



Child of Beauty

Part 1 of "Child of Destiny"

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Construction Company

A D&D 3rd Edition Adventure for the Legends of the Shining Jewel Campaign

It seems like a simple assignment. A sorcerer is asking you to bring his daughter to him. What could go wrong in the Shining Jewel? For heroes of levels 1-6.

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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.

A Note About Tiers and the Power of PCs

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

what the instructions say, the GM should let common sense rule the day (and the module).

Adventure Background

Rafael Silvermoon is a very talented sorcerer in the League of Thaumaturgical Study (LotS), currently competing with a bard named Tarak Olivera for the empty counselor position at the Chapter of Conjoiners (the largest and most powerful chapter in the LotS). Both men served as preceptors under the previous counselor, a human named Jaleel Teran. Jaleel was asked by the Cormyrian king to assist against a powerful red dragon that was threatening the nation, and Jaleel agreed. Jaleel died in defeating the red dragon and his body was unrecoverable. With Jaleel’s death, both Rafael and Tarak have campaigned for the position, with the new counselor expected to be named in the next week.

Rafael is the expected favorite to be the next counselor. However, Rafael possesses a dark secret, which if it got out, would immediately disqualify him from the counselor position. Five years ago, Rafael adventured in the Darkwood forest. With the exception of Rafael, his party was completely slain by a group of tendriculos. Rafael would have been slain by the remaining tendriculos, if it weren’t for a pillar of flame striking down the creature.

After the dust had settled, Rafael saw a vision of beauty in front of him. A woman of incredibly beauty that he had never seen before, except that it wasn’t a woman, but rather a nymph. The nymph smiled at Rafael seductively and giggled girlishly with a response of “I’m Ariela. What’s your name, handsome?”

For the next week, Rafael and Ariela spent time together. They played in the forest, talking, etc. Ariela found Rafael’s good looks and personality intoxication, and she found herself falling in love with him. However, despite her actual feelings for Rafael, Ariela enjoyed teasing him and playing hard to get. Rafael, on the other hand, did not love Ariela. In between adventures, Rafael’s good looks and self-confidence allowed him to get any woman in Amthydor that he so desired. He never had to work hard to seduce a woman. In

fact, he had to work to keep the women away, because he was good-looking and developed a reputation as a ladies' man. With Ariela playing hard to get with Rafael, he was indeed frustrated. So Rafael decided to use "suggestion" on the nymph to seduce her. The suggestion worked, Rafael had his night of pleasure and then left Ariela the next day.

Just like his other encounters with women, where the worst thing that happened to him was dealing with a jealous boyfriend, Rafael didn't expect anything to come from his night with Ariela. Unfortunately, this was not the case. The nymph soon gave birth to his child, who has both fey and human blood. Thanks to a meeting with a priest of Emerys, Rafael has determined this child exists, and that her magic is causing the dead to rise.

Introduction – The PCs are wandering the Amthydor marketplace when a half-elven female approaches each of them and hands them a sealed letter from Rafael requesting their assistance for a task.

Encounter 1 – The PCs arrive at the LotS and wait an hour before meeting with Rafael, but eventually get an audience with him. Rafael demands secrecy from the PCs before explaining the full details of the job. He will then explain that he believes his daughter has great power within her, but she is also causing the dead to rise and must be brought back to the LotS for study and training. He also tells the PCs where his daughter and her mother can be found.

Encounter 2 – Before the PCs leave Amthydor, they are approached by a young female elf that wishes for them to meet her boss in private. If the PCs agree, they are escorted to Tarak's home. Tarak offers to pay the PCs for any incriminating information they know about his rival.

Encounter 3 – The PCs can attempt to find out more information about Rafael, Tarak, and anything else. This encounter is set up to give the judge information to relay to the PCs, if they want to find out more information before heading out.

Encounter 4 – On the way to getting Sulana, the PCs are attacked by hyena zombies. If the PCs have trackers in the party, they can determine the

hyenas came to life near a site where there was a huge source of fire.

Encounter 5 – The PCs finally meet with Sulana and Ariela. Ariela is reluctant to give up her daughter because her daughter is also her protector. The PCs must either use diplomacy or volunteer to become Ariela's protector to convince Ariela to release her daughter.

Encounter 6 – The PCs are attacked by bandits on the way back. The bandits are just after the PCs' money. This should be a very difficult encounter for the PCs, where Sulana may need to use some of her spells to save the PCs. If this happens, the PCs will see firsthand the "child of beauty" in action.

Conclusion– The PCs must decide whether or not to tell Tarak about Rafael's dark secret. If they tell Tarak, Tarak will reward the PCs and Rafael will find out about the betrayal. If they keep the secret, Rafael will reward the PCs for keeping the secret.

Introduction – On the Road Again

Before starting the module, have each player roll two Will saves for their PC and record them. The first one is against the nymph Ariela's *charm* power; the second one is against Rafael's *detect thoughts* spell, which he will have active in the final encounter to ensure that no PCs intend to betray his dark secrets (if they know them).

The Amthydor Marketplace is always bustling with activity, but no time is it more bustling with activity than during high noon. You find yourself walking the marketplace, during this time, hoping to find a good deal. A comely young half-elven lass with long braided black hair, ocean blue eyes, dressed in blue silk robes. She gives you a quick smile and stares firmly into your eyes. "Are you <insert PC name here>???"

Assuming the PC acknowledges who they are, the female half-elf (Anassia) will let them know she has a message for that PC and hand that PC a piece of parchment, with an eloquently tied ribbon around it. After she hands the PC the parchment,

Anassia will leave, explaining if necessary that she is in a hurry and needs to be other places. Give out PLAYER'S HANDOUT #1. The PCs are not together at this point, unless they already know each other.

If the PCs ask, they can make a Knowledge (arcana) (DC 20), Knowledge (local) (DC 15) or Bardic Knowledge (DC 20) check to recognize Rafael as a Preceptor in the Chapter of Conjoiners at the League of Thaumaturgical Study (LotS). The conjoiner chapter is for all spellcasters who cast spontaneously and it's the biggest chapter in the LotS. There are two preceptors who serve under a counselor. Currently there is no counselor in the LotS, of course.

Anassia is apprenticing under Rafael. Most apprentices stop apprenticing when they get to Anassia's level, but Anassia, like many women in Amthydor has a crush on Rafael. Therefore she still chooses to apprentice under him, just to spend time with him.

If the PCs ask Anassia before she leaves, she will mention that her boss asked her to find "trustworthy adventurers", but he did not say anything else.

Anassia (Half-Elf) Sorcerer 4

Encounter One – We're Off to See the Sorcerer

Even for those new to Amthydor, the League building is not difficult to find. It is one of the tallest buildings in all of Amthydor, made of solid white marble. Various columns hold up the entrance of the building and before entering the building, one notices quotes from various deities of arcane casters, including Emerys, Glissande and Destine. In addition, along the walls of the entrance are various quotes from famous arcanists of the realm such as Quistar the Quintabulous. Just walking up to the set of double iron doors, gives you the feel that this is a "holy" place for arcane magic.

Opening the set of double doors leads you to a big reception area. There are various paintings on the wall, mostly humans, dressed in wizard garb. Various "ordinary" looking chairs line the walls

of this huge reception area, which are occupied by people of different races and background. You approach the front desk where there is a gnome dressed in a fine tunic composing a humorous limerick about orcs.

A Knowledge (arcana) check (DC 8) will tell the PCs that the paintings on the wall are of past and present guild masters of the LotS.

Most of the other people sitting in the chairs are here to get some type of arcane service performed for them. A couple of people are actually here to take their trials to determine whether or not they possess the magical aptitude to become a Traditionalist (those who prepare spells such as wizards) or a Conjoiner (those who do not prepare spells such as sorcerers).

The gnome is a 3rd level bard named Fimdoodle. Fimdoodle loves to mock everyone and everything. He has no reservations about insulting the PCs or anyone else. He views his mockery as good-natured humor, although others seem to view otherwise. He is manning the reception desk because he "mocked" a noble who did not take too kindly to his sense of humor. Fimdoodle does not want to do reception work, so he uses his mockery to amuse himself out of this bad situation he has gotten himself into.

Fimdoodle will tell the PCs to "take a number" and someone will take care of them shortly. Fimdoodle will take his sweet time getting up to inform Rafael that the PCs are here. And Rafael will take his sweet time letting the PCs know that he is ready, finally sending a male dwarven sorcerer named Krazac to bring the PCs to him. It will be about an hour later before Krazac shows up.

If a PC is foolish enough to cast *detect magic* in here or in any place within the LotS, give them a Will save (DC 20) to avoid from being stunned by the overwhelming amount of magic in the LotS. If the PC makes this save, let the PC know they have a major headache from all the magical radiation they are picking up. In either event, the PC will quickly recover before the following boxed text.

After waiting for what seems like an eternity, the door behind the reception room opens up and out

walks a short dwarf with a long beard, even for a dwarf. *The dwarf speaks in a booming confident voice “Who here thinks they have reserved the right to speak to Rafael Silvermoon?”*

Assuming the PCs identify themselves, Krazac will grumble a bit and lead them on.

Following your dwarf guide, you are led through a series of hallways, stairs and doors. Even for the most intelligent person, trying to remember how to get from point A to point B is a challenge and you are glad you have your dwarven guide to navigate through this maze. Eventually you are led to a door. The dwarf knocks on the door three times and says, “This is Krazac”. As if by magic, the door suddenly opens up into a spacious office. On the right side of the office is a painting of a woman who changes her race and appearance every 30 seconds. On the left side of the office is a picture of Amthydor, which gives a different view of the city every 30 seconds. Despite this being an office, you notice just a small collection of books on a small bookshelf and a desk. Seated at the desk is a middle-aged half-elf with short wavy brown hair and a well-groomed mustache. His face is well chiseled and he stares firmly at each of you with his hazel eyes.

He smiles at the dwarf and says, “Thank you, Krazac. That is all for now.” The dwarf leaves and as soon as he does, the door magically closes behind him. The half-elf smiles confidently at each of you “Please, be seated, I have a small task for you. But before I tell you about the task, what are your names?”

After the PCs do their introductions Rafael continues.

Rafael gives a brief smile. “Very good. Now let us deal with the task at hand. I need for you to get my daughter and bring her to me. You also cannot tell anyone about what you are doing? I will give you a choice of extra magic items taking up space in my closet as payment. What say you?”

Some possible questions the PCs may come up with and Rafael’s answers:

“What magic items?”

“Extra magic items, which I do not need”. At no point will Rafael disclose specifics, no matter how much the PCs press on this. Nor will there be any negotiation on the price. Rafael believes he can find others capable of this “simple task”.

“Where is your daughter?”

“I will provide you with a map to her last known location in the Darkwood Forest.” (He provides a map, after the PCs agree to secrecy).

“How do you know she will be there?”

“I have my contacts in the church, who have revealed this information to me.” Rafael knows a high level priest of Emerys who has divined the existence of the problems in the Darkwood, and have traced it to his daughter. The priest has let Rafael know about these problems, in the hopes that Rafael can take care of it on his own. However, if Rafael does not take care of things, the priest is prepared to take care of things on his own.

“Why are you having us get your daughter?”

“Let’s just say that I rather not deal with her mother.” Rafael knows what he did to Ariela, and he believes he has a snowball’s chance in hell of persuading her mother to give up the child. On the other hand, if ANYBODY else is sent to get the child, he figures Ariela might actually listen to them. Besides which, Rafael really does not want to see Ariela gain.

“What happened between you and her mother?”

“That is my personal business, and I have already shared much of that with you today. Your concern is getting my daughter and bringing her back to me.”

(The following info Rafael will only disclose if all of the PCs agree. If they have not agreed and they ask this question Rafael says its information that he cannot disclose until they agree to do the job.)

“Why would the mother give up her daughter to us?”

Rafael pauses “Because I believe my daughter is both blessed and cursed. My daughter is a talented sorcerer and has learned quickly how to harness the magic insider of her. When my daughter uses her magic, the magic comes out

enhanced. However, a side effect of my daughter's magic is the dead rising from their graves. Inform her mother of this side effect and convince her that her daughter needs help. Bring my daughter to me and I will figure out what is wrong with my daughter and help her out." Rafael also knows of his daughter's gift to cast all her spells at maximum effect. But he doesn't know the cause. But he will research the cause if the PCs bring him the child.

"Why did you abandon your daughter?"

Rafael pauses for a minute and sighs "I did not know of her existence until a week ago. Through my contacts at the church, they told me via divinations that I have a daughter."

"How could you not know of her existence?"

"I've had the pleasure of sharing the company of many beautiful women during my lifetime. About five years ago, I got to share the company with a particularly beautiful female. However, she did not seem to enjoy my company as much as I enjoyed hers, so I chose to leave. That is why I am having you get my daughter." Of course, Rafael is lying here. Ariela actually did enjoy his company, but was playing hard to get. While Rafael was getting bored of Ariela, so he used his suggestion ability, had his way with her, and then moved on. However, Rafael wants to portray himself in a good light to the PCs, otherwise they may not take the job.

Rafael really does not care much about the PCs, but he has an incredibly high bluff score to make the PCs believe anything he says (he has a +35 modifier to Bluff checks). Rafael will come across as smooth and very diplomatic toward the PCs. In fact, female PCs in the party will be instantly attracted to him. Sense Motive will not pick up anything on from Rafael. If a PC uses Sense Motive on him (no matter what the final check is), let them know that they cannot pick up any emotions or body language from him. On the other hand, Rafael has a +18 to Sense Motive, so any PCs who choose to lie to Rafael will have a very difficult time pulling it off. When playing Rafael, use an Italian accent and turn on the charm. Confidence is not an issue for Rafael as he is

overflowing with confidence and believes he can handle any situation. Rafael is a bit stuck up toward the PCs, knowing that if necessary he can find others to do the job. Have him use flattery and flirt with the female PCs (no matter what the race), because Rafael still has a bit of the ladies' man with him.

Rafael Silvermoon (Half-Elf) Sorcerer 15

If the PCs don't agree to help out Rafael, then the adventure is over. They need to gain Rafael's trust in disclosing the location of Sulana, his daughter. If the PCs don't choose to help out Rafael, then he will find other capable adventurers to assist him.

Encounter Two – Rival Intentions

You make your way out of the League building and head toward the gates of Amthydor when a beautiful elven maiden approaches your group. The hazel eyes on her angelic face, complimented by shoulder-length platinum blonde hair cause you to quickly take notice of her. She gives you a sweet, but flirtatious smile and says in a low melodious voice "Excuse me kind people, my boss would like to meet with you privately for a quick discussion. It will not take long, I promise. I believe it will be worth your time to listen." She gives each of you a quick wink and waits for your response.

The elven female is Stacia. She wants to take them to see her boss, Tarak Olivera. Stacia is apprenticing under Tarak. Unlike Anassia, Stacia is not infatuated with her boss, but just wants to learn more about being a bard. Stacia is used to getting people to do things for her, because of her good looks. She is very comfortable using flirtatious behavior to get the PCs to come along, if they seem reluctant.

PCs who choose to Sense Motive on Stacia (DC 20) confirm that she is telling the truth and isn't withholding anything. (Tarak knows the PCs are meeting with Rafael. Therefore he has told Stacia to find the PCs that met with Rafael and bring them to him, because he wants to talk to them and make them an offer. But he doesn't disclose the offer to Stacia.). If further asked, Stacia will be a bit flirtatious with the PCs and insist that her boss

just wants to talk and nothing else. She will disclose her boss' name, if the PCs ask. Knowledge-Arcana (DC 20), Knowledge-Amthydor (DC 15) or Bardic Knowledge (DC 20) will reveal that Tarak is the other Preceptor in the Chapter of Conjoiners in the LotS.

Stacia (Half-Elf) Bard 2

If the PCs follow, read the following boxed text. If they don't, then proceed to Encounter Three or Four, depending on whether or not the PCs want to gather information.

Stacia leads you through the streets of Amthydor. It is not long before you find yourself in the rich area of Amthydor, where each house is part of an estate, and not just on a city block. You are escorted through the gates of one of these estates, past a rich, opulent fountain with a statue of a winged horse in flight. Stacia leads you up to a set of double doors, where she politely knocks.

After a few moments, a tall stout balding human in his mid forties dressed in a butler's uniform opens the door and looks down to see the happy-go-lucky elf, who flashes him a friendly smile. Seemingly unaffected by Stacia's charms the man smirks at Stacia and then looks at your group "What do you and your entourage want?" Stacia eyes the man and speaks "We are here to see Tarak. Its important. Now go!" She claps her hands a few times trying to get the man to move with the utmost speed, but the man seems unaffected. "Very well, take them to the meeting room. I'll fetch Master Olivera."

Inside this house, you notice the entrance room is decorated with various silver-laden instruments mounted on the wall ranging from trumpet to harp. There are various doors in this entrance room, along with a staircase leading up, which is the direction the butler heads. Stacia leads you to one of these doors and opens it up. Inside you see a fine oak table with ten chairs made of mahogany. Inside the room you can hear the sounds of a quiet symphony. Although you look around, you don't see any instruments making these sounds.

Stacia says, "Please, have a seat. I will be back with refreshments." With that, she departs and closes the door behind you.

See what the PCs do at this point. Detect Magic will reveal the presence of magic in this room. A DC 20 spellcraft check will reveal this as Conjunction magic. Tarak has put a permanent magical symphony in this room to entertain his guests. When you are ready, proceed with more boxed text.

You wait for only a few minutes and see the comely lass enter. Floating besides her is a tray containing various cups and pitchers. She points to the table in the middle of the room and the tray gently lays itself down upon the table. She smiles. "Unseen servants. Can't go anywhere without them." Before she says another word, a tall medium-complexion man with long brown hair and brown eyes in leather armor gently puts his hands on Stacia's shoulders. "Now Stacia, my dear, there is nothing wrong with a little bit of hard work every now and then." She looks up at the man and pouts a bit "Yeah, whatever! I'll leave you alone with them." With that, she gives the group a quick flirtatious wink and exits. The man closes the door, enters the room and sits at one of the chairs. He gives each of you a quick nod and smile. "Thank you for coming. I don't think we have been formally introduced. My name is Tarak Olivera. Who may I say that I have the pleasure of meeting?"

The PCs will probably have lots of questions for Tarak. Below are answers to some of the most common questions the PCs will ask.

"Why did you bring us here?"

"A little bird told me that you have met with Rafael Silvermoon. Rafael does not meet with people like you, unless it's important. So I want to know what is so important that has caused my fellow Preceptor to want to meet you."

"Why do you care if we have met with Rafael?"

Tarak pauses for a moment "As you may know, both Rafael and I are both Preceptors in the chapter of conjoiners. As you may also know, there is currently an opening in the Counselor position for our chapter. The new Counselor is chosen from the Preceptors. As it stands right now, Rafael seems to have more support than myself to become the new counselor. However, I believe Rafael has skeletons in his

closet...skeletons significant enough to shift things in my favor. Any information you can provide me which will shift things in my favor is valuable information."

"How much are you willing to pay us for this information?"

"It depends on how valuable your information is. If your information is of little use, then I really have no need for it. If the information is very valuable, then I will arrange to have one of your items upgraded now or in the future."

"What kinds of skeletons?"

"The League provides a public service to the citizens of Amthydor. Many in the League like to think of it as a public organization which serves the citizens of Amthydor, although we clearly have our own sets of goals. However, it is this mentality which has produced a certain set of ethical guidelines for members to follow. A higher set of ethical guidelines that many citizens of the street don't have to adhere by. For example, it's obvious that theft and murder is wrong. In addition, just using magic for your own personal benefit or gain is also wrong. The League believes magic is not a toy. It should only be used for the better of the city of Amthydor as a whole, not for one to selfishly benefit from."

"What makes you think Rafael has behaved unethically?"

"Rafael has seemed guarded lately. There are certain details of his life that he seems to want to cover up. That suggests to me that he has skeletons. Whether I am right on this assumption, that will be determined."

Tarak does not dislike or like Rafael. Instead he just wants to get the upper hand to become the next counselor. Tarak is aware of Rafael's wild sexual past, and knows there is nothing wrong with a wild sexual past. Both Tarak and Rafael have been using friends in the League to spy on the other person, in the hopes of finding the key information to use against the other to put them over the top. Tarak is not lying when he says Rafael is in better position to become Counselor, which is why he really wants to get any info he can from the PCs.

When playing Tarak, have him kiss up to the PCs a little bit. He's a little desperate in trying to find the smoking gun on Rafael. He usually treats people a bit more snobbishly, but with the PCs, the snobbishness goes out the window, because they may be his ticket to becoming a Counselor.

Tarak Olivera(Human) Bard 14

Encounter Three – Just the Facts

The following are possible information avenues the PCs may wish to explore before heading out to get Rafael's daughter. The PCs may also choose to pursue these avenues before deciding what to do about Rafael's secret. In either case, these options are put here to assist you, the GM. All these Gather Information checks require approximately 4 hours and do not require the PCs to spend money. However, the PCs can spend money to gain a bonus to Gather Information (10 gp will get a +1 circumstance bonus to a maximum of +5, and the money must be spent before the roll is made).

League of Thaumaturgical Study: The PCs will be unable to gather any information on Tarak or Rafael, unless they are members of the LotS. Any members can make a DC 15 Gather Information Check to obtain the below information. Increase the DC by 5 if the member is a wizard. Decrease it by 5 if the member is a sorcerer or bard. For every 10 gold the PCs spend, give them a +1 circumstance bonus to their check. If the PCs make the check, they find out the following about Tarak and Rafael:

- In his younger years at the LotS, Rafael was definitely a ladies' man. Every night Rafael would go out with a woman, causing much jealousy among their ex-boyfriends and the like.
- A couple of years ago, Rafael stopped his skirt chasing ways, and wanted to focus seriously on helping the LotS.
- Rafael will make a better counselor than Tarak because Rafael does not compromise. Tarak, on the other hand gives in too much to try and please people.
- Both Tarak and Rafael are a bit stuck up. When talking with them, you feel like you are

wasting their time talking to them about frivolous things. Rafael more so than Tarak.

- Tarak has done a lot for bards' acceptance in the LotS. Tarak seems to have the support of most bards to be the next counselor while Rafael has the support of most sorcerers. Some feel its time for the bards break off from the sorcerers and form their own chapter anyway, because its doubtful that Rafael will look out after the needs of bards. Tarak has gained support from most bards, because most bards feel like they aren't taken seriously at the LotS.
- Even if Rafael wins, the bards will stay part of the Chapter of Conjoiners. Tarak advocates that both bards and sorcerers have a lot to teach other and breaking off would be a mistake for both, since the LotS still values wizards above all else because they are "book smart".

An Inn: PCs who make a DC 25 Gather Information Check can find out about Rafael's past from an ex-boyfriend of one of his old flames who hates Rafael. For every 5 gold a PC spends, give them a +1 circumstance bonus to their gather information check. The ex-boyfriend will proceed to say anything and everything negative about Rafael. Calling him a liar, cheater and swindler and someone not to be trusted. Of course, most of this exaggeration. Many of the people in your typical Inn do not know who Rafael is because of the length of time since his last "fling" and Rafael choosing to have his flings among women of more noble class.

A DC 20 Gather Information check on Tarak will reveal that he an excellent musician, but it has been awhile since Tarak has visited the local inn. Tarak has seemed to move to a more "noble" crowd. The PCs only need to make one gather information check for both Tarak and Rafael.

Noble District: The Gather Information check on Rafael is DC 10. Someone the PCs might meet at an inn could be an ex-girlfriend or someone who lost a girlfriend to Rafael, who will proceed to slander Rafael any which way possible. PCs can only obtain this information if they are an aristocrat, noble, or have some metaorganization

access that allows them access nobles (such as membership in a house's Noble Guard). For every 25 gold spent, the PCs get a +1 circumstance bonus to their gather information check (+5 maximum).

A DC 10 check will reveal that Tarak is an excellent musician. Many nobles hire Tarak to perform songs for special occasions (weddings, birthdays, etc.). There is a six-month waiting list for Tarak's services. Also, Tarak does about two performances per week. Tarak's services do not come cheap. In fact, he costs as much as an orchestra. But then again, when Tarak shows up, he is an orchestra. The music he conjures up is much more pure and crisp than what you would get from an orchestra.

Temple District:

Rafael is a patron follower of Emerys, while Tarak worships Glissande. If a PC is a cleric, druid, or paladin of a member religion of the Quorum of Faith (see the *Raian Pantheon Primer* for the list), they can gain the following information about Rafael and Tarak, assuming they make a DC 15 Gather Information Check. If they worship Emerys or Glissande, the DC becomes 10 for Rafael (if they worship Emerys) or 10 for Tarak (if they worship Glissande).

- Rafael donates a fair amount of his yearly income to the temple of Emerys. Rafael has been doing this for approximately two years now.
- Rafael has become more devoted in the teachings of Emerys over the past couple of years. He spends his volunteer time running a seminar at the temple every Sunday on the "ethical uses of magic."
- Tarak does not donate any of his money to the temple of Glissande. However, every month he puts on a concert fundraiser for the church. The fundraiser brings in approximately 1,000 gold per performance. In addition, Tarak has performed additional concerts if the church is ever short of money.

Other Avenues:

There aren't really other avenues for the PCs to gain information on the situation within the LotS. However, don't tell the PCs that and feel free to

role-play any “dead ends” for the PCs, if there is time.

Encounter Four – The Forest Comes Alive

The PCs set off to find Sulana. The Darkwood is a thickly wooded forest, and so taking mounts on the journey is inadvisable. The PCs will have to proceed on foot.

The first couple days of travel are uneventful as the PCs travel west and south for another two days to the Darkwood Forest. They should be able to find Sulana and Ariela on day 5. The above travel times are by foot. If the PCs have mounts, cut the travel time in half, and have them find Sulana and Ariela on day 3. Feel free to make the PCs set up watch orders and roll a few dice just to get them paranoid. Be sure and get a marching order, as this encounter will occur on day 4. Be sure the PCs are in single file as they are in a dense part of the forest when this encounter occurs.

You have traveled the road from Amthydor to the Darkwood for two days, seeing the occasional caravan or traveler on the road and exchanged greetings. After a good night's rest in a small hostel, you traveled west to the edge of the Darkwood. The first day of travel was uneventful, as most of your travel was along plains and a clear trail. On the fourth day of your travel, you hit the Darkwood forest and noticed it was quickly abundant with life. It wasn't long before you encountered 50-foot tall trees that reach for the sky and block your view of the sun. The trees in the Darkwood seem to compete for the sun's attention, making it difficult for you to tell whether it is day or night. It is 2 bells past noon when you see some hyenas pop out from in front of you. But unlike other hyenas you have seen before, these animals have very pale skin and don't move as quickly as your typical hyenas.

This encounter occurs about 20 feet from the first PC in the marching order. The zombie animals and the PCs are both aware of each other, so neither gets a surprise round. If there is a way for the PCs to know of the animal existence (such as having a familiar scout) go ahead and give the PCs a surprise round on the zombie animals.

When setting up this encounter, use the following guidelines in determining the number of zombie hyenas:

Total levels of PCs divided by 5, round down.

Thus a group of 13 levels will face 2 hyena zombies. Remember these are only guidelines though and its up to you to adjust the combat. The purpose of this encounter is to keep the PCs on their toes AND to eliminate any doubt that something is not right in the forest when there are “zombie” animals walking around.

Hyena Zombies: Medium-Size Undead (Zombie); HD 4d12+3; hp 29; Init +1 (1 Dex); Spd 50 ft.; AC 15 (+1 Dex, +4 natural); Atk/Full Atk: Slam +5 melee (1d6+3); Grapple +5; Face/Reach: 5/5 ft.; SA: none: partial attack only SQ: Undead, darkvision 60', damage reduction 5/slashing; AL: NE; SV Fort +1, Ref +2, Will +4; Str 16, Dex 13, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Toughness

After the PCs defeat the hyena zombies, they may want to track. The PCs need to make FIVE DC 15 Track checks. (Of course they can take 10 for this check, so it might be automatic for any PC with tracking.) If the PCs fail any of these checks, they lose the trail and must head back to where they were attacked and continue to find Sulana. It will take the PCs approximately 5 hours to find where the tracks came from, a small grove in the forest, where most of the trees are severely burnt and charred.

A Spot check (DC 12) will reveal that these trees were all burned and charred to approximately the same height. Any spellcaster with fire spells can look at the burn marks and determine that the trees in the area were affected by magical fire, most likely a *fireball*.

What happened here was that Sulana was walking the woods when she encountered a couple of ogres, after they had killed a family of hyenas. Sulana won initiative and let loose one of her maximized *fireball* on the ogres, nearly killing them. If they had been regular ogres, she would have killed them, but they were “experienced” ogres. Being experienced, the ogres thought the best thing to do was to split and live another day. The next day, the

hyenas became animated and started to roam the forest randomly, heading in the direction of the PCs.

The PCs can make four DC 15 track checks to follow Sulana's footprints and find where Sulana is. The tracks head to the northeast. As with getting to the grove, if they fail any of these checks, they lose the trail and must backtrack to the scene of the hyena zombie attack. If they are able to track Sulana's footprints, proceed to the part of **Encounter Five** where they directly meet Ariela and Sulana.

Encounter Five – The Allure of Beauty

Continuing on, you travel for another couple of hours until you hit the point of the map where Rafael thought his daughter would be. You find a clearing in the dense Darkwood where once again the sun shines brightly through. Looking around for Rafael's daughter, you find no sign of her or anyone else here.

Ariela and Sulana were here when Rafael had them scried, but they are no longer here. There are a couple of ways in which the PCs can find Ariela or Sulana.

Two DC 15 track checks will recognize two sets of footprints (Ariela's and Sulana's) heading to the east, and allow the PCs to find Ariela and Sulana. In addition, Scent can be used here, because Ariela and Sulana were here recently. Any animal companion can make two DC 10 checks to Track via *scent*.

A DC 20 Survival check will recognize that a few of the branches in the eastern part of this clearing are bent slightly, suggesting that someone has probably traveled east recently. Remember, a PC with 5 or more ranks in Knowledge (nature) gets a +2 synergy bonus to this check. The PCs will be able to track via these means, if they make 4 survival checks. They can take 10 or 20 on any or all of these checks.

If the PCs aren't actively looking, give them a DC 20 Spot check to notice the bent branches. And the DC 15 Survival check will let them know it is most recent. If the PCs choose to search, the Search check is 15. If the PCs take 20 for the

whole clearing, it will take them approximately an hour.

Once the PCs know to go east, proceed with the text below.

You travel through the dense Darkwood in the hopes of finding Rafael's daughter. All of a sudden your ears are captivated by the melodious sound of a heavenly voice. Looking in all directions, you see a slim, beautiful female with long fiery red hair, light blue eyes, silky skin, and pointy ears singing her melodious song in a short white dress which barely covers up her sensuous body. She sees each of you and gives a quick smile during her melodious song.

Next to this beautiful female you see a smaller female with similar characteristics than the beautiful female, except her hair is shorter and her white dress seems to cover up much more of her body than the taller female.

Upon completion of the song, the taller female speaks in her melodious voice "Welcome, travelers! What brings you here?"

The PCs must make a Will save DC 19 against Ariela's song (use the pre-rolled saving throws from the beginning of the module). Male PCs get a -2 penalty to this save. If the PCs fail this save, Ariela captivates them with her beauty as if by a minor version of the *charm person* spell. Ariela often uses her song as a means to "seduce" and tease non-fey humanoids. A PC that is captivated does not suffer any game mechanic penalties. Consider this a "role-playing" save, and its up to you to determine how the PCs might act if they fail the save. Male PCs might start flirting with Ariela. Or they might sing a love song for her. Or they might cast prestidigitation to clean her dress and make it look its whitest. Female PCs may also try to serenade Ariela. Or they may try to convince one of the charming male PCs that Ariela is the perfect female for him. Whatever the case, have fun coming up with PC reactions if they fail their save.

Ariela has suppressed her Blinding Beauty ability because she wants to be viewed and admired. Ariela has a lot of confidence, but nevertheless she likes the positive attention that humanoid men can

give her. She will only stop suppressing the Blinding Beauty ability if she is attacked.

Sulana is a half-fey. She possesses mostly human traits, but she has picked up her mother's unearthly grace ability, low-light vision and damage reduction of 10/cold iron.

Even though Rafael used magic to seduce Ariela, deep down inside she still has a burning passion for Rafael (though she will not admit it to the PCs). She is a bit angry towards Rafael for what he did to her, but she does not hold a significant grudge against him. She will come across to the PCs as being more spiteful than she actually is.

When the PCs mention Rafael, Ariela will scowl a bit at his name, but at the same time, she will try to subtly obtain information about him (Perhaps asking *"So is that weasel trying to corrupt other souls?"* or *"Is he still playing the field?"*). She does miss him, but does not want to let that on.

Ariela will freely tell the PCs anything they want to know about what happened, and she will be truthful with them. During the course of the conversation, Ariela will be a bit flirtatious with any male PCs, whether or not they made the save against her song.

Ariela does not know about the problems her daughter is causing, and will be shocked when the PCs bring this up. She will have a hard time accepting that her daughter is the cause of problems, and even if PCs can convince her, she will selfishly want to keep her daughter, because she both loves her daughter and believes she needs her as a protector.

This is a free-flowing role-playing encounter. The PCs can try to convince Ariela to relocate to a different forest through a DC 20 Diplomacy check. If any of the PCs have 5 ranks of any of the following skills: Knowledge (nature, local or survival), they can add a +2 synergy bonus per skill to the overall Diplomacy check, even if they are not the primary speaker. As long as it is suggested by the PCs that perhaps Ariela should move to a "safer location", it is assumed that the PC with the corresponding skill speaks up to describe the new location and thus grants the synergy bonus.

In addition, each PC can assist the primary speaker. Other PCs cannot take 10 to assist the primary speaker. The primary speaker will be the one who does the most talking NOT the one with the best diplomacy score. Thus if the 6 charisma half-orc barbarian wishes to do all the role-playing, then he is the one who will make the roll.

Finally, as a GM, you are encouraged to add or subtract circumstance penalties or bonuses, based on overall role-playing. Do not grant anymore than a +3/-3 to the check for roleplaying.

If the PCs make the Diplomacy check, Ariela agrees to give up Sulana. The PCs role-playing will determine how Ariela copes without having her daughter around. Maybe she moves to another forest. Maybe she just realizes that her daughter doesn't really serve as a protector if she keeps animating the dead.

If the PCs fail this check, Ariela will not be persuaded to give up Sulana through diplomacy. Ariela still wishes to look out for her own best interest, although she may see where the PCs are coming from with regards to the problem her daughter is causing. If one of the PCs agrees to be her protector, then Ariela will give up her daughter.

Ariela will solicit only one PC to be her "protector". There are three qualities that affect Ariela's interest in a given PC as her protector: charisma, gender, and race.

Ariela will not accept any PC as her protector unless they have at least a 12 unmodified Charisma score. She refuses to have anyone guarding her who "lacks confidence". If there are no PCs that have at least a 12 charisma, then Ariela will not have a "protector" from this table. In addition, Ariela prefers her protector to be male (for obvious reasons). Finally, her racial preference is as follows: Elf, Half-Elf, Human, Halfling, Gnome, Dwarf, Half-Orc, Other.

If there are multiple PCs with a 12 or higher Charisma, her first preference is PCs who are male. If that does not decide the protector, then her second criteria is the PC with the highest charisma. If that doesn't decide it, then she will decide based on race. If there is still a tie, have the players involved roll flat d20's and pick the highest score.

Have Ariela explain the benefits and costs of being her protector through role-playing, but DO NOT explain the Charisma benefit. In addition to explaining the benefits and costs, have her make a few flirtatious or friendly comments toward the PC such as “You and I will get to spend three months together.... ALONE.” Such comments should at least be “interesting” to male PCs. For female PCs, perhaps Ariela’s sell is that she will teach them to get any man they want. Ariela will definitely try and be as persuasive as possible about being a “protector”, but don’t oversell the opportunity. If the PC are not interested, then that is their choice.

If the PCs fail in Diplomacy and do not agree (or do not qualify) to be her protector, then they can use “bribery”. Ariela believes she is incapable of surviving in the forest without some type of protection. Ariela currently does not have any magic, except her *necklace of amulet armor*, which she currently has given to Sulana. Ariela is looking for items that will be useful “combat-wise” and she isn’t looking for one-shot combat items. For instance, Ariela will accept any magical armor or weapons that a druid could use, or a *ring of protection +1*. If the PCs seem reluctant or don’t have the means to give her the magic item now, as long as the PCs seem trustworthy enough to honor their end of the deal, she will agree to accept one of Rafael’s payments. (Rafael will not give the PC an extra magic item, if this happens. But instead one of the PCs will need to forfeit one of the items offered by Rafael and take that item as a *ring of protection +1*, which he/she will then give to Ariela.)

Sulana will also have a tough time accepting that her magic is the cause of the dead rising, because neither Sulana nor Ariela have encountered any undead. However, if and when Sulana comes along with the PCs, she will not use any of her magic, on the off chance they might be right. However, that could change based on what happens in Encounter Six.

Ariela will offer to heal the wounds of any PCs with a positive Charisma modifier. If there is a PC without a positive Charisma modifier who needs healing, Ariela will refuse to heal that PC

simply saying that she will only help those who have “confidence” in themselves.

Ariela; Medium-Size Fey (Nymph)/Bard 2; HD 8d6+8; hp 36 ; Init +3 (1 Dex); Spd 30 ft, Swim 20 ft.; AC 17 (+3 Dex, +4 deflection); Atk Dagger +7 melee (1d4/19-20); Grapple +7; Face/Reach: 5/5 ft.; SA: Blinding beauty, spells, spell-like abilities, stunning glance, bardic music, bardic knowledge; SQ: low-light vision, Damage reduction 10/cold iron, unearthly grace, wild empathy AL: CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19

Skills and Feats: Combat Casting, Dodge, Weapon Finesse, Concentration +12, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +13, Move Silently +12, Perform (sing) +15, Ride +5, Sense Motive +14, Spot +14, Swim +8, Use Rope +3 (+5 with bindings)

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a Ariela must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. Ariela can suppress or resume this ability as a free action. Currently she is suppressing this ability, and will only use this ability if her life is threatened.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: Ariela casts divine spells as a 7th-level druid.

Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, purify food & drink, resistance*; 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2nd—*barkskin, heat metal, lesser restoration, tree shape*; 3rd—*call lightning, cure moderate wounds, protection from energy*; 4th—*rusting grasp*.

Bard Spells: (3/1) 0: Daze, Light, Mage Hand, Message, Prestidigitation, 1: Cure Light Wounds, Expeditious Retreat

Bardic Music (Various): Twice per day, Ariela can use her bardic music to great effect. Ariela has the ability to countersong, inspire confidence, fascinate and suggestion. In addition, the combination of her natural beauty and performing abilities allows her to have the effect of a minor

charm person on any humanoid that hears her song and fails a DC 10 will save. Males take an additional –2 to this save if they see Ariela. Use of this ability does not count against the bardic music limit.

Stunning Glance (Su): As a standard action, a Ariela can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): Ariela adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Sulana: Female Half-Fey Sorcerer 6, Small-Size Fey (Half-Fey); HD 6d4+12; hp 36 ; Init +2 (1 Dex); Spd 30 ft.; AC 19 (+1 Size, +2 Dex, +6 deflection); Atk Dagger +3 melee (1d4-1/19-20); Grapple -2; Face/Reach: 5/5 ft.; SA: Spells SQ: low-light vision, Damage reduction 10/cold iron, unearthly grace. AL: CG; SV Fort +10, Ref +10, Will +10; Str 8, Dex 14, Con 14, Int 12, Wis 8, Cha 23

Skills and Feats: Empower Spell, Eschew Materials, Silent Spell, Concentration +11, Bluff +15, Knowledge (Arcana) +6, Spellcraft +7

Unearthly Grace (Su): Sulana adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Spells: (6/8/7/4) 0: Detect Magic, Detect Poison, Ghost Sound, Light, Mage Hand, Message, Prestidigitation, 1: Burning Hands, Mage Armor, Magic Missile, True Strike, 2: Invisibility, Scorching Ray, 3: Fireball All of Sulana's spells are cast as if "Maximize Spell" has been applied to them, except it doesn't cost her a full-round action to do this nor does it cost her a higher level slot. However, every time she uses her magic, it has the side effect of an animate dead spell, unless it's a cantrip. For every level of the spell she casts, a zombie is animated within a day. Thus when she casts fireball, three zombies are animated.

Encounter Six – Dangers on the Path

A day passes and you make it out of the Darkwood Forest without incident and start traveling the long, winding road towards Amthydor. All of a sudden, three males and three females jump out from behind the bushes on the side of the road. One of the men smiles devilishly at your group and responds, "Well, looks like we have some heavily burdened travelers. If you would be so kind as to give us your gold and jewelry, we'll eliminate you of that burden."

The rogue is doing the talking. The bandits are ready for combat. If the PCs do anything suspicious, roll initiative. These thieves are only interested in gold and jewelry. If the PCs hand over all their gold and jewelry, the thieves will thank them and let them be on their way.

If combat erupts, don't feel the need to pull punches. This is supposed to be a very difficult and challenging combat. Don't go out of your way to kill any PCs. However, if you roll a critical hit which kills a PC, that's life in the Shining Jewel.

The purpose of this combat is to challenge the PCs, make them fear for their lives and to possibly demonstrate what happens when Sulana uses her magic. The bandits in this encounter have been created to be challenging and difficult. At no point, will any of the thieves attack Sulana unless she initiates hostile action. As far as they know, she is just a girl. Sulana will be hesitant to use any of her magic to help the PCs, but you can have the PCs make diplomacy checks to convince her to use her magic earlier in the combat, if you want. If Sulana uses her magic, you want to make sure at least one PC is conscious to see it. If Sulana uses her magic, try to use language to give a hint that the spell is cast as "maximized". For instance, if she casts a fireball, you could describe it as the following "You've heard rumors of fire spells that can eliminate mass amounts of people in one blow, but the flames that came from Sulana surrounded the enemy and surrounded every inch of their body in blazing red heat, causing their whole body to become charred after the spell dissipated."

If the PCs are doing well with the combat, you might want to have her use her magic anyway.

Maybe she casts “mage armor” or “invisibility” on herself, because one of the bad guys is getting too close to her. If the combat with the thieves went well, and Sulana used one of her spells, you might have one of the thieves’ dead bodies animate within a minute upon the conclusion of the combat. Just so the PCs can see the immediate effects of Sulana’s magic, and give them one last encounter. Treat the zombie as a normal MM zombie for combat purposes. If the combat went bad, you might describe a crackling black energy that is surrounding one or more of the dead bodies. (A knowledge religion check DC 10 or Spellcraft DC 18) will let the PC know that this body will animate in XX amount of time (You set the time, as the GM) and the body needs to be destroyed before it animates. In either case, have the crackling black energy effect appear immediately after Sulana casts her spell.

If Sulana’s spells kill one or more bodies, then those bodies are eligible to be animated. If there are no bodies eligible to be animated, then have a dead bird near the scene start to display the crackling black energy.

The wizard and cleric may have “pre-cast spells”. These “pre-cast spells” are under the assumption that the wizard’s raven familiar goes unnoticed by the party, as its scouting ahead to alert the wizard and his friends of possible juicy targets on the road to rob. Use the following guidelines for this combat based on the total levels of PCs.

Levels 3-8 (APL 1)

Levels 9-14 (APL 2)

Levels 15-20 (APL 3)

Level 21-24 (APL 4)

See Appendix I.

Conclusion

The PCs make it to Amthydor without any more incidents. The PCs must now make a choice. Do they disclose Rafael’s use of magic on Ariela? There is no boxed text in this section as there are many different avenues the PCs can approach in resolving this situation. Most likely they will bring Sulana to Rafael and not disclose his secret

to anyone. This isn’t necessary the best option, just the most likely option.

If the PCs do not reveal Rafael’s secret, Rafael will reward the PCs. If the PCs reveal Rafael’s secret to Tarak, Tarak will reward the PCs and they will earn the scorn of Rafael. If the PCs reveal Rafael’s secret, but not to Tarak, they will still get the reward from an appreciative Tarak who will find out about that they disclosed his secret, along with Rafael’s Scorn (certed).

The PCs can find Tarak at his home. They will need to wait about 15 minutes for Tarak, as he’s in the middle of composing a song and won’t be interrupted, no matter what. One of the servants will inform the PCs about the situation and will let the PCs know that Master Olivera will not let anyone or anything interrupt him while he is composing.

When Tarak is done, Tarak will greet the PCs in the guest room and be appreciative of the info, if the PCs reveal about Rafael’s secret. If the PCs don’t disclose anything, Tarak will be a bit suspicious (Tarak has pretty good sense motive and bluff), and try to see if he can pry it out of them. If that doesn’t work, Tarak will politely thank them and escort them out.

The PCs can find Rafael at the LotS. Fimdoodle will not be at the reception desk. The PCs will get an audience with Rafael in about 20 minutes, as Rafael is resolving a crisis at the LotS involving two apprentice sorcerers who claim that the other is sabotaging their efforts to learn magic. Rafael will send Krazac to the PCs to ask them to be patient as he is performing LotS duties that he cannot be interrupted from and he will be with them in about half an hour.

Rafael will meet the PCs in his office once more. If Sulana is with the PCs, Rafael will politely smile at his daughter, but a Sense Motive of DC 15 will reveal that this cool, collected and calm person clearly doesn’t know what to do from here. Sulana will still continue to show dislike toward her father, acting disobediently, and yelling angrily toward her father. But despite her dislike of her father, Sulana clearly understands that she needs help, although she is not sure she needs HIS help.

Allow the players to assist in convincing her if they want to.

If the PCs question Rafael about how he treated Ariela, Rafael will just shrug, seemingly unbothered by the accusations. Rafael will express a small bit of guilt toward what happened with the nymph, saying that it was clearly it was a mistake of “youth”.

Ask each player, out of character, if they have any intention of going to Tarek or otherwise telling Rafael’s dark secret to anyone else. This is between the players and the judge, not the NPCs. If they all agree to keep quiet, continue with the payments. If anyone plans to betray Rafael, have that player roll an opposed Bluff check and consult the second Will save the player rolled before the game. ONLY if the PC passes both checks, they successfully fool Rafael.

Assuming no one plans to betray him, Rafael will thank the PCs for their efforts and reward them appropriately. If any PC has any ideas of getting rewards from both Tarak and Rafael, it isn’t likely going to happen. Rafael’s Sense Motive +18 should be able to overcome a PC’s bluff. In addition, Rafael has cast *detect thoughts* (DC 20 Will save) before the PCs entered the room, and has chosen to “suppress it” at this moment. But if the PCs try and get greedy, have him freely use the “Detect Thoughts” and the “Mindread” ability, assuming he fails the Sense Motive check. There is a lot at stake and he is going to go the extra mile to be certain the PCs will not betray him. Even if Rafael fails the Sense Motive, his ranks in that skill are enough for him to be suspicious of the PCs, even if they out bluff him. If the PCs can get by his Sense Motive, Mindread and Detect Thoughts then they deserve to get BOTH sets of rewards, along with Rafael’s scorn.

A few days later the PC will receive a brief thank you note from either Rafael or Tarak. The note will be signed “Counselor Rafael Silvermoon, Chapter of Conjoiners” or “Counselor Tarak Olivera, Chapter of Conjoiners”.

THUS ENDS “CHILD OF BEAUTY”

DAY UNIT COST: 10 DU.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 4

Defeating the hyena zombies 200 XP

Encounter 5

Successfully finding the exact location of Sulana and Ariela. 50 XP
Getting Sulana from Ariela 100 XP

Encounter 6

Defeating the Bandits 200 XP

Discretionary Roleplaying Award Up to 100 XP

Total Possible Experience: 650 XP

Treasure Summary

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

Encounter 6

Composite Longbow Str +1: This bow grants the user her damage bonus up to +1. A user whose Strength bonus is less than +1 takes a –2 penalty on attacks with the weapon. (*Value: 200 gp, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal*).

Composite Shortbow Str +1: This bow grants the user her damage bonus up to +1. A user whose Strength bonus is less than +1 takes a –2 penalty on attacks with the weapon. (*Value: 175 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal*).

APL 1

3 Chain Shirts (150), 2 Breastplates (200), 1 Heavy Steel Shield (10), 1 Greatsword (25), 1 Heavy

Mace (6), 2 Longswords (15), 1 Spiked Chain (12.5), 1 Rapier (10), 1 Dagger(1), 3 Composite Longbows (150), 2 Light Crossbows (35), 1 Composite Shortbow (37.5) , 60 Composite Longbow Arrows(1.5), 20 Composite Shortbow Arrows(0.5), 20 bolts (1), 48 gold.

Total gold: 693

APL 2-4

3 Chain Shirts (150), 2 Breastplates (200), 1 Heavy Steel Shield (10), 1 Masterwork Greatsword (175), 1 Masterwork Heavy Mace (156), 2 Longswords (15), 1 Masterwork Spiked Chain (162.5), 1 Masterwork Rapier (160), 1 Dagger (1), 3 Composite Longbows (150), 2 Light Crossbows (35), 1 Composite Shortbow (37.5), 80 arrows (4), 20 bolts (1), 90 gold.

Total gold: 1,347

Conclusion

The PC is eligible for one of the following rewards from Rafael or Tarak:

From Rafael (Each PC can choose one reward):

- Ring of Protection +1 (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).
- Handy Haversack (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 9th level caster, Legality: Legal).
- Horn of Fog (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).

From Tarak:

- Upgrade Cloak or Vest of Resistance from +1 to +2. This upgrade does not need to be used immediately. (Value: 3,000 gp, Size: N/A, Tradable: No, Rarity: N/A, 6th level caster, Legality: Legal).
- Upgrade any armor from +1 to +2 or add any of the following enhancements: Glamerd, Light Fortification (only to +1 armor), Slick, Shadow, Silent Moves. This upgrade does not need to be used

immediately. (Value: Various, Size: N/A, Tradable: No, Rarity: N/A, Various caster levels, Legality: Legal)

- Bracers of Armor Upgrade from +1 to +2. This upgrade does not need to be used immediately. (Value: 3,000 gp, Size: N/A, Tradable: No, Rarity: Common, 4th level caster, Legality: Legal).

Miscellaneous

- Ariela's Protector: By convincing Ariela to let you take her daughter back to Amthydor and taking her daughter's place, you have agreed to become her protector. In doing so, you must spend 270 DUs each year to serve as her protector. If you do not have enough DUs left to be her protector, you may borrow DUs from next year.

Since you are Ariela's protector, and she does not want any harm to come to you, Ariela agreed to loan you her leaf necklace during your service, which has caused your skin to become greenish in tint, thereby giving you a +2 natural armor bonus to AC.

In addition, spending so much time in the company of this beautiful and charismatic nymph has increased your self-confidence. Whenever you are in Ariela's company, you gain a +4 morale bonus to Charisma checks. Even when Ariela isn't around, spending time alone with the nymph has increased your self-confidence and you gain a +2 morale bonus to Charisma checks.

- Scorn of Rafael Silvermoon: You have chosen to break your word to Rafael and reveal that he used magic unethically. This has caused Rafael to not only lose the counselor position, but to be kicked out of the League of Thaumaturgical Study. Rafael remembers that you went back on your promise, and he will make sure that you remember this.

Player's Handout #1: The Invitation

Dear adventurer,

I am in need of those who can perform a small task for me. If you are getting this letter, then it is believed that you are capable of doing this simple task. I will explain more when we meet. If you are interested, you can find me at the League of Thaumaturgical Study. Do not mention anything about this invitation to anyone. Please see me at 2 bells past noon.

Rafael Silvermoon

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Player's Handout #1: The Invitation

Dear adventurer,

I am in need of those who can perform a small task for me. If you are getting this letter, then it is believed that you are capable of doing this simple task. I will explain more when we meet. If you are interested, you can find me at the League of Thaumaturgical Study. Do not mention anything about this invitation to anyone. Please see me at 2 bells past noon.

Rafael Silvermoon

Appendix I

Levels 3-8 (APL 1)

Barbarian: Female Human Barbarian 1, Medium-Size Humanoid (Human); HD 1d12+3; hp 15; Init +2 (1 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atk Greatsword +5 melee (2d6+4/19-20), Longbow +3 ranged (1d8/20, x3); Grapple +4; Face/Reach: 5/5 ft.; SA: fast movement, rage 1/day; SQ: none.; AL: CN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 14, Cha 10

Skills and Feats: Dodge, Weapon Focus (Greatsword), Jump +5, Listen +6, Survival +6, Tumble +2

Equipment: Chain Shirt, Greatsword, Composite Longbow, 20 arrows, 8 gold.

Cleric: Male Human Cleric 1, Medium-Size Humanoid (Human); HD 1d8+2; hp 10; Init +5 (1 Dex, Improved Init); Spd 20 ft.; AC 18 (+1 Dex, +2 shield, +5 armor); Atk Heavy Mace +1 melee (1d8+1/20, x2), Light Crossbow +1 ranged (1d8/19-20, x2); Grapple +1; Face/Reach: 5/5 ft.; SA: Spells; SQ: none ; AL: N; SV Fort +4, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 13, Wis 17, Cha 10

Skills and Feats: Combat Expertise, Improved Initiative, Bluff +4, Concentration +6, Hide -1, Spellcraft +5

Spells: Cleric Spells Prepared (3/3, save DC 13 + spell level): 0: Detect Magic, Guidance, Resistance (pre-cast, not included in saves.) 1:*Entropic Shield (pre-cast)*, Bless (pre-cast), Cure Light Wounds. Spontaneously casts evil spells. Domains: Luck and Trickery. Can reroll one d20, once per day. Bluff, Disguise and Hide are class skills.

Equipment: Breastplate, Heavy Mace, Longsword, Light Crossbow, Heavy Steel Shield, 10 bolts, 8 gold, Holy Symbol of Mask

Fighter: Female Human Fighter 1, Medium-Size Humanoid (Human); HD 1d10+3; hp 13; Init +1 (1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atk Spiked Chain +4 melee (2d4+4/x2), Longbow +2 ranged (1d8/20, x3); Grapple +4; Face/Reach: 5/5 ft.; SA: none SQ: none; AL: N; SV Fort +5, Ref +1, Will 0; Str 17, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain), Combat Expertise, Combat Reflexes, Climb +3, Intimidate +3, Jump +3, Ride +5,

Equipment: Breastplate, Spiked Chain, Composite Longbow, 20 arrows, 8 gold.

Ranger: Female Human Ranger 1, Medium-Size Humanoid (Human); HD 1d8+3; hp 11; Init +3 (1 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Longsword +2 melee (1d8+1/19-20, x2), Longbow +4 ranged (1d8+1/20, x3); Grapple +2; Face/Reach: 5/5 ft.; SA: Wild Empathy, Favored Enemy-Elf, SQ: none; AL: N; SV Fort +5, Ref +5, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8

Skills and Feats: Tracking, Point Blank Shot, Precise Shot, Handle Animal +3, Hide +5, Listen +5, Move Silently +5, Spot +5, Survival +5

Equipment: Chain Shirt, Longsword, Composite Longbow Str +1, 20 arrows, 8 gold.

Rogue: Male Human Rogue 1, Medium-Size Humanoid (Human); HD 1d6+2; hp 8; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Rapier +2 melee (1d6+2/18-20, x2), Shortbow +3 ranged (1d8+1/20, x3); Grapple +2; Face/Reach: 5/5 ft.; SA: Sneak attack +1d6, trapfinding; SQ: none; AL: CN; SV Fort +2, Ref +5, Will -1; Str 14, Dex 17, Con 14, Int 13, Wis 8, Cha 12

Skills and Feats: Combat Expertise, Improved Initiative, Balance +5, Bluff +5, Escape Artist +5, Hide +5, Listen +3, Move Silently +5, Search +5, Sense Motive +3, Spot +3, Tumble +5

Equipment: Chain Shirt, Rapier, Composite Shortbow Str +1, 20 arrows, 8 gold.

Wizard: Male Human Evoker 1, Medium-Size Humanoid (Human); HD 1d4+3; hp 7; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 17 (+3 Dex,+4 armor); Atk Dagger +0 melee (1d4/19-20, x2), Light Crossbow +3 ranged (1d8/19-20, x2); Grapple 0; Face/Reach: 5/5 ft.; SA: Spells; SQ: none ; AL: N; SV Fort +3, Ref +3, Will +2; Str 10, Dex 16, Con 16, Int 16, Wis 10, Cha 8

Skills and Feats: Scribe Scroll, Improved Initiative, Spell Focus (Enchantment), Decipher Script +7, Concentration +7, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (Local) +7, Spellcraft +7

Spells: Wizard Spells Prepared (4/3, save DC 13 + spell level): 0: *Flare*, *Daze*, *Ray of Frost*, *Acid Splash* 1:*Burning Hands*, *Mage Armor* (pre-cast), *Sleep*. Cannot cast illusion or transmutation.

Equipment: Dagger, Light Crossbow, 10 bolts, 8 gold.

Familiar: Raven, Tiny Magical Beast (Raven); HD 1d8; hp 3; Init +2 (1 Dex); Spd 10 ft (Fly 40 ft.); AC 15 (+2 Size, +2 Dex, +1 natural); Atk Claws +4 melee (1d2-5); Grapple -13; Face/Reach: 5/5 ft.; SA: none SQ: low-light vision; AL: N; SV Fort +2, Ref +4, Will +3; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills and Feats: Weapon Finesse, Listen +3, Spot +5

Levels 9-14 (APL 2)

Barbarian: Female Human Barbarian 2, Medium-Size Humanoid (Human); HD 2d12+6; hp 27; Init +2 (1 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atk Greatsword +7 melee (2d6+4/19-20), Longbow +4 ranged (1d8/20, x3); Grapple +5; Face/Reach: 5/5 ft.; SA: fast movement, rage 1/day, uncanny dodge; SQ: none; AL: CN; SV Fort +6, Ref +2, Will +2; Str 16, Dex 14, Con 16, Int 8, Wis 14, Cha 10

Skills and Feats: Dodge, Weapon Focus (Greatsword), Climb +2, Jump +6, Listen +7, Survival +7, Tumble +2

Equipment: Chain Shirt, Masterwork Greatsword, Composite Longbow, 20 arrows, 15 gold.

Cleric: Male Human Cleric 2, Medium-Size Humanoid (Human); HD 2d8+4; hp 18 ; Init +5 (1 Dex, Improved Init); Spd 20 ft.; AC 18 (+1 Dex, +2 shield, +5 armor); Atk Heavy Mace +3 melee (1d8+1/20, x2), Light Crossbow +2 ranged (1d8/19-20, x2); Grapple +2; Face/Reach: 5/5 ft.; SA: Spells ;SQ:none ; AL: N; SV Fort +5, Ref +1, Will +6; Str 12, Dex 12, Con 14, Int 13, Wis 17, Cha 10

Skills and Feats: Combat Expertise, Improved Initiative, Bluff +5, Concentration +7, Hide 0, Spellcraft +6

Spells: Cleric Spells Prepared (4/4, save DC 13 + spell level): 0: *Detect Magic*, *Guidance* (x2), *Resistance* (pre-cast, not included in saves.) 1:*Entropic Shield* (pre-cast), *Bless* (pre-cast), *Cure Light Wounds*, *Doom*. Spontaneously casts evil spells. Domains: Luck and Trickery. Can reroll one d20, once per day. Bluff, Disguise and Hide are class skills.

Equipment: Breastplate, Masterwork Heavy Mace, Longsword, Light Crossbow, Heavy Steel Shield, 10 bolts, 15 gold, Holy Symbol of Mask

Fighter: Female Human Fighter 2, Medium-Size Humanoid (Human); HD 2d10+6; hp 23; Init +1 (1 Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 armor); Atk Spiked Chain +7 melee (2d4+4/x2), Longbow +3 ranged (1d8/20, x3); Grapple +5; Face/Reach: 5/5 ft.; SA: none SQ: none; AL: N; SV Fort +6, Ref +1, Will 0; Str 17, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain), Combat Expertise, Combat Reflexes, Weapon Focus (Spiked Chain), Climb +4, Intimidate +4, Jump +4, Ride +6,

Equipment: Breastplate, Masterwork Spiked Chain, Composite Longbow, 20 arrows, 15 gold.

Ranger: Female Human Ranger 2, Medium-Size Humanoid (Human); HD 2d8+6; hp 20; Init +3 (1 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Longsword +3 melee (1d8+1/19-20, x2), Longbow +5 ranged (1d8+1/20, x3); Grapple +3; Face/Reach: 5/5 ft.; SA: Wild Empathy, Favored Enemy-Elf, SQ: none; AL: N; SV Fort +6, Ref +6, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8

Skills and Feats: Tracking, Point Blank Shot, Precise Shot, Rapid Shot, Handle Animal +4, Hide +6, Listen +6, Move Silently +6, Spot +6, Survival +6

Equipment: Chain Shirt, Longsword, Composite Longbow Str +1, 20 arrows, 15 gold.

Rogue: Male Human Rogue 2, Medium-Size Humanoid (Human); HD 2d6+4; hp 14; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Rapier +4 melee (1d6+2/18-20, x2), Shortbow +4 ranged (1d8+1/20, x3); Grapple +3; Face/Reach: 5/5 ft.; SA: Sneak attack +1d6, trapfinding, evasion; SQ: none; AL: CN; SV Fort +2, Ref +6, Will -1; Str 14, Dex 17, Con 14, Int 13, Wis 8, Cha 12

Skills and Feats: Combat Expertise, Improved Initiative, Balance +6, Bluff +6, Escape Artist +6, Hide +6, Listen +4, Move Silently +6, Search +6, Sense Motive +4, Spot +4, Tumble +6

Equipment: Chain Shirt, Masterwork Rapier, Composite Shortbow Str +1, 20 arrows, 15 gold.

Wizard: Male Human Evoker 2, Medium-Size Humanoid (Human); HD 2d4+6; hp 13; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 21 (+3 Dex, +4 shield, +4 armor); Atk Dagger +1 melee (1d4/19-20, x2), Light Crossbow +4 ranged (1d8/19-20, x2); Grapple 0; Face/Reach: 5/5 ft.; SA: Spells; SQ: none; AL: N; SV Fort +3, Ref +3, Will +3; Str 10, Dex 16, Con 16, Int 16, Wis 10, Cha 8

Skills and Feats: Scribe Scroll, Improved Initiative, Spell Focus (Enchantment), Decipher Script +8, Concentration +8, Knowledge (Arcana) +8, Knowledge (Geography) +8, Knowledge (Local) +8, Spellcraft +10

Spells: Wizard Spells Prepared (5/4, save DC 13 + spell level): 0: *Flare*, Daze, Ray of Frost, Acid Splash (x2) 1: *Burning Hands*, Shield (pre-cast), Mage Armor (pre-cast), Sleep. Cannot cast illusion or transmutation.

Equipment: Dagger, Light Crossbow, 10 bolts, 15 gold.

Familiar: Raven, Tiny Magical Beast (Raven); HD 2; hp 6; Init +2 (1 Dex); Spd 10 ft (Fly 40 ft); AC 15 (+2 Size, +2 Dex, +1 natural); Atk Claws +5 melee (1d2-5); Grapple -12; Face/Reach: 5/5 ft.; SA: none SQ: low-light vision; AL: N; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills and Feats: Weapon Finesse, Listen +3, Spot +5

Levels 15-20 (APL 3)

Barbarian: Female Human Barbarian 3, Medium-Size Humanoid (Human); HD 3d12+9; hp 39; Init +2 (1 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atk Greatsword +8 melee (2d6+4/19-20), Longbow +5 ranged (1d8/20, x3); Grapple +6; Face/Reach: 5/5 ft.; SA: fast movement, rage 1/day, uncanny dodge, trap sense +1; SQ: none; AL: CN; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 16, Int 8, Wis 14, Cha 10

Skills and Feats: Dodge, Weapon Focus (Greatsword), Power Attack, Jump +7, Listen +8, Survival +8, Tumble +3

Equipment: Chain Shirt, Masterwork Greatsword, Composite Longbow, 20 arrows, 22 gold.

Cleric: Male Human Cleric 3, Medium-Size Humanoid (Human); HD 3d8+6; hp 26; Init +5 (1 Dex, Improved Init); Spd 20 ft.; AC 20 (+1 Dex, +2 shield, +7 armor); Atk Heavy Mace +4 melee (1d8+1/20,

x2), Light Crossbow +3 ranged (1d8/19-20, x2); Grapple +3; Face/Reach: 5/5 ft.; SA: Spells; SQ: none; AL: N; SV Fort +5, Ref +2, Will +6; Str 12, Dex 12, Con 14, Int 13, Wis 17, Cha 10

Skills and Feats: Combat Expertise, Improved Initiative, Improved Feint, Bluff +6, Concentration +8, Hide -2, Spellcraft +7

Spells: Cleric Spells Prepared (4/4/2, save DC 13 + spell level): 0: Detect Magic, Guidance (x2), Resistance (pre-cast, not included in saves.) 1: *Entropic Shield* (pre-cast), Bless (pre-cast), Cure Light Wounds, Doom. 2: *Invisibility*, Bull's Strength (pre-cast on fighter). Spontaneously casts evil spells. Domains: Luck and Trickery. Can reroll one d20, once per day. Bluff, Disguise and Hide are class skills.

Equipment: Half-Plate Armor, Masterwork Heavy Mace, Longsword, Light Crossbow, Heavy Steel Shield, 10 bolts, 22 gold, Holy Symbol of Mask

Fighter: Female Human Fighter 3, Medium-Size Humanoid (Human); HD 3d10+9; hp 33; Init +1 (1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +7 armor); Atk Spiked Chain +8 melee (2d4+4/x2), Longbow +4 ranged (1d8/20, x3); Grapple +6; Face/Reach: 5/5 ft.; SA: none SQ: none; AL: N; SV Fort +6, Ref +2, Will +1; Str 17, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain), Combat Expertise, Combat Reflexes, Weapon Focus (Spiked Chain), Improved Disarm, Climb +3, Intimidate +5, Jump +3, Ride +7,

Equipment: Half-Plate Armor, Masterwork Spiked Chain, Composite Longbow, 20 arrows, 22 gold.

Ranger: Female Human Ranger 3, Medium-Size Humanoid (Human); HD 3d8+9; hp 29; Init +3 (1 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Longsword +4 melee (1d8+1/19-20, x2), Longbow +7 ranged (1d8+1/20, x3); Grapple +4; Face/Reach: 5/5 ft.; SA: Wild Empathy, Favored Enemy-Elf, SQ: none; AL: N; SV Fort +5, Ref +5, Will +1; Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 8

Skills and Feats: Tracking, Point Blank Shot, Precise Shot, Rapid Shot, Endurance, Diehard, Handle Animal +5, Hide +7, Listen +7, Move Silently +7, Spot +7, Survival +7

Equipment: Chain Shirt, Longsword, Composite Longbow Str +1, 20 arrows, 22 gold.

Rogue: Male Human Rogue 3, Medium-Size Humanoid (Human); HD 3d6+6; hp 20; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Rapier +5 melee (1d6+2/18-20, x2), Shortbow +6 ranged (1d8+1/20, x3); Grapple +4; Face/Reach: 5/5 ft.; SA: Sneak attack +2d6, trapfinding, evasion, trap sense +1; SQ: none; AL: CN; SV Fort +3, Ref +6, Will 0; Str 14, Dex 17, Con 14, Int 13, Wis 8, Cha 12

Skills and Feats: Combat Expertise, Improved Initiative, Improved Feint, Balance +7, Bluff +7, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Search +7, Sense Motive +5, Spot +5, Tumble +7

Equipment: Chain Shirt, Masterwork Rapier, Composite Shortbow +1 Str, 20 arrows, 30 gold.

Wizard: Male Human Evoker 3, Medium-Size Humanoid (Human); HD 3d4+9; hp 28; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 21 (+3 Dex, +4 shield, +4 armor); Atk Dagger +1 melee (1d4/19-20, x2), Light Crossbow +4 ranged (1d8/19-20, x2); Grapple 0; Face/Reach: 5/5 ft.; SA: Spells; SQ: none; AL: N; SV Fort +4, Ref +4, Will +3; Str 10, Dex 16, Con 16, Int 16, Wis 10, Cha 8

Skills and Feats: Scribe Scroll, Improved Initiative, Spell Focus (Enchantment), Spell Focus (Evocation), Decipher Script +9, Concentration +9, Knowledge (Arcana) +9, Knowledge (Geography) +9, Knowledge (Local) +9, Spellcraft +11

Spells: Wizard Spells Prepared (5/4/3, save DC 13 + spell level): 0: *Flare* (x2), Daze, Ray of Frost, Acid Splash 1: *Burning Hands*, Shield (pre-cast), Mage Armor (pre-cast), Magic Missile. 2: *Scorching Ray*

(MoF spell), Glitterdust, False Life (pre-cast for 9 hp, included in above stat block.) Cannot cast illusion or transmutation.

Equipment: Dagger, Light Crossbow, 10 bolts, 22 gold.

Familiar: Raven, Tiny Magical Beast (Raven); HD 3; hp 14; Init +2 (1 Dex); Spd 10 ft (Fly 40 ft); AC 16 (+2 Size, +2 Dex, +2 natural); Atk Claws +5 melee (1d2-5); Grapple -12; Face/Reach: 5/5 ft.; SA: none
SQ: low-light vision; AL: N; SV Fort +2, Ref +4, Will +4; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills and Feats: Weapon Finesse, Listen +3, Spot +5

Level 21-24 (APL 4)

Barbarian: Female Human Barbarian 3, Medium-Size Humanoid (Human); HD 4d12+12; hp 51; Init +2 (1 Dex); Spd 40 ft.; AC 16 (+2 Dex, +4 armor); Atk Greatsword +9 melee (2d6+4/19-20), Longbow +7 ranged (1d8/20, x3); Grapple +7; Face/Reach: 5/5 ft.; SA: fast movement, rage 2/day, uncanny dodge, trap sense +1; SQ: none; AL: CN; SV Fort +7, Ref +3, Will +3; Str 17, Dex 16, Con 14, Int 8, Wis 14, Cha 10

Skills and Feats: Dodge, Weapon Focus (Greatsword), Power Attack, Climb +2, Jump +8, Listen +9, Survival +9, Tumble +3

Equipment: Chain Shirt, Masterwork Greatsword, Composite Longbow, 20 arrows, 30 gold.

Cleric: Male Human Cleric 4, Medium-Size Humanoid (Human); HD 4d8+8; hp 34; Init +5 (1 Dex, Improved Init); Spd 20 ft.; AC 21 (+1 Dex, +2 shield, +8 armor); Atk Heavy Mace +5 melee (1d8+1/20, x2), Light Crossbow +4 ranged (1d8/19-20, x2); Grapple +3; Face/Reach: 5/5 ft.; SA: Spells; SQ: none; AL: N; SV Fort +6, Ref +2, Will +8; Str 12, Dex 12, Con 14, Int 13, Wis 18, Cha 10

Skills and Feats: Combat Expertise, Improved Initiative, Improved Feint, Bluff +7, Concentration +9, Hide 0, Spellcraft +8

Spells: Cleric Spells Prepared (5/5/3, save DC 14 + spell level): 0: Detect Magic, Detect Poison Guidance (x2), Resistance (pre-cast, not included in saves.) 1: *Entropic Shield* (pre-cast), Bless (pre-cast), Cure Light Wounds, Doom, Bane. 2: *Invisibility*, Bull's Strength x2 (pre-cast on fighter and barbarian). Spontaneously casts evil spells. Domains: Luck and Trickery. Can reroll one d20, once per day. Bluff, Disguise and Hide are class skills.

Equipment: Full Plate Armor, Masterwork Heavy Mace, Longsword, Light Crossbow, Heavy Steel Shield, 10 bolts, 30 gold, Holy Symbol of Mask

Fighter: Female Human Fighter 4, Medium-Size Humanoid (Human); HD 4d10+12; hp 43; Init +1 (1 Dex); Spd 20 ft.; AC 19 (+1 Dex, +8 armor); Atk Spiked Chain +10 melee (2d4+6/x2), Longbow +5 ranged (1d8/20, x3); Grapple +8; Face/Reach: 5/5 ft.; SA: none SQ: none, AL: N; SV Fort +7, Ref +2, Will +1; Str 18, Dex 12, Con 16, Int 13, Wis 10, Cha 8

Skills and Feats: Exotic Weapon Proficiency (Spiked Chain), Combat Expertise, Combat Reflexes, Weapon Focus (Spiked Chain), Improved Disarm, Improved Trip, Climb +6, Intimidate +6, Jump +6, Ride +8,

Equipment: Full Plate Armor, Masterwork Spiked Chain, Composite Longbow, 20 arrows, 30 gold.

Ranger: Female Human Ranger 4, Medium-Size Humanoid (Human); HD 4d8+12; hp 38; Init +3 (1 Dex); Spd 30 ft.; AC 17 (+3 Dex, +4 armor); Atk Longsword +5 melee (1d8+1/19-20, x2), Shortbow +8 ranged (1d8+1/20, x3); Grapple +5; Face/Reach: 5/5 ft.; SA: Wild Empathy, Favored Enemy-Elf, Animal Companion, Spells, SQ: none; AL: N; SV Fort +6, Ref +6, Will +1; Str 12, Dex 17, Con 16, Int 8, Wis 12, Cha 8

Skills and Feats: Tracking, Point Blank Shot, Precise Shot, Rapid Shot, Endurance, Diehard, Handle Animal +6, Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Spells: 1: Entangle (DC 12)

Equipment: Chain Shirt, Longsword, Composite Longbow Str +1, 20 arrows, 30 gold.

Animal Companion: Wolf, Medium-Size Animal (Wolf); HD 2d8+4; hp 13; Init +2 (1 Dex); Spd 50 ft.; AC 14 (+2 Dex, +2 natural); Atk Bite +3 melee (1d6+1); Grapple +2; Face/Reach: 5/5 ft.; SA: Trip SQ: low-light vision, scent; AL: N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills and Feats: Tracking, Weapon Focus (bite), Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +

Tricks: Attack, Attack Unnatural, Guard

Rogue: Male Human Rogue 4, Medium-Size Humanoid (Human); HD 4d6+8; hp 26; Init +8 (1 Dex, Improved Init); Spd 30 ft.; AC 18 (+4 Dex, +4 armor); Atk Rapier +6 melee (1d6+2/18-20, x2), Shortbow +8 ranged (1d8+1/20, x3); Grapple +4; Face/Reach: 5/5 ft.; SA: Sneak attack +2d6, trapfinding, evasion, trap sense +1, uncanny dodge; SQ: none; AL: CN; SV Fort +3, Ref +8, Will 0; Str 14, Dex 18, Con 14, Int 13, Wis 8, Cha 12

Skills and Feats: Combat Expertise, Improved Initiative, Improved Feint, Balance +9, Bluff +7, Escape Artist +9, Hide +9, Listen +5, Move Silently +9, Search +7, Sense Motive +5, Spot +5, Tumble +9

Equipment: Chain Shirt, Masterwork Rapier, Composite Shortbow +1 Str, 20 arrows, 30 gold.

Wizard: Male Human Evoker 4, Medium-Size Humanoid (Human); HD 4d4+12; hp 34; Init +7 (1 Dex, Improved Init); Spd 30 ft.; AC 21 (+3 Dex, +4 shield, +4 armor); Atk Dagger +2 melee (1d4/19-20, x2), Light Crossbow +5 ranged (1d8/19-20, x2); Grapple 0; Face/Reach: 5/5 ft.; SA: Spells; SQ: none; AL: N; SV Fort +4, Ref +4, Will +4; Str 10, Dex 16, Con 16, Int 17, Wis 10, Cha 8

Skills and Feats: Scribe Scroll, Improved Initiative, Spell Focus (Enchantment), Spell Focus (Evocation), Decipher Script +10, Concentration +10, Knowledge (Arcana) +10, Knowledge (Geography) +10, Knowledge (Local) +10, Spellcraft +12

Spells: Wizard Spells Prepared (5/5/4, save DC 13 + spell level): 0: *Flare* (x2), *Daze*, *Ray of Frost*, *Acid Splash* 1: *Burning Hands*, *Shield* (pre-cast), *Mage Armor* (pre-cast), *Magic Missile* (x2). 2: *Scorching Ray*, *Glitterdust*, *Web*, *False Life* (pre-cast for 9 hp, included in above stat block.) Cannot cast illusion or transmutation.

Equipment: Dagger, Light Crossbow, 10 bolts, 30 gold.

Familiar: Raven, Tiny Magical Beast (Raven); HD 3; hp 17; Init +2 (1 Dex); Spd 10 ft (Fly 40 ft); AC 16 (+2 Size, +2 Dex, +2 natural); Atk Claws +6 melee (1d2-5); Grapple -11; Face/Reach: 5/5 ft.; SA: none SQ: low-light vision; AL: N; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills and Feats: Weapon Finesse, Listen +3, Spot +5

Critical Event Summary: Child of Beauty

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

1. Did the heroes disclose Rafael's dark secret?

Yes No

2. If "Yes", who did the PCs disclose Rafael's dark secret to?

Tarak Guildmaster's Office Other _____

3. How did the heroes get Sulana to come with them?

Diplomacy Staying as Ariela's protector. Bribery
Killing Ariela (In their wildest dreams!)

4. Did Ariela stay in the Darkwood Forest?

Yes No

5. Did Sulana need to help the PCs against the bandits?

Yes No

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

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@Amthydor.com.

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsj-roster@ucc-online.com.



Roster of Heroes: Child of Beauty

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Player Name: _____ Home State: _____
 E: Mail address: _____ (optional)
 Hero's Name: _____ Sex: _____
 Class: _____ Level: _____ Region/City: _____
 Str: _____ Dex: _____ Con: _____ Int: _____ Wis: _____ Chr: _____
 Special items or comments: _____
 Gained a level _____ Out of Play _____ Dead: _____ Lost level(s) _____

Please send completed form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202, or e-mail to lsj-plots@Amthydor.com.

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