



Beguiling Isn't It

(Law and Disorder Trilogy - Part 3)

By David Samuels

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

Reports are coming in of people losing their homes and businesses. There seems to be no common denominator between the people suffering the loss, other than after reporting their loss they all seem to disappear. Can you figure out who or what is behind this and stop it? A one round *Legends of the Shining Jewel* module for character levels 1-13. (This module is part 3 of the Law and Disorder series, and while it is recommended that you play them in order it is not required). This module contains graphic images that may not be suitable for young players.

(Updated July 2009)

www.theshiningjewel.com/lcj

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

About the Module

"Beguiling Isn't It" is Part Three of the LAW AND DISORDER series. It is best to play in Part One (**LSJ57 "Stolen Glances and Echoes of Long Ago"**) and Part Two (**LSJ59 "Fists of Fury"**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

Adventure Background

A group of anarchists decided that the city of Amthydor was entirely too lawful and decided to do something to change that. Unfortunately, they were not able to reach a consensus on how they wished to accomplish this. Groups were formed each with its own agenda, and it was decided that a competition would be held with each of the groups having the chance to put their plan into motion. The winning group's members would be known throughout Raia for their accomplishments. The groups planned to use brute force, magic, and deception to help them achieve their goal.

The groups' plans attracted the attention of a group of powerful elves who have a grudge against the city of Amthydor. Amthydor had been guarding a powerful tome that radiated draconic magic until it was stolen from the city. The elves blame Amthydor for the tome's loss and have decided to use the anarchists as pawns in their plans. In order to "help" the anarchists plans achieve fruition, the made any magic items that the groups wished to use available to them for this task.

The 3 different groups of anarchists have already begun putting their plans into motion. It was decided that regardless of a group's methods, any attempt at creating anarchy in Amthydor needed to involve attacks on the city's laws and their enforcers, the Diamond Legion and the courts. The city's nobles and temples would also be targeted, especially those temples that are part of the Quorum of Faith.

The recent attack on High Warrior Breng, as well as the deaths of Captain Ardent Vestra, Lt. Bailey Collins and Sgt. Ashton Kenness, has begun their intended purpose of demoralizing the Diamond Legion.

This module is the third part of a series called Law and Disorder. The other parts of the series are: Stolen Glances and Echoes of Long Ago; and Fists of Fury. This module is a stand alone module and it is not necessary to have played the other parts in the series before this mod.

This module is somewhat different than the other modules in the series because there are actually 2 different forces each with their own agenda to work here. In this module one of the splinter groups of anarchists decided that they could cause chaos by acquiring the homes and businesses of Amthydoran citizens. To help with this mission members of the group recruited a world famous forger and supplied him with a hat of disguise. They then planted someone inside the city's land office. The operative in the land office would list properties at a ridiculously low price and dupe an unsuspecting citizen into fraudulently buying the property. The forger would then pose as the true owner of the property and sell the property to the unsuspecting buyer, signing the property over to the buyer. The villains created a list of people that they would do this to, allowing the forger to obtain samples of the person's signature so that he could practice duplicating it thus perfecting his attempt that counted. On several occasions the signatures have been authenticated by people in the records bureau, or members of the Diamond Legion. In order to avert suspicion the official deeds on file in the Office of Land and Buildings lists a sale price in line with what the property is actually worth

The group figured that this deception would cause chaos in the city as they made sure that there was nothing to connect the different targets that had their property stolen, other than the crime and that they were residents of Amthydor. If no one knew who might be next they couldn't take precautions against such a thing occurring.

Unknown to the splinter group, several of the elves from Mystwood contracted with a group of Pyrrothian wizards to help the plans of this splinter group succeed. The elves and the wizard "allies" decided that once a home or business was targeted by the splinter group, they would cause the properties previous owners to vanish. They did so in a most ingenious way, well at least they thought so. The wizards experimented and came up with a way to transform the individuals into harmless animals, with no memory of their former lives. The animals would then be sold to one of the city's pet shops to be distributed to families within the city.

The elves do anticipate that the city will be hiring people to investigate these occurrences but figure that by the time anyone uncovers the truth if they do, the seeds of chaos will have already been planted and begun spreading like a disease through the city. As the city was unable to safeguard the tome, the elves feel that the leaders of this city should be equally as frustrated when control of the city slips from their grasp. The elves hope that this plan succeeds, if not they will resort to something more devious, diabolical and dastardly in the future.

Just as in the previous modules the villains have operatives waiting to thwart the PCs chances for success. The splinter group knows that the Diamond Legion would be sending legionnaires to investigate any reports of stolen property, and that they would be escorting one of the sides (most likely the former owners) away from the property. They decided to use that to their advantage and are striking at the legionnaires while they're escorting innocent citizens, knowing that the legionnaires' responses to their attacks would be hampered as they had to protect their charges. The group's operatives would then attack the legionnaires with the same intensity and ferocity that the other splinter groups forces used. They also decided to press their attacks on the temples and shrines that were part of the Quorum of Faith as the elves wished them dealt with as well.

Unknown to the splinter group, the wizards have been spying on them through the use of scrying spells. Once the splinter groups forces left the battered and bruised legionnaires and their charges the wizard's forces would move in, and cast *feblemind* and *polymorph* on the charges and then leave with them.

Introduction: Welcome To My Party. The PCs will find a message telling them to report to the Society of Entertainers and Providers.

Encounter 1: I Got The Music In Me. The PCs will head to the Society of Entertainers and Providers where they will be briefed on the mission at hand.

Encounter 2: A little information Please

Encounter 2A: Diamond In the Rough
Encounter 2B: Temple of Emerys
Encounter 2C: Temple of Peliron
Encounter 2D: Temple of Galvandt
Encounter 2E: Shrine of Elianna
Encounter 2F: Temple of Hyperion
Encounter 2G: Shrine of Sorena
Encounter 2H: Temple of Glissande
Encounter 2I: Temple of Meneon
Encounter 2J: Temple of Lucor
Encounter 2K: Temple of Cyrene
Encounter 2L: Shrine of Destine
Encounter 2M: House Harquith
Encounter 2N: House Erikas
Encounter 2O: Jade Palace
Encounter 2P: Fraternity of Venturers
Encounter 2Q: House Bailey
Encounter 2R: Dauntless Dolphin
Encounter 2S: Shrine of Ayla
Encounter 2T: Shrine of Ardra
Encounter 2U: Shrine of Brianna
Encounter 2V: Shrine of Cerion
Encounter 2W: Shrine of Dymora
Encounter 2X: Gilded Cage
Encounter 2Y: House Lurian
Encounter 2Z: House Perrault
Encounter 2A1: Cobblespring's Crystal and Glass
Encounter 2A2: Noble house Mour
Encounter 2A3: Petting Zoo
Encounter 2A4: Office of Land and buildings
Encounter 2A5: Barnta Zimlans home

Encounter 3: After the PCs have been to 3 places gathering information other than the Society of Entertainers and Providers, they will be attacked by some of the villains.

Encounter 4: After the PCs have been to 2 additional places gathering information they will be attacked by another group of villains

Encounter 5: The villain's lair. The PCs will be able to get the location from the villains that attacked them and take the battle to the villains

Conclusions – There are two conclusions based upon whether the PCs succeed or fail.

Introduction – Welcome to My Party

It is the start of another fine day in the city of Amthydor, or rather it would be were it not for the recent incidents within this fine city. Citizens in this fair city have been attacked, and the Diamond Legion members who went to help were ambushed, beaten senseless and had their appendages broken. The mood in the city has begun to sour, with citizens wondering who will be attacked next, and when. You've also heard some reports about people in the city losing their homes or businesses. As if that weren't enough, the city still hasn't recovered from the deaths of Captain Ardent Vestra, Lt. Bailey Collins, and Sgt. Ashton Kenness.

You hear some scratching at your door, and then all is quiet. Opening your door you find that there is no one at the door. You do find a rolled up piece of parchment on the ground in front of the door. When you unroll the parchment you discover that inside it is an invitation to go and meet with someone named Cinnamon at the Society of Entertainers and Providers.

Encounter 1 – I Got The Music In Me

You arrive at the Society of Entertainers and Providers and are immediately ushered into an ornately decorated room. There is a sofa in the room as well as 6 chairs. A buxom raven-haired human woman in her mid 30's dressed in a tight fitting leather dress enters the room and asks you to be seated.

“Greetings my name is Cinnamon. I know that I sent for you, but was hoping that you would introduce yourselves so that I may acquaint the names with the faces.”

“Thank you for coming. Let me get right to the reason that I've asked you here. I'm sure that you're all aware of the recent number of attacks on residents of this fair city. It's also a fact that some people have lost their sight their hearing or both. As if that weren't bad enough several

people have reported having their businesses or homes stolen. Shortly after they made their reports, those victims disappeared. As troubling as all that is, it pales in comparison to the fact that legionnaires and priests from the temples and shrines that comprise the Quorum of Faith have been savagely attacked, and in the case of the priests killed. It seems as if we've no shortage of crises right now. The Quorum of Faith and the Diamond Legion are looking into the attacks as well as the loss of sight and hearing. We at the Society of Entertainers and Providers believe that the loss of property bears investigating as well, and that there might be a connection between these three different types of assaults on our city. We'd like you to look into this for us.”

➤ **Do you have any leads?**

“Unfortunately I don't have any yet. The Legion hadn't located any witnesses to any of the disappearances before I sent for you. I believe that either the disappearances have been done in such a way that there were no witnesses, or those witnesses are afraid to come forward out of concern for their own safety.

“So far there doesn't seem to be any sort of connection between the victims of these property transfers. The Diamond Legion members that were investigating these complaints were savagely attacked and required extensive healing. Those officers were discovered by other officers and treated for their injuries. Unfortunately, when the officers discovered their fallen comrades, the complainants were nowhere to be seen.”

➤ **All of those that complained of losses disappeared?**

“Yes”.

➤ **Who lost their homes/businesses?**

“A number of family residences or businesses have switched owners under dubious circumstances. The Bailey Estate, and the Dauntless Dolphin are just 2 of the properties that changed owners. I definitely feel that there is a story behind these dubious transactions.”

➤ **What is it that you need us to do?**

"I'd like you to look into these instances of properties switching owners and find out what's really going on. If it's something illegal and you can stop it please do so."

➤ **Do you have a list of all of those that lost their homes/businesses?**

"Yes, I compiled a list for you."

Please give the PCs Player Handout 1

➤ **What happened to the victims?**

"The legionnaires that were attacked are recovering from their injuries. As I mentioned, the complainants haven't been found."

➤ **Who were the people that disappeared?**

"I have compiled a list of those I know of that vanished."

➤ **Do you know where we can find the officers that are recovering?**

"Just like the rest of the legionnaires that have been brutally attacked they are being treated at various temples/shrines throughout the city."

➤ **Have there been a lot of people who've been victimized?**

"Enough so that we can say that this isn't an isolated incident."

➤ **Is High Warrior Breng okay?**

"Yes. According to the Diamond Legion, he's still on leave."

➤ **Are Captain Vestra, Lt. Collins and Sgt. Kenness really dead?**

"Yes, according to the Diamond Legion. We think that the Diamond Legion might have more information that they're not telling us, but considering how devastating the deaths of these 3 officers were to the citizens of this fine city, we're not applying too much pressure to get the information."

➤ **What happened to High Warrior Breng?**

"We're still investigating the matter, but I can give you the following information that we received from the Diamond Legion."

"High Warrior Breng received a message stating that Captain Vestra needed to meet with him. When he arrived at the meeting location he found that the area was completely dark. He tried to use a lantern but it didn't work."

"As if that wasn't bad enough, he was attacked by unseen assailants. When the battle was over and the darkness dissipated and he was able to see the bodies of Captain Vestra, Lt. Collins and Sgt. Kenness laid out at his feet."

➤ **Are you saying that Captain Vestra, Lt. Collins and Sgt. Kenness were the ones that attacked High Warrior Breng?**

"No, the Legion has not confirmed that, and we're not going to spread unsubstantiated rumors. The three of them are highly decorated officers and there are too many questions that this raises. The Legion promised us an exclusive if we're patient."

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

"Good luck with your investigation. I hope that your actions end this threat to the city."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**

- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of

Entertainers and Providers **GO TO Encounter 3 (page 67).**

- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2: **A Little Information Please** **Encounter 2a: A Diamond In The Rough**

You arrive at Diamond Legion HQ, where you are immediately ushered in to meet with Sgt. Eloise Kyle. The grim look on Sgt. Kyle's face conveys the seriousness of the situation facing the city. After motioning for you to be seated, Sgt. Kyle solemnly begins speaking.

"I understand that you wanted to see someone at Diamond Legion HQ. How can I help you?"

- **We understand that you are recruiting adventurers to investigate the attacks in the city?**

"That is correct. The Society of Entertainers is also recruiting adventurers to look into things."

- **Do you have any leads?**

"None that I can reveal at this time, the investigation is still ongoing."

- **We understand why the Diamond Legion is looking into this, but why is the Society of Entertainers?**

"A number of family residences or businesses have switched owners under dubious circumstances. The Society of Entertainers and Providers, sensing a story behind the dubious transactions, is hiring investigators to look into them."

- **What is it that you need us to do?**

"We already have adventurers looking into this, and ask that you don't interfere with their investigation. We have asked them not to interfere with your investigation. The Society of

Entertainers and Providers has said that they will instruct their operatives similarly."

➤ **Is High Warrior Breng okay?**

"Yes. He's still on leave though."

➤ **Who has been attacked?**

"Residents from each of the city's districts were attacked, and the only thing that the victims seemed to have in common was their proximity to the closest Diamond Legion branch at the time of the attack."

➤ **Are Captain Vestra, Lt. Collins and Sgt. Kenness really dead?**

"We're not entirely sure. We do have their bodies, and have attempted to speak to them using speak with dead but have not received any responses to our questions. One of the priests at the temple of Peliron acting on a hunch cast a divination spell to see if this was really them, and not surprisingly received a cryptic answer. The surprising part is that the answer was both yes and no. Further divinations were cast and multiple locations were revealed. Unfortunately when we sent people to investigate, there was no sign of the officers or their "captors" at that location."

➤ **Do you have a list of those attacked?**

"I do, but since you're not the ones looking into these attacks I can't give it to you. The one thing that all of the attacks seem to have in common is that the original victims seem to have been bait to draw out legionnaires to attack."

➤ **Do you have any leads?/Do you know where we should start?**

"No. I don't have any specific leads with relation to your investigation. You might want to start with the 'new owners' of the properties that the victims had reported stolen. They might remember things talking with you that they didn't tell us. It's also possible that you might 'discover' witnesses to the disappearances that were unwilling, or unable to talk with us previously."

➤ **What happened to High Warrior Breng?**

"We're still investigating the matter but I can tell you the following. High Warrior Breng received a message stating that Captain Vestra needed to meet with him. When he arrived at the meeting location he found that the area was completely dark. He tried to use a lantern but it didn't work."

"I wish I had more information for you to go on but the officer's reports on those disappearances haven't made their way to Legion HQ yet."

"As if that wasn't bad enough, he was attacked by unseen assailants. When the battle was over and the darkness dissipated and he was able to see the bodies of Captain Vestra, Lt. Collins and Sgt. Kenness laid out at his feet."

➤ **What happened to the victims of the disappearances?**

"In each of the cases that have been reported, the Legionnaires that were attacked are recovering from their injuries. Those individuals that reported the crimes have not been seen since."

➤ **Are you saying that Captain Vestra, Lt. Collins and Sgt. Kenness were the ones that attacked High Warrior Breng?**

➤ **So all of the victims have recovered/ will recover?**

"Other than the priests that were killed, animated and then sent into their respective temples to be dispatched by their former friends, all of the other victims have made, or will make, a complete recovery."

"No. The three of them are highly decorated officers and there are too many questions that this raises. We tried to speak with them but were unable to get a response it was as if either no one was home in any of their bodies, or they chose to ignore us. Our attempts to raise them were also unsuccessful. That's all I can say as this is an ongoing investigation, and getting to the bottom of this is a top priority."

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

"I'm not sure if there's any connection, but just before you came in I received a report that there was an incident at the druid's grove. It seems that several druids were attacked by animals inside the grove. I haven't had a chance to check it out yet, so I'm not sure what if any connection there might be between the disappearances and the attacks in the grove.

May the gods watch over you and keep you safe during your investigation. Be careful as the recent incidents have caused a rise in vigilantism. Vigilantes, especially those without any training, are extremely dangerous, and you should be careful not to underestimate them. I hope that your actions end this threat to both the city and the Diamond Legion."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
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- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2b: The Temple of Emerys

After arriving at the Temple of Emerys, you are ushered into a room where a dwarven woman dressed in robes embossed with the symbols of

Emerys sits. She motions for you to be seated on a pew, and then begins speaking. "I am Tamaranda, and I am one of Emerys' chosen. I understand that you wish to speak with me"

- **We hear that you're hiring groups to investigate the attacks on the priests and Diamond Legion members?**

"That is correct."

- **What does this job pay?**

"I already have a group investigating this."

- **What exactly do you want us to do?**

"I already have a group looking into the attacks on the priests as well as the escalation of blindness and deafness in the city. I'd appreciate it if you didn't interfere with their investigation. I've instructed them not to interfere with any of the other investigations going on."

- **Do you have a list of the priests that were attacked?**

"Yes"

Please give the PCs Player Handout 2.

- **Do you know of any enemies that these temples, or even the Quorum of Faith might have ?**

"I don't know if you're familiar with this or not, but we recently held the election of the head of the Quorum of Faith. The members of the quorum that weren't up for election cast the votes. It was originally thought that Mistress Jade of the Shrine of Dymora would be elected, but after some improprieties were discovered, a revote was ordered and Jalinor the Just from the Temple of Peliron was declared the winner.

"It was also at that time that a group of elves from Mystwood visited Amthydor and demanded to see the Lord Monarch to retrieve an arcane tome. The tome, which radiated draconic magic, had been kept in Amthydor for safekeeping. When the Lord Monarch had the container holding the tome brought to him, and the container was opened, the tome was not inside.

To say that the elves were upset would be an understatement."

- **Do you think that the elves might have something to do with this?**

"I honestly don't know. I don't want to speculate on who might be behind this."

- **Do you have a list of those people that were attacked?**

"Yes."

Please give the PCs Player Handout 1

- **Do you know if the Diamond Legion or Society of Entertainers and Providers have any leads?**

"I'm not sure. I haven't heard of any. You would have to ask them. I only ask that you don't interfere with their investigations."

- **Is there anything else that you can think of?**

"Other than to wish you good luck, no."

- **Are Captain Vestra, Sergeant Kenness and Lt. Collins really dead?**

"Yes. From what I've been told they weren't able to be brought back."

- **Can you provide us with a writ so that we can enter the Nobles District to talk to the nobles that were attacked?**

"Yes. You must remember to treat the nobles with the proper respect and that if you commit any crimes I will see that you pay for them.."

"One other thing you need to know is that all of the temples have been working overtime healing the wounds of the populace as well as the legion, and as such they might be somewhat tired or frustrated."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2c – Temple of Peliron

You arrive at the temple of Peliron, and manage to make your way through the mob trying to gain entrance to the temple. You are escorted in to talk to one of the acolytes. The acolyte begins speaking.

“I am brother Ignium. How can I help you?”

➤ **Have you treated any of the wounded Diamond Legion members here?**

“Yes. Some of the legionnaires .“

➤ **How bad were the injuries?**

“They weren't life-threatening although they were designed to be painful. One of the officers, that we treated, a man named Jarl Zylan, had all the bones in his fingers toes, wrists and ankles shattered .“

➤ **Is that officer here?**

“Yes. I can have someone take you to talk to him when we're done here. “

➤ **Have you done any divination spells to locate those responsible for these attacks?**

“Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded. “

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

"I wish that there was. The recent incidents in the city are causing chaos and demoralizing the city."

The acolyte has someone escort you to a room where a gentleman is lying on a bed. Your guide tells you that this is Jarl Zylan.

➤ **May we talk to you officer Zylan?**

"Yes"

➤ **What can you tell us about the attack on you?**

"I had responded to cries for help from Mitch Erikas who was being beaten in the street. As I approached, I ordered the attackers to leave him alone and surrender. Without warning 2 additional men appeared from nowhere and grabbed me. They held me firmly while the man that was beating up Mitch Erikas came and began breaking each and every one of my fingers and toes. The pain was unbearable. I tried calling for assistance, but the area was strangely quiet and no sounds came out of my mouth. I held out for as I could but I eventually passed out from the pain."

➤ **What did your attackers look like?**

"Six-foot one, blond-haired blue-eyes men dressed in chainmail armor and carrying longswords."

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

"I hope that you catch those responsible for my attack. Once the healers say that I can go back out on the street I will be out there looking to bring my attackers to justice. We need to do something to show that we are handling this crisis, because right now the citizens of this fine city are panicking. The people need to know that the legion is there to protect them."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**

- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2d – Temple of Galvandt

You arrive at the temple of Galvandt, and manage to make your way through the mob trying to gain entrance to the temple. A young blond-haired blue-eyed acolyte greets you, and leads you into one of the temple's meeting rooms before he begins speaking.

"I am brother Jesten, welcome to the temple of Galvandt. I wish that your visit was under better circumstances. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, although the two that we just finished treating were the worst I've seen."

- **What happened to those two?**

"The villains captured them and then tied them up back to back so that they couldn't escape, and then totally drenched their bodies and clothing with oil. One of the villains, a woman wearing robes targeted them with a burning hands spell. The area that the officers were in was targeted with a silence spell so that no one could hear the officers anguished screams." (he pauses, shuddering slightly).

"Luckily for the officers, someone saw the flames and summoned the Diamond Legion. The Legion arrived en masse and drove off the villains. Legion casters, both arcane and divine, quenched the flames and stabilized the officers so that they could be transported here. The burning was so severe that in some places the charred skin just flaked off."

- **Are the officers going to be okay?**

"Yes, and no."

- **What do you mean?**

"We healed their physical wounds, but the officers will need to work through the trauma of this attack at their own pace. Right now they have been able to sleep through the use of potions and spells."

- **What happened to brother Jessup?**

"Brother Jessup was killed in a battle with 2 elementals that appeared in front of the temple. After Brother Jessup died, he was animated and sent into the temple to cause mayhem. Several of the temple's priests managed to keep him at bay until he was able to be dispatched to his proper rest."

- **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Galvandt's followers to lose faith in Galvandt for allowing this to happen to one of his chosen."

- **Was there anything unusual about the wounded?**

“Someone appears to have gone to great lengths to keep victims, other than the priests, from dying.”

- **Are any of the victims here that we can talk to?**

“The only victims here are the two legionnaires I mentioned above that were burned. I can’t allow you to talk to them right now.”

- **Have you done any divination spells to locate those responsible for these attacks?**

“Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded.”

- **Is there anything else that you can think of?**

“No. May the blessing of Galvandt be upon you as you try to save us from this.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**

- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
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- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
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- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring’s Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
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- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan’s home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 70).**

Encounter 2e – Shrine of Elianna

You arrive at the shrine of Elianna, the newest member of the Quorum of Faith, and manage to

make your way through the mob trying to gain entrance to the shrine. A young brown-haired brown-eyed acolyte greets you, and leads you into one of the temple's meeting rooms before he begins speaking.

"I am brother Sylrivan, welcome to the shrine of Elianna. I wish that your first visit here since we became part of the Quorum of Faith was under better circumstances. How may I help you?"

➤ **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

➤ **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

➤ **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his back broken."

➤ **What happened to him?**

"The villains captured him and then placed him, on the ground. At that point all of the villains took turns jumping on his back while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance.

Luckily for the officer, a squadron of legionnaires was sent out to locate him when he didn't return and they were able to get him to the shrine of Elianna so that the injuries could be taken care of."

➤ **Is the officer going to be okay?**

"Yes, he's been treated and is back on the streets trying to find those that did this to him."

➤ **What happened to brother Nyrma?**

"As near as we can tell, Brother Nyrma was targeted by a finger of death spell which killed him. After he died Brother Nyrma's body was animated and sent into the shrine. Brother Nyrma attacked a young boy attending services in the temple. He was sent to his final resting place by priests of Elianna."

➤ **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Elianna's followers to lose faith in Elianna for allowing this to happen to one of her chosen."

➤ **Was there anything unusual about the wounded.?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

➤ **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

➤ **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

➤ **Is there anything else that you can think of?**

"No. May the blessing of Elianna be upon you as you try to save us from this."

➤ If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**

➤ If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**

➤ If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

➤ If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**

➤ If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**

➤ If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**

- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2f– Temple of Hyperion

You arrive at the temple of Hyperion, and after pushing your way through the crowd you gain entrance. A young blond-haired female acolyte greets you. "I am Syndella, priestess of Hyperion. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his neck broken."

- **What happened to him?**

"The villains captured him and then placed him, on the ground. At that point all of the villains took turns jumping on his neck while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance."

"Luckily for the officer, a squadron of legionnaires was sent out to locate him when he didn't return and they were able to get him to the"

shrine of Elianna so that the injuries could be taken care of."

➤ **Is the officer going to be okay?**

"Yes, he's been treated and is back on the streets trying to find those that did this to him."

➤ **What happened to brother Ilian?**

"As near as we can tell, Brother Ilian encountered a group of ruffians that attacked him. They ran swords through various parts of his body including his heart. After he died Brother Ilian's body was animated and sent into the temple of Hyperion where he attacked High Lady Mour who was in the temple on personal business. He was sent to his final resting place by priests of Hyperion."

➤ **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Hyperion's followers to lose faith in Hyperion for allowing this to happen to one of his faithful."

➤ **Was there anything unusual about the wounded?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

➤ **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

➤ **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

➤ **Is there anything else that you can think of?**

"No. May the blessing of Hyperion be upon you as you try to save us from this."

➤ If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**

➤ If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**

➤ If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

➤ If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**

➤ If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**

➤ If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**

➤ If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**

➤ If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**

➤ If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**

➤ If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**

➤ If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**

➤ If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**

➤ If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**

➤ If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**

➤ If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**

➤ If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**

➤ If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**

➤ If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**

➤ If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**

➤ If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**

➤ If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**

➤ If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**

➤ If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**

➤ If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**

➤ If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**

- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2g – Shrine of Sorena

You arrive at the Shrine of Sorena and manage to make your way through the mob trying to gain entrance to the temple. A young blond-haired blue-eyed female acolyte greets you, and leads you into one of the temple's meeting rooms before she begins speaking.

"I am Sister Cassiopia. Please tell me, how can I help you?"

- **Have you treated any of the wounded Diamond Legion members here?**

"Yes. Some of the legionnaires."

- **How bad were the injuries?**

"Most of the injuries weren't life-threatening although they were designed to be painful. One of the officers, that we treated, a woman named Darina Milward, had all of the hair on her head, as well as part of her scalp removed. We were able to re-grow her scalp."

- **Is that officer here?**

"Yes. I can have someone take you to talk to her when we're done here."

- **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

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

"I wish that there was. The recent incidents in the city are causing chaos and demoralizing the city."

- **We understand that one of your priests was killed?**

"Yes. Sister Yneera Dargle was found dead this morning. When we found her she was missing both of her eyes"

- **What do you mean by missing her eyes?**

*"Both of her eyes had been gouged out by a sharp instrument".
The acolyte has someone escort you to a room where a young woman is lying on a bed. Your guide tells you that this is Darina Milward.*

- **May we talk to you Officer Milward?**

"Yes."

- **What can you tell us about the attack on you?**

"I had responded to cries for help from High Lady Seabury who was being beaten in the street. As I approached, I ordered the attackers to surrender. Suddenly 2 burly women appeared from nowhere and grabbed me. They held me firmly while the woman that was beating up Lady Seabury came and began yanking out my hair. It was incredibly painful, and then once she was bored she took out a dagger which she used to remove part of my scalp. My assailants threw me to the ground and started laughing before stepping on me and walking casually down the street. I managed to drag myself to the Shrine of Sorena before I passed out from loss of blood."

➤ **What did your attackers look like?**

"They were 6'0" blond-haired, blue-eyed, muscular women. They were dressed in tight leather armor and carried great swords."

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

"I hope that you catch those responsible for my attack. Once the healers say that I can go back out on the street I will be out there looking to bring my attackers to justice. We need to do something to show that these types of attacks will not be tolerated regardless of whether they're on a legionnaire or any other inhabitant of this city."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**

- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the CobbleSpring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2h – Temple of Glissande

You arrive at the temple of Glissande, and manage to make your way through the mob trying to gain entrance to the temple. A young raven-haired red-eyed acolyte greets you, and leads you into one of the temple's meeting rooms before he begins speaking.

"I am brother Toran, welcome to the temple of Glissande. I wish that your visit was under better circumstances. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, although the two that we just finished treating were the worst I've seen."

- **What happened to those two?**

"The villains captured them and then using a flaming sword removed their arms and legs. On a positive note the flaming sword sealed the wounds so that the officers didn't bleed to death. The officers were found by a young mother after the family dog 'fetched' one of the limbs and brought it home. The mother followed the dog back to where it found the limb and then summoned the authorities."

- **Are the officers going to be okay?**

"Yes and no."

- **What do you mean?**

"We healed their physical wounds, but the officers will need to work through the trauma of this attack at their own pace. Right now they have been able to sleep through the use of potions and spells."

- **What happened to Brother Ilman?**

"Brother Ilman was discovered earlier this morning with his throat slit and his tongue removed. I'm not sure why anyone would want to do something so heinous."

- **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Glissande's followers to question Glissande's devotion to his worshippers."

- **Are any of the victims here that we can talk to?**

"The only victims here are the two legionnaires I mentioned above that amputated. I can't allow you to talk to them right now as they're sleeping."

- **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

- **Is there anything else that you can think of?**

"No. May the blessing of Glissande be upon you as you try to save us from this."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**

- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2i – Temple Of Meneon

You arrive at the temple of Meneon, and after making your way through the mob trying to gain entrance to the shrine you are greeted by a young brown-haired brown-eyed female acolyte. She leads you into one of the temple's meeting rooms and then begins speaking.

"I am Sister Xon, welcome to the Temple Of Meneon. I wish that your visit here was under better circumstances. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had her back broken."

- **What happened to her?**

"The villains captured her and then placed him, on the ground. At that point all of the villains took turns jumping on her back while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance."

"Luckily for the officer, a squadron of legionnaires was sent out to locate her when she didn't return and they were able to get her to the Temple Of Meneon so that the injuries could be taken care of."

- **Is the officer going to be okay?**

"Yes, she's been treated and is back on the streets trying to find those that did this to her."

➤ **What happened to Sister Morella Belascio?**

“Her body was discovered this morning. Her hair had turned completely white as if she was scared to death. As if that wasn’t enough, one of her ears was missing. It was cut with a serrated blade.”

➤ **Do you know why someone targeted her?**

“No, but the incident was definitely demoralizing for the temple. It also caused some of Meneon’s followers to lose faith in him for allowing one of his chosen to suffer as sister Belascio must have.”

➤ **Is there anything else that you can think of?**

“No. May the blessings of Meneon be upon you as you try to save us from these attacks.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**

- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring’s Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan’s home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 70).**

Encounter 2j – Temple of Lucor

You arrive at the temple of Lucor, and after making your way through the assembled crowd trying to force its way inside the temple, you gain entrance. A young blond-haired female acolyte greets you. “I am Kindra, priestess of Lucor. How may I help you?”

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his neck broken."

- **What happened to him?**

"The villains captured him and then placed him, on the ground. At that point all of the villains took turns jumping on his neck while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance."

"Luckily for the officer, a squadron of legionnaires was sent out to locate him when he didn't return and they were able to get him to the Temple of Lucor so that the injuries could be taken care of."

- **Is the officer going to be okay?**

"Yes, he's been treated and is back on the streets trying to find those that did this to him."

- **What happened to brother Tholwood Myras?**

"We found Brother Myras body earlier this morning. There were several stab wounds of different sizes throughout his chest and back. It seems as if there was more than one attacker. In addition to the stab wound, Brother Myras' heart was ripped from his body."

- **Do you know why someone targeted him?**

"No, but the incident was definitely demoralizing for the temple. It also caused some of Lucor's followers to lose faith in Lucor for allowing this to happen to one of his faithful."

- **Was there anything unusual about the wounded?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

- **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

- **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

- **Is there anything else that you can think of?**

"No. May the blessing of Lucor be upon you as you try to save us from this."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**

- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**

When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

➤
Encounter 2k – Temple Of Cyrene

You arrive at the temple of Cyrene, and after making your way through the mob trying to gain entrance to the temple you are greeted by a young brown-haired brown-eyed male acolyte. He leads you into one of the temple's meeting rooms and then begins speaking.

"I am Brother Noxion, welcome to the Temple Of Cyrene. I wish that your visit here was under better circumstances. How may I help you?"

➤ **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf".

➤ **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

➤ **Have you treated any of the wounded legionnaires here?**

"Yes, One of the most recent officers had his back broken."

➤ **What happened to his?**

"The villains captured him and then placed him, on the ground. At that point all of the villains took turns jumping on his back while wearing their chainmail armor. The area that this attack occurred in was unusually silent so that the officer couldn't cry out for assistance."

"Luckily for the officer, a squadron of legionnaires was sent out to locate him when she didn't return and they were able to get him to the Temple Of Cyrene so that the injuries could be taken care of."

➤ **Is the officer going to be okay?**

“Yes, he’s been treated and is back on the streets trying to find those that did this to him.”

➤ **What happened to Brother Norbert Zyna?**

“His body was discovered this morning. He was missing his left hand and his lungs were filled with sewer water.”

➤ **Do you know why someone targeted him?**

“No, but the incident was definitely demoralizing for the temple. It also caused some of Cyrene’s followers to lose faith in her for allowing one of her chosen to suffer as he Brother Zyna must have. Imagine the irony of a priest of Cyrene ‘drowning’.”

➤ **Was there anything unusual about the wounded.?**

“Someone appears to have gone to great lengths to keep victims other than the priests from dying.”

➤ **Are any of the victims here that we can talk to?**

“All of the victims that we treated here, have been healed and sent on their way.”

➤ **Have you done any divination spells to locate those responsible for these attacks?**

“Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded.”

➤ **Is there anything else that you can think of?**

“No. May Cyrene’s blessings guide you and keep you safe during these troubling times.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**

- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring’s Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**

- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2l – Shrine of Destine

You arrive at the Shrine of Destine and after making your way through the assembled crowd trying to force its way inside the shrine you gain entrance. A young blond-haired human male acolyte greets you. "I am Thineous, priest of Destine. How may I help you?"

- **Have you treated many of the wounded citizens here?**

"Yes. We've been treating battered and bruised individuals, as well as several that were blind and/or deaf."

- **Did the victims tell you what happened?**

"They said that they were set upon by ruffians and attacked. The attacks continued until several members of the Diamond Legion showed up, and then the ruffians turned their attention towards the legionnaires."

- **Have you treated any of the wounded legionnaires here?**

"Unfortunately not, I guess we weren't close to where the attacks took place."

- **What happened to Sister Altwina?**

"When sister Altwina didn't show up for the start of her shift, we sent people out to find her. Her body was found in the Poor District, with a blank look on her face and without any of her belongings. Other than the fact that her right hand was missing, there were no visible wounds on her body."

- **Do you know why someone targeted her?**

"No, but it seems like this incident was definitely designed to be demoralizing for the temple. It also raised questions among Destine's worshippers of Destine not being willing or able to protect her faithful."

- **Was there anything unusual about the wounded?**

"Someone appears to have gone to great lengths to keep victims other than the priests from dying."

- **Are any of the victims here that we can talk to?**

"All of the victims that we treated here, have been healed and sent on their way."

- **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

- **Is there anything else that you can think of?**

"No. May the blessing of Lucor be upon you as you try to save us from this."

Note: If the PCs should go to any of the temples or shrines in the city not listed above in the Encounter summary, the answers that they receive will be the same as those at the temple of Peliron.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**

- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the CobbleSpring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2m – House Harquith

When you show up at house Harquith, they will be met at the door by one of the Harquith's servants. The servant asks why you are here.

(Allow the PCs to explain.)

Once you have explained to the servant why you are here, he will escort them through an elegantly painted hallway to a sitting room. The sitting room is a large room with a comfortable sofa and 6 comfortable chairs. The walls of the sitting room are covered with portraits of the Harquith family.

"Please wait here while I fetch Lady Harquith. I would suggest not to touch anything under pains of ... accidental mishaps? Yes, that would be correct." He closes the door on his way out, and return a few minutes later with a young woman dressed in the finest clothing.

The PCs can learn the following information from Juniper:

➤ **We heard that you were attacked. What happened?**

"I had gone out to visit some friends. I was on my way back home when a man grabbed me. I started screaming and then a woman appeared. She pulled out two sticks, pointed them at me and the next thing I knew, I couldn't see or hear anything. At that point the man threw me to the ground. I tried to get up, but there was something on top of me preventing me from getting off the ground. I then felt a warm liquid, at which point the weight on top of me became unbearable and I passed out. I later found out that the weight on

top of me was three legionnaires that the villains took down, and the liquid was their blood."

➤ **Did you get a look at your attackers?**

"I didn't really pay much attention to those people. The woman was wearing robes and the man was wearing armor, I could see the metallic gloves he was wearing."

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

"Unfortunately not."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
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- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
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- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
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- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
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- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**

- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the CobbleSpring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2n – House Erikas

When the PCS show up at house Erikas, they will be met at the door by Mitch Erikas who is on his way out. After informing Mitch why they have come to visit him, he will lead them around the back of the estate onto a luscious expanse of green grass. There are a table and seven chairs present, and Mitch will lead them to it. After seating himself, he will await their questions.

If at any time the PCs should insult him, or take what he believes to be an unflattering tone with

him he will end the questioning and insist that they leave. If the PCs should realize their mistake, apologize for it and be sincere he will reluctantly let it slide, provided that they don't do it again.

The PCs can learn the following information from Mitch:

➤ **We heard that you were attacked. What happened?**

"I had woken up one morning and discovered an intruder in my home. The intruder, a man in robes, sat on me and prevented me from getting out of my bed. I saw a woman in robes appear and point 2 sticks at me. The next thing I knew, I couldn't see or hear anything. At that point, the man got off of me and they grabbed me and dragged me out of my bed, and out of my house."

"The man threw me to the ground, and began beating and kicking me. I tried to defend myself but it wasn't possible without being able to see and hear where your enemy is and what he's up to. After a few minutes the beating and kicking stopped. I tried to lift myself off the ground but discovered after my ordeal that I didn't have the strength to do so."

"I also felt some heavy things being piled on top of me. It wasn't until later that I learned that those heavy things were Diamond Legionnaires that had come to my rescue."

➤ **Did you get a look at your attackers?**

"Not really. I didn't have much of a chance to do so, and was a little angered that someone was attacking me in my own home."

➤ **Are you okay now?**

"The priests from the temple of Galvandt did an excellent job healing me. I am working on dealing with the trauma of the attack now."

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

"I wish that there was. These people need to be caught. People, whether they're noble or average citizens, should be able to feel safe in their own

home. Please catch those responsible for these attacks."

He will then have his servants show the PCs out.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
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- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
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- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**

- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
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- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
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When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2o – Jade Palace

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

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguou, it is very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties makes your stomach growl and your mouth water.

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

A Daiguon man comes up to you and introduces himself.

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

- **We heard that your wife was blinded. May we speak with her about that incident?**

"My wife is resting right now, the attack traumatized her. I can tell you what happened. I was going about my business walking through the streets of the city near our establishment when two men walked up to me and then for no reason they began beating me. My wife heard me shout and came out of our store to see if I was okay. Out of the corner of my eye I saw a man grab her. My wife screamed and then a woman appeared and pointed a stick at my wife. My wife screamed about how she couldn't see."

- **Did they say anything?**

"They said that I was, or rather we were bait to draw out Diamond Legion members that they could beat up. Diamond Legion members showed up to rescue me, and then the villains turned their attention to the legionnaires. I got to my wife and helped her get away from here. We managed to get some more legionnaires to the area to drive the villains away."

- **Do you have a description of them?**

"6'0" brown-haired brown-eyed men dressed in chainmail armor and carrying spiked chain. The woman had fiery red hair and was wearing robes. Neither my wife nor I really got a good look at her."

- **Did you see which way they went?**

"No. I wasn't here when they left."

- **If we have more questions, may we contact you again?**

"Yes, but I've already told you everything that we know."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
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- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
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- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
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- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2p – Fraternity of Venturers

“As you head towards the Fraternity of Venturers you notice that the area is more chaotic than usual. Lying on the ground are the battered and bloodied bodies of nearly a dozen adventurers, as well as half a dozen legionnaires. Several priests have set up what appears to be a triage of some sorts and are tending to the wounded. A group of Legionnaires is starting to take statements.”

The information that the PCs can learn will depend on who they talk to:

From the priests:

➤ **Can you describe the wounds?**

“The wounded were suffering from bruises, sword wounds, as well as electrical, cold, acid, fire and sonic damage. Fortunately none of these wounds was life-threatening so we were able to send the majority of them home once the legionnaires spoke with them. Unfortunately, the same cannot be said for those poor individuals on the ground over there. In addition to the weapon and magical damage that each of them took, each of them also lost their souls.”

➤ **How many people were killed or wounded?**

“Twenty-three adventurers, as well as six legionnaires were killed. An additional fifty adventurers were wounded.”

- **We heard that Dadderhoff was wounded as well?**

"That is correct. There was a message written in blood on Dadderhoff's body."

- **What did the message say?**

"Know that when you hire adventurers in the future, you'll be sending them to their deaths."

- **Did the victims say what happened?**

"We didn't ask them. We had been tending to their wounds and figured that any questioning could wait until after their wounds were dealt with and the legionnaires were ready to speak with them."

- **Is Dadderhoff going to be okay?**

"Yes, his wounds were not severe."

- **Which temples are healing the adventurers?**

"Members from about thirteen different temples are here working together."

From the legion:

- **What happened here?**

"There was a vicious assault here. Someone obviously wanted to keep the adventurers so that they couldn't interfere while Melton Dadderhoff was wounded."

- **How many people were killed or wounded?**

"Twenty-three adventurers and six legionnaires were killed. fifty other adventurers were wounded."

- **How many assailants were there?**

"From the statements I've taken there were about twenty to thirty powerful villains that descended the Hall Of Venturers with the intention of keeping the adventurers waiting on line occupied while other villains attacked Dadderhoff. From what people said a number of very powerful fire, electric, sonic, cold and water-based spells were tossed around here by both the villains and the adventurers trying to fight them off."

- **What did the message say?**

"Know that when you hire adventurers in the future you'll be sending them to their deaths."

- **Did the victims say what happened?**

"Not yet. We've been tending to their wounds and figured that any questioning could wait until after their wounds were dealt with."

- **Is Dadderhoff going to be okay?**

"Yes, his wounds were not severe."

- **Which temples are healing the adventurers?**

"Members from about thirteen different temples are here working together."

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
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- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
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- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
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When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2q –Dauntless Dolphin

Heading to the location of the Dauntless Dolphin inn you discover that the location is occupied by an establishment known as the silver shackle. The sign in the window indicates that this establishment when it opens will be catering towards the officers in the Diamond Legion. There are some individuals moving furniture inside the inn and painting symbols of the various

legion branches on the walls. A blond-haired young man is directing the workers.

"Hello, my name is Talgen how can I help you?"

➤ Isn't this the Dauntless Dolphin?

"It was but I just purchased this establishment yesterday."

➤ Why did you buy this place?

"I've always wanted to do something to thank the Diamond Legion for all that they do in keeping us safe. This inn allows me the opportunity to do just that. Luckily I was in the right place at the right time or I would've missed out on this opportunity."

➤ How did you discover that this place was available?

"I came into some money and was looking for some land that I could buy and create a business on. I went to the land office and while I was there Bialtor Doogen came in and told one of the agents that he wished to unload this place. I overheard Bialtor tell the agent that something came up and he needed to leave Amthydor very quickly. Bialtor said that he needed to raise cash pretty quickly, and that he would consider any reasonable offer. Since this property already had an established business on it, it was perfect for my needs. I talked with Bialtor and we managed to agree on a price, at which point Bialtor Doogen signed this place over to me."

➤ What was the name of the agent?

"Barnta Zimlan. He's an elven gentleman."

➤ Can you describe him?

"He's an elf about 6' tall, kind of muscular. He was wearing very nice clothes and spectacles."

➤ What happened when you came here?

"Bialtor Doogen's employees refused to believe that I was the new owner of this establishment. They said that Bialtor would never sell the Dauntless Dolphin without letting them know. I showed them the bill of sale and they said that

even though the signature appeared authentic they had no intention of leaving the Dolphin. They said that if I didn't like it I could call the Diamond Legion."

➤ **What did you do?**

"I called the Diamond Legion."

➤ **What did the legionnaires say?**

"They told the employees that Bialtor Doogen's signature on both the deed and bill of sale appeared legitimate. The legionnaires said that the Dolphins employees would need to come with them to another location until this could be sorted out."

➤ **Did you meet Bialtor Doogen before you purchased the Dauntless Dolphin?**

"Not until I saw him in the land office."

➤ **Are you aware that the Dolphin's employees disappeared?**

"No. You don't think that I had anything to do with that do you? I had no reason to do so since I owned the building and was actually planning on hiring some of them back once the renovations were complete."

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

"No."

➤ **May we come back later if we need to talk to you?**

"Yes."

➤ **May we cast spells on you to verify your story?**

"No you may not. I don't know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the business for yourselves. I think we're done. Please leave."

A **sense motive** check **DC 5** will reveal that he's being totally truthful.

If the PCs should make a gather information roll after leaving the Dauntless Dolphin, the

information that they can learn is listed below. How much information they can learn depends on the DC achieved

DC 10 – Legionnaires were escorting former employees of the Dauntless Dolphin from their jobs when they were set upon by the thugs. The legionnaires were savagely beaten and then the group turned their attention on the Dolphin's employees. The group pointed wands at the employees and then they turned into animals. The villains then put the animals in cages and left laughing.

DC 15 – The Dolphin's employees were turned into dogs, cats and birds. The villains joked about how other residents of the city would suffer the same fate as these employees.

DC 20 – The villains mentioned taking these animals to a local pet shop to get rid of them. They also said that magic was used to steal the memories of the employees.

If the PCs decide to search the area and can make a DC10+ATL Search check they will find the following: bits of dog hair, bits of cat hair, and bird feathers.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**

- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblestring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**

When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2r –Bailey Estate

As you head towards the Bailey Estate, you notice that it is undergoing a startling transformation. Several workers have begun painting the manor in a series of garish colors.

The workers tell the PCs that the new owner asked them to repaint it because she found the old colors boring. The workers will also inform the PCs that the new owner can be found inside the manor.

When the PCs enter the manor, any PCs that have been here before will notice that it bears little resemblance to its former self.

Entering the manor you notice that the walls have been painted bright orange and are bare. A blond haired woman in her early twenties is instructing the workers. She turns towards you and says "You there, who are you and what are you doing in my home?"

➤ **What do you mean, your house, this is the Bailey Estate?**

"Lord Consul Bailey sold this estate to my husband Rowark."

➤ **Can we see the deed/Do you have the bill of sale?**

"The deed has been filed with the clerks in the land office. I don't have the bill of sale on me, but the Diamond Legion authenticated the signature on the bill of sale as that of Lord Consul Bailey."

➤ **How much did you pay for this property?**

"That really isn't any of your business."

➤ **Where are the Bailey's living now?**

"I don't know. I'm guessing that they found somewhere else to live."

➤ **Why did they sell the estate?**

“I don’t know, but when we heard it was for sale, my husband said that we should buy it. We both want to start a family and this would give us a nice home to do so.”

➤ **We heard that some members of House Bailey had to be evicted?**

“That unfortunately is true. When we showed up here with the bill of sale, and deed to this property, the Bailey children refused to acknowledge it. The children said that their family wouldn’t sell the property without letting them know, and that the timing of our just showing up here was suspicious. It seems that the elder members of their family are travelling so they felt that our arrival was part of a scam. Stella Bailey told my husband and me that they had no intention of leaving their family home. She then slammed the door in my face.”

➤ **What did you do?**

“My husband and I went to the closest Diamond Legion branch and filed a complaint. After verifying that the signature was indeed that of the Lord Consul Legionnaires accompanied us to the Bailey estate so that we could claim our home.”

➤ **What happened when you showed back up at the estate?**

“The officers spoke with the Bailey brats and told them that our paperwork was in order, and that the Lord Consul’s signature was authentic. The officers told the Baileys that they needed to vacate the property, and that they would take them to someplace where they could spend the night. The children were belligerent to the officers, and one of the officers warned them that they needed to come with him or they would be arrested for trespassing. The children realized the severity of the situation and quickly gathered some belongings and went with the officers. As they were leaving, Drahl Bailey told my husband that this wasn’t over yet. My husband and I then began settling into our new home.”

➤ **Are you and your husband nobles?**

“No. We’re regular folks from Jadenspur that were looking for a better life. So we came to Amthydor. Lord Consul Bailey told us that it was okay that we lived in the district even though we weren’t nobles. He even gave us a pass to get in and out of the district.”

➤ **Did the Bailey children return?**

“We haven’t seen any of them since this incident, two days ago.”

➤ **How long ago did this happen?**

“Two days ago”

➤ **Who sold you this home? /How did you find out about that this estate was available?**

“We were moving here from Jadenspur and were interested in finding a home in Amthydor. We heard that Amthydor is a wonderful place to live so we went to the land office to see what was available. We saw a notice about this place. The price that they were asking was a little higher than we wanted to spend, but my husband spoke with the agent and they were able to work something out.”

➤ **What was the name of the gentleman?**

“Barntra Zimlan. He’s a nice elven gentleman”

➤ **Can you describe him?**

“He’s an elf about 6’ tall, kind of muscular. He was wearing very nice clothes and spectacles.”

➤ **Did you meet Lord Consul Bailey?**

“We met him when the papers were signed. He seemed like a very nice man with a lot of things on his mind.”

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

“Not really”

➤ **Why are you painting your house with these colors?**

“My husband likes them. The old colors were boring.”

➤ **Did you notice anything odd about Mr. Zimlan or Lord Consul Bailey?**

“No I hadn’t met them before so I had nothing to compare them with.”

➤ **May we come back later if we need to talk to you?**

“Yes, but not during dinner which is in about 3 hours.”

➤ **May we cast spells on you to verify your story?**

“No you may not. I don’t know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the house for yourselves. I think we’re done. Please leave.”

If the PCs should make a **gather information** roll upon leaving the “Bailey Estate” they can get the information below: how much information they can learn depends on the DC achieved

DC 10 – Legionnaires were escorting members of House Bailey from their home when they were set upon by the thugs. The legionnaires were savagely beaten and then the group turned their attention on the Baileys. The group pointed wands at the Baileys and then they turned into animals. The villains then put the animals in cages and left laughing.

DC 15 – Stella Bailey was turned into a small dog, Drahl Bailey was turned into a cat, and Tristan Bailey was turned into a snake. The villains joked about how other residents of the city would suffer the same fate as the Baileys.

DC 20 – The villains mentioned taking these animals to a local pet shop to get rid of them. They also said that magic was used to steal the memories of the Baileys.

If the PCs decide to **search** the area and can make a **DC10+ATL** Search check they will find the following: bits of dog hair, bits of cat hair, and snake skin.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**

- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
- When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Note the PCs will get similar information in encounters 2s-2v. The answers vary slightly based on the shrine visited but are meant to leave the PCs with the impression that the attacks could have been caused by one of the druid's animal companions. The druids from each shrine that are speaking with the PCs will point that out if the PCs don't.

Encounter 2s – Shrine of Ayla

You arrive at the Druid's grove and find that it is in a state of chaos. Traces of blood lead from the grove towards the shrine of Ayla as well as towards the shrines of Ardra, Briana and Cerian. Heading inside the shrine you are met by Larnica, a beautiful raven haired human woman and one of Ayla's faithful. After she greets you Larnica inquires why you are at the shrine of Ayla today.

➤ **What happened here?**

"Last night (and early this morning) animals attacked several druids in this grove. Sinara, one of Ayla's chosen was mauled to death by a tiger.

None of the druid's abilities were able to deter the tiger from killing her."

➤ **Was it a real tiger?**

"The claw marks indicated that it was either a tiger or a were tiger."

➤ **Are you sure that it wasn't another druid?**

"I suppose that is a possibility. There are evil druids in the world. It is possible that the animal was something that was summoned or conjured."

➤ **Did you speak with Sinara?**

"Yes. she said that the animal that attacked her seemed normal. She tried to use her druidic abilities on the tiger, but it seemed to ignore them."

➤ **Did Sinara try using her shape changing abilities to fight off the tiger?**

"I'm not sure. When we found her, she was in her normal form."

➤ **Was this the first time that animals didn't respond to druidic abilities?**

"The first time that I've heard of in the grove."

➤ **Can you show us where she was attacked?**

"Yes."

She will lead the PCs to an open area in the grove.

➤ **Were the other druids attacked in the same location?**

"Yes."

➤ **What other druids were attacked?**

"Onata a druid of Ardra, Tinara a druid of Briana, and Dalmina a druid of Cerian."

➤ **Were the other druids killed as well?**

"Yes. I don't know all the details but they were killed by animals. The shrines of Ardra, Briana and Cerian are located here as well. They should have someone you can talk to at each of those."

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

"No."

➤ **Did the creature leave tracks?**

“No.”

city’s resources were devoted to the election of the new Quorum head.”

➤ **Doesn’t the lack of tracks mean that it was another druid?**

“It means that it could be a druid. It’s possible that the tracks were erased, or that magic was used so that no tracks were left.”

➤ **So you think that the elves are doing this out of revenge?**

“Well, while it’s true that a number of citizens have been attacked, priests from every temple or shrine have been attacked as have members of the Diamond Legion.”

➤ **What sort of magic could prevent the leaving of tracks?**

“Anything that allowed flight, or perhaps a summoned and then dismissed creature.”

➤ **Do you know for sure that it’s the Mystwood elves that did this?**

“Until those behind these attacks are captured and brought to justice we can’t be sure that the elves are responsible.”

➤ **What happened to the druid’s animal companions?**

“I’m not sure. They haven’t been seen since their masters were killed.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**

➤ **What were their animal companions?**

“Sinara – boar, Dalmina – tiger, Onata – wolf, Tinara -horse.”

➤ **Is it possible that the druids were attacked by each other’s animal companions.?**

“Anything is possible, however until we know the details I prefer not to speculate.”

➤ **Do the grove or the individual shrines have any enemies?**

“There are evil druids that might wish to see the grove corrupted for their own satisfaction. As far as enemies of the shrines I don’t know of any. Wait a minutes there’s the elves from Mystwood.”

➤ **What about the elves of Mystwood?**

“Last summer, as you may recall an election was held for the position of matriarch/patriarch of the quorum of Faith. At the same time a group of elves traveled from Mystwood to Amthydor for an ancient tome that radiated what’s called Draconic magic. Amthydor was protecting that tome. When the Lord Monarch had the case that the tome was supposed to be in brought to the elves and opened, the tome was not inside. To say that the elves were angry would be an understatement, especially when they discovered how many of the

- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2t - Shrine of Ardra

You arrive at the Druid's grove and find that it is in a state of chaos. Traces of blood lead from the grove towards the shrine of Ardra as well as towards the shrines of Briana, Ayla and Cerian. Heading inside the shrine you are met by Varna, one of Ardra's faithful. After she greets you Varna inquires why you are at the shrine of Ardra today.

➤ What happened here?

"Last night (and early this morning) animals attacked several druids in this grove. Dalmina, one of Ardra's chosen was trampled to death by a horse. None of the druid's abilities were able to deter the horse from killing her."

➤ Was it a real tiger?

"The hoof and bite makes are consistent with that of a horse."

➤ Are you sure that it wasn't another druid?

"I suppose that is a possibility. There are evil druids in the world. It is possible that the animal was something that was summoned or conjured."

➤ Did you speak with Dalmina?

"Yes. she said that the animal that attacked her seemed normal. She tried to use her druidic abilities on the horse, but it seemed to ignore them."

➤ Did Dalmina try using her shape changing abilities to fight off the horse?

"I'm not sure. When we found her, she was in her normal form."

➤ Was this the first time that animals didn't respond to druidic abilities?

"The first time that I've heard of in the grove."

➤ Can you show us where she was attacked?

"Yes."
She will lead the PCs to an open area in the grove.

➤ Were the other druids attacked in the same location?

"Yes."

➤ What other druids were attacked?

"Onata a druid of Cerian, Tinara a druid of Briana, and Sinara a druid of Ayla."

➤ Were the other druids killed as well?

"Yes. I don't know all the details but they were killed by animals. The shrines of Ayla, Briana

and Cerian are located here as well. They should have someone you can talk to at each of those.”

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

“No.”

➤ **Did the creature leave tracks?**

“No.”

➤ **Doesn't the lack of tracks mean that it was another druid?**

“It means that it could be a druid. It's possible that the tracks were erased, or that magic was used so that no tracks were left.”

➤ **What sort of magic could prevent the leaving of tracks?**

“Anything that allowed flight, or perhaps a summoned and then dismissed creature.”

➤ **What happened to the druid's animal companions?**

“I'm not sure. They haven't been seen since their masters were killed.”

➤ **What were their animal companions?**

“Sinara – boar, Dalmina – tiger, Onata – wolf, Tinara -horse.”

➤ **Is it possible that the druids were attacked by each other's animal companions.?**

“Anything is possible, however until we know the details I prefer not to speculate.”

➤ **Do the grove or the individual shrines have any enemies?**

“There are evil druids that might wish to see the grove corrupted for their own satisfaction. As far as enemies of the shrines I don't know of any. Wait a minutes there's the elves from Mystwood.”

➤ **What about the elves of Mystwood?**

“Last summer, as you may recall an election was held for the position of matriarch/patriarch of the quorum of Faith. At the same time a group of elves traveled from Mystwood to Amthydor for an ancient tome that radiated what's called Draconic

magic. Amthydor was protecting that tome. When the Lord Monarch had the case that the tome was supposed to be in brought to the elves and opened, the tome was not inside. To say that the elves were angry would be an understatement, especially when they discovered how many of the city's resources were devoted to the election of the new Quorum head.”

➤ **So you think that the elves are doing this out of revenge?**

“Well, while it's true that a number of citizens have been attacked, priests from every temple or shrine have been attacked as have members of the Diamond Legion.”

➤ **Do you know for sure that it's the Mystwood elves that did this?**

“Until those behind these attacks are captured and brought to justice we can't be sure that the elves are responsible.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**

- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2u - Shrine of Briana

You arrive at the Druid's grove and find that it is in a state of chaos. Traces of blood lead from the

grove towards the shrine of Briana as well as towards the shrines of Ardra, Ayla and Cerian. Heading inside the shrine you are met by Indila, a young Halfling woman and one of Briana's faithful. After she greets you Indila inquires why you are at the shrine of Ayla today."

➤ What happened here?

"Last night (and early this morning) animals attacked several druids in this grove. Tinara, one of Briana's chosen was killed by a wolf. None of the druid's abilities were able to deter the wolf from killing her."

➤ Was it a real wolf?

"The claw and bite marks support that idea."

➤ Are you sure that it wasn't another druid?

"I suppose that is a possibility. There are evil druids in the world. It is possible that the animal was something that was summoned or conjured."

➤ Did you speak with Tinara?

"Yes. she said that the animal that attacked her seemed normal. She tried to use her druidic abilities on the wolf, but it seemed to ignore them."

➤ Did Tinara try using her shape changing abilities to fight off the wolf?

"I'm not sure. When we found her, she was in her normal form."

➤ Was this the first time that animals didn't respond to druidic abilities?

"The first time that I've heard of in the grove."

➤ Can you show us where she was attacked.?

"Yes."

She will lead the PCs to an open area in the grove.

➤ Were the other druids attacked in the same location?

"Yes."

➤ What other druids were attacked?

"Onata a druid of Ardra, Sinara a druid of Ayla, and Dalmina a druid of Cerian."

➤ **Were the other druids killed as well?**

“Yes. I don’t know all the details but they were killed by animals. The shrines of Briana, Ayla and Cerian are located here as well. They should have someone you can talk to at each of those.”

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

“No.”

➤ **Did the creature leave tracks?**

“No.”

➤ **Doesn’t the lack of tracks mean that it was another druid?**

“It means that it could be a druid. It’s possible that the tracks were erased, or that magic was used so that no tracks were left”

➤ **What sort of magic could prevent the leaving of tracks?**

“Anything that allowed flight, or perhaps a summoned and then dismissed creature.”

➤ **What happened to the druid’s animal companions?**

“I’m not sure. They haven’t been seen since their masters were killed.”

➤ **What were their animal companions?**

“Sinara – boar, Dalmina – tiger, Onata – wolf, Tinara -horse.”

➤ **Is it possible that the druids were attacked by each other’s animal companions.?**

“Anything is possible, however until we know the details I prefer not to speculate.”

➤ **Do the grove or the individual shrines have any enemies?**

“There are evil druids that might wish to see the grove corrupted for their own satisfaction. As far as enemies of the shrines I don’t know of any. Wait a minutes there’s the elves from Mystwood”

➤ **What about the elves of Mystwood?**

“Last summer, as you may recall an election was held for the position of matriarch/patriarch of the

quorum of Faith. At the same time a group of elves traveled from Mystwood to Amthydor for an ancient tome that radiated what’s called Draconic magic. Amthydor was protecting that tome. When the Lord Monarch had the case that the tome was supposed to be in brought to the elves and opened, the tome was not inside. To say that the elves were angry would be an understatement, especially when they discovered how many of the city’s resources were devoted to the election of the new Quorum head.”

➤ **So you think that the elves are doing this out of revenge?**

“Well, while it’s true that a number of citizens have been attacked, priests from every temple or shrine have been attacked as have members of the Diamond Legion.”

➤ **Do you know for sure that it’s the Mystwood elves that did this?**

“Until those behind these attacks are captured and brought to justice we can’t be sure that the elves are responsible.”

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
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- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
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- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
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- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2v - Shrine of Cerian

You arrive at the Druid's grove and find that it is in a state of chaos. Traces of blood lead from the grove towards the shrine of Cerian as well as towards the shrines of Briana, Ayla and Ardra. Heading inside the shrine you are met by a blond-haired blue-eyed human woman named Bynas, one of Cerian's faithful. After she greets you Bynas inquires why you are at the shrine of Cerian today.

➤ **What happened here?**

"Last night (and early this morning) animals attacked several druids in this grove. Onata, one of Cerian's chosen was gored to death by a boar. None of the druid's abilities were able to deter the boar from killing her."

➤ **Was it a real boar?**

"The wounds are consistent with those of either a boar or a wereboar."

➤ **Are you sure that it wasn't another druid?**

"I suppose that is a possibility. There are evil druids in the world. It is possible that the animal was something that was summoned or conjured."

➤ **Did you speak with Onata?**

"Yes. she said that the animal that attacked her seemed normal. She tried to use her druidic abilities on the boar, but it seemed to ignore them."

➤ **Did Sinara try using her shape changing abilities to fight off the boar?**

"I'm not sure. When we found her, she was in her normal form."

➤ **Was this the first time that animals didn't respond to druidic abilities?**

"The first time that I've heard of in the grove."

➤ **Can you show us where she was attacked?**

"Yes." She will lead the PCs to an open area in the grove.

➤ **Were the other druids attacked in the same location?**

“Yes.”

➤ **What other druids were attacked?**

“Sinara a druid of Ayla, Tinara a druid of Briana, and Dalmina a druid of Cerian.”

➤ **Were the other druids killed as well?**

“Yes. I don’t know all the details but they were killed by animals. The shrines of Ardra, Briana and Ayla are located here as well. They should have someone you can talk to at each of those”

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

“No.”

➤ **Did the creature leave tracks?**

“No.”

➤ **Doesn’t the lack of tracks mean that it was another druid?**

“It means that it could be a druid. It’s possible that the tracks were erased, or that magic was used so that no tracks were left.”

➤ **What sort of magic could prevent the leaving of tracks?**

“Anything that allowed flight, or perhaps a summoned and then dismissed creature.”

➤ **What happened to the druid’s animal companions?**

“I’m not sure. They haven’t been seen since their masters were killed.”

➤ **What were their animal companions?**

“Sinara – boar, Dalmina – tiger, Onata – wolf, Tinara -horse.”

➤ **Is it possible that the druids were attacked by each other’s animal companions?**

“Anything is possible, however until we know the details I prefer not to speculate.”

➤ **Do the grove or the individual shrines have any enemies?**

“There are evil druids that might wish to see the grove corrupted for their own satisfaction. As far as enemies of the shrines I don’t know of any. Wait a minutes there’s the elves from Mystwood.”

➤ **What about the elves of Mystwood?**

“Last summer, as you may recall an election was held for the position of matriarch/patriarch of the quorum of Faith. At the same time a group of elves traveled from Mystwood to Amthydor for an ancient tome that radiated what’s called Draconic magic. Amthydor was protecting that tome. When the Lord Monarch had the case that the tome was supposed to be in brought to the elves and opened, the tome was not inside. To say that the elves were angry would be an understatement, especially when they discovered how many of the city’s resources were devoted to the election of the new Quorum head.”

➤ **So you think that the elves are doing this out of revenge?**

“Well, while it’s true that a number of citizens have been attacked, priests from every temple or shrine have been attacked as have members of the Diamond Legion.”

➤ **Do you know for sure that it’s the Mystwood elves that did this?**

“Until those behind these attacks are captured and brought to justice we can’t be sure that the elves are responsible.”

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- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
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- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**

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- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
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- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
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- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2w – Temple of Dymora

You arrive at the temple of Dymora, and manage to make your way through the mob trying to gain entrance to the temple. You are escorted in to talk to one of the acolytes. The acolyte begins speaking.

"I am sister Calyna. How can I help you?"

➤ **Have you treated any of the wounded Diamond Legion members here?**

"Yes. Some of the legionnaires."

➤ **How bad were the injuries?**

"They weren't life-threatening although they were designed to be painful."

➤ **Have you done any divination spells to locate those responsible for these attacks?**

"Unfortunately not, all of the divine abilities that we had available to us were used to heal the wounded."

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

"Sister Molina was killed while administering services to one of our regular worshippers. She was killed during this process". She and the worshipper that she was administering to were turned to stone and shattered. Bits of the worshippers remains were left outside the temple with a message stating that this was a warning, and that if the city didn't locate the missing tome things would get worse, much worse."

- **What was Mistress Jade's reaction to this death?**

"She was upset to say the least. She also said that she hopes that she's the one who finds those responsible for this so that she can administer justice."

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

"Unfortunately not. Good luck with your investigation."

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- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
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- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the CobbleSpring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
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- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2x – Gilded Cage

Heading to the location of the Gilded Cage you discover that the location is occupied by an establishment known as Kismet. A young gnomish woman is behind the counter.

"Hello, I'm Doranna how can I help you?"

- **Isn't this the Gilded Cage?**

"It was but I just purchased this establishment yesterday."

➤ **Why did you buy this place?**

"I wanted to start my own business and this gives me that chance. Luckily I was in the right place at the right time or I would've missed out on this opportunity."

➤ **How did you discover that this place was available?**

"I had saved some money and was looking for some land that I could buy and create a business on. I went to the land office and while I was there Nileena Quinn came in wanting to unload this place. I overheard Nileena tell the agent that something came up and she needed to leave Amthydor very quickly. Nileena said that she needed to raise cash pretty quickly, and that she would consider any reasonable offer. Since this property already had an established business on it was perfect for my needs. I talked with Nileena and we managed to agree on a price, at which point Nileena Quinn signed this place over to me."

➤ **What was the name of the agent?**

"Barotra Zimlan. He's an elven gentleman"

➤ **Can you describe him?**

"He's an elf about 6' tall, kind of muscular. He was wearing very nice clothes and spectacles."

➤ **What happened when you came here?**

"Nileena Quinn's employees refused to believe that I was the new owner of this establishment. They said that Nileena would never sell the Gilded Cage without letting them know. I showed them the bill of sale and they said that even though the signature appeared authentic they had no intention of following my orders. They said that if I didn't like it I could call the Diamond Legion."

➤ **What did you do?**

"I called the Diamond Legion."

➤ **What did the legionnaires say?**

"They told the employees that Nileena Quinn's signature on both the deed and bill of sale

appeared legitimate. The legionnaires said that if the employees did not wish to follow my orders that they would need to come with the legionnaires to another location until this could be sorted out."

➤ **What did the employees do?**

"They decided to work for me."

➤ **Did you meet Nileena Quinn before you purchased the Gilded Cage?**

"Not until I saw her in the land office."

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

"No."

➤ **May we come back later if we need to talk to you?**

"Yes."

➤ **May we cast spells on you to verify your story?**

"No you may not. I don't know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the business for yourselves. I think we're done. Please leave."

A **sense motive** check DC 5 will reveal that she's being totally truthful.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
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- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of

Entertainers and Providers **GO TO Encounter 3 (page 67).**

- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2y – House Lurian

You head to the location that formerly housed House Lurian. The manor is now a phosphorescent yellow color. A young dwarven woman is giving directions to the household staff. She turns towards you at your approach and says, "Hello. I'm Nadira Stonecrusher, what brings you to my home."

- **What do you mean your house. /This house belongs to House Lurian?**

"I purchased this house from Lord Consul Lurian. Lord Consul Lurian and high Lady Lurian both signed the papers."

- **Did Lord Consul Lurian or Lady Lurian seem odd to you?**

"I never met Lord Consul Lurian or any of the other Lurians before yesterday. I first met the Lord Consul at the land office. I was at the land office looking for a home that would enable me to meet a better class of people. I'm so tired of associating with common people. The Lord Consul was talking to one of the land officers about putting this property up for sale. The Lord Consul said that it was time to move on and that he and his family would be leaving Amthydor to travel throughout Raia looking for a new place to settle down. After Lord Consul Lurian signed the papers he went in the back to ask High Lady Lurian, to come out and sign the papers. High Lady Lurian had been discussing some things with one of the other employee's."

- **Did the Lurians refuse to leave the property when you told them you were the new owner?**

"Yes. Members of the Diamond Legion showed up and had to escort them off the property."

➤ **Did you call the Diamond Legion?**

"Of course I did. Those squatters had no right to be on this property when I had the bill of sale as well as the deed to the property. The property was mine and the Lurians refused to acknowledge this, so yeah I called the Diamond Legion."

➤ **What did the Diamond Legion say?**

"They told the Lurians that the Lord Consul's signature on both the deed and bill of sale appeared legitimate. The Lurians said that the Lord Consul would never consider selling their home without first mentioning it to them. The legionnaires said that the Lurians would need to come with them to another location until this could be sorted out."

➤ **Did you show the deed to the Lurians?**

"Yes, but not until the Legion arrived. The deed and bill of sale were the only things that I had to prove what I was saying."

➤ **What happened then ?**

"(As I mentioned) the legion told the Lurians that they would have to leave their home until the courts could resolve this situation in the morning. The Lurians didn't like it but they begrudgingly went with the legionnaires."

➤ **Did you know that the legionnaires and the Lurians were attacked once they left here?**

"Oh my. Are those squatters okay?"

➤ **What do you know about the attacks?**

"Nothing. You don't think that I had anything to do with the attack?"

➤ **It seems suspicious that after the Lurians and the legionnaires left here they were set upon by villains, and the Lurians disappeared?**

"The Lurians disappeared? Seriously, why would I want to do anything to them? The property is rightfully mine. I've got proof that will stand up in court."

➤ **Do you have the bill of sale and the deed?**

"Yes." (She will show both to the PCs. Any PCs that have seen the Lurians signature or that make a forgery check DC 15 will notice that the signatures seem authentic.)

➤ **Had you ever met any of the Lurians before today?**

"Other than meeting Lord Consul Lurian, and high Lady Lurian yesterday no."

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

"No."

➤ **Who sold you this home? /How did you find out about that this estate was available?**

"As I said I was looking for a home that would allow me to associate with a better class of people. I went to the land office to see what they had available. While I was there I heard Lord Consul Lurian speaking with an agent of the land office and expressing his desire to sell this estate. I was able to reach an agreement on the price of this estate with the Lord consul so the property is now mine."

➤ **What was the name of the agent?**

"Barntra Zimlan. He's an elven gentleman."

➤ **Can you describe him?**

"He's an elf about 6' tall, kind of muscular. He was wearing very nice clothes and spectacles."

➤ **Did you meet Lord Consul Lurian?**

"I met both he and high Lady Lurian when the papers were signed. He seemed like a very nice man with a lot of things on his mind."

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

"Not really."

➤ **Why are you painting your house with these colors?**

"I like them. The old colors were boring."

➤ **May we come back later if we need to talk to you?**

“No. I don’t feel like talking about this anymore, it’s depressing.”

➤ **May we cast spells on you to verify your story?**

“No you may not. I don’t know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the house for yourselves. I think we’re done. Please leave.”

A **sense motive** check **DC 5** will reveal that she’s being totally truthful.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
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- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**

- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring’s Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan’s home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain’s hideout **GO TO Encounter 5 (page 70).**

Encounter 2z – House Perrault

You head to the location that formerly housed House Perrault. The manor is now a neon green color. A young gnomish woman is giving directions to the household staff. She turns towards you at your approach and says “Hello. I’m Indrimina Svivnerias, what brings you to my home.”

➤ **What do you mean your house. /This house belongs to House Perrault?**

"My husband Darius purchased this house from Lord Consul Perrault. Lord Consul Perrault and high Lady Perrault both signed the papers."

➤ **Did Lord Consul Perrault or Lady Perrault seem odd to you?**

"I never met Lord Consul Perrault or any of the other Perraults before yesterday. My husband met the Lord Consul at the land office. My husband was at the land office looking for a home for us and our twelve children met the Lord Consul first when he was talking to one of the land officers about putting this property up for sale. According to my husband, the Lord Consul said that he was tired of the property and that he and his family would be leaving Amthydor to travel throughout Raia looking for a new place to settle down. My husband said that after Lord Consul Perrault signed the papers he went in the back to ask High Lady Perrault, to come out and sign the papers. High Lady Perrault had been discussing some things with one of the other employee's."

➤ **Did the Perraults refuse to leave the property when you told them you were the new owner?**

"Yes. Members of the Diamond Legion showed up and had to escort them off the property."

➤ **Did you call the Diamond Legion?**

"Yes. I had a bill of sale and deed to the property. The property was mine and the Perraults refused to acknowledge this, so yeah I called the Diamond Legion."

➤ **What did the Diamond Legion say?**

"They told the Perraults that the Lord Consul's signature on both the deed and bill of sale appeared legitimate. The Perraults said that the Lord Consul would never consider selling their home without first mentioning it to them. The legionnaires said that the Perraults would need to come with them to another location until this could be sorted out. "

➤ **Did you show the deed to the Perraults?**

"Yes, but not until the Legion arrived. The deed and bill of sale were the only things that I had to prove what I was saying."

➤ **What happened then ?**

"(As I mentioned) the legion told the Perraults that they would have to leave their home until the courts could resolve this situation in the morning. The Perraults didn't like it but they begrudgingly went with the legionnaires."

➤ **Did you know that the legionnaires and the Perraults were attacked once they left here?**

"Oh my. Are they okay?"

➤ **What do you know about the attacks?**

"Nothing. You don't think that I had anything to do with the attack?"

➤ **It seems suspicious that after the Perraults and the legionnaires left here they were set upon by villains, and the Perraults disappeared?**

"The Perraults disappeared? Seriously, why would I want to do anything to them? The property is rightfully mine. I've got proof that will stand up in court."

➤ **Do you have the bill of sale and the deed?**

"Yes. (She will show both to the PCs. Any PCs that have seen the Perraults signature or that make a forgery check DC 15 will notice that the signatures seem authentic.)"

➤ **Had you ever met any of the Perraults before today?**

"Other than meeting Lord Consul Perrault, and high Lady Perrault yesterday no."

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

"No."

➤ **Who sold you this home? /How did you find out about that this estate was available?**

"My husband had been living in the port district with our twelve children, when we decided that is

was time that we had a home to call our own. My husband had some money that was left to him when his uncle passed away, so he went to the land office. While he was there he happened to overhear Lord Consul Perrault speaking with an agent of the land office and expressing his desire to sell this estate. My husband and the Lord Consul were able to reach an agreement on the price of this estate and the rest is history.”

➤ **What was the name of the agent?**

“Barntra Zimlan. He’s a nice elven gentleman.”

➤ **Can you describe him?**

“He’s an elf about 6’ tall, kind of muscular. He was wearing very nice clothes and spectacles.”

➤ **Did you meet Lord Consul Perrault?**

“My husband met both he and high Lady Perrault when the papers were signed. My husband said that he seemed like a very nice man with a lot of things on his mind.”

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

“Not really.”

➤ **Why are you painting your house with these colors?**

“My husband likes them. The old colors were boring.”

➤ **Did your husband notice anything odd about Mr. Zimlan or the Perraults?**

“No, he didn’t mention it.”

➤ **May we come back later if we need to talk to you?**

“Yes.”

➤ **Where is your husband?**

“He’s working at the fraternity of Venturers.”

➤ **May we cast spells on you to verify your story?**

“No you may not. I don’t know you and you want me to let you cast magic on me. For all I know

you might be trying to kill me to get the house for yourselves. I think we’re done. Please leave.”

A sense motive check DC 5 will reveal that she’s being totally truthful.

➤ If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**

➤ If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**

➤ If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**

➤ If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**

➤ If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**

➤ If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**

➤ If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**

➤ If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**

➤ If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**

➤ If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**

➤ If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**

➤ If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**

➤ If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**

➤ If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**

➤ If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**

➤ If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**

➤ If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**

➤ If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**

➤ If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**

➤ If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**

➤ If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**

➤ If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**

- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barnta zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2a1 – Cobblespring's Crystal and Glass

"Heading to the location of Cobblespring's Crystal and Glass you discover that the location is occupied by an establishment known as Glassworks. A young halfling woman is behind the counter. Hello, I'm Erianna how can I help you?"

- **Isn't this Cobblespring's Crystal and Glass?**

"It was but I just purchased this establishment yesterday."

- **Why did you buy this place?**

"I wanted to start my own business and this gives me that chance. Luckily I was in the right place at the right time or I would've missed out on this opportunity."

- **How did you discover that this place was available?**

"I had saved some money and was looking for some land that I could buy and create a business on. I went to the land office and while I was there Jori Cobblespring came in wanting to unload this place. I overheard Jori tell the agent that something came up and he needed to leave Amthydor very quickly. Jori said that he needed to raise cash pretty quickly, and that he would consider any reasonable offer. Since this property already had an established business on it was perfect for my needs. I talked with Jori and we managed to agree on a price, at which point Jori Cobblespring signed this place over to me."

- **What was the name of the agent?**

"Barnta Zimlan. He's an elven gentleman."

- **Can you describe him?**

"He's an elf about 6' tall, kind of muscular. He was wearing very nice clothes and spectacles."

- **What happened when you came here?**

"Jori Cobblespring's employees refused to believe that I was the new owner of this establishment. They said that Jori would never sell the Cobblespring's Crystal and Glass without letting them know. I showed them the bill of sale and they said that even though the signature appeared authentic they had no intention of following my orders. They said that if I didn't like it I could call the Diamond Legion."

- **What did you do?**

"I called the Diamond Legion."

- **What did the legionnaires say?**

"They told the employees that Jori Cobblespring's signature on both the deed and bill of sale appeared legitimate. The legionnaires said that if the employees did not wish to follow my orders that they would need to come with the legionnaires to another location until this could be sorted out."

- **Did you meet Jori Cobblespring before you purchased the Cobblespring's Crystal and Glass?**

"Not until I saw him in the land office."

- **Are you aware that Cobblespring's Crystal and Glass employees disappeared?**

"No. You don't think that I had anything to do with that do you? I had no reason to do so since I owned the building and would've kept them all if they wanted to work for me."

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

"No."

- **May we come back later if we need to talk to you?**

"Yes."

- **May we cast spells on you to verify your story?**

"No you may not. I don't know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the business for yourselves. I think we're done. Please leave."

A **sense motive** check **DC 5** will reveal that she's being totally truthful.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**

- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**

- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69)**. When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70)**.

Encounter 2a2 – House Mour

You head to the location that formerly housed House Mour. The manor is now a garish purple color. A young elven woman is giving directions to the household staff. She turns towards you at your approach and says "Hello. I'm Elwina, what brings you to my home."

- **What do you mean your house. /This house belongs to House Mour?**

"I purchased this house from Lord Consul Mour. Lord Consul Mour and high Lady Mour both signed the papers."

- **Did Lord Consul Mour or Lady Mour seem odd to you?**

"I never met them before our encounter at the land office. I didn't see anything out of the ordinary. I met the Lord Consul first when he was talking to one of the land officers about putting the property up for sale. He said that he was worried that it could be damaged during attacks against the city's noble families and didn't want to lose any money, as the house's value declined. After Lord Consul Mour signed the papers he went in the back to ask High Lady Mour, to come out and sign the papers. High Lady Mour had been discussing some things with one of the other employee's."

- **Did the Mours refuse to leave the property when you told them you were the new owner?**

"Yes. Members of the Diamond Legion showed up and had to escort them off the property."

- **Did you call the Diamond Legion?**

"No. The Mours called the Diamond Legion."

- **What did the Diamond Legion say?**

"They told the Mours that the Lord Consul's signature on both the deed and bill of sale appeared legitimate. Even high Lady Mour acknowledged that the signatures were amazingly similar to that of the Lord Consul as well as her own. High Lady Mour said that she didn't sign the deed or bill of sale and knew nothing about her home being sold. She also said that her husband would never consider selling their home without first mentioning it to her. The legionnaires said she and the other members of her family would need to come with them to another location until this could be sorted out."

- **Did you show the deed to the Mours?**

"Yes. but not until the Legion arrived. The deed and bill of sale were the only things that I had to prove what I was saying."

- **What happened then ?**

"(As I mentioned) the legion told the Mours that they would have to leave their home until the courts could resolve this situation in the morning. The Mours didn't like it but they begrudgingly went with the legionnaires."

- **Did you know that the legionnaires and the Mours were attacked once they left here?**

"Oh my. Are they okay?"

- **What do you know about the attacks?**

"Nothing. You don't think that I had anything to do with the attack?"

- **It seems suspicious that after the Mours and the legionnaires left here they were set upon by villains, and the Mours disappeared?**

"The Mours disappeared? Seriously, why would I want to do anything to them? The property is rightfully mine. I've got proof that will stand up in court."

- **Do you have the bill of sale and the deed?**

"Yes. (She will show both to the PCs. Any PCs that have seen the Mours signature or that make a

forgery check DC 15 will notice that the signatures seem authentic.)

➤ **Had you ever met any of the Mours before today?**

“Other than meeting Lord Consul Mour, and high Lady Mour yesterday no.”

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

“No.”

➤ **Who sold you this home? /How did you find out about that this estate was available?**

“My husband and I are moving here from Mystwood and were interested in finding a home in Amthydor. We know that Amthydor is having problems with some elves from Mystwood because of a tome that disappeared while being safeguarded here. The disappearance of the tome doesn’t mean that your city is responsible for its disappearance just that whoever took the tome was powerful enough to bypass the defenses and wanted to show that not all elves feel that way. I went to the land office to see what was available. I saw a notice about this place. The price that they were asking was a little higher than I wanted to spend, but after I spoke with the agent we were able to work something out.”

➤ **What was the name of the agent?**

“Barntra Zimlan. He’s a nice elven gentleman.”

➤ **Can you describe him?**

“He’s an elf about 6’ tall, kind of muscular. He was wearing very nice clothes and spectacles.”

➤ **Did you meet Lord Consul Mour?**

“I met both him and high Lady Mour when the papers were signed. He seemed like a very nice man with a lot of things on his mind.”

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

“Not really.”

➤ **Why are you painting your house with these colors?**

“My husband likes them. The old colors were boring.”

➤ **Did you notice anything odd about Mr. Zimlan or the Mours?**

“No I hadn’t met them before so I had nothing to compare them with.”

➤ **May we come back later if we need to talk to you?**

“Yes.”

➤ **Where is your husband?**

“He should be arriving tomorrow.”

➤ **May we cast spells on you to verify your story?**

“No you may not. I don’t know you and you want me to let you cast magic on me. For all I know you might be trying to kill me to get the house for yourselves. I think we’re done. Please leave.”

A **sense motive** check **DC 5** will reveal that she’s being totally truthful.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**

- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
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- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblestring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**

When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2a3 – Petting Zoo

“Heading to the services district you have no problem locating the pet shop known as the 'Petting Zoo.' As you approach the front door you see satisfied customers leaving with their new pets. Upon entering the shop you notice that it has glass tanks filled with many different types of animals. Puppies, kittens, birds, snakes, rabbits, and spiders fill the cages and tanks. There are two young blond-haired, blue-eyed women here. They are wearing blue tunics emblazoned with the store name here.

“Hi I'm Syndas, and this is Merrix. How can we help you”

➤ **Have you been getting a lot of new animals for adoption?**

“We normally get animals everyday but we had an above normal supply of pets yesterday.”

➤ **Have any of the animals that were brought in yesterday been purchased?**

“Yes. A good number of those animals have been sold.”

➤ **Do you have records of who purchased these animals?**

“No.”

➤ **Do you have any idea who purchased these animals?**

“No.”

➤ **Was there anything unusual about the people that brought you the additional animals yesterday?**

“No. They came from our normal delivery people. The delivery people said that they received a larger than normal shipment.”

- Can you think of any way to get in touch with the people that bought any of the animals that were delivered yesterday?

“Yes. We can put something in the paper asking those people that purchased one of those pets to contact us.”

- Are you going to cooperate with the Diamond Legion?

“Absolutely! We believe in the laws and don’t want to get ourselves or anyone else in trouble with the authorities. We will tell the legion everything we know. We can also work on trying to compile a list of purchasers for the Legion to go through and locate.”

Encounter 2a4 – Office of Land and Buildings

“Arriving at the Office of Land and Buildings you have no problem making your way inside. There is a large counter with a bespectacled matronly looking human woman behind it. “Welcome to the Office of Land and Buildings. I am Daria Norcastle. How may I help you?”

She knows the following information:

- Barntra Zimlan joined the Office Of Land and Buildings about 2 months ago.
- He’s an elf about 6’ tall, kind of muscular. He was wearing very nice clothes and spectacles.
- Lately he’s been selling an awful lot of top of the line properties.
- Other clerks can’t believe how lucky Zimlan has been, with all of those high profile properties falling into his hands.
- He’s out with some clients and due back in about 1 hour. (She doesn’t know the names of the clients. This is a very competitive office and the agents don’t discuss their prospective clients until deals are sealed)
- She can show copies of the deeds/bills of sale. (A forgery check DC 10 will reveal that the signatures appear authentic)

She will promise not to tell Barntra that the PCs were looking for him when he shows up. She will also promise to send word to the PCs when Barntra arrives if they do not wish to hang around waiting for him.

If the PCs should return in an hour, Barntra Zimlan won’t be there but the clerk will be able to provide his home address.

If the PCs should ask her, she will check the deeds and can tell the PCs that each property sold for close to its market value. Assuming that Barntra received the normal 10% commission for each property he would have cleared a couple hundred thousand gold from those sales.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**

- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).**
When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 2a5 – Barntra Zimlan's home

“Following the directions that you were given, you find yourself at the Silver Swan, one of the city's upscale inns. You see an exquisitely dressed man at the front desk. As you enter the building you notice that The man looks at you and says “Oh no! This will never do. It's obvious that you

don't belong here. If you leave now I'm willing to forget that you were here. It's my best offer, I suggest that you take it.”

➤ One of your guests is up to no good/Barntra Zimlan is committing crimes in the city?

“How dare you speak about one of my guests in that manner! Unlike you they are all of excellent breeding.”

➤ We'd like to talk to Barntra Zimlan about these crimes that he's allegedly involved in. We're willing to leave details of where he was staying out when he's turned in to keep negative publicity from your establishment?

“I do appreciate that. I cannot let you roam the halls of the Silver Swan, I have guests whose reputations need to be protected. What I can do is get someone to fetch mister Zimlan for you to talk to. You can meet with him in a room just off of the lobby.”

In about 5 minutes the young page will return with an elven gentleman whom he leads to the room that the desk clerk indicated.

An Intimidate check DC 15+ATL or a Diplomacy check DC 20+ATL will allow the PCs to get the following information:

- His name is Barntra Zimlan
- He works for the Office of Land and Buildings
- He was contacted a few weeks back about helping to cause some chaos in the city, and told that if he agreed he would be handsomely rewarded.
- He does not know anything about any of the disappearances or where those individuals might be
- He was put in touch with a master forger who was also an expert with disguises. The forger's signatures were so authentic looking that they fooled members of the Diamond Legion as well as several members of the victims families
- He does not know anything about the attacks on legionnaires.

- He was paid 50% of what each property was sold for.
 - Each of the properties was sold for about ¼ of its actual value, but the deeds on file listed the actual value of the properties so that they wouldn't arouse the suspicions of anyone checking them out.
 - He is willing to turn himself in, to answer for his involvement in this plan.
 - He does not know what his accomplice looks like as he or she is a master of disguise and is very good at mimicking the voices of those he's impersonating.
 - He does not know anything about the whereabouts of those who were impersonated.
 - He knows that what he did could be considered treason, but the only reason that he did it was because the war with the elves has gone on too long, and cost too many lives. If what he did could help settle the war, even if Amthydor lost the potential loss of life would be minimized.
 - He's donated all of the money that he made to the city's temples to help care for the war wounded.
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
 - If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
 - If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
 - If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
 - If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
 - If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
 - If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
 - If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
 - If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
 - If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
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 - If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
 - If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
 - If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
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 - If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
 - If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
 - If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
 - If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
 - If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
 - If the PCs want to go to the CobbleSpring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
 - If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
 - If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
 - If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**

All of his statements will radiate as true with a DC 5 Sense Motive check. He will be willing to do whatever the PCs ask him to do if they will mention this at his trial.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**

- If the PCs want to go to the Barotra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 3

This encounter should be run after the PCs have been to 3 places from Encounter 2 to gather information

As you start out towards your next destination, you notice people heading towards you. The group is armed and does appear hostile.

Please describe the number and appearance of the appropriate adversaries based on ATL.

ATL 1

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

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

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

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

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

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

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

ATL 3

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 5

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 7

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

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisans robes

ATL 9

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 11

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

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 13

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisans robes

ATL 15

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisans robes

If the PCs are able to defeat the villains they can learn the following information:

- We were charged with delaying you so that our bosses' plans could proceed without interruption.
- Our boss gave us a piece of parchment to give to the authorities if we were ever captured.
- Our bosses want to cause chaos in the city and that it has to do with some stupid book.
- The Diamond Legion was attacked because they represent law and order and if you want to spread chaos law and order can't be allowed to thrive.
- The legionnaires were never our intended targets they were just an added bonus.
- Those that the legion was escorting away from their properties were the actual targets. If the people that lost their properties disappeared there wasn't anyone to cause problems for the "new" owners of the properties.
- The victims were turned into animals and then sold to a local pet shop, well the supplier to a local pet shop.
- Most of the nobles and other victims that disappeared were sold to unsuspecting citizens in Amthydor.

If the PCs are running short on time, the villains will mention that their bosses have a hideout in the Port District (they will give the directions)

- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
- If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
- If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
- If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
- If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
- If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
- If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
- If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
- If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
- If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
- If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
- If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
- If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
- If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**

- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
- If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
- If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
- If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
- If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
- If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
- If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
- If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
- If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
- If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
- If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 4 (optional encounter).

If the PCs are doing well time wise please run this optional encounter using the villains from Encounter 5.

As you are on your way to your next destination you see a number of individuals heading in your direction. The individuals do seem hostile

Please describe the appropriate number and type of opponents that the PCs will face based on ATL.

If the PCs can defeat the villains they can get the following information:

- Our bosses said that you needed to be defeated because you were sticking your nose into things that don't concern you.

- They paid us 100 gold each to take you down. We should have asked for more.
 - They said that we would be paid once they saw your corpses.
 - Our bosses have a hideout in the Port District. (they will give directions)
- If the PCs want to go to the Diamond Legion **GO TO Encounter 2a (page 7).**
 - If the PCs want to go to the Temple of Emerys **GO TO Encounter 2b (page 9).**
 - If the PCs want to go to the Temple of Peliron **GO TO Encounter 2c (page 11).**
 - If the PCs want to go to the Temple of Galvandt **GO TO Encounter 2d (page 12).**
 - If the PCs want to go to the Shrine of Elianna **GO TO Encounter 2e (page 14).**
 - If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2f (page 16).**
 - If the PCs want to go to the Shrine of Sorena **GO TO Encounter 2g (page 18).**
 - If the PCs want to go to the Temple of Glissande **GO TO Encounter 2h (page 19).**
 - If the PCs want to go to the Temple of Meneon **GO TO Encounter 2i (page 21).**
 - If the PCs want to go to the Temple of Lucor **GO TO Encounter 2j (page 22).**
 - If the PCs want to go to the Temple of Cyrene **GO TO Encounter 2k (page 24).**
 - If the PCs want to go to the Temple of Destine **GO TO Encounter 2l (page 25).**
 - If the PCs want to go to House Harquith **GO TO Encounter 2m (page 27).**
 - If the PCs want to go to House Erikas **GO TO Encounter 2n (page 28).**
 - If the PCs want to go to the Jade Palace **GO TO Encounter 2o (page 30).**
 - If the PCs want to go to the Hall of Venturers **GO TO Encounter 2p (page 31).**
 - If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2q (page 33).**
 - If the PCs want to go to the House Bailey **GO TO Encounter 2r (page 35).**
 - If the PCs want to go to the Shrine of Ayla **GO TO Encounter 2s (page 38).**
 - If the PCs want to go to the Shrine of Ardra **GO TO Encounter 2t (page 40).**
 - If the PCs want to go to the Shrine of Brianna **GO TO Encounter 2u (page 42).**
 - If the PCs want to go to the Shrine of Cerian **GO TO Encounter 2v (page 44).**
 - If the PCs want to go to the Temple of Dymora **GO TO Encounter 2w (page 46).**
 - If the PCs want to go to the Gilded Cage **GO TO Encounter 2x (page 47).**
 - If the PCs want to go to House Lurian **GO TO Encounter 2y (page 49).**
 - If the PCs want to go to House Perrault **GO TO Encounter 2z (page 51).**
 - If the PCs want to go to the Cobblespring's Crystal and Glass **GO TO Encounter 2a1 (page 53).**
 - If the PCs want to go to the House Mour **GO TO Encounter 2a2 (page 55).**
 - If the PCs want to go to the Petting Zoo **GO TO Encounter 2a3 (page 58).**
 - If the PCs want to go to the Office of Land and buildings **GO TO Encounter 2a4 (page 58).**
 - If the PCs want to go to the Barntra zimlan's home **GO TO Encounter 2a5 (page 59).**
 - If the PCs have been to 3 encounters for information other than the Society of Entertainers and Providers **GO TO Encounter 3 (page 67).**
 - If the PCs are doing well time wise **GO TO Encounter 4 (optional encounter) (page 69).** When the PCs are ready to go to the villain's hideout **GO TO Encounter 5 (page 70).**

Encounter 5 The Villains Lair

You arrive at the location of the villains' hideout a warehouse in one of the seedier parts of the Port District. Surprisingly there are no guards or visible activity around the warehouse. The door is closed as are the windows on the second floor. The door is closed but not locked, and it opens to a dark warehouse. Shedding light inside the warehouse reveals a staircase heading down.

Heading down the stairs you come to a room that has some people armed and ready to greet you.

Please describe the appropriate number of villains based on ATL.

ATL 1

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 3

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 5

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

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 7

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 9

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 11

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 13

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisan's robes

ATL 15

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

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

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

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

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

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

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

Equipment: dagger; quarterstaff; artisans robes

Conclusion A

The PCs are successful

You report back to Cinnamon to update her on the details of your mission. Once you're brought to the audience room to see her she asks how your mission went.

Assuming that the PCs tell her what they've learned

"I see that you've been busy. I'm glad that I sent for you. Thanks to you another plot by the forces of evil has been thwarted. I pledge that the society will do whatever it can to aid the Diamond Legion in locating the missing citizens."

"In appreciation of your efforts I have arranged some rewards for you."

If the PCs hold back any of the details of what they've learned

"I wish that you were able to learn everything about the villains plot so that we could restore order to this fine city. Still you did prevent the villain's plans from spreading. I did arrange some rewards for you."

Conclusion B

The PCs are unsuccessful

You are having trouble with the villains. As another of your companions drops it's beginning to look as if this could be your last stand. You hear the villains cackling with glee knowing that this thorn in their sides would soon be history. Another blow connects and then your vision fades to black.

As your vision slowly returns to normal you are lying on comfortable couches looking up at Cinnamon. "I am sorry that this mission proved too dangerous for you. I am pleased to say that the Diamond Legion arrived at an opportune moment and was able to capture the villains. Thanks to your efforts the villains have been captured and their plans thwarted. I do have some rewards for you."

THUSENDS
"BEGUILING ISN'T IT"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Encounter 2								
Gathering information (25xp per encounter, max 100xp)	100	100	100	100	100	100	100	100
Encounter 3								
Defeating the villains	150	250	350	450	550	650	750	850
Encounter 5								
Defeating the villains	150	250	350	450	550	650	750	850
Discretionary Role Playing Award	100	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1,700	1,900

TREASURE SUMMARY

Conclusion

Regardless of whether they wind up with Conclusion A or Conclusion B, the PCs will get the following rewards.

- **Breaking Bread with the Diamond Legion**, (1 per PC). In appreciation for your efforts the Diamond Legion has arranged a special benefit for you. You will have the opportunity to share a meal with the officers of the Diamond Legion. . The benefits of this are similar to a *heroes feast* spell cast by a 12th level caster (all variables are maximized). The number of times you may use this benefit depend on the level of the PC. Levels 1-4 once, levels 5-8 twice, levels 9+ 3 times.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, 12th level caster, Legality: Legal).
- **Favor of the Dauntless Dolphin**, (1 per PC). In appreciation for your efforts the Dauntless Dolphin has arranged for you to have drinks and meals for the next 6 months.

(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, 1st level caster, Legality: Legal).

- **Gratitude of the Diamond Legion**, (1 per PC). In appreciation for your efforts the Diamond Legion has arranged for you to receive the sum of 500 gold per experience level towards the purchase of magic items. This gold may be spread out among 4 items max, and can only be used on items available in the market place. Any excess gold is lost. You don't need to wait for a Mystical Marketplace to redeem this certificate. Please indicate the items that you have selected on the line below.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, 1st level caster, Legality: Legal).
- **Favor of the Gilded Cage**, (1 per PC). In appreciation for your efforts the Gilded Cage has arranged for you to have escorts to all social functions for the next year.

(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, 1st level caster, Legality: Legal).

- **Favor of the Cobblespring's Crystal and Glass**, (1 per PC). In appreciation for your efforts Cobblespring's Crystal and Glass has arranged for you to have a crystal statue created in whatever form you wish. The value of this statue is 100gp
(Value: 100gp, Size: Tiny, Tradable: No, Rarity: Common, Legality: Legal).

- **Favor of the Society of Entertainers and Providers**, (1 per PC). In appreciation for your efforts the Society of Entertainers and Providers has arranged with the Greyson Institute for 6 private performances to be put on for you of shows before they open to the public.
(Value: priceless, Size: Tiny, Tradable: No, Rarity: Common, Legality: Legal).

- **Favor of Noble Houses Mour, Perrault, Bailey, Lurian**, (1 per PC). In appreciation for your efforts in returning their homes them, and rescuing their family members Noble Houses Mour, Perrault, Bailey and Lurian will compensate you with double the offered monetary compensation upon completion of a mission. This offer applies only to the PC that possesses this favor and is limited to 4 uses. This does not stack with any other compensation offered, and does not apply to monetary compensation based on character level.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Caster Level: NA, Legality: Legal).

PLAYER'S HANDOUT 1

List of Homes/Businesses That Were Stolen

1. Noble House Bailey
2. Dauntless Dolphin
3. Gilded Cage
4. Noble House Lurian
5. Noble House Perrault
6. Cobblespring's Crystal and Glass
7. Noble house Mour

PLAYER'S HANDOUT 2

List of Victims

1. Mitch Erikas
2. Juniper Harquith
3. Proprietress of the Jade Palace
4. Brother Jessup from the temple of Galvandt
5. Brother Ilian from the temple of Peliron
6. Brother Nyrila from the shrine of Eliana
7. Sister Yneera Dargle from the shrine of Sorena
8. Sister Altwina from the temple of Destine
9. Sister Belascio from the temple of Meneon
10. Brother Hawthorn from the temple of Glissande
11. Brother Myras from the temple of Lucor
12. Stella, Tristan and Drahl Bailey all 3 disappeared
13. Viatcheslav Perrault and Rosemary Perrault Staious both disappeared
14. Geoffrey, Vard, Elaine and Marciano Mour all disappeared
15. Stautin, Derrick, Elizabeth, Sarah, Trevor, Richard, and Dawn Lurian all disappeared
16. Nileena Quinn disappeared
17. Bialtor Doogen disappeared
18. Employees of the Dauntless Dolphin disappeared
19. Jori Cobblespring disappeared
20. Sister Molina of the Shrine of Dymora

Various Diamond Legion officers have received broken bones, severed limbs

PLAYER'S HANDOUT 3

Priests Attacked

1. Brother Jessup from the temple of Galvandt
2. Brother Ilian from the temple of Peliron
3. Brother Nyril from the shrine of Eliana
4. Sister Yneera Dargle from the shrine of Sorena
5. Sister Altwina from the temple of Destine
6. Sister Belascio from the temple of Meneon
7. Brother Hawthorn from the temple of Glissande
8. Brother Myras from the temple of Lucor
9. Sister Molina of the Shrine of Dymora

PLAYER'S HANDOUT 4

New Owners of Homes and Businesses That Were Stolen

1. Noble House Bailey
2. Dauntless Dolphin
3. Gilded Cage
4. Noble House Lurian
5. Noble House Perrault
6. Cobblespring's Crystal and Glass
7. Noble house Mour

PLAYER'S HANDOUT 5

List of People That Disappeared

1. Stella, Tristan and Drahl Bailey all 3 disappeared
2. Viatcheslav Perrault and Rosemary Perrault Stationous both disappeared
3. Geoffrey, Vard, Elaine and Marciano Mour all disappeared
4. Stautin, Derrick, Elizabeth, Sarah, Trevor, Richard, and Dawn Lurian all disappeared
5. Nileena Quinn disappeared
6. Bialtor Doogen disappeared
7. Employees of the Dauntless Dolphin disappeared
8. Jori Cobblespring disappeared

Critical Event Summary: Beguiling Isn't It

Convention: _____ Date: _____

1. What did the PCs do with Bantra Zimlan? (Circle the appropriate answer)

Take him into custody Let him go

2. Did the PCs figure out what happened to the noble families? Yes No

3. Who did the PCs tell about what happened to the noble families? (Circle all that apply)

The Diamond Legion Cinammon Someone else

3a. If the answer to 3 was someone else who did they tell _____

4. Did the PCs learn about what happened in the druids' grove? Yes No

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

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

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



Roster of Heroes: Beguiling Isn't It

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

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

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

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

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

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

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