



A UCC SPONSORED CAMPAIGN

Diplomacy Made Easy

The Dark Tome Saga - Part Three

**By Jay Fisher
and the Universe Construction Company**

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

You have been assigned to support the Amthydoran diplomatic endeavors to Jadenpur, a northern city in the Free Lands that not only administrated by adventurers, but is more chaotic to boot. A simple trade agreement is all that is needed. What could go wrong? A one-round LSJ adventure for heroes of levels 1-6.

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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.

LSJGM 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).

Since this event has multiple undead encounters, special attention should be given to the ATL at which you run this event. If you have a party with no one capable of turning undead, you might need to lower the ATL by 1. If they have more than one PC capable of turning undead, you might need to raise the ATL by 1. Use your best judgment.

-Adventure Background-

The great Chaldean Empire was founded many thousands of years ago. The first emperor had a vision of a land where all of its people served the community and their empire, and they were served in return. What benefited one, benefited all. The Empire continued to grow until it spanned many continents and gave birth to many cities. Amthydor was one of the last cities founded before the Fall of the Chaldean Empire. The fall didn't happen from without, but from within. It is unsure exactly how the Empire went wrong. Many supposed there was outside influence involved, but nothing could be proven. It was the Cup of Discord. It is unsure as to where this artifact originated, although it was originally presented as a Cup of Peace. Even Illudra claims no part in the Cup, though she laughs every time she sees it gets used. A few even think that Oblivion had a hand in its creation, but you just don't go up to Oblivion and ask pointed questions. ☺

Of all the imperial colonies, only Amthydor remains as it was at their height of the empire, the others having been divided, conquered or lost to time.

Now, fast-forward to the present. It is spring and time for negotiations to be renewed in Jadenspur. But there is civil unrest in the city and Lord Perrault has requested the Shining Jewel to send people to help with the investigation.

Introduction – The PCs arrive in Jadenspur. Right away they get enmeshed in the domestic problems. The PCs have a choice on whether or not they want to get involved (at this point).

Encounter 1 – The PCs decide to get into the thick of things and join in on the bar brawl. There are a few possible results to this encounter depending on how quickly the PCs can dispatch the brawlers prior to the arrival of the City Watch.

Encounter 2 – The PCs avoid the bar brawl and decide to report it to the City Watch. But low and behold, they are already on their way!.

Encounter 3 – The PCs go meet with the Amthydor Ambassador in the Embassy Quarter. They learn of the problems that the city is having

and that it's also having a negative affect of current negotiations.

Encounter 4 – The PCs have been jailed. If the PCs are open to who they are and why they are in Jadenspur, the Amthydor Ambassador will bail the group out of Jail.

Encounter 5 – PCs go to the City Watch HQ to investigate the strange happening.

Encounter 6 – PCs go to the Temple of Destine. They could possibly learn that should the evil remain unchecked, very bad things will happen to both Jadenspur AND Amthydor.

Encounter 7 – PCs go to the Temple of Emerys and learn that the object in question that is causing all the problems is called The Cup of Discord. And it has some significant long-term legends associated with it as well.

Encounter 8 – PCs go to the Port Quarter and meet with the Harbormaster. There they learn how the Cup of Discord got into the city and who the item was originally pedaled to.

Encounter 9 – PCs report back to Lord Perrault, the Amthydor Ambassador. If they report too late, he will have already left for his negotiations.

Encounter 10 – Now that the PCs know what they are looking for, they track down the Cup. But someone doesn't want to give it up. Final encounter.

Epilogues – Various endings depending on the choices the PCs had made throughout the adventure.

- Introduction -

Trade agreements are the lifeblood of any city. With the coming of spring, the time for renewed negotiations with Jadenspur is at hand. The travel to the city is pleasant enough, though those not used to sea travel found themselves queasy and ill-at-ease by the time they reached the end of the trip. But not you. For you are adventurers that have the ability to solve problems of GIANT

proportions. Adventurers that leave no Noble unburned and no undead unturned. When dire emergencies emerge, you are called. And now you find yourselves in . . . Jadenpur. Though hyped up as an assignment of great importance, the further you travel away from Amthydor does it seem more and more like a milk-run. But for 150 gold crowns and all lodgings taken care of, why not see what's beyond the walls of the Shining Jewel for a change.

The walk from the ship seems pleasant enough. The sky is nice and clear, though the temperature is slightly chillier than what you are used to in Amthydor. But you discover that you are afflicted by the universal pains of travel . . . hunger. Checking in with the Amthydoran consulate can wait, for now it is time to eat.

After gathering a couple of recommendations from a few of the locals, you are directed to a nice upper-class inn. The Laughing Lady is said to be a luxurious establishment featuring potent liquors, exotic cuisine, and unsurpassed entertainment from all around the Free Lands.

But you realize that the entertainment must be in "full swing" as the door is opened . . . and you quickly try to avoid the barrage of mugs and utensil thrown in your direction . . .

Unbeknownst to the PCs, they walked in the middle of what appears to be a barroom brawl. Have the PCs roll a Reflex Save (DC 18) in an attempt to avoid the oncoming missiles. A mug or any flatware piece will only cause 1 hp of damage. No weapons have been drawn (yet) in this fight.

Everyone should now roll a Will Save (DC 12) or be compelled to enter the battle. If even one person misses his save, Goto Encounter 1.

The PCs have a few choices:

1. Join the fight and try to subdue the combatants (**GOTO ENCOUNTER 1**),
2. Leave the Inn and get the local City Watch (**GOTO ENCOUNTER 2**),
3. Go to the Amthydoran Consulate (**GOTO ENCOUNTER 3**).

If the PCs don't know exactly which way to go, prod them in a direction.

- Encounter One - Brawl's Well that Ends Well

The PCs enter the "field of battle." Whether it be to try and subdue the combatants before anyone gets seriously hurt or for their own motives of if they were compelled to fight as well, it doesn't really matter. No amount of *Bluff*, *Intimidate*, or *Diplomacy* will alleviate the tensions in the room. This fight must burn itself out or be stopped by force.

When the PCs arrive, the brawl will have already been going for about 5-10 minutes now. So the City Watch will arrive on Round 7 to break things up.

PCs under the influence will fight until there are no more opponents. Then allow them an addition Will Save (DC 12) to shake the influence. If the PCs fails again, they will continue to fight his own party members until he/she is restrained or 1d4 rounds have passed.

NOTE: Weapons will not be drawn unless the PCs do so first.

ATL 1

Commoners (6), Male Human Com1: Medium Humanoid ; HD 1d4+2(Commoner) ; hp 6; Init +3; Spd 30; AC:15 (Flatfooted:12 Touch:13); Atk +1 base melee, +3 base ranged; -7/-11 (1d8+1, Longsword; 1d3, Unarmed strike); AL N; SV Fort +2, Ref +3, Will +2; STR 13, DEX 16, CON 15, INT 13, WIS 14, CHA 12.

Skills: Climb +3, Handle Animal +5, Heal +4, Jump +3, Listen +6, Profession (Lumberjack) +4, Spot +6, Survival +4, Swim +3.

Feats: Athletic, Self-Sufficient.

Possessions: Weapons: Longsword (15 gp).
Armor: Leather (10 gp).

ATL 3

Commoners (8), Male Human Com2: Medium Humanoid ; HD 2d4+4(Commoner) ; hp 11; Init +3; Spd 30; AC:15 (Flatfooted:12 Touch:13); Atk +2 base melee, +4 base ranged; -6/-10 (1d8+1, Longsword; 1d3, Unarmed strike); AL N; SV Fort

+2, Ref +3, Will +2; STR 13, DEX 16, CON 15, INT 13, WIS 14, CHA 12.

Skills: Climb +3, Craft (Carpentry) +1, Handle Animal +5, Heal +4, Jump +3, Listen +6, Profession (Lumberjack) +6, Spot +6, Survival +4, Swim +3.

Feats: Athletic, Self-Sufficient.

Possessions: Weapons: Longsword (15 gp).
Armor: Leather (10 gp).

ATL 5

Commoners (8), Male Human Com4: Medium Humanoid ; HD 4d4+8(Commoner) ; hp 20; Init +3; Spd 30; AC:15 (Flatfooted:12 Touch:13); Atk +3 base melee, +5 base ranged; -5/-9 (1d8+1, Longsword; 1d3, Unarmed strike); AL N; SV Fort +3, Ref +4, Will +3; STR 13, DEX 16, CON 15, INT 13, WIS 14, CHA 12.

Skills: Climb +5, Craft (Carpentry) +1, Handle Animal +5, Heal +4, Jump +3, Listen +6, Profession (Lumberjack) +6, Sense Motive +3, Spot +8, Survival +4, Swim +3, Use Rope +5.

Feats: Athletic, Dodge, Self-Sufficient.

Possessions: Weapons: Longsword (15 gp).
Armor: Leather (10 gp).

ATL 7

Commoners (8), Male Human Com6: Medium Humanoid ; HD 6d4+12(Commoner) ; hp 27; Init +3; Spd 30; AC:15 (Flatfooted:12 Touch:13); Atk +4 base melee, +6 base ranged; -4/-8 (1d8+1, Longsword; 1d3, Unarmed strike); AL N; SV Fort +4, Ref +5, Will +4; STR 13, DEX 16, CON 15, INT 13, WIS 14, CHA 12.

Skills: Balance +7, Climb +7, Craft (Carpentry) +1, Escape Artist +5, Handle Animal +5, Heal +4, Jump +3, Listen +6, Profession (Lumberjack) +6, Sense Motive +3, Spot +8, Survival +4, Swim +3, Use Rope +7.

Feats: Agile, Athletic, Dodge, Self-Sufficient.

Possessions: Weapons: Longsword (15 gp).Armor: Leather (10 gp).

- Should the City Watch arrive while the fighting is going on, everyone will be hauled down to jail by the arriving troops. The PCs can resist, of course. Use the City Watch statistics (below) and beat the PCs senseless. If the PCs are cooperative

or has been defeated, **GOTO ENCOUNTER 4.**

- If the PCs manage to quiet things down before the City Watch arrives, then the guards will ask questions . . . taking statements and information from both the PCs and the owner. The owner will speak on behalf of the PCs so that they will not be taken to jail along with the obvious offenders.

ALL ATLS

Watch Commander, Male Human Ftr9: Medium Humanoid ; HD 9d10+18(Fighter); hp 72; Init +5; Spd 20; AC:23 (Flatfooted:22 Touch:11); Atk +12 base melee, +10 base ranged; +10 (1d10+6, +1 Sword, bastard); +7 (1d10+1, +1 Crossbow, heavy); AL LG; SV Fort +8, Ref +4, Will +4; STR 17, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: +1 Sword, bastard (2,335 gp); +1 Crossbow, heavy (2,350 gp).
Armor: +1 Full plate (2,650 gp). Shields: +1 Shield, heavy steel (1,170 gp).

City Watch (11), Male Human Ftr6: CR 6;Medium Humanoid ; HD 6d10+12(Fighter); hp 49; Init +5; Spd 20; AC:22 (Flatfooted:21 Touch:11); Atk +9 base melee, +7 base ranged; +7 (1d10+5, Sword, bastard, Masterwork); +3 (1d10, Crossbow, heavy); AL NG; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +1, Handle Animal +4, Intimidate +4, Jump -6, Ride +7, Swim -15.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp). Armor: +1 Full plate (2,650 gp). Shields: Shield, heavy steel (20 gp).

The Watch Commander will also have a bunch of questions for the PCs.

- *Who Are you?*
- *Where are you from?*
- *What do you do? (occupation)*
- *How did you come to be here?*
- *When did you arrive?*
- *How long do you plan to stay?*
- *What is your business in Jadenpur?*
- *What information can you give me about the fight that happened here today?*

If there were any fatalities, the Watch Commander will be almost belligerent to the PCs during his questioning. When all questions have been answered to satisfaction, continue on.

The Watch Commander motions to his troops. “Okay, haul away this garbage. We’ll process them at HQ once they become conscious.”

He then turns to you. “Take special care that we don’t meet in similar circumstances. While you may have quelled this brawl, it wasn’t your place to do so. You got lucky. Had we found you in the midst of things, ALL of you would have been hauled down to the jailhouse and not just the trash my men just took out. And next time, we might be so . . . cordial,” he says as he gives you a somewhat forced, tight grin.

As you start towards the exit, the Watch Commander says one more thing. “Oh, welcome to Jasenspur.”

➤ GOTO ENCOUNTER 3

~ Encounter Two ~
Watch What You are Doing

With such an inviting welcome, you backpedal slightly and allow the door to the Laughing Lady to close. This is not your fight and this looks like a job for the local authorities. After asking a couple of the townspeople that pass by your

position, you discern the location of the Jadenpur City Watch Headquarters and set out in that direction.

But about halfway there, you encounter a dozen men clad in armor heading briskly in your direction. Seeing you approaching them, the Watch Commander signals his troops to halt. You can tell that he is in a bit of a hurry.

The City Watch has already been notified of the brawl and is on their way there to quell the disturbance. But the Watch Commander and his troops are suspicious of the PCs. They are aware how certain individuals that travel together in a manner that the PCs depict would spell “Adventurers.” The Commander asks the PCs a few pointed and direct questions.

- *Who Are you?*
- *Where are you from?*
- *What do you do? (occupation)*
- *How did you come to be here?*
- *When did you arrive?*
- *How long do you plan to stay?*
- *What is your business in Jadenpur?*
- *What information can you give me about the fight that happened here today?*

When the questioning is complete, the Watch Commander will continue.

The Watch Commander nods. “Good. You did the right thing in not getting into the thick of things. We’ll take it from here,” he says as he gives you a professional nod.

As you take your leave, the Watch Commander says one more thing. “Oh, and welcome to Jadenpur.”

➤ GOTO ENCOUNTER 3

~ Encounter Three ~
Consultation at the Consulate

With the brawl and the Laughing Lady behind you, you follow the given directions to the Amthydoran Consulate. The Embassy Quarter houses representative cities and countries from all over the Free Lands, and then some. The

landscaping is without reproach. It is obvious that Jadenspur likes to lavish their delegates with beauty and luxuries to make their stay as enjoyable (and as profitable) as possible.

The Amthydoran Consulate is about a ten-minute walk from the Quarter's gate. Like all of the other embassies, this building was spared no expense. And in its own way, it reminds you a little of the architecture of the buildings back in Amthydor.

You are greeted in the foyer by one of the ambassador's assistants. "Ah, you must be the people that the Jewel has sent to help out with the deliberations." He gives each of you a quick once-over. "I suppose you will do. This way, please."

You are led down the hall past several rooms, though finally you reach the chamber at the hall's end. The room itself is indeed more welcoming than the assistant himself has been so far. Several plush chairs have been arranged in a semi-circle around a grand, ornate mahogany desk. Behind the desk appears to be a middle-aged man, perhaps in his early forties. His hair is thinning and the top and his midsection bulge slightly in his finely tailored clothes. The gentleman looks up from his paperwork as you enter, a smile reaching his lips as he stands to greet you. "Ah yes. Excellent! You are here. Welcome, yes you are most welcome." He says as he reaches out to each of you to shake your hands. He then turns to his assistant. "That will be all, Lord Pelligari. I seem to have things well in hand."

Once the assistant has left the room, the ambassador directs his full attention on you once more. "Again, I bid you welcome. I appreciate that the Shining Jewel acted promptly upon my request for assistance. But wait. Where are my manners? I am Lord Viatcheslav Perrault of House Perrault in Amthydor. You may call me Lord Viatch, Lord Perrault, or simply Ambassador if you wish. I have been assigned here to renew the annual spring trade negotiations. Such negotiations would allow the Jadenspurites a lower taxed rate for passage to and through to the Western Lands will reducing the cost of items imported into our fair city.

"Now before we begin, would you like an refreshments? While we enjoy a calm repose, I can learn who you are and how your trip has

been. And then we can get down to business."

Lord Viatcheslav Perrault, Male Human Nob9: Medium Humanoid ; HD 9d8+18(Aristocrat) ; hp 71; Init +1; Spd 30; AC:16 (Flatfooted:15 Touch:13); Atk +6/1 base melee, +7/2 base ranged; +6/1 (1d3, Unarmed strike); +4/-1 (1d8, Crossbow, light, Masterwork); +7/2 (1d8, Longsword, Masterwork); AL N; SV Fort +5, Ref +4, Will +10; STR 11, DEX 12, CON 15, INT 13, WIS 15, CHA 17.

Skills: Appraise +3, Bluff +17, Diplomacy +19, Intimidate +19, Knowledge (Forbidden Lore) +5, Knowledge (Local) +5, Knowledge (Nobility and Royalty) +5, Listen +12, Sense Motive +12, Spot +10.

Feats: Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Iron Will, Negotiator, Persuasive, Renown, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword, Masterwork (315 gp); Crossbow, light, Masterwork (335 gp). Goods: Coin: gp (560) (560 gp). Magic: Wondrous: Bracers of Armor +3 (9,000 gp); Ring: Protection +2 (8,000 gp); Wondrous: Bracelet of Friends (19,000 gp); Wondrous: Candle of Truth (2,500 gp); Wondrous: Elixir of Truth (500 gp).

While the PCs may have explained who there were to the City Watch, this is where formal introductions and PC descriptions can take place. Allow time for enough descriptions that the PCs would like to give and have Lord Perrault ask them about their trip (assuming that the PCs hadn't already mentioned about the bar fight scene when they had first arrived). When Lord Perrault learns of the bar fight, he will become very concerned.

"This is most disturbing. There has been more and more incidents of late centering on civil unrest, hot tempers, and just plain rudeness. It even seems that my own negotiations haven't gone unaffected. What should have been a simple renewal of agreements has dragged out without commitment. There is also an unfounded underlying tension present as the talks continue. I think the two incidents are related."

Lord Perrault clears his throat as if allowing himself a dramatic pause. "So your part

in this is to find out what is behind all this civil unrest, and, if possible, put a stop to it. Otherwise, I fear that what you have experienced is only the beginning and such unrest, if left unchecked, can escalate out of control.

- Will we be able to work with the city watch?

“Unfortunately, no. The City Watch deals with adventurers on a daily basis and are very leery of you at first glance. No offence, but they see you as trouble . . . and not as a valuable resource that can supplement their own ranks as Amthydor has been known to do. But that being the case, you must keep your noses clean. I can only intercede on your behalf once, maybe twice, to get you out of jail. After that, you are on your own. But on the other hand, the Watch might be forthcoming with information. You never know.”

- Where would be a good place to start our investigation?

“I imagine that you could start in the Port Quarter. I think that is where most of the incidents took place before spreading throughout the city. Also, the local temples of Destine and Emerys might have more information or clues as to what might be going on. Or at least, point you in the right direction.”

- Is Lord Pelligari being affected as well?

“Lord Pelligari? He’s always that way. His family doesn’t look too fondly on adventurers.”

When the questioning is complete, have the Ambassador continue.

“Please keep me apprised of what is going on. I may be in a better position to help affect change with the connections that I have available to me. I plan to be here on your arrival, but I am also expecting to be contacted letting me know when my next appointment of deliberations will take place. I wish you all good luck.”

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**
- If the Pcs want to go to the Port Quarter to

see the Harbormaster, **GOTO ENCOUNTER 8**.

~ Encounter Four ~ Do Not Pass Go

Giving into the demands of the City Watch, you are escorted to the local jailhouse. While it looks to be an older building as compared to others that you have seen today, you have no doubt that its construction is sturdy enough to keep you confined. Being stripped of all your possessions, you are placed in one of the many crowded cells.

Two hours pass when the Watch Commander finally sees you. His face is devoid of emotion as he peers at you through the metal bars.

“Okay. I have a number of questions for you. You will cooperate or you can rot here for all I care. The choices yours.

If the PCs agree to answer the Watch Commander’s questions, he will ask the following:

- Who Are you?
- Where are you from?
- What do you do? (occupation)
- How did you come to be here?
- When did you arrive?
- How long do you plan to stay?
- What is your business in Jagenspur?
- What information can you give me about the fight that happened here today?

When the questioning is complete, the Watch Commander will excuse himself without any further comment. If any of the PCs mention that they are from Amthydor or are supposed to meet up with the Amthydor ambassador, he will check and see if the statements are true.

Time seems to pass by even more slowly as you stew in your cell. Perhaps two, maybe three hours go by before you manage to see another soul . . . outside your cage. But you are surprised that the person who rounds the corner is not the Watch Commander. With an attending guard, you see what appears to be a middle-aged man, perhaps in his early forties. His hair is thinning

on the top of his head and his midsection bulges slightly in his finely tailored clothes. He looks at you and sighs.

“I suppose you are the ones sent from Amthydor to help me in my deliberations, correct? Not a most auspicious beginning, hmm? Well, perhaps we should vacate the premises to more comfortable surroundings. We have much to discuss.”

After gathering your possessions, you follow the gentleman to the Embassy Quarter. The Embassy Quarter houses representative cities and countries from all over the Free Lands, and then some. The landscaping is without reproach. It is obvious that Jadenspur likes to lavish their delegates with beauty and luxuries to make their stay as enjoyable (and as profitable) as possible.

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You are led down the hall past several rooms, though finally you reach the chamber at the hall’s end. Several plush chairs have been arranged in a semi-circle around a grand, ornate mahogany desk.

“Be that as it may, I bid you welcome. I appreciate that the Shining Jewel acted promptly upon my request for assistance. I am Lord Viatcheslav Perrault of House Perrault in Amthydor. You may call me Lord Viatch, Lord Perrault, or simply Ambassador if you wish. I have been assigned here to renew the annual spring trade negotiations. Such negotiations would allow the Jadenspurites a lower taxed rate for passage to and through to the Western Lands will reducing the cost of items imported into our fair city.

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“Please keep me apprised of what is going on. I may be in a better position to help affect change with the connections that I have available to me.

I plan to be here on your arrival, but I am also expecting to be contacted letting me know when my next appointment of deliberations will take place. I wish you all good luck.”

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**
- If the PCs want to go to the Port Quarter to see the Harbormaster, **GOTO ENCOUNTER 8**.
- If the PCs did NOT agree to cooperate with the City Watch, **GOTO EPILOGUE A**.

- Encounters 5-9 -

Encounters 5-8 may be taken in any order. But after completing any two visitations, the PCs will encounter a group of ruffians under the influence of the magic that has been making everyone violent. Combat cannot be avoided and no amount of *Bluff*, *Diplomacy*, or *Intimidate* will change the desires of the attacking group.

As you exit from <insert location here>, you are approached by a number of people. There is a look in their eyes that you have seen earlier in the day ... in the bar brawl. Unlike before, these people have their weapons and hand and have one thing on their mind ... to fight.

Unlike the fight in the bar, the PC's adversaries have indeed drawn their weapons and are ready to inflict some major pain.

Everyone should now roll a Will Save (DC 15) or be compelled to enter the battle. PCs under the influence will fight until there are no more opponents. Then allow them an additional Will Save (DC 15) to shake the influence. If the PCs fail again, they will continue to fight his own party members until he/she is restrained or 1d6 rounds have passed.

ATL 1

Ruffians (6), Male Human War1: Medium Humanoid ; HD 1d8+2(Warrior) ; hp 10; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +2

base melee, +3 base ranged; -4/-8 (1d3+1, Unarmed strike; 1d8, Longsword); AL CN; SV Fort +4, Ref +2, Will +0; STR 13, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Intimidate +3, Ride +4, Stabilize Self +4, Tumble +1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp). Potion of Cure Light Wounds (6) - (value 50 gp). +1 Buckler (1,165 gp).

ATL 3

Ruffians (7), Male Human War2: Medium Humanoid ; HD 2d8+4(Warrior) ; hp 16; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +3 base melee, +4 base ranged; -3/-7 (1d3+1, Unarmed strike; 1d8, Longsword); AL CN; SV Fort +5, Ref +2, Will +0; STR 13, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Intimidate +3, Ride +5, Stabilize Self +4, Tumble +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp). Potion of Cure Light Wounds (6) - (value 50 gp). +1 Buckler (1,165 gp).

ATL 5

Ruffians (8), Male Human War3: Medium Humanoid ; HD 3d8+6(Warrior) ; hp 24; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +5 base melee, +5 base ranged; -1/-5 (1d3+2, Unarmed strike; 1d8+1, Longsword); AL CN; SV Fort +5, Ref +5, Will +1; STR 14, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Climb +1, Intimidate +3, Move Silently +1, Ride +5, Stabilize Self +4, Tumble +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields:

Shield, light steel (9 gp). Potion of Cure Light Wounds (6) - (value 50 gp). +1 Buckler (1,165 gp).

ATL 7

Ruffians (9), Male Human War5: Medium Humanoid ; HD 5d8+10(Warrior) ; hp 40; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +7 base melee, +7 base ranged; +1/-3 (1d3+2, Unarmed strike; 1d8+1, Longsword); AL CN; SV Fort +6, Ref +5, Will +1; STR 14, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Climb +1, Concentration +3, Intimidate +3, Move Silently +1, Ride +5, Stabilize Self +4, Tumble +3, Use Rope +3.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp). Potion of Cure Light Wounds (6) - (value 50 gp). +1 Buckler (1,165 gp).

After about 10 rounds, the City Watch will arrive en masse. (Please note: this fight will not take place in front of the City Watch HQ. If the attack was supposed to take place after Encounter 5 had been completed, allow the PCs to proceed to their next destination and THEN have the attack happen before they actually start that encounter.) If the fighting is still going on that that point, EVERYONE will be hauled to jail. If the fighting is finished before the Watch arrives, witnesses will confirm the PCs' story and will be allowed to remain free.

ALL ATLS

Watch Commander, Male Human Ftr9: Medium Humanoid ; HD 9d10+18(Fighter); hp 72; Init +5; Spd 20; AC:23 (Flatfooted:22 Touch:11); Atk +12 base melee, +10 base ranged; +10 (1d10+6, +1 Sword, bastard); +7 (1d10+1, +1 Crossbow, heavy); AL LG; SV Fort +8, Ref +4, Will +4; STR 17, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Greater Weapon

Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: +1 Sword, bastard (2,335 gp); +1 Crossbow, heavy (2,350 gp). Armor: +1 Full plate (2,650 gp). Shields: +1 Shield, heavy steel (1,170 gp).

City Watch (11), Male Human Ftr6: Medium Humanoid ; HD 6d10+12(Fighter); hp 49; Init +5; Spd 20; AC:22 (Flatfooted:21 Touch:11); Atk +9 base melee, +7 base ranged; +7 (1d10+5, Sword, bastard, Masterwork); +3 (1d10, Crossbow, heavy); AL NG; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +1, Handle Animal +4, Intimidate +4, Jump -6, Ride +7, Swim -15.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp). Armor: +1 Full plate (2,650 gp). Shields: Shield, heavy steel (20 gp).

- Encounter Five -

Watch What You Are Doing

The City Watch Headquarters is bustling with activity. Many of those here have to not only be separated, but restrained as well. Needless to say that this is a rather busy day for the City Watch.

As you wait to see the Watch Commander, yet another group of "individuals" are brought into the station. Each one of the offenders sport cuts and abrasions as if they had been involved in a fight. They are quickly herded into one of the back rooms.

The click of hard-heeled boots draw your attention back to the here and now. A man stands before you in half-plate and brandishes a well-used bastard sword. His dark hair is cut

short while a mustache and goatee frames the rest of his face. He appears to be in his early of mid-thirties, though you can see the years of experience resting on his tired, cold brown eyes.

“I am Duncan Montoya, Commander of the Jadenpur City Watch. I understand that you wish to see me. As you can see, I am a very busy man so you will have to keep this short.”

This is the same Watch Commander that the PCs had (maybe) met up with earlier. While the PCs would have no problem remembering him, HE has many people over the past couple of weeks and may have problems placing the PCs (unless they landed themselves in jail, then he will remember them right away).

The Watch Commander is big on protocol. If a PC calls him by “Duncan,” “Mr. Montoya” or anything else except for “Commander Montoya,” he will interrupt what the PC(s) is/are saying and correct the PC(s).

Unlike the earlier encounter, it is the PCs’ turn to question the Watch Commander.

- What is going on?

“I wish I knew. For a long time it has been business as usual and then, all of a sudden, there has been a continuous increase of domestic violence.”

- When was the first instance of the reoccurring violence?

“About ten days ago.”

- Was there anything of note or significance that happened on that day?

“Not to my knowledge. If there was, I only deal with the after-effects, not the cause.”

- Where was the first instance of violence?

“In the Port Quarter. The Harbormaster would be able to tell you more.”

- What do you think is going on?

“It is obvious that some outside force is affecting the populace. No one seems immune as both residents and visitors alike appear to end up here. As to the source of the problem, we don’t know.”

We’ve been unable to get that far with all the disturbances distracting out investigative intentions . . . which could very well be what is intended.

- Do you have any suggestions in which we should focus our efforts?

“The Temple of Destine would be a good start for information. They would be able to determine the outcome if things are to continue to progress completely unchecked. Also since this is a widespread occurrence, I would think that magic is involved. So the Temple of Emerys might be of help in that aspect.”

Other than that, Duncan Montoya doesn’t know much more. When the PCs are ready to continue, Montoya will give some parting advice.

As you begin to leave, Commander Montoya says one final thing before you go. “I have helped you. Remember that. Help me by not ending up here. As you can see we are filling up, but that won’t mean I will go easy on you if you return here as a result of breaking the law.”

- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**
- If the PCs want to go to the Port Quarter to see the Harbormaster, **GOTO ENCOUNTER 8**.
- If the PCs wish to check back with the Ambassador, **GOTO ENCOUNTER 9**

- Encounter Six - Temple of Destine

If this is the first temple visited:

You easily get directions to the Temple Quarter, which houses most of the temples in Jadenpur.

If this is the second temple visited:

You easily manage to find your way through the Temple Quarter.

For all visits:

The Temple of Destine is located near the “rear” of the district as if to be a place where you are destined to be. Upon entering the temple, you find that this place is very unlike the temple located back in Amthydor. While you see a few bookshelves adorn the walls, the décor is one that depicts stars, moons, and suns. Several paintings and sculptures show different star alignments in pastoral night skies. As you look a very beautiful work, the sound of soft footsteps can be heard slightly echoing in the hall. You turn to see a lovely woman, perhaps in her mid-twenties. She has long, brown hair and is dressed in the robes of her clergy. A golden sash tied around her waist accentuates her lithe figure. She smiles at you as she speaks.

“Your coming has been foretold. I am here to help you in your endeavors. May Destine shine the way to further enlightenment.”

Unlike the temple in Amthydor, this temple of Destine focuses more on prophesies and predictions. Knowledge and information is still her game, but presented in a completely different manner.

The young woman to meet the PCs is Althea Myst. She is the priestess of the temple that has been sent to help the PCs. She has specific knowledge, but only if the PCs ask the right questions. Her answers will be short and sweet, which could very well aggravate the PCs if she is unable to expound on any of her answers. ☺ If PCs ask a question she doesn't have an answer for, give the answer “The answer is unclear, please check back later” (ala Magic 8-ball) for all unknown responses.

Althea Myst, Female Human Clr9: CR 9; Medium Humanoid ; HD 9d8+18(Cleric) ; hp 62; Init +3; Spd 20; AC:22 (Flatfooted:22 Touch:10); Atk +7/2 base melee, +5/0 base ranged; +4/-1 (1d8+1, Flail, Masterwork); +1/-4 (1d8, Crossbow, light); AL N; SV Fort +8, Ref +2, Will +9; STR 13, DEX 8, CON 14, INT 10, WIS 17, CHA 12.

Skills: Concentration +14, Diplomacy +8, Heal +8, Knowledge (Religion) +12.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Flail, Masterwork (308 gp); Crossbow, light (35 gp); Bolts, crossbow (10) (1 gp); Bolts, crossbow (10) (1 gp). Armor: +1 Full plate (2,650 gp). Shields: +1 Shield, heavy steel (1,170 gp). Goods: Coin: gp (7000) (7,000 gp). Magic: Ring: Protection +1 (2,000 gp).

• Our coming was foretold?

“Of course it was. Destine knows all.”

• The troubles that now plague your city, was that foretold?

“Yes it was.”

• When did the troubles begin?

“Exactly ten days ago.”

• Where did the troubles begin?

“In the Port Quarter.”

• What caused the troubles?

“Evil. Great evil.”

• Evil what? Person? Object?

“Yes.”

• Is the evil person still here?

“No.”

• Is the evil object still here?

“Yes.”

• Where is the object?

“In a place where goods are destined to change hands.” (The Trade Quarter)

• Has the object changed hands?

“Yes, many times. But it has always managed to find its way back to its destined location.”

• What place is that?

“The place of trade.” (She is now referring to the negotiating chambers within the main trade building in the Trade Quarter.)

• Place of Trade?

“Yes, where people meet to talk trade.”

This is all Althea has to offer the PCs. She will part with a final piece of advice, though.

“You should know that if the events are allowed to run its course, the Cup will runneth over and spell doom for both our cities. You are the hand of destiny that will tip the scales for either Light or Darkness. Choose your actions wisely.”

(No pressure here. ☺)

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**
- If the PCs want to go to the Port Quarter to see the Harbormaster, **GOTO ENCOUNTER 8**.
- If the PCs wish to go to the Trade Quarter, **GOTO ENCOUNTER 9**
- If the PCs wish to check back with the Ambassador, **GOTO ENCOUNTER 10**

- Encounter Seven - Temple of Emerys

If this is the first temple visited:

You easily get directions to the Temple Quarter, which houses most of the temples in Jadenspur.

If this is the second temple visited:

You easily manage to find your way through the Temple Quarter.

For all visits:

The Temple of Emerys can easily be seen, as it is probably the most prominent temple in the entire district. The doors magically part as you approach and close once you are inside. The walls are not of wood, but of crystal ... which softly illuminates the hall and the chamber ahead. Unlike most halls, you do not hear your footfall as you walk across this hard wood floor.

Although your approach had apparently been silent, heads from others in the chamber turn and look in your direction. A woman, perhaps in her forties or fifties, moves from a far pedestal and walks in your direction. With her graying hair is tied in a ponytail, she carries herself in a certain demeanor that begets the

aristocracy. She wears the raiment of her order, though flowing but unrestrictive. By the time you have finished checking her out, she has done the same of all of you. She bows slightly in greeting.

My name is Lorena. Welcome to the Temple of Emerys. How may I and the High Arcana serve you this afternoon?”

Lorena is not priestly endowed, but magically gifted. She is of local nobility, but won't discuss her lineage at this time. She is adventurously experienced as well as being a person of high stature in the local magic community.

Lorena, Female Human Wiz9: Medium Humanoid; HD 9d4+9(Wizard); hp 33; Init +2; Spd 30; AC:15 (Flatfooted:13 Touch:13); Atk +4 base melee, +6 base ranged; +4 (1d6, Quarterstaff); +3 (1d8, Crossbow, light, Masterwork); AL LN; SV Fort +4, Ref +5, Will +7; STR 10, DEX 14, CON 13, INT 17, WIS 12, CHA 8.

Skills: Concentration +13, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (History) +9, Knowledge (The Planes) +15, Spellcraft +17.

Feats: Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Possessions: Weapons: Crossbow, light, Masterwork (335 gp); Quarterstaff (0 gp). Goods: Coin: gp (5700) (5,700 gp). Magic: Wondrous: Bracers of Armor (+2) (4,000 gp); Ring: Protection +1 (2,000 gp).

- Do you know anything about the reoccurring violence that has been happening around the city?

“Not specifically. The incidents of violence have been steadily increasing for some time now. We knew it was magically induced, but we are having trouble locating it.”

- Can you discern anything about the magical nature that is affecting the populace?

“We, we have determined that it seems to be from the Enchantment school that falls under the Charm category. And we have determined that it is evil in nature. Very evil.”

- But you cannot specifically locate it?

“No. But as it affects others, the taint of evil remains. Right now, the Trade Quarter is

saturated with evil with the Port Quarter coming in a close second.”

- In the Temple of Destine, the priestess there mentioned something about a “cup” that runneth over. Do you know if it was simply a metaphor or is there an actual cup involved?

Lorena looks at you with a blank stare for a moment. “Cup? Did you say cup? No ... it couldn’t be that ... could it?”

- Could what? What cup?

“Forgive me. The cup that I think your Destine Priestess is referring to is the Cup of Discord. It is an item, when drunk from, influences the imbiber in such a manner that brings them at odds with his surroundings. To the victim, no one’s word can be trusted. No one’s action is above suspicion. No one’s deed is without demand. The results usually end in violence ...” she drifts off, as if reluctant to say anything else.

- And?

Lorena sighs, but continues. “It is thought that the Cup of Discord was present at the beginning of the end of the Chaldean Empire well over two thousand years ago. Many questions had been asked on how a great and benevolent Empire could fall relatively overnight without some outside influence. It was rumored that the Cup might have been around at that time, but there was no proof.

“But if the cup is here ... now ... It must be found before its magic can run its course.”

- How can we destroy it?

“You cannot destroy it. It’s power is too great. But if you bring it here, we might be able to summon enough of our abilities to dampen and contain its effects for a short while. At least so that it can be disposed of.”

- How can we bring you the cup without it affecting us?

“Don’t drink from it. That’s where its magic is most potent. But it still emanates a continuous aura that may affect you. So be careful.”

When the questioning is complete, have Lorena continue on.

“Please make haste in locating the cup. The longer it stays in the populace, the harder it will be to undo its influence. And you never know if its affects might influence someone of high-ranking stature.

“I will make sure things are ready on our end. Go now. Hurry!”

- If the PCs want to go to the City Watch HQ, GOTO ENCOUNTER 5
- If the PCs want to go to the Temple of Destine, GOTO ENCOUNTER 6
- If the PCs want to go to the Port Quarter to see the Harbormaster, GOTO ENCOUNTER 8.
- If the PCs wish to go to the Trade Quarter, GOTO ENCOUNTER 9
- If the PCs wish to check back with the Ambassador, GOTO ENCOUNTER 10

- Encounter Eight -

Port Quarter: The Harbormaster

Just as when you arrived, the Port Quarter continues to bustle with activity. Many wares are being offloaded from vessels throughout the docks. Ships come from all around the Tasman Sea to deliver goods and passengers to Jagenspur ... this is one of the few areas of the city that reminds you of Amthydor.

But that is not why you are here. A central building grabs your attention. The office of the Harbormaster is key to the smooth working of any Port. And since this Port seems to have a controlled sort of chaos, perhaps the person running the show has some kind of intelligence that can help.

Approaching the building, you take the small flight of stairs (four) leading up to the closed door.

The door is not locked. If the PCs knock on the door, they will get permission to enter. Even if the PCs enter without knocking, the harbormaster will speak with them (though he will be slightly perturbed). Still, the harbormaster isn’t what the PCs might expect. The desk that the PCs look

upon is half its normal size. The name plate is proportional to the desk, though you can read the words “Titus Ditherfoot, Harbormaster.” Yes, Titus is a halfling. And he has been the city’s harbormaster for over 15 years. He is known for being able to keep as many facts and ships’ manifests stored in his head (and recall them with perfection) for several days at a time. Sometimes even for weeks at a time. With an almost forced smile, he offers his small hand to the PCs and asks how he may be of service.

Titus Ditherfoot, Male Halfling, Lightfoot Exp9: Small Humanoid (Halfling); HD 9d6+9(Expert) ; hp 43; Init +6; Spd 15; AC:13 (Flatfooted:11 Touch:13); Atk +4/-1 base melee, +9/4 base ranged; +4/-1 (1d2-3, Unarmed strike); +4/-1 (1d6-3, Sword, short); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL N; SV Fort +5, Ref +6, Will +9; STR 4, DEX 15, CON 12, INT 15, WIS 14, CHA 13.

Skills: Appraise +8, Balance +1, Bluff +7, Climb -4, Craft (Shipmaking) +6, Diplomacy +11, Escape Artist +1, Gather Information +3, Hide +3, Intimidate +9, Jump -10, Listen +4, Move Silently +1, Search +4, Sense Motive +8, Spot +8, Swim -3.

Feats: Agile, Armor Proficiency: light, Improved Initiative, Investigator, Martial Weapon Proficiency: Sword, short, Simple Weapon Proficiency.

Possessions: Weapons: Sword, short (10 gp). Armor: Leather (10 gp). Goods: Coin: gp (350) (350 gp).

• Can you tell us anything about the reoccurring violence that has been happening in the Port Quarter?

“Oh, most certainly. I can’t fathom why my area would get disrupted the most. I run a precision business and the ships must get out ON TIME and AS SCHEDULED. Otherwise the dockers lose their bonuses and there would be hell to pay in lieu of the gold.”

• What about the violence?

“Oh yes. That. It all started ten days ago when a ship from Numbor was docked. All seemed well and there wasn’t anything out of the ordinary with the manifest. But with a few hours after the passenger offloaded did the trouble begin. I

never saw anything like it. Fights were breaking out over petty things, too. And that’s not like my workers at all.”

• So some of your workers were jailed?

“Some, yes. Which put stress on all the others so that our schedules could be met. Even now the tensions are running high.”

• Did the passenger himself have anything to declare?

“He had claimed that it was a gift. A decanter and a couple ornate cups. He did not have the package when he embarked.”

• Can you tell us who the package was delivered to?

“I’m afraid not.”

Unfortunately, while Titus’ information is accurate, it doesn’t lead the PCs anywhere.

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**.
- If the PCs wish to go to the Trade Quarter, **GOTO ENCOUNTER 9**
- If the PCs wish to check back with the Ambassador, **GOTO ENCOUNTER 10**

~ Encounter Nine ~ The Trade Quarter

The PCs might head here based on in info from the priestess of Destine. This area is similar to the Merchants District back in Amthydor. Lots of trade takes place in this area. PCs can take the opportunity to purchase Masterwork or Greater Masterwork items here if they wish. They can also scout out the area to determine where the trade conference will take place.

Asking around, you are directed to the main trade conference building that’s located in the center of

the Trade Quarter. Many people bustle about in preparation for the day's events. Apparently some big meeting is supposed to take place today.

The PCs can ask a few questions, but not many. The aides that are making the preparations are just too busy for idle chit-chat.

- What's going on? / You look busy.

"Yes. We're preparing for an important trade delegation."

- Oh? Who's supposed to be meeting?

"Sir Jefferey Willard and the Amthydoran Ambassador, Lord Viachislav Perrault."

- This seems pretty important.

"Important isn't the word. Very little trade gets beyond the Delambir Mountains without Amthydor having a hand in it. There's pros and cons to that arrangement, but I'm no delegate. More trade yields higher productivity, and that is always a good thing."

- So you support the renewal of the trade agreement.

"Oh yes. Of course. I'm just surprised that it is taking this long to get things finalized. It isn't like either side is holding out on the other party."

- So you think something is wrong?

"Possibly. But then again, look around the city. Something is definitely going on."

"But I am running late. The conference is to start soon so I must bid you adieu."

The PCs will not be able to get any further information from the aide.

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**.
- If the PCs wish to go to the Harbormaster, **GOTO ENCOUNTER 8**
- If the PCs wish to check back with the Ambassador, **GOTO ENCOUNTER 10**

~ Encounter Ten ~

Meeting with the Ambassador

The PCs can head back here at any time as the Ambassador wishes to stay apprised of the group's investigation. The Ambassador will be available to the PCs through the completion of three encounters. Lord Perrault will consider the information with grave importance, but he will be slightly distracted by the talks that are up and coming. If the PCs had gathered the information from the Temples of Destine and Emerys, they will have enough information to make the Ambassador genuinely concerned. Should the PCs offer to be present at the trade conference, he will accept the idea and allow the PCs to escort him to the location.

Should the PCs go through all **Encounters 5-8 (and the ruffian battle)** without reporting in, they will discover that the Ambassador has already left for his negotiations in the Trade Quarter. Lord Pelligari will delay the PCs by not telling the Ambassador's location. Diplomacy with him won't work, as he has it out for the PCs. Although a *Bluff* (DC 20) or an *Intimidate* (DC 15) might persuade him to give up the information (though if all PCs fail the checks, allow the information to "slip" from a very smug noble). The Ambassador is located in the main conference room of the Jaderspur Trade Center. It is understood that he should be there for the remainder of the day and that there will be food and drink on hand so that negotiations won't be interrupted.

NOTE: If the PCs try to send word to the Ambassador (via note and/or messenger) without actually reporting in, Lord Pelligari will intercept the note and the Ambassador will never receive it.

Lord Pelligari, Male Human Nob5: Medium Humanoid ; HD 5d8(Aristocrat) ; hp 16; Init +5; Spd 30; AC:15 (Flatfooted:14 Touch:11); Atk +4 base melee, +4 base ranged; +4 (1d3+1, Unarmed strike); +4 (1d6+1, Scimitar); +0 (1d8, Crossbow, light); AL CN; SV Fort +1, Ref +2, Will +4; STR 12, DEX 13, CON 11, INT 16, WIS 11, CHA 15.

Skills: Appraise +11, Bluff +10, Decipher Script +7, Diplomacy +14, Gather Information

+10, Hide +1, Intimidate +12, Listen +2, Move Silently +5, Sense Motive +8, Spot +2.

Feats: Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Stealthy.

Possessions: Weapons: Scimitar (15 gp); Crossbow, light (35 gp); Bolts, crossbow (50) (5 gp). Armor: Chain shirt (100 gp). Goods: Coin: gp (165) (165 gp).

- If the PCs want to go to the City Watch HQ, **GOTO ENCOUNTER 5**
- If the PCs want to go to the Temple of Destine, **GOTO ENCOUNTER 6**
- If the PCs want to go to the Temple of Emerys, **GOTO ENCOUNTER 7**.
- If the PCs want to go see the Harbormaster, **GOTO ENCOUNTER 8**
- If the PCs wish to go to the Trade Quarter, **GOTO ENCOUNTER 9**
- If the PCs wish to go to the Trade Negotiations, **GOTO ENCOUNTER 11**

- Encounter Eleven - Drink Responsibly

The PCs can arrive to this encounter one of two ways: the Amthydoran Ambassador can either escort them or they will arrive after negotiations have already started.

If the PCs arrive with the Ambassador, they will be allowed to pass through the guards with no problem. Lord Perrault's counterpart, Sir Jeffery Willard, will be very outspoken (and affronted) as to why the PCs are present and that they should not be here. The PCs may ask a few questions to Sir Willard, but will not answer to those he feel is "beneath" him.

With Ambassador Perrault leading the way, you enter the main building of the trade center here in Jadsenpur. Outside the main conference chamber stand a number of guards. They almost bar your path until they see Ambassador Perrault with you. Grudgingly, they allow you to pass. Opening the door, you enter the main

conference room. Inside is two aides in addition to the ambassador's counterpart, Sir Jeffery Willard. He rises to greet the Ambassador, but his smile soon turns into a frown once he sees that the ambassador is not alone. A slight amount of anger can be heard in his voice.

"What's going on here? What is the meaning of this? This is supposed to be a closed conference."

Ambassador Perrault will allow the PCs to search the room. There are a number of goblets and cups for them to find. A *detect magic* or *detect evil* will help the PCs zero in on the Cup of Discord. If the PCs present Sir Willard the information gathered from their investigation, Sir Willard will claim that he had no idea. The cup was a gift. A *Sense Motive* check (DC 15) will reveal that Sir Willard is hiding something, but he is unwilling to share what he's hiding.

➤ **GOTO EPILOGUE B**

If the PCs arrive at the trade center without the luxury of having the Ambassador with them, the guards will bar the PCs' way. They are under strict orders that NO ONE should disturb the ambassadors while talks are going on. The only way passed them is to force their way through.

Everyone should now roll a Will Save (DC 20) or be compelled to enter the battle. PCs under the influence will fight until there are no more opponents. Then allow them an addition Will Save (DC 20) to shake the influence. If the PCs fail again, they will continue to fight his own party members until he/she is restrained or 1d8 rounds have passed.

ATL 1

Guards (6), Male Human War1: Medium Humanoid ; HD 1d8+2(Warrior) ; hp 10; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +2 base melee, +3 base ranged; -4/-8 (1d3+1, Unarmed strike; 1d8, Longsword); AL CN; SV Fort +4, Ref +2, Will +0; STR 13, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Intimidate +3, Ride +4, Stabilize Self +4, Tumble +1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp).

ATL 3

Guards (7), Male Human War2: Medium Humanoid ; HD 2d8+4(Warrior) ; hp 16; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +3 base melee, +4 base ranged; -3/-7 (1d3+1, Unarmed strike; 1d8, Longsword); AL CN; SV Fort +5, Ref +2, Will +0; STR 13, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Intimidate +3, Ride +5, Stabilize Self +4, Tumble +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp).

ATL 5

Guards (8), Male Human War3: Medium Humanoid ; HD 3d8+6(Warrior) ; hp 24; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +5 base melee, +5 base ranged; -1/-5 (1d3+2, Unarmed strike; 1d8+1, Longsword); AL CN; SV Fort +5, Ref +5, Will +1; STR 14, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Climb +1, Intimidate +3, Move Silently +1, Ride +5, Stabilize Self +4, Tumble +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp).

ATL 7

Guards (9), Male Human War5: Medium Humanoid ; HD 5d8+10(Warrior) ; hp 40; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:12); Atk +7 base melee, +7 base ranged; +1/-3 (1d3+2, Unarmed strike; 1d8+1, Longsword); AL CN; SV

Fort +6, Ref +5, Will +1; STR 14, DEX 15, CON 14, INT 10, WIS 11, CHA 8.

Skills: Climb +1, Concentration +3, Intimidate +3, Move Silently +1, Ride +5, Stabilize Self +4, Tumble +3, Use Rope +3.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Lightning Reflexes, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Weapons: Longsword (15 gp). Armor: Studded leather (25 gp). Shields: Shield, light steel (9 gp).

After about 10 rounds, the City Watch will arrive en masse. If the fighting is still going on that that point, EVERYONE will be hauled to jail.

ALL ATLS

Watch Commander, Male Human Ftr9: Medium Humanoid ; HD 9d10+18(Fighter); hp 72; Init +5; Spd 20; AC:23 (Flatfooted:22 Touch:11); Atk +12 base melee, +10 base ranged; +10 (1d10+6, +1 Sword, bastard); +7 (1d10+1, +1 Crossbow, heavy); AL LG; SV Fort +8, Ref +4, Will +4; STR 17, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: +1 Sword, bastard (2,335 gp); +1 Crossbow, heavy (2,350 gp). Armor: +1 Full plate (2,650 gp). Shields: +1 Shield, heavy steel (1,170 gp).

City Watch (11), Male Human Ftr6: Medium Humanoid ; HD 6d10+12(Fighter); hp 49; Init +5; Spd 20; AC:22 (Flatfooted:21 Touch:11); Atk +9 base melee, +7 base ranged; +7 (1d10+5, Sword, bastard, Masterwork); +3 (1d10, Crossbow, heavy); AL NG; SV Fort +7, Ref +3, Will +3; STR 16, DEX 13, CON 14, INT 10, WIS 12, CHA 8.

Skills: Climb +1, Handle Animal +4, Intimidate +4, Jump -6, Ride +7, Swim -15.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Weapons: Sword, bastard, Masterwork (335 gp); Crossbow, heavy (50 gp). Armor: +1 Full plate (2,650 gp). Shields: Shield, heavy steel (20 gp).

➤ GOTO EPILOGUE C

If the fighting is finished before the Watch arrives, continue onward.

You burst into the room, the ambassadors' personal guards stand at the ready. The blood and sweat from your battle is quite evident ... and the battle sounds were heard through the doors as well.

Sir Jeffery Willard stands up from his seat, setting his goblet back on the table. "Who are you? What is the meaning of this?"

Here is where the PCs can make their report to the Ambassador as well as search for the Cup of Discord. Although Sir Willard will not allow all the PCs to search, Lord Perrault will grant permission. There are a number of goblets and cups for them to find. A *detect magic* or *detect evil* will help the PCs zero in on the Cup of Discord. The cup is on the table already filled with wine ... it is Lord Perrault's cup! A *Sense Motive* check (DC 15) will reveal that Sir Willard is hiding something, but he is unwilling to share what he's hiding.

➤ GOTO EPILOGUE B

- Epilogue A -

The Watch Commander's eyes grow cold as you refuse to cooperate by answering a few simple questions. "Fine. Sit here and rot for all I care," he says as he storms out of the room.

One day passes. Then two. The only souls you have seen were the guards that bring you your meals. But on the third day, something peculiar happens. The guards begin opening all the cells to release ALL the prisoners. ALL the prisoners? You cannot help but to ask what is going on. The guard speaks up right away.

"Everyone has been pardoned as we make preparations. Somehow some simple trade talks degenerated ... no, that's not the correct ... explosively spiraled into oblivion. No, none of this makes sense. But now we have to make preparations for war. War with whom? Amthydor. No, I don't understand it either. And may the gods help us all ..."

THUS ENDS
"DIPLOMACY MADE EASY"

- Epilogue B -

Lord Perrault looks at his counterpart and shakes his head. "I don't think you are as innocent as you claim to be. Trust me, I will see to it that a FULL investigation will look into this matter and you better believe heads will roll should I find out you were behind all this.

"As for our immediate talks, I think it would be best to table the discussions until the truth comes out. And even if there isn't any evidence against you, I will insist that future negotiations are made with someone other than yourself. Good day."

The Ambassador turns back to you. "You have done a great service to Amthydor. Who knows where this might have ended if we were allowed to drink from that cup. Take the Cup to the Temple of Emerys as promised. They will see that it gets properly disposed of.

As for you, I have a few gifts for you for your excellent service. Use them with wisdom and tempered with compassion."

The Ambassador then smiles. "That was easy, don't you think?"

Potion: Shield of Faith (50 gp);

Potion: Delay Poison (300 gp).

Potion: Restoration, Lesser (300 gp).

Wand: Mirror Image (Charges: 19) (1,710 gp).

Wondrous: Headband of Intellect +2 (4,000 gp).

THUS ENDS

"DIPLOMACY MADE EASY"

- Epilogue C -

You are hauled away to the Jadenpur jail. Even though you had requested to see the Amthydoran Ambassador, the answer to your calls go unanswered. The only information you receive is that he is in a meeting and cannot be disturbed.

One day passes. Then two. The only souls you have seen were the guards that bring you your meals. But on the third day, something peculiar happens. The guards begin opening all the cells to release ALL the prisoners. ALL the prisoners? You cannot help but to ask what is going on. The guard speaks up right away.

"Everyone has been pardoned as we make preparations. Somehow some simple trade talks degenerated ... no, that's not the correct ... explosively spiraled into oblivion. No, none of this makes sense. But now we have to make preparations for war. War with whom? Amthydor. No, I don't understand it either. And may the gods help us all ..."

THUS ENDS

"DIPLOMACY MADE EASY"

EXPERIENCE POINT SUMMARY**Treasure Summary**

Total the XP earned from the following:

Encounter 1

Defeat the brawlers w/o being jailed 75 XP
 Defeat the brawlers & go to jail 50 XP

Encounter 2

Avoid the fight with the brawlers 100 XP

Encounter 3

Avoid the fight with the brawlers 100 XP

Encounter 5-8

Defeat the ruffians w/o being jailed 100 XP
 Defeat the ruffians & go to jail 50 XP

Encounter 6

Learn about the cup and location on where it will be 75 XP

Encounter 7

Get info about the Cup of Discord 75 XP

Encounter 9

Get invited to the trade conference 75 XP

Encounter 10

Defeat the opposition guarding the trade conference 75 XP
 Stop the negotiators from drinking from the Cup of Discord 175 XP

Discretionary Roleplaying Award Up to 100 XP

Total Possible Experience:	700 XP
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If it's not on this list, the PCs cannot keep it.

Introduction

- 150 gp (each)
- High Class Lifestyle cost prepaid.

Encounter with Ruffians

- Potion of Cure Light Wounds (6) - (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
- +1 Buckler (1,165 gp).

Epilogue B

- Potion: Shield of Faith (50 gp);
- Potion: Delay Poison (300 gp).
- Potion: Restoration, Lesser (300 gp).
- Wand: Mirror Image (1,710 gp). This wand has 19 charges remaining. Caster level 3rd.
- Wondrous: Headband of Intellect +2 (4,000 gp). This device is a light cord with a small amethyst set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Total TUs spent: 10 TU

TU spent is based upon travel time to and from Amthydor.

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



Roster of Heroes: Diplomacy Made Easy

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

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

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