengers; captain keeps those records on hand so he can check on any passengers who might be wanted men, y'know, try to keep people from running from the city on a 'business trip'. She's berthed in dock 3, about a block east of here."*

Yes, the **Horizon's Pride** from Part 1. Darien and the author both have a sick sense of ironic humor. Trident Kincaid's estimates of Ulring's actions are indeed quite accurate, though Kincaid doesn't know how right he is.

- When the PCs are ready to head to the **Pride**, [Go To Encounter 7 \(Page 19\)](#).

ENCOUNTER 7 – END OF THE LINE

*The **Horizon's Pride** sits in her dock, the crew swarming in every direction making the final preparations to head out. As you approach, one sailor, presumably with some authority given his posture, yells down the gangplank...*

*"Ahoy you lot! You got business with the **Pride** or Captain Vantos? We're about ready to shove off, so make it quick!"*

As you approach, he seems to recognize the gait of serious-minded people who are very much on a mission, and he straightens up slightly.

"How can I be of help you all?"

This man is the first mate, Domingo, who will be the primary point of interaction with the PCs. Although he referenced Captain Vantos, the

captain is not available. Not that it will matter, since Domingo has the information they need.

🗨️ **Is there a Darien Urling aboard?**

He checks a few sheets on a clipboard and says, “No. We have 5 passengers, but nobody by that name. I checked all the passengers myself, so I know I got their names.”

Darien did indeed come to the *Pride* and book passage. He was not foolish enough to use his real name, instead listing himself as Raymond Boyd, but he is still paranoid, and has been layering magical defenses and traps in his cabin. The location is hardly ideal, magically speaking, so it’s taken him quite a while to set up only a few magical spells, but even these can serve him well. See Magic Bastion below.

🗨️ **Who are they?**

*“Mister and Missus Simmonds, say they’re visitin’ family in Perallin.
“Mister Anton Himmerell, trapper and furrier.
“Miss Maya Kanta, armorsmith.
“Mister Raymond Boyd, trader of collectible curiosity items, also bound for Perallin.”*

🗨️ **Is there a man matching this description...?**

(If the PCs have a hard time with a description, give them a straight Intelligence DC 10 check to give a good enough recount for Domingo)

“Well, come to think of it...Mister Boyd did kinda have that look to him. Now that I think about it, for a trader he didn’t really have much luggage either. That is strange, isn’t it...”

🗨️ **We need to see him right away...**

“I really shouldn’t let you disturb the passengers so close to our shove-off...”
A Diplomacy/Intimidate DC 15 check will change his mind
“Alright, alright, he’s in room 2, right down those stairs, on the left.”

As the PCs proceed down the stairs, have them make Perception DC ATL+15 checks to hear Darien casting his latest spell. Regardless, they won’t be able to stop him, but it might give them a

heads-up as to what they’re going into. If the PCs try the door (locked, DC 20) or announce themselves, he’ll respond through the door with a rough “Go away!” If they are insistent, or identify themselves with any kind of authority, he’ll become completely silent, as he will be holding a readied action to cast a spell as soon as they open the door. Players being who they are, they will eventually open the door themselves, at which point the battle will be on.

Urling’s room is 15’x15’ with a bed in the back, with a 10’ wide hallway outside leading to other parts of the ship, with other rooms on both sides. Darien will make complete use of his Magic Bastion to cast as many spells as possible as fast as possible. While this does mean that he can put down a great deal of magic very fast, it also means he’ll run out of gas that much faster. Under no circumstances will he surrender, seeing as he murdered two defenseless people in cold blood, and he knows full well what awaits him.

Magic Bastion

This ability is a complex ritual that attempts to imbue a specific enclosed area with the ability to store and discharge magical spells. The ritual takes over an hour to complete and involves several specialized material components that are difficult to find and rather expensive. Furthermore, it only fortifies the area in question for a few hours before the magic destabilizes and fails. Hopefully all of these limitations make the entire process worthless to the players.

Upon completion, the ritual allows an enclosed area specified during the ritual to take on the properties similar to a *Ring of Spell Storing*, with two major differences. First, each instance of the ritual provides the ability to store a single spell, up to 4th level, not multiple levels of spells like the ring. Second, each spell stored in the ritual can be cast as a move action, rather than a standard action, but the caster must be inside the area of the ritual. Thus a wizard with this ritual completed could effectively mimic the effects of the Quicken Spell feat, as long as he didn’t move, he was inside the area of the ritual, and his move-action spells were only those that were cast into the ritual.

A spell with a casting time of 1 round or more cannot be placed into the ritual. Spells cast as

move actions out of the ritual must still be cast defensively if the caster is threatened, or they will provoke an attack of opportunity.

Consult Appendix A to see how many sets of the ritual Darien has had time to complete, and put his spells into the Bastion as appropriate. Try to work in the mindset of a cornered animal that knows it has nothing to lose.

ATL 5

⚔ Darien Ullring, Wizard (Universalist) 8

NE Medium humanoid (human);

Init +2 (+2 Dex); Senses Nil; Perception +5

AC 16, touch 14, flatfooted 13 (+2 Dex, +2 *bracers of armor*, +1 *ring of protection*, +1 dodge);

hp 68 (8d6+16+8(favored class)+8 (toughness))

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

Defense abilities Nil; DR Nil; **Immune** Nil; **SR** Nil

Spd 30 ft.;

Melee dagger +7 (1d4+3 plus spell, 19-20/x2)

Ranged dagger +7 (1d4+1 plus spell, 19-20/x2) or dagger +10 (1d4+3 plus spell, 19-20/x2)*

Full Atk dagger +7 (1d4+3 plus spell, 19-20/x2) or dagger +10 (1d4+3 plus spell, 19-20/x2)*

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

Special Attacks Nil

Spell-like abilities Nil

Spells Known (DC 15+Spell level) 0th – *acid splash, daze, detect magic, open/close*; **1st** – *burning hands, color spray, grease, magic missile, magic missile, shield*; **2nd** – *acid arrow, bear's endurance, blur, scorching ray*; **3rd** – *blink, lightning bolt, magic missile (empower), hold person*; **4th** – *acid arrow (empowered), ~~dimension door (2)~~*

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

BAB +4, **CMB** +6, **CMD** 18;

Feats Combat Casting, Dodge, Empower Spell, Toughness, Heighten Spell, Scribe Scroll, Still Spell

Skills: Acrobatics +7, Appraise +13, Escape Artist +7, Knowledge (Arcana) +13, Knowledge (Local) +13, Perception +5, Spellcraft +13

Languages Common

SQ none

Gear *bracers of armor* +2, *ring of protection* +1, *ring of counterspells*, +1 *spell storing alchemical silver dagger*

Special Abilities Hand of the apprentice (8/day)*, metamagic mastery, arcane bond: item - ring

ATL 7

⚔ Darien Ullring, Wizard (Universalist) 10

NE Medium humanoid (human);

Init +2 (+2 Dex); Senses Nil; Perception +7

AC 19, touch 15, flatfooted 16 (+2 Dex, +4 *bracers of armor*, +2 *ring of protection*, +1 dodge);

hp 84 (10d6+20+10(favored class)+10 (toughness))

Fort +5, **Ref** +5, **Will** +7;

Defense abilities Nil; DR Nil; **Immune** Nil; **SR** Nil

Spd 30 ft.;

Melee dagger +8 (1d4+3 plus spell, 19-20/x2)

Ranged dagger +8 (1d4+1 plus spell, 19-20/x2) or dagger +11 (1d4+3 plus spell, 19-20/x2)*

Full Atk dagger +8 (1d4+3 plus spell, 19-20/x2) or dagger +11 (1d4+3 plus spell, 19-20/x2)*

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

Special Attacks Nil

Spell-like abilities Nil

Spells Known (DC 15+Spell level) 0th – *acid splash, daze, detect magic, open/close*; **1st** – *burning hands, color spray, grease, magic missile, magic missile, shield*; **2nd** – *acid arrow, acid arrow, bear's endurance, blur, scorching ray*; **3rd** – *blink, lightning bolt, magic missile (empowered), hold person*; **4th** – *acid arrow (empowered), ~~dimension door (2)~~, magic missile (maximized)*; **5th** – *acid arrow (maximizes), cone of cold, hold monster*

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

BAB +5, **CMB** +7, **CMD** 24;

Feats Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Toughness, Heighten Spell, Maximize Spell, Scribe Scroll, Still Spell

Skills: Acrobatics +9, Appraise +15, Escape Artist +9, Knowledge (Arcana) +15, Knowledge (Local) +15, Perception +7, Spellcraft +15

Languages Common

SQ none

Gear *bracers of armor* +4, *ring of protection* +2, *ring of counterspells*, +1 *spell storing alchemical silver dagger*

Special Abilities Hand of the apprentice (8/day)*, metamagic mastery (2/day), arcane bond: item - ring

ATL 9

\ Darien Ullring, Wizard (Universalist) 12

NE Medium humanoid (human);

Init +2 (+2 Dex); Senses Nil; Perception +9

AC 23, touch 16, flatfooted 20 (+2 Dex, +5 *bracers of armor*, +3 *ring of protection*, +1 *ring of force shield*, +1 *dodge*);

hp 100 (12d6+24+12(favored class)+12 (toughness))

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

Defense abilities Nil; DR Nil; **Immune** Nil; **SR** Nil

Spd 30 ft.;

Melee dagger +9 (1d4+3 plus spell, 19-20/x2)

Ranged dagger +9 (1d4+1 plus spell, 19-20/x2) or dagger +12 (1d4+3 plus spell, 19-20/x2)*

Full Atk dagger +9/+4 (1d4+3 plus spell, 19-20/x2) or dagger +12/+7 (1d4+3 plus spell, 19-20/x2)*

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

Special Attacks Nil

Spell-like abilities Nil

Spells Known (DC 15+Spell level) 0th – *acid splash, daze, detect magic, open/close*; **1st** – *burning hands, color spray, grease, magic missile, magic missile, shield*; **2nd** – *acid arrow, acid arrow, bear's endurance, blur, scorching ray*; **3rd** – *blink, lightning bolt, magic missile (empowered), hold person, mirror image (still)*; **4th** – *acid arrow (empowered), ~~dimension door (2)~~, magic missile (maximized)*; **5th** – *acid arrow (maximized), cone of cold, hold monster, greater invisibility (still)*; **6th** – *disintegrate, lightning bolt (maximized), mass suggestion*

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

BAB +6, **CMB** +8, **CMD** 26;

Feats Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Toughness, Heighten Spell, Maximize Spell, Scribe Scroll, Still Spell, Spell Penetration

Skills: Acrobatics +11, Appraise +17, Escape Artist +11, Knowledge (Arcana) +17, Knowledge (Local) +17, Perception +9, Spellcraft +17

Languages Common

SQ none

Gear *bracers of armor* +5, *ring of protection* +3, *ring of counterspells*, *hand of glory*, *ring of force shield* +1,+1 *spell storing alchemical silver dagger*

Special Abilities Hand of the apprentice (8/day)*, metamagic mastery (3/day), arcane bond: item - ring

ATL 11**\ Darien Uling, Wizard (Universalist) 14**

NE Medium humanoid (human);

Init +3 (+3 Dex); Senses Nil; Perception +11**AC** 26, touch 18, flatfooted 22 (+3 Dex, +6 *bracers of armor*, +4 *ring of protection*, +2 *ring of force shield*, +1 dodge);**hp** 116 (14d6+28+14 (favored class)+14 (toughness))**Fort** +6, **Ref** +6 (7), **Will** +9;**Defense abilities** Nil; DR Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** dagger +10 (1d4+3 plus spell, 19-20/x2)**Ranged** dagger +11 (1d4+1 plus spell, 19-20/x2) or dagger +14 (1d4+3 plus spell, 19-20/x2)***Full Atk** dagger +10/+5 (1d4+3 plus spell, 19-20/x2) or dagger +14/+9 (1d4+3 plus spell, 19-20/x2)***Space** 5 ft.; **Reach** 5 ft**Special Attacks** Nil**Spell-like abilities** Nil**Spells Known (DC 16+Spell level) 0th** – *acid splash, daze, detect magic, open/close*; **1st** – *burning hands, color spray, grease, magic missile, magic missile, shield*; **2nd** – *acid arrow, acid arrow, bear's endurance, blur, scorching ray*; **3rd** – *blink, lightning bolt, magic missile (empowered), hold person, mirror image (still)*; **4th** – *acid arrow (empowered), ~~dimension door (-2)~~, magic missile (maximized), magic missile (maximized)*; **5th** – *acid arrow (maximized), cone of cold, hold monster, greater invisibility (still)*; **6th** – *dimension door (silent, still), disintegrate, lightning bolt (maximized), mass suggestion*; **7th** – *forcecage, mass hold person, spell turning***Str** 14, **Dex** 14 (16), **Con** 14, **Int** 21 (22), **Wis** 10, **Cha** 10.**BAB** +7, **CMB** +9, **CMD** 29;**Feats** Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Toughness, Heighten Spell, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell, Spell Penetration**Skills:** Acrobatics +13 (14), Appraise +19 (20), Escape Artist +13 (14), Knowledge (Arcana) +19 (20), Knowledge (Local) +19 (20), Perception +11, Spellcraft +19 (20)**Languages** Common**SQ** none**Gear** *bracers of armor* +6, *ring of protection* +4, *ring of counterspells*, *hand of glory*, *ring of force shield* +1,+1 *spell storing alchemical silver dagger*, *head band of vast intelligence* +2, *belt of incredible dexterity* +2**Special Abilities** Hand of the apprentice (9/day)*, metamagic mastery (4/day), arcane bond: item - ring

ATL 13**\ Darien Uling, Wizard (Universalist) 16**

NE Medium humanoid (human);

Init +4 (+4 Dex); Senses Nil; Perception +13**AC** 28, touch 19, flatfooted 23 (+4 Dex, +7 bracers of armor, +4 ring of protection, +2 ring of force shield, +1 dodge);**hp** 132 (14d6+32+16 (favored class)+16 (toughness))**Fort** +7, **Ref** +7 (9), **Will** +10;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** dagger +11 (1d4+3 plus spell, 19-20/x2)**Ranged** dagger +12 (14) (1d4+1 plus spell, 19-20/x2) or dagger +14 (1d4+3 plus spell, 19-20/x2)***Full Atk** dagger +11/+6 (1d4+3 plus spell, 19-20/x2) or dagger +14/+9 (1d4+3 plus spell, 19-20/x2)***Space** 5 ft.; **Reach** 5 ft**Special Attacks** Nil**Spell-like abilities** Nil**Spells Known (DC 16+Spell level) 0th** – acid splash, daze, detect magic, open/close; **1st** – burning hands, color spray, grease, magic missile, magic missile, shield; **2nd** – acid arrow, acid arrow, bear's endurance, blur, scorching ray; **3rd** – blink, lightning bolt, magic missile (empowered), hold person, mirror image (still); **4th** – acid arrow (empowered), ~~dimension door (2)~~, magic missile (maximized), magic missile (maximized); **5th** – acid arrow (maximized), cone of cold, feblemind, hold monster, greater invisibility (still); **6th** – chain lightning, dimension door (silent, still), disintegrate, lightning bolt (maximized), mass suggestion; **7th** – forcecage, mass hold person, prismatic spray, spell turning; **8th** – polar ray, sunburst**Str** 14, **Dex** 14 (18), **Con** 14, **Int** 22 (23), **Wis** 10, **Cha** 10.**BAB** +8, **CMB** +10, **CMD** 32;**Feats** Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Toughness, Heighten Spell, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell, Spell Penetration**Skills:** Acrobatics +15 (17), Appraise +22 (23), Escape Artist +15 (17), Knowledge (Arcana) +22

(23), Knowledge (Local) +22 (23), Perception +13, Spellcraft +22 (23)

Languages Common**SQ** none**Gear** bracers of armor +7, ring of protection +4, ring of counterspells, hand of glory, ring of force shield +1,+1 spell storing alchemical silver dagger, head band of vast intelligence +2, belt of incredible dexterity +4**Special Abilities** Hand of the apprentice (10/day)*, metamagic mastery (5/day), arcane bond: item - ring

ATL 15**\ Darien Uling, Wizard (Universalist) 18**

NE Medium humanoid (human);

Init +5 (+5 Dex); Senses Nil; Perception +15**AC** 31, touch 21, flatfooted 25 (+5 Dex, +8 *bracers of armor*, +5 *ring of protection*, +2 *ring of force shield*, +1 *dodge*);**hp** 148 (14d6+28+14 (favored class)+14 (toughness))**Fort** +8, **Ref** +8 (11), **Will** +11;**Defense abilities** Nil; **DR** Nil; **Immune** Nil; **SR** Nil**Spd** 30 ft.;**Melee** dagger +12 (1d4+3 plus spell, 19-20/x2)**Ranged** dagger +12 (1d4+1 plus spell, 19-20/x2) or dagger +15 (1d4+3 plus spell, 19-20/x2)***Full Atk** dagger +12/+7 (1d4+3 plus spell, 19-20/x2) or dagger +13/+8 (1d4+3 plus spell, 19-20/x2)***Space** 5 ft.; **Reach** 5 ft**Special Attacks** Nil**Spell-like abilities** Nil**Spells Known (DC 17+Spell level) 0th** – *acid splash, daze, detect magic, open/close*; **1st** – *burning hands, color spray, grease, magic missile, magic missile, shield*; **2nd** – *acid arrow, acid arrow, bear's endurance, blur, scorching ray*; **3rd** – *blink, lightning bolt, magic missile (empowered), hold person, mirror image (still)*; **4th** – *acid arrow (empowered), ~~dimension door (-2)~~, magic missile (maximized), magic missile (maximized)*; **5th** – *acid arrow (maximized), cone of cold, feblemind, hold monster, greater invisibility (still)*; **6th** – **chain lightning**, *chain lightning, dimension door (silent, still), disintegrate, lightning bolt (maximized), mass suggestion*; **7th** – *forcecage, mass hold person, prismatic spray, spell turning*; **8th** – *polar ray, sunburst, temporal stasis*; **9th** – *meteor swarm, prismatic sphere***Str** 14, **Dex** 14 (20), **Con** 14, **Int** 22 (24), **Wis** 10, **Cha** 10.**BAB** +9, **CMB** +11, **CMD** 36;**Feats** Combat Casting, Defensive Combat Training, Dodge, Empower Spell, Toughness, Heighten Spell, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell, Spell Penetration**Skills:** Acrobatics +17 (20), Appraise +24 (26), Escape Artist +17 (20), Knowledge (Arcana) +24

(26), Knowledge (Local) +24 (26), Perception +15, Spellcraft +24 (26)

Languages Common**SQ** none**Gear** *bracers of armor* +8, *ring of protection* +5, *ring of counterspells, hand of glory, ring of force shield* +1,+1 *spell storing alchemical silver dagger, head band of vast intelligence* +4, *belt of incredible dexterity* +6**Special Abilities** Hand of the apprentice (11/day)*, metamagic mastery (6/day), arcane bond: item - ring

Assuming the players can subdue him, the sailors will help them get him off the ship, if necessary. The Diamond Legion will be there to place him in chains in their infirmary until he can recover.

Almost all of his gear will be confiscated and sold (not to the PCs) to pay for the *Resurrection* of Keller and Hansen, but the PCs will get to keep the items listed on the treasure list.

They will not get to question Uling at all, but that won't matter because it will happen during the Conclusion anyway.

Of course, if they failed and killed him, they'll get quite a different talking to from Trident Kincaid.

- If the PCs captured Darien **GO TO Conclusion A (Page 25)**
- If the PCs killed Darien **GO TO Conclusion B (Page 26)**.
- If Darien escaped **GO TO Conclusion C (Page 26)**.

**CONCLUSION A – SUCCESS:
CAPTURED***You are greeted by Trident Kincaid wearing a huge smile and a firm handshake.**“Well done, well done indeed! This was exactly what we needed. We’ll hold him in magical confinement until he’s well enough to work, then we’ll take extra measures to ensure that he finishes what he started.**“We’ll have to find some way to restore Keller and Hansen, but that’s for the future.**“For now, you have my deepest gratitude, my congratulations, and more tangibly, your reward.*

“Take it with my blessing, and rest assured that I’ll be calling on you again when the next phase of our plan is to be enacted.”

Reward = ATL x 100 gold pieces per player and Favor of Trident Kincaid

(GO TO EPILOGUE 1 - MISSION SUCCESS)

CONCLUSION B – FAILED: KILLED

You are verbally assaulted on the docks by a furious Trident Marcus Kincaid.

“What the devil were you thinking?!?! I gave you strict orders to capture him alive! Now what are we going to do, hm? He won’t let himself be raised, and we’re back to square one!

“How can you fail to follow such simple directions? This is absolutely unacceptable!

“City regulations demand that you be paid for your time at the very least, so that I’m not accused of employing slave labor. Take your coin and drown yourselves in a bar.

“This was a complete disaster, and it’s directly your fault. Get out of my sight.”

“Reward” = ATL x 10 gold pieces per player and Disfavor of Trident Kincaid

(GO TO EPILOGUE 1 - MISSION FAILURE)

CONCLUSION C – FAILED: ESCAPED

After being turned around and lost for a while, you are left with no recourse but to return to Trident Kincaid, who is every bit as lost as you.

“I don’t understand, where did he go? From what you’ve told me, it seems he escaped on a ship, but it was bound for Perallin, where we have a detachment that searched for him and found nothing.

“It’s like he vanished into thin air...”

He sighs and falls heavily into his chair, despair creeping into his features.

“I suppose you did the best you could...pity it wasn’t good enough. Still, I do owe you for your

time, so here’s your payment. I suppose if we’re ever able to make any more progress, perhaps we’ll call on you again, but I just don’t know.”

Reward = ATL x 25 gold pieces per player and Disfavor of Trident Kincaid

(GO TO EPILOGUE 1 - MISSION FAILURE)

EPILOGUE 1 – MISSION SUCCESS

For the next several days, Darien Utring sits in a jail cell, surrounded by magical defenses, guards, and attending wizards. He slaves over the re-creation of the translated map that he started with his old research team. Eventually, a final map is produced. As much for dramatic irony as for verification, the now-resurrected Keller and Hansen are brought in to verify the work.

They pronounce it genuine, and agree with Utring’s statement that it is accurate, based on the progress they had made before.

You can only hope that Utring has not pulled one last grand scheme and fooled everyone at once...

EPILOGUE 1 – MISSION FAILURE

True to Trident Kincaid’s prediction, all attempts to raise Utring fail. Keller and Hansen are brought back, and take up the mantle of picking up where they left off. But without Utring’s expertise, progress is slow and unsure.

Perhaps eventually they will crack the code into something usable, but there’s just no way to tell. Even if they succeed, there’s no way to verify its accuracy until it’s used...a chilling thought.

THUS ENDS “‘X’ DOES NOT MARK THE SPOT”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	1,200	1,800	2,900	4,500	7,000	10,500
Arranging to have Jacob Keller or Maria Hansen raised	100	100	100	200	200	500
Capturing Ullring; *not* killing him. (killing him and having him raised DOES NOT earn this bonus)	100	100	100	200	200	500
Roleplaying XP Bonus	100	100	100	200	200	500
Maximum Possible XP	1,500	2,1200	3,200	5,100	7,600	12,000

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

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

Encounter 2

- **Junior Cartographer**, (for PCs that impress Nasrin Jix) You've demonstrated your razor-sharp mind and puzzle solving capabilities to Nasrin Jix, the chief cryptographer of the League of Thaumaturgical Studies. As a result, he has granted you a Junior Cryptographer badge and a small pamphlet full of helpful puzzle solving techniques. From now on you gain a +1 bonus on all Knowledge checks related to numerical or word-based puzzles, and a +1 bonus on all Craft (Cryptography) checks.

(Value: priceless, Size: N/A, Tradable: No, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 6

- **Crowd Control Weapons**, (1 Per PC) This non-exotic melee weapon or ammunition has been specially crafted to be non-lethal. This weapon does only non-lethal damage and does not carry the usual -4 attack penalty, but it has several limitations. It deals damage as if it were 1 size category smaller, and Strength bonuses to damage are limited to ' value.

Critical threats are unaffected, but on any roll of a natural 1 there is a 10% chance that a melee weapon is ruined. All feats and abilities apply as normal. Ammunition so crafted is subject to the same limitations, regardless of the weapon it is fired from. These weapons cannot be of masterwork quality. Write in the chosen weapon or ammunition (including amount) below. The cost and value is the same as a normal weapon of the same kind.

Item chosen: _____.

(Value: priceless, Size: N/A, Tradable: No, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 7

- **Darien's Dagger**, This wavy-bladed dagger has a brilliant silvery sheen to its blade and a large deep-blue sapphire set into its hilt.

[]ATL 5-9:

+1 Spell Storing Alchemical Silver Dagger
(Value: 8,422 gp)

[]ATL 11+:

+2 Spell Storing Alchemical Silver Dagger
(Value: 18,422 gp)

(Value: varies, Tradable: No, Rarity: Rare, CL: 12,

- **Ring of Spell Storing**, This ring might seem to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately

Conclusion

- **Favor/Disfavor of Trident Kincaid**, (1 per PC).

Favor: Your swift and decisive actions allowed for the capture of a dangerous murderer, and gathered positive attention from Trident Marcus Kincaid. He is sure to remember your competence and skill favorably in the future. Other uses for this cert will become apparent in future modules.

Disfavor: Whether due to amazingly poor luck or bumbling incompetence, you've failed the mission you were sent on by Trident Kincaid. You've allowed a murderer to go free and the Legion is sure to hear about your unreliable reputation. Keep this cert for future modules.

(Value: priceless, Tradable: No, Rarity: Rare, CL: nil, Legality: Legal).

- **Blessed Noble Soul**, (1 per PC arranging to have Jacob Keller, and/or, Maria Hansen raised on their own). Your selfless and generous actions on the parts of Jakob Keller and Maria Hansen have earned you the respect and thanks of the temples. They have arranged to have 1 spell cast for you per adventure at no cost, courtesy of the temple of your choice. The level of the spell is dependent on your original donation:

0 gp - A heartfelt "thank you" from the temples for your efforts to save the bodies

1 - 100 gp - Free 0th level spell

Legality: Legal).

countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed into it again.

(Value: 4,000, Tradable: Yes, Rarity: Common, 11th level caster, Legality: Legal).

101 - 1000 gp - Free 1st level spell

1001 - 2000 gp - Free 2nd level spell

2001 - 3000 gp - Free 3rd level spell

3001 - 4000 gp - Free 4th level spell

4001+ gp - Free 5th level spell

Additionally, the personal wealth of Darien Ulring is sold off, providing you with a full refund of your original donation, refunded at the same time this cert is received

(Value: varies, Tradable: No, Rarity: Common, CL: Nil, Legality: Legal).

- **Insubordination**, (1 per Diamond Legion PC that kills Darien rather than capture him) You've disobeyed a direct order from a superior officer many ranks above you, and did so with full knowledge of the situation. Trident Kincaid ensures that the subsequent inquiry is swift, but fair, and your previous heroic actions in support of the city and the Legion earn you a slightly reduced sentence. For 1 year from the date this cert is received, you are stripped of your rank and station within the Diamond Legion. Until the 1 year is up, you are not permitted to wear the uniform, identify with the group, or exercise the authority of the Diamond Legion. Keep this cert for future use.

Date: _____.

(Value: priceless, Tradable: No, Rarity: Rare, CL: nil, Legality: Legal).

APPENDIX A: OFF-CAMERA EVENTS AND TIMELINE

- Last Night –Darien Ulring receives his answer from the pirate king and forms his escape plan
–Darien murders Jakob Keller (Maria Hansen is not at home)
–Darien casts *Scorching Ray* into his ring
- 4:30 AM –Darien murders Maria Hansen, but doesn't have much time to clean up
- 5:00 AM –Having carefully prepared the area, Darien starts the fire
- 5:15 AM –Nasrin Jix arrives early at the Cryptographer's Union and stops the fire
- 5:30 AM –Trident Marcus Kincaid alerted
–Messenger sent to find the research team, starting with the leader, Ulring
- 6:00 AM –Darien has finished packing and heads towards the docks
– PCs awoken
–The trap on Ulring's door incapacitates the messenger
- 6:30 AM –Darien arrives at the docks and starts looking around, sure he is being followed
- 7:00 AM –Darien hires some thugs at the docks to watch his house
- 7:30 AM –Thugs arrive at Darien's house and hide themselves to start guarding it
- 8:00 AM –Darien locates the *Horizon's Pride* and books passage
- 9:30 AM –Darien finishes his 1st Magic Bastion spell (see Encounter 7)
- 11:00 AM –Darien finishes his 2nd Magic Bastion spell, and casts a spell into his dagger
- 12:30 PM –Darien finishes his 3rd Magic Bastion spell, then sits down for lunch
- 2:30 PM –Darien finishes his 4th Magic Bastion spell
- 5:00 PM –Darien finishes his 5th Magic Bastion spell
- 6:00 PM –The *Horizon's Pride* leaves the dock, and Darien escapes back to the pirates

Players' Handout #1

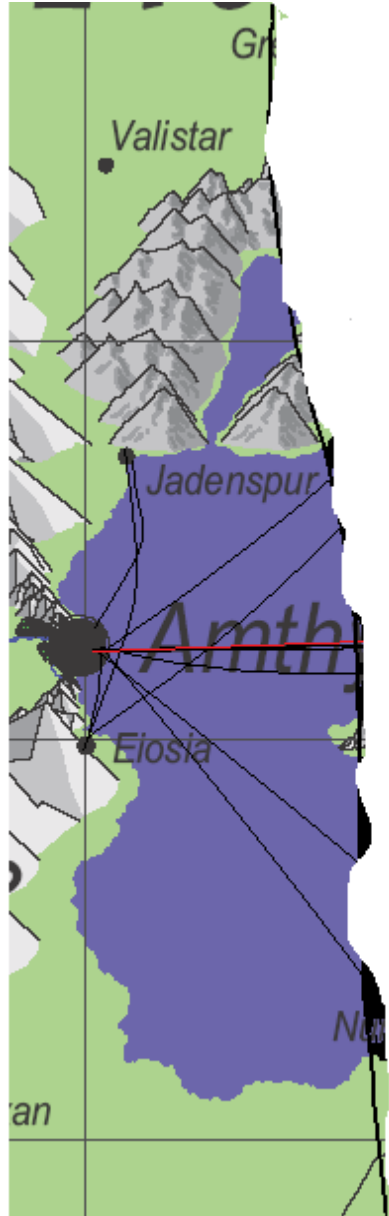
This complicates things.

Destroy their evidence
and bring the map back
here as soon as you can.

Do not get taken alive.

-Max

Players' Handout #2



Players' Handout #3



CRITICAL EVENT SUMMARY: 'X' DOES NOT MARK THE SPOT

Convention: _____ Date: _____

1. What was Darien Uring's status at the end of the module?

Dead Captured Escaped

2. Did the heroes investigate the Cryptographers Union?

Yes No

3. Whose houses did the heroes investigate? (Circle all that apply)

Keller Hansen Uring

4. Did they need the GM to use the sections during the investigations? Yes No

5. What was the approximate challenge to the heroes by the rogues? The rogues were...

Harmless Weak Slightly Underpowered Appropriately Challenging
Slightly Overpowered Definitely Overpowered Massacred the PCs

6. Did the heroes get any information out of the rogues? Yes No

7. Did the heroes go directly to the docks after Uring's house? Yes No

If the answer is "No" where did they go? _____

8. Did the PCs figure out the puzzle of the map fragment to lead them to the docks? Yes No

9. Did anybody earn the *Junior Cryptographer* cert? Yes No

If the answer is "Yes", who? _____

10. Did the PCs successfully capture Uring? Yes No

If the answer is "Yes", give a brief description: _____

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

Please send completed form
to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to



ROSTER OF HEROES: 'X' DOES NOT MARK THE SPOT

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 Pathfinder RPG Core Rulebook.

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)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 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)	NA / 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)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	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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