



Due Process

Part 4 of 4 of the Free Enterprise Series

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

What could be so important to be summoned to the Gilded Cage so early? Nileena Quinn's letter was short and to the point. Maybe it will be clear once we get there... Part 4 of 4 in the Free Enterprise series. For characters levels 3 to 8.

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new

NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

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

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

Calculating ATL (Average Table Level)

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

A Note About ATL 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).

GM Background

Up to this point, the mysterious G has been attempting to undermine the city's nobles and businesses. Each attempt has been sidetracked or foiled by the intervention of meddling adventurers. He has decided that this time, he will get rid of the adventurers permanently!

He hatched a plan in which he would kidnap the well known entertainer Nileena Quinn of the Gilded Cage and replace her with a body double. This body double has been magically convinced that she IS Nileena Quinn and has plotted to assassinate the Magus Counsel in an attempt to weaken the city.

Then Mr. G let information show up at the Diamond Legion indicating what Nileena's 'plan' was. This "Nileena" body double bore a strong resemblance to Nileena (that was enhanced to further the disguise) and who volunteered to give up her life for this mission (the reasons for this will be revealed in a future LSJ tournament). After she was arrested she swore out a confession, naming the PC in it as her accomplices. Soon after that she hung herself from the ceiling and died. Still, the Diamond Legion planned an operation to take the adventurers into custody.

Adventure Summary

PC Introduction: The adventurers receive a note from Nileena Quinn, a prominent person in the Gilded Cage to come see her on an important matter.

Encounter 1: The PCs come together to meet with Nileena Quinn and are promptly arrested on treason charges along with Nileena Quinn.

Encounter 2: The PCs are escorted to prison and are promptly taken into custody by a Lieutenant. He explains that the arrest had to be made because the evidence points to the adventurers, but that Capt Vestra believes

they have been set up. He arranges for the PCs' parole as a "clerical error" to let them find the real killer. They will have 24-48 hrs to come up with more evidence. Vestra will be able to keep her people off of them for only that long.

Encounter 3: Allowed to escape, the PCs must avoid detection until they have made it away from the prison.

Encounter 4: The only evidence they have to really follow up is the Gilded Cage. They will either need to sneak in or pay to gain entrance. If they decide to sneak in, use Encounter 5 If they decide to bribe their way in, use encounter 6. If they have no clue where to go, use encounter 7.

Encounter 5: The PCs try to sneak into the Gilded Cage. Getting to Nileena's room proves very difficult

Encounter 6: The PCs manage to gain access to Nileena's Room. A thorough search uncovers clues that lead to 3 organizations; the Consortium, the Alliance and the Waterfell Contingent.

Encounter 7: PCs can gather info that Nileena Quinn has been seen in the company of people of three desperate organizations in the city.

Encounter 8: Going to the Consortium, the PCs discover that they have had dealings with Nileena Quinn, though they haven't seen her in a few nights. They offer the PCs a reward for finding their missing benefactor.

Encounter 9: The Alliance finds it strange that Nileena has gone missing after becoming one of their benefactors. They do know that she was there just the day before, and was headed to the Perfumery.

Encounter 10: The Waterfell Contingent is glad to see the adventurers. They did indeed have dealings with Nileena Quinn. She was last seen headed towards Elmo's

Apothecary. Though she somehow returned to the Gilded Cage soon after. The Waterfell Contingent would like to see their benefactor helped and they will reward the PCs for doing so.

Encounter 11: PCs will come to deal with a common thief in the flower shop, but gain no useful information in their quest

Encounter 12: The Perfumery

Encounter 13: Visiting Elmo's Apothecary, they find the owner to be a tired human. PCs will find him disquieting and hiding something. If intimidated and confronted, he will try to bolt. The PCs will catch him and he will confess to having kidnapped and replaced Nileena Quinn and that Elmo, the owner of the Apothecary was in the back tied up.

Encounter 14: Following the information from the kidnapper, the PCs head out of town towards an old mine. The entrance is guarded and needs to be overcome before the PCs get in.

Encounter 15: Finale. Encountering Mr. G and his men, Mr. G tells the PCs he has been waiting for them and that he has grown tired of their meddling. A battle ensues.

Conclusion A: The PCs rescue Nileena Quinn and return to Amthydor to clear their name,

Conclusion B: The PCs lose the Battle to Mr. G but gain enough evidence to clear their names.

Conclusion C: The PCs never find the evidence in time and are caught and held for six months in prison awaiting trial. After six months, the real Nileena is found and clears their names.

Epilogue: The Lord Monarch signs the decree of which Merchant House will be permitted in the city, though that will be

revealed sometime after this module premieres.

GM Note about Mr. G: Mr. G is in reality Marcus Grangier, a Vanyaran of a trade house that is opposed to Waterfell. He arranged to take the place of Lord Vance Waterfell's trusted assistant after disposing of him. He has come to Amthydor to sow chaos into the political and economic situations in Amthydor and to throw a wrench into Waterfell's plans to become an economic force in Amthydor.

PC Introduction

It has been an interesting morning. You woke up to a knock on your door, and you open it to see a cheery young girl. She hands you a note, then skips off merrily. Opening the note, you realize that it is from the Gilded Cage. The note reads:

We have pressing matters to discuss. Please meet me at my quarters at the Gilded Cage at Highsun.

*Nileena Quinn
Gilded Cage*

Most PCs should be aware of the Gilded Cage, it being a high profile location in Amthydor. Many PCs have also met Nileena Quinn in the event Bedroom Eyes and may even be owed a favor or two by her.

Still, some players will not have any idea who she is. A Knowledge (local) check against DC 5 will give info on the Gilded Cage, being a gentleman's club occasionally visited by the nobility of the city; DC 10 will show that Nileena Quinn is one of the more popular hostesses at the club.

In any case, PCs will have a few hours before they have to attend. Once the PCs are ready to move on, continue

Encounter 1: Under Arrest!

You stand in the plush waiting area of the Gilded Cage, the most exclusive and popular fest hall in Amthydor. A large oak desk rests beside the front door, staffed by an attractive human receptionist. The accoutrements of the main parlor hint at the wealth of its customers. The room is filled with plush couches and comfortable divans. Tables along the wall are adorned with bowls of fruit, plates of cheese, pâté, and crackers, bottles of wine, and other, more exotic appetizers. Hand-rolled cigars on a silver platter are left for the enjoyment of those who are waiting. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians.

You see a strange device with projections that appear to be shaped like four red dragon heads sending incense smoke lazily into the air. You spy a barely discernable whirlwind, no larger than your head, swirling in the air near the center of the room. To the side, a large silver stairway leads up to the second floor, presumably to ballrooms, studies, or private suites.

Despite the wondrous furnishings surrounding you, the main attraction of the Gilded Cage is without question the staff. Stunningly attractive humans, elves and half-elves of both genders can be seen passing through as you wait for your patron to make her appearance, wearing a variety of costumes and even more varying degrees of dress. Occasionally one of the workers comes to collect a customer, and they disappear into the upstairs parlors or stroll along the outside grounds.

You also see guards stationed about the parlor and grounds, wearing form-fitting breastplate with gladiator-style golden helmets. A voluptuous, well-endowed red-haired receptionist smiles at you in greeting and asks if you have an appointment.

If anyone asks, the strange smoke device is an incense clock, developed by the gnomes of Cardiz to dispense incense at predetermined intervals. The swirling air is an air elemental of the smallest size, charged with keeping the room cool, circulating the incense and capturing any errant cigar smoke. It is serving of its own free will, and not in violation of the city's eternal ban on slavery.

Should anyone wish to set up an appointment with one of the ladies or gentleman in residence for whatever reason, they can set an appointment. Rates are 50 gp for a two-hour block of time, but worth every copper!

Once any of the PCs mention an appointment with Nileena, the woman will take their names, make a note in her book, and ask one of the guards to escort the person up to Nileena's room.

The guard leads you up the staircase and down a hallway with plush tan wall-to-wall carpeting to a private room. This chamber displays numerous paintings of erotica and sensuality and smells sweetly of violets. A bronze statue representing the goddess Dymora sits on a marble pedestal surrounded by chairs. A pair of closed glass-paned doors lead to a wide balcony. The guard leaves you with others who are also waiting for Nileena.

This is the obligatory meet the other PCs section. Feel free to skip this if the PCs know or have met each other.

The PCs are free to explore the room. There is a table set with several vials and jars shaped into small fey and swans. A decanter of a clear liquid sits on the table, along side two fluted glasses. If the PCs go and investigate the window, the Diamond Legion goes into action. Otherwise, they will wait a few minutes to see if the PCs say

anything to further ‘incriminate’ themselves. In either case, after a few minutes, continue.

You begin to wonder where Nileena has gone, when you hear the balcony doors swing open. Four Diamond Legionnaires come in from the balcony, and then the main door opens, and four more pour in. “You are all under arrest,” says one of the men, obviously a corporal, “for treason against the city of Amthydor. Surrender now and excessive force will not be used in your arrest.”

PCs will of course be dumbfounded about this. Several protests and responses follow:

➤ **We are only here to see Nileena Quinn.**

“We have already arrested her and she gave us your names.”

➤ **How do you know our names?**

“Besides being some of you are famous adventurers, we checked with the secretary downstairs.”

➤ **There must be some mistake.**

“The only mistake you can make is resisting arrest.”

The PCs may try to fight the Diamond Legion. Let them. This will send the PCs out on their mission sans some important information.

If the PCs fight, they will not lose to these Legionnaires. This will give them a chance to escape. Murder of a Legionnaire is still a punishable offense, and PCs doing so will be held up to the crime.

If the PCs allow themselves to be arrested, continue.

Encounter 2: Due Process

You are bound and your equipment is removed, except for your clothing. Soon you are marched down the stairs and into a

waiting wagon. Silence keeps you company as you roll through the streets of Amthydor.

The wagon pulls up in front of Diamond Legion HQ, and you are escorted to a cell. You do not wait long, before you are ushered out and into an enclosed office. Inside, you see a desk and chair. In the chair sits a Legionnaire. He is tall, and lanky, a curl of his black hair threatening to cover his left eye.

Lt. Besillius is an adjunct to Captain Vestra. He has taken on this case at the urging of Captain Vestra. Neither of them believes the PCs are guilty, nor can they prove the PCs’ innocence. That is why they have devised this plan.

The PCs are given a chance to ‘escape’. He can guarantee the PCs 24 hours to find evidence to prove their innocence without being chased down by the Diamond Legion.

He looks from his desk to you all. “That will be all, men,” he dismisses the guards who led you here.

“I want you all to understand, you are being held as accomplices for treason, as so named by Nileena Quinn herself in a confession. This charge may lead to your incarceration or your execution, if it is so deemed. Before we discuss the particulars, I want you to at least acknowledge you understand this?”

He will wait for PCs acknowledgments before continuing.

“First and foremost, it was uncovered that Nileena Quinn, a hostess at the Gilded Cage, did plan and plot an attempt of assassination on the Magus Counsel himself as well as his adjunct. As this plot was uncovered, she was taken into custody this very morning, and she wrote and signed a confession. Soon after, she was

found hanging dead in her cell by her own robe.

He lets that sink in before continuing. “She named each of you as accomplices in this act of treason. In confirmation, she had also written of your meeting this morning with her, which is where you were caught.

“Now before you begin to ask many a question, I would tell you that neither I nor Captain Vestra believes that you adventurers are guilty of treason. It is rather clear to us that you are not guilty of the crimes of which you are accused.

“However, by expediting your swift arrest, we have created the illusion that we have ‘taken the bait’ of whomever has arranged this frame job. This means he, or she, will not be expecting further trouble.

“We realize you need time to find evidence to clear yourselves. Therefore, Captain Vestra has decided to parole you, on the Q-T, so that you may investigate further and clear yourselves. This will be made to look like a clerical error for appearance’s sake.”

“Understand, this does NOT mean you are free and clear. You have, at most, 48 hours to find the true criminals, or at least solid evidence of the plot, and clear yourselves. In addition, this parole will NOT be acknowledged officially by either Captain Vestra or myself. You should attempt to remain discrete and avoid drawing attention to yourselves until you have the evidence you need. If you are re-captured, your parole will be recognized as a ‘clerical error’ and you will NOT be given a second chance. Is that clear?”

Let the PCs grasp what he is saying before you continue.

“You will be allowed 48 hours before the Captain will have no choice but send the Diamond Legion to hunt you down. That is 48 hours for you to find evidence of your

being framed. Understand, you will have no legal standing during this time. If you attack or otherwise run afoul of the Diamond Legion, we will have no choice but to lock you up. This WILL be your only chance. Do you have any questions?”

➤ **Can we see the body?**

“The body is being held at the temple of Peliron. She has proven to be quite immune to speak with dead spells.”

(Peliron is the Deity of Justice).

Note: The body in the Temple of Peliron is NOT that Nileena Quinn. It is a cultist of close resemblance made to believe she was Nileena Quinn and that she committed the crime.

Hopefully the PCs will not attempt to find her body in the Diamond Legion morgue to try casting either a *Speak with Dead* or *Raise Dead* spell. Doing so will result in their immediate capture. If asked, the Lt. will tell them this. Try to give the players as many hints as you can that the place is heavily guarded, they are on the watch, etc. If they refuse these hints, let them be recaptured and go to Conclusion C.

The PCs will probably have some questions:

➤ **Can we see the confession?**

“Yes, I have a copy of it here.”

(Hand them **Player Handout 1**).

➤ **Any auguries or [other spells] done?**

“We have had no success in this area. And even a zone of truth may not find the truth of this case.”

➤ **Is there any other evidence?**

“From what we found, a map of the city marking the home of the Magus Counsel, nothing else of note.”

➤ **What could we do?**

“I do not know, but you might try to gain access to her room. There might be something we missed.”

- What will happen if we get caught? *“At that time, you will be prosecuted to the full extent of the law.”*
- Why should we trust you? *“What choice do you have?”*

Encounter 3: The Escape

This encounter is mere storytelling to tell the tale of the PCs escape. You can paraphrase, or have them use some of their skills, but do not spend much time here; there is quite a bit of module to get through.

You are given back your equipment in the next room. Quickly outfitting yourself in your recognizable gear you return to the Lieutenant.

“Okay,” he says. “This window here opens out into an alley. The patrol usually passes each side of the street every 20 minutes. If you go out and left, you should miss them. Be careful. Like I said, if you are caught, there is nothing we can do to help you.”

Opening the window, you see an alley going left and right. Going left as the Lieutenant said, you pass out into the city with no one to stop you.

The PCs will have to decide what their next move is.

- If they decide to go to the Gilded Cage and pay their way in, go to [Encounter 4](#).
- If they intend to go to the Gilded Cage and sneak in to her room, go to [Encounter 5](#).

- If they are confused or lost or they want to gather information, go to [Encounter 7](#).

Encounter 4: The Price

Moving through the streets carefully, you find yourselves at the Gilded Cage once again. As you enter, you find the establishment to be slightly busy. Eventually, the secretary turns to you. “What’s your pleasure?”

The PCs can make up any plausible story here to gain entrance. The Gilded Cage has many types of customers and is discreet. As well, the secretary on the door is not the one who let the PCs in earlier, so she will not recognize them.

In most cases, she will charge the PCs with 50 gp each for ‘services rendered.’ Once the PCs enter, they have a reasonable run of the Cage and can gain access to Nileena’s room (Encounter 6).

Encounter 5: The Scare and the Run

Moving through the streets carefully, you find yourselves at the Gilded Cage once again.

Here the PCs may try to sneak in to the Gilded Cage. Security is not as tight as it was, since the ‘troublemakers’ have been hauled off to jail. Some heroes might remember there is a trellis leading up to Nileena’s Balcony. The security on the balcony door has not been reactivated since the Diamond Legion used it.

Other potential entrances are the kitchen exit or other balconies or windows. If the PCs attempt to sneak in through Nileena’s window, the DC’s are as follows:

Hide	DC 10
Move Silently	DC 12
Climb	DC 5

If they wish to enter through any other means, use the following:

Hide	DC 15
Move Silently	DC 20
Climb	DC 10

The secondary DCs are meant for areas where there might be people or bouncers working. Nileena's area is vacant at the moment.

There is a 5% chance each minute the PCs are in Nileena's room that someone will enter to find them there. Have PCs mindful of this possibility as they search.

Go to Encounter 6.

Encounter 6: Nileena's Room

You are once again in Nileena's room which appears to be pretty much as the daylight, except it is already the afternoon. A quick check of the room tells you, you should not be disturbed anytime soon.

PCs can make search checks, even take 20 if they desire. The DC to find a hidden note of paper is DC 20. Once the note is found, hand the PCs **Player Handout 2**. If they think of checking the appointment pad (i.e. run charcoal over it) give them **Player Handout 3** (*Note*: The last entry, with the name Malfern, notes her last client's name. This is not related to the adventure.). Assuming the PCs have not played the other 3 modules in the series, use encounter 7 for them to gather information on the organizations.

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.

- If the PCs want to go to the Waterfell Contingent, go to Encounter 10.
- If the PCs want to go to Sheila's Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo's Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo's Apothecary, go to Encounter 14.

Encounter 7: Wandering Aimlessly

PCs may be clueless what to do, or may merely try to gather information. This is detailed as follows:

PCs may use Gather Information or Bardic Knowledge. PCs may also use Knowledge Local, but at -5 to the roll.

- DC 10: Nileena Quinn is a well known hostess of the Gilded Cage, though she hasn't been seen at her regular haunts in the past few days.
- DC 15: Nileena Quinn has been seen in the company of certain notable people recently. Seems she has taken interest in merchants.
- DC 20: Nileena Quinn has been in the company of members of the Consortium, the Alliance and the Vanyarans, the Waterfells.
- DC 25: Nileena Quinn has been in the company of Thaddeus A Glethorn, Tigron Bailey and Vance Waterfell.
- DC 35: Nileena was spotted late yesterday going to Elmo's Apothecary.

From here, the PCs have many choices of where to go.

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to the Waterfall Contingent, go to Encounter 10.
- If the PCs want to go to Sheila's Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo's Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo's Apothecary, go to Encounter 14.

Encounter 8: The Consortium

As you approach the Consortium, you notice a large blue banner waving over the building. The banner reads "The Consortium" in large white lettering. The building seems to have recently been painted. A set of polished stairs leads up to the second floor of the building. A hardwood door stands slightly ajar. The letters on the door also read 'The Offices of the Consortium.' Inside, a very pretty redheaded woman sits at a desk. "May I help you?"

The PCs are free to tell her any story they would like, including the truth. Do remind them they are still wanted. She will eventually let them see Thaddeus A Gelthorn. Notes on Thaddeus are in Appendix I.

You are eventually led into a well appointed office. A new dark-stained hardwood desk takes up the center space of

this room. Several comfortable chairs made of upholstered leather are about the room. Two large lamps adorn either side of the far wall, where rich looking curtains hang open letting in light from the outside. On the other side of the desk sits a man. He is wearing somewhat foppish clothing which takes nothing away from his robust form.

He wipes his forehead with a monogrammed handkerchief, brushes his mustache once, and then puts away the handkerchief.

"Good day. I am Thaddeus Glethorn, head of the Consortium. You have some business with me?"

Thaddeus will recognize PCs who have dealt with him, and specifically those who hold Consortium shares. It is good to note that Thaddeus doesn't know about the disappearance or the suicide of Nileena, being that it hasn't been made public.

Questions Thaddeus will respond to:

- **Have you seen Nileena Quinn?**

"I did indeed. I met with Nileena early yesterday. We have some ...agreements we needed to discuss."

- **What kind of agreements?**

"She could provide help in our endeavors in becoming a merchant house in your city, instead of just another business."

- **Did you have any other dealings with Nileena?**

"No, I can't say I have been to her... business establishment. Though I understand it does good business."

- **How would the Consortium benefit if she disappeared?**

"Benefit? Heavens we would not."

Once the PCs mention either her supposed treason and/or possible abduction, Thaddeus gets heated.

“That is a horrible situation! I can’t believe she could do any act against this city. I would pay you each 100 gp if you were to find evidence that this is not so.”

If the PCs ask if he knows where she was going, read the following:

“I understand she had some shopping to do. I think she mentioned Sheila’s Flower Shop.”

- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to the Waterfall Contingent, go to Encounter 10.
- If the PCs want to go to Sheila’s Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo’s Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo’s Apothecary, go to Encounter 14.

Encounter 9: The Alliance

The newly opened Walther’s Academy of Fencing is in the services district of the city. This is where the Alliance has made its home.

Entering through the front door, you see a pretty young blond woman sitting behind a desk.

This is Misty Pegelhorn, Jaxxon Eisner’s girlfriend, one of the members of the alliance. She has become their receptionist. Some PCs might remember her. She has a good memory so any Reputation roll for her is at +5 on the roll.

After entering, you can hear the sounds of swords on swords clashing in the room ahead. Passing into that room, you see several people in several sword duels, practicing the art of fencing.

On the far wall, you see a man leaning against a wall watching the swordplay go back and forth across the floor between you. He is wearing a very fine vest and pants in the colonial style, yet wears no weapon. He has a shock of red hair and his eyes are wide, as if in a jest of some kind.

He takes notice of you and crosses the floor to greet you. “Greetings, I am Tigron Bailey of the Alliance. What can I do for you?”

Most PCs should have already met Tigron. He will note those who have worked with him before, and greet those who hold Alliance stock. He will be friendly, constantly talk about the Alliance’s Fencing School, and other pleasantries.

Questions Tigron will respond to:

➤ **Have you seen Nileena Quinn?**

“Indeed I did meet with her yesterday early in the afternoon. She might be able to help us with our endeavor of establishing a merchant house.”

➤ **Did you have any other dealings with Nileena Quinn?**

“I can say she has a wellspring of knowledge which I have on occasion drawn from.”

➤ **Do you happen to know where she went after she left you?**

“She mentioned something about going to an apothecary. I believe it was an establishment called Elmo’s Apothecary.”

Once the PCs mention the possible abduction or suicide of Nileena Quinn, continue with the following:

“That is not good. Not good at all. Do you believe she was innocent? Perhaps you can find out. If you can find proof of her innocence I will pay you each 100 gp. Does that sound good? I would really hate to hear that such a notable lady was involved with some underhanded doings.”

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Waterfell Contingent, go to Encounter 10.
- If the PCs want to go to Sheila’s Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo’s Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo’s Apothecary, go to Encounter 14.

Encounter 10 : **The Waterfell Contingent**

The offices of the Waterfell Contingent are near the harbor attached to an old warehouse. Though it does appear old, there is a new coat of paint on the exterior walls, and the letters Waterfell are displayed on a sign above the main doors.

Entering through the doors, you are greeted by the gentle smell of gardenias. A young, slightly dark skinned man sits behind a desk. He is dressed in the Vanyran style of shirt and breeches, and has the Waterfell Crescent over his breast pocket. “May I be help?,” he says in his broken common.

The young man name is Yanris. He will attempt to listen to what the PCs say, though he can answer but only the simplest

questions and answer even fewer in his broken common. He will ask the PCs to sit and wait while he goes to see if anyone is available. Two Waterfell spies who guard the warehouse are watching the PCs from hidden spy holes.

After a few minutes of waiting, the PCs are led into the office.

You find yourselves in a nicely decorated room. Several intricately designed carpets line the floor and tapestries hang from the walls. A large palm tree sits in one corner behind a large oak desk carved with the relief of fauns and trees. A few chairs are set along one wall. Low hung lamps pour soft light into the room. Behind the desk is a man dressed in comfortable and yet military looking clothing sporting the Waterfell Crest.

“Greetings, I believe you have some business with me?”

This is Vance Waterfell. He will recognize PCs he has dealt with in the past, specifically those who hold Waterfell stock.

Questions Vance will respond to:

➤ **Have you seen Nileena Quinn?**

“Indeed I did meet with her yesterday late afternoon. She might be able to help us with our endeavor of establishing a merchant house.”

➤ **Did you have any other dealings with Nileena Quinn?**

“I can say she has a wellspring of knowledge which I have on occasion drawn from.”

➤ **Do you happen to know where she went after she left you?**

“She mentioned something about going shopping. I believe it was an establishment called the Perfumery.”

Once the PCs mention the possible abduction or suicide of Nileena Quinn, continue with the following:

“That is not good. Not good at all. Do you believe she was innocent? Perhaps you can find out. If you can find proof of her innocence I will pay you each 100 gp. Does that sound good? I would really hate to hear that such a notable lady was involved with some underhanded doings.”

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to Sheila’s Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo’s Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo’s Apothecary, go to Encounter 14.

Encounter 11: Sheila’s Flower Shop

Sheila’s Flower Shop is located in the Services District near the border into the Port district. The storefront is well kept and has a neat sign indicating that it does indeed sell flowers.

Entering the store, you find several rows of potted plants and flowers of various varieties. At the other end of the store behind a counter is a beautiful woman with soft grey eyes and a full mane of black hair. She looks at you nervously as you enter and approach her.

Sheila is definitely nervous. Under the counter is a thief holding a dagger to her

stomach. The thief came in to rob her, and saw the approach of the adventurers. Hiding under the counter, he warned her he’d gut her if she made any false moves.

PCs can make Sense Motive checks DC 12 to figure out she is hiding something that is scaring her. A DC 15 Spot check watches her glancing at the counter top. Smart PCs should be able to guess at her predicament. Otherwise, she has not seen Nileena since the day before and then only to have flowers delivered for next week.

If the PCs guess at her situation, and can get Sheila away from the thief (easy enough since he is nervous as all hell), they can easily capture him.

The issue here is though is what to do with him. Calling the Diamond Legion is out of the question for the PCs would also be arrested. Questioning him reveals nothing the PCs can use in the pursuit of their freedom. Most likely, the PCs will tie him up and leave him for the DL. Any reasonable method used is acceptable. Once they are done, continue with their next choice of location.

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to the Waterfall Contingent, go to Encounter 10.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to go to Elmo’s Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo’s Apothecary, go to Encounter 14.

Encounter 12: The Perfumery

The pungent smell of musk hits you as you near the Perfumery. Mixed in you can smell cinnamon and sandalwood. The storefront is painted cherry red with a small sign announcing The Perfumery.

As you enter the shop, you hear the jingle of a bell above you. The shop is decorated in Damiagn style with a large rug covering most of the floor. Several cases hold various vials and bottles of differing colors. Some incense burns in a burner which allows the musky scent to continue.

From the back of the store comes a slightly dark skinned woman. Her features are aquiline and her eyes are as opals.

PCs with knowledge History or Knowledge geography can make a DC 20 check that she comes from the region of the world known as Phaeros.

PCs with Bardic Knowledge or Knowledge History can recall what they know of Phaeros. This information is in Player's Handout 4.

"Welcome," she says in a thickly accented common. "Do feel free as your life dictates." She smiles a very appealing smile. On her approach you can smell the scent of sandalwood upon her.

➤ Who are you?

"I am called Kammani. I run the Perfumery, yes?"

➤ You own this establishment?

"Family has owned for a generation."

➤ You are not from around here?

"I am born in Phaeros. I work here. Am good with many scents."

➤ Do you know Nileena Quinn?

"She nice lady from Gilded Cage."

➤ Have you seen her recently?

"She was in shop yesterday. Needed perfume but no have ingredients. She say she go to Elmo to get, but no come back."

PCs can figure out where Nileena went from here. If they don't know Elmo or the Apothecary, Kammani can tell them. Notes on Kammani can be found in **Appendix I: The NPCs**.

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to the Waterfell Contingent, go to Encounter 10.
- If the PCs want to go to Sheila's Flower Shop, go to Encounter 11.
- If the PCs want to go to Elmo's Apothecary, go to Encounter 13.
- If the PCs want to follow the map they found in Elmo's Apothecary, go to Encounter 14.

Encounter 13: Elmo's Apothecary

As you enter the Apothecary, you can smell the delightful fragrances that dance across the air as well as see the colors of flowers and dyed glass jars along the walls. At the other end of the room where the counter, instead of seeing a gray-haired gnome, you see a red-haired human. "What can I do for yuh folks?"

This is Hamran, one of Marcus' men. He was sent to kidnap Elmo and to feed the PCs false info about what happened to Nileena Quinn. In truth, Marcus expects Hanran to

fail, and used him to lure the PCs to his hideout for a final showdown.

Hanran knows nothing about herbs or potions and will badly fake it when asked. He will tell the PCs, if asked, that Nileena had been in there two days ago and then set off to the Opera House, but doesn't know much else.

Of course, if the PCs buy this act (which they might if none of them ever met Elmo before or none of them have herbalist knowledge), they really have no other leads. Assuming they do attack or take down this rogue, **they will find on him a map that leads to his hideout.** As well, they will find Elmo tied up in the back room. He will tell the PCs that they tied him up and when Nileena came in for her herbs, she was kidnapped and taken as well. He will also tell the PCs he overheard a discussion that she won't live much longer, which was said about an hour ago. Notes on Elmo can be found in **Appendix I: NPCs**

If the PCs follow the lead to the Opera House, they will find she wasn't there. Most PCs should figure out where it went wrong and follow up on the rogue who will still be at the Apothecary.

- If the PCs want to go to the Consortium, go to Encounter 8.
- If the PCs want to go to the Alliance, go to Encounter 9.
- If the PCs want to go to the Waterfall Contingent, go to Encounter 10.
- If the PCs want to go to Sheila's Flower Shop, go to Encounter 11.
- If the PCs want to go to the Perfumery, go to Encounter 12.
- If the PCs want to follow the map into the Darkwood west of the city, go to Encounter 14.

ATL 3

✂ **Hamran (Rog 2):** Medium human male; HD 2d6 +4; hp 16 ; Spd 30 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 14; Atk/Grp; +1/+4 Atk: +4 melee (1d6+3 rapier 18-20/x2) or +4 ranged (1d8 lt. crossbow 19-20/x2); SA Sneak attack +1d6; SQ: Evasion, trap finding, trap sense +1; AL LE; SV Fort +2 Ref +6 Will +0; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12

Skills & Feats: Appraise +7, Balance +8, Bluff +6, Escape Artist +8, Hide +8, Listen +5, Search +6, Sense Motive +5, Spot +5, Tumble +8; Combat Expertise, Weapon Finesse.

Equipment: Rapier, light crossbow, 10 bolts, studded leather armor, buckler, map.

ATL 5

✂ **Hamran (Rog 4):** Medium human male; HD 4d6 +8; hp 28 ; Spd 30 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 17; Atk/Grp; +3/+6 Atk: +6 melee (1d6+3 rapier 18-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA Sneak attack +2d6; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +3 Ref +7 Will +1; Str 16; Dex 17; Con 14; Int 14; Wis 10; Cha 12

Skills & Feats: Appraise +9, Balance +10, Bluff +8, Escape Artist +10, Hide +10, Listen +7, Search +8, Sense Motive +7, Spot +7, Tumble +10; Combat Expertise, Weapon Finesse, Improved Disarm.

Equipment: Rapier, light crossbow, 10 bolts, studded leather armor, buckler, map.

ATL 7

✂ **Hamran (Rog 6):** Medium human male; HD 6d6 +12; hp 40 ; Spd 30 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 17; Atk/Grp; +4/+7 Atk: +7 melee (1d6+3 rapier 18-20/x2) or +7 ranged (1d8 lt. crossbow 19-20/x2); SA Sneak attack +3d6; SQ: Evasion, Trap

Finding, Trap Sense +2, Uncanny Dodge; AL LE; SV Fort +4 Ref +8 Will +2; Str 16; Dex 17; Con 14; Int 14; Wis 10; Cha 12

Skills & Feats: Appraise +11, Balance +12, Bluff +10, Escape Artist +12, Hide +12, Listen +9, Search +11, Sense Motive +9, Spot +9, Tumble +12; Combat Reflexes, Weapon Finesse, Improved Disarm, Dodge.

Equipment: Rapier, light crossbow, 10 bolts, studded leather armor, buckler, map.

ATL 9

⚔ **Hamran (Rog 9):** Medium human male; HD 9d6 +18; hp 58 ; Spd 30 ft; Init +4; AC 18 (+4 Dex, +3 studded leather, +1 buckler), touch AC 14, flat AC 18; Atk/Grp; +6/+9 Atk: +10 melee (1d6+3 rapier, 18-20/x2) or +10 ranged (1d8 lt. crossbow, 19-20/x2); Full Atk: +10/+5 melee (1d6 +3 rapier, 18-20/x2) or +10 ranged (1d8 lt. crossbow, 19-20/x2); SA Sneak attack +5d6; SQ: Evasion, trapfinding, trap sense +3, improved uncanny dodge; AL LE; SV Fort +5 Ref +10 Will +3; Str 16; Dex 18; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Appraise +14, Balance +16, Bluff +13, Escape Artist +16, Hide +16, Listen +12, Search +14, Sense Motive +12, Spot +12, Tumble +16; Weapon Finesse, Improved Disarm, Dodge, Mobility.

Equipment: Rapier, light crossbow, 10 bolts, studded leather armor, buckler, map.

Encounter 14 **A Walk in the Countryside**

Following the map you found at Elmo's Apothecary, you find yourselves traveling near the edge of the Darkwood. The late evening air is crisp and you can feel the woodlands move as if alive. Ahead you spy a clearing in front of a low hill. You can see men guarding a cave entrance.

While the heroes are expected, Marcus did not bother to inform his grunts of this. These second level fighters should be of no trouble to the PCs, nor should you spend too much time on this encounter.

ATL 3: 2 guards

ATL 5: 3 guards

ATL 7: 4 guards

ATL 9: 6 guards

⚔ **Guards (number varies by ATL) (Ftr 2):** **Medium** human male; HD 2d10 +4; hp 24 ; Spd ; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13, FF AC 15; Atk/Grp; +2/+5 Atk: +6 melee (1d8+3 longsword 19-20/x2) or +5 ranged (1d8 lt. crossbow 19-20/x2); SA n/a SQ n/a; AL LE; SV Fort +3 Ref +2 Will +0; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Power Attack, Cleave, Combat Expertise, Weapon Focus (longsword).

Equipment: Longsword, light crossbow, 10 bolts, breastplate.

Encounter 15: And All Good Things Must come to an End

Entering the cavern, you find the way illuminated with torches, casting eerie shadows in the tunnel. The long twisting tunnel eventually turns straight. Ahead is a well lit cavern. From where you are you can see a man dressed in black sitting in a comfortable chair. "Don't be shy come close. I have been expecting you."

PCs may intend on casting spells or what have you as they approach. Give them a round to cast as Marcus talks.

As you come closer you can see what appears to be an older man, his hair balding in spots.

PCs that played **Pirates Ahoy** might recognize him. Give the PCs knowledge: Local DC 10 or an Int check DC 15 to remember him as Orelion, manservant to Vance Waterfell. In truth, Marcus killed Orelion and took his place in order to bring about the downfall of Waterfell as well as weaken Amthydor.

“I can see your eyes trying to turn in disbelief. Yes, it is I, the one you might remember as Orelion. I, who slaved under Vance Waterfell. But that is not truly me.”

Looking around you can see the unconscious body of Nileena Quinn. She is hanging by ropes tied to her wrists from the ceiling behind this man. Two shadows seem to flank her.

His skin darkens slightly and his hair turns black. “My name is Marcus and I have been sent to assure Waterfell’s downfall and your precious city’s as well.

PCs may wish to interrupt box text. Let them if they don’t want to know the whole story.

“But thanks to you meddling adventurers, I have been stymied up to now. To remedy this, I created the “treasonous” acts and framed you so that the city would end you. But again, the city of Amthydor fails its own!”

“Ahh, but here you are and here we are. I guess I’ll need to handle what your city could not. Slay them!” From out of the shadows come figures ready to do battle.

The shadows will not attack Nileena Quinn unless things go really bad really fast for Marcus. He will threaten her becoming a shadow if the PCs don’t surrender. Of course he is a bad guy so surrender or not, he will order the shadows to ‘eat’ her. Assuming the PCs do their job, of course, the shadows don’t succeed. The PCs should be able to save her from that fate.

Handling the Combat

At all ATLs Marcus has sent out his other shadows to do tasks for him in the city and does not have them here. Depending on the ATL he will have already cast some of his higher level spells; those spells marked with ~~striketrough~~ are already cast for the day. He may also have less hit points due to earlier wounds that he did not yet heal.

Marcus has lured the PCs here for one purpose: to kill them. He will remain here and fight with his minions for as long as it seems that his side is winning. If the PCs kick his butt and he appears to be losing, he will flee...he is too intelligent to commit suicide needlessly here! Note that his shadow jump ability only goes as far as 40 feet, but that is enough to take him out of the combat into the woods, where he can hide in plain sight to escape.

Note that the PCs gain XP for defeating Marcus even if he escapes to fight another day!

If the party loses the battle, the Diamond Legion will show up just after the last PC goes down, capturing the minions while Marcus flees the scene. They get **Conclusion B**.

ATL 3

✧ Marcus Grainger (Wiz 6/Rog1/Shd 6): Medium human male; HD 6d4 +1d6 +6d8 +13; hp 72 (currently 48); Spd 30 ft; Init +3; AC 18 (+3 Dex, +3 bracers, +2 deflection), touch AC 15, flat AC 18; Atk/Grp; +7/+7 Atk: +8 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); Full Atk: +8/+3 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); SA Sneak attack +1d6, spell use, *shadow illusion* 1/day; SQ: Defensive roll, darkvision, evasion, hide in plain sight, improved uncanny dodge, uncanny dodge, shadow jump 40', summon familiar, summon shadow; AL LE; SV Fort +5, Ref +12 Will +8; Str 10; Dex 16; Con 12; Int 16; Wis 12; Cha 12.

Skills and Feats: Balance +11, Bluff +8, Concentration +7, Diplomacy +7, Disguise +13, Escape Artist +11, Hide +14, Knowledge: Arcana +8, Knowledge Nobility +5; Knowledge: Geography +4, Listen +5, Move Silently +19, Perform (Dance) +8, Spellcraft +9; Spot +5, Tumble +9; Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Mobility, Scribe Scroll, Silent Spell, Stealthy.

Defensive Roll (Ex): Once per day, when Marcus Grainger would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Spells: 4/4/4/3 DC 13 + spell level

0 Mage hand, prestidigitation, ray of frost x2;

1st Charm person, color spray, magic missile, shield;

2nd ~~Alter-Self~~, blur, ~~bull's strength~~, ~~scorching ray~~;

3rd ~~Dispel magic~~, ~~scorching ray (silent)~~
x2

Equipment: Bracers of armor +3, ring of protection +2, hat of disguise, +1 dagger of frost, fine robes, 25 gp.

✧ Shadow (1): Medium Undead (Incorporeal); HD 5d12; HP 30; Init +2; Speed Fly 40 ft; AC 13 (+2 Dex, +1 deflection; touch 13, Flat 11/Atk/Grp +2/_; Atk: Incorporeal touch +4 melee (1d6 Str); Full Atk: Incorporeal touch +4 melee (1d6 Str); Space/Reach 5ft/5ft; SA Create spawn, strength damage; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV: Fort +1, Ref +3, Will +5; AB: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13;

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge

***** The shadow is only here to destroy Nileena Quinn and will not attack the PCs unless attacked first. *****

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

ATL 5**✧ Marcus Grainger (Wiz 6/Rog1/Shd 6):**

Medium human male; HD 6d4 +1d6 +6d8 +13; hp 72 (currently 62); Spd 30 ft; Init +3; AC 18 (+3 Dex, +3 bracers, +2 deflection), touch AC 15, flat AC 18; Atk/Grp; +7/+7 Atk: +8 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); Full Atk: +8/+3 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); SA Sneak attack +1d6, spell use, *shadow illusion* 1/day; SQ: Defensive roll, darkvision, evasion, hide in plain sight, improved uncanny dodge, uncanny dodge, shadow jump 40', summon familiar, summon shadow; AL LE; SV Fort +5, Ref +12 Will +8; Str 10; Dex 16; Con 12; Int 16; Wis 12; Cha 12.

Skills and Feats: Balance +11, Bluff +8, Concentration +7, Diplomacy +7, Disguise +13, Escape Artist +11, Hide +14, Knowledge: Arcana +8, Knowledge Nobility +5; Knowledge: Geography +4, Listen +5, Move Silently +19, Perform (Dance) +8, Spellcraft +9; Spot +5, Tumble +9; Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Mobility, Scribe Scroll, Silent Spell, Stealthy.

Defensive Roll (Ex): Once per day, when Marcus Grainger would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Spells: 4/4/4/3 DC 13 + spell level

0 Mage hand, prestidigitation, ray of frost x2;

1st Charm person, color spray, magic missile, shield;

2nd Alter Self, blur, bull's strength, scorching ray;

3rd ~~Dispel magic, scorching ray (silent)~~
x2

Equipment: Bracers of armor +3, ring of protection +2, hat of disguise, +1 dagger of frost, fine robes, 25 gp.

✧ Swift Thistle (Rog 4): Medium forest elf male; HD 4d6 +4; hp 24; Spd 30 ft; Init +3; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flat AC 16; Atk/Grp: +3/+5 Atk: +7 melee (2d4+3 spiked chain) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +2 Ref +7 Will +1; Str 14; Dex 16; Con 12; Int 14; Wis 10; Cha 12.

Skills & Feats: Balance +7, Bluff +4, Escape Artist +5, Hide +7, Listen +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Equipment: Masterwork spiked chain, light crossbow, 10 bolts, studded leather armor.

✧ Shadow (1): Medium Undead (Incorporeal); HD 5d12; HP 30; Init +2; Speed Fly 40 ft; AC 13 (+2 Dex, +1 deflection; touch 13, Flat 11/Atk/Grp +2/_; Atk: Incorporeal touch +4 melee (1d6 Str); Full Atk: Incorporeal touch +4 melee (1d6 Str); Space/Reach 5ft/5ft; SA Create spawn, strength damage; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV: Fort +1, Ref +3, Will +5; AB: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge

***** This shadow is only to here to destroy Nileena Quinn and will not attack the PCs unless attacked first. *****

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

ATL 7

⚔ **Marcus Grainger (Wiz 6/Rog1/Shd 6):** Medium human male; HD 6d4 +1d6 +6d8 +13; hp 72; Spd 30 ft; Init +3; AC 18 (+3 Dex, +3 bracers, +2 deflection), touch AC 15, flat AC 18; Atk/Grp: +7/+7 Atk: +8 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); Full Atk: +8/+3 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); SA Sneak attack +1d6, spell use, *shadow illusion* 1/day; SQ: Defensive roll, darkvision, evasion, hide in plain sight, improved uncanny dodge, uncanny dodge, shadow jump 40', summon familiar, summon shadow; AL LE; SV Fort +5, Ref +12 Will +8; Str 10; Dex 16; Con 12; Int 16; Wis 12; Cha 12.

Skills and Feats: Balance +11, Bluff +8, Concentration +7, Diplomacy +7, Disguise +13, Escape Artist +11, Hide +14, Knowledge: Arcana +8, Knowledge Nobility +5; Knowledge: Geography +4, Listen +5, Move Silently +19, Perform (Dance) +8, Spellcraft +9; Spot +5, Tumble +9; Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Mobility, Scribe Scroll, Silent Spell, Stealthy.

Defensive Roll (Ex): Once per day, when Marcus Grainger would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Spells: 4/4/4/3 DC 13 + spell level

0 Mage hand, prestidigitation, ray of frost x2;

1st Charm person, color spray, magic missile, shield;

2nd Alter Self, blur, bull's strength, scorching ray;

3rd Dispel magic, scorching ray (silent) x2

Equipment: Bracers of armor +3, ring of protection +2, hat of disguise, +1 dagger of frost, fine robes, 25 gp.

⚔ **Rhylek (Rog 4):** Medium dwarf male; HD 4d6 +8; hp 28 ; Spd 20 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 17; Atk/Grp: +3/+6 Atk: +7 melee (1d6+3 rapier 18-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +3 Ref +7 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12

Skills & Feats: Balance +7, Bluff +5, Escape Artist +5, Hide +7, Listen +4, Spot +4; Combat Expertise, Weapon Finesse.

Equipment: Masterwork rapier, light crossbow, 10 bolts, studded leather armor.

⚔ **Swift Thistle (Rog 4):** Medium forest elf male; HD 4d6 +4; hp 24; Spd 30 ft; Init +3; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flat AC 16; Atk/Grp: +3/+5 Atk: +7 melee (2d4+3 spiked chain) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +2 Ref +7 Will +1; Str 14; Dex 16; Con 12; Int 14; Wis 10; Cha 12

Skills & Feats: Balance +7, Bluff +4, Escape Artist +5, Hide +7, Listen +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Equipment: Masterwork spiked chain, light crossbow, 10 bolts, studded leather armor.

⚔ **Baron (Ftr 5):** Medium human male; HD 5d10 +10; hp 51 ; Spd 20 ft; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13,

flat AC 15; Atk/Grap: +5/+7 Atk: +9 melee (1d10+4 masterwork bastard sword, wielded two-handed, 19-20/x2) or +8 ranged (1d8 lt. crossbow 19-20/x2); SA none SQ: none; AL LE; SV Fort +7 Ref +4 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Power Attack, Cleave, Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (bastard sword).

Equipment: Masterwork bastard sword, light crossbow, 10 bolts, breastplate.

Shadow (1): Medium Undead (Incorporeal); HD 5d12; HP 30; Init +2; Speed Fly 40 ft; AC 13 (+2 Dex, +1 deflection; touch 13, Flat 11/Atk/Grap +2/_; Atk: Incorporeal touch +4 melee (1d6 Str); Full Atk: Incorporeal touch +4 melee (1d6 Str); Space/Reach 5ft/5ft; SA Create spawn, strength damage; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV: Fort +1, Ref +3, Will +5; AB: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

***** This shadow is only to here to destroy Nileena Quinn and will not attack the PCs unless attacked first. *****

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

ATL 9

✂ **Marcus Grainger (Wiz 6/Rog1/Shd 6):** Medium human male; HD 6d4 +1d6 +6d8 +13; hp 72; Spd 30 ft; Init +3; AC 18 (+3 Dex, +3 bracers. +2 deflection), touch AC 15, flat AC 18; Atk/Grap; +7/+7 Atk: +8 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); Full Atk: +8/+3 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); SA Sneak attack +1d6, spell use, *shadow illusion* 1/day; SQ: Defensive roll, darkvision, evasion, hide in plain sight, improved uncanny dodge, uncanny dodge, shadow jump 40', summon familiar, summon shadow; AL LE; SV Fort +5, Ref +12 Will +8; Str 10; Dex 16; Con 12; Int 16; Wis 12; Cha 12.

Skills and Feats: Balance +11, Bluff +8, Concentration +7, Diplomacy +7, Disguise +13, Escape Artist +11, Hide +14, Knowledge: Arcana +8, Knowledge Nobility +5; Knowledge: Geography +4, Listen +5, Move Silently +19, Perform (Dance) +8, Spellcraft +9; Spot +5, Tumble +9; Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Mobility, Scribe Scroll, Silent Spell, Stealthy.

Defensive Roll (Ex): Once per day, when Marcus Grainger would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Spells: 4/4/4/3 DC 13 + spell level

0 Mage hand, prestidigitation, ray of frost x2;
1st Charm person, color spray, magic missile, shield;
2nd Alter Self, blur, bull's strength, scorching ray;
3rd Dispel magic, scorching ray (silent) x2

Equipment: Bracers of armor +3, ring of protection +2, hat of disguise, +1 dagger of frost, fine robes, 25 gp.

✂ **Rhylek (Rog 4):** Medium dwarf male; HD 4d6 +8; hp 28 ; Spd 20 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 17; Atk/Grap: +3/+6; Atk: +7 melee (1d6+3 rapier 18-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +3 Ref +7 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Balance +7, Bluff +5, Escape Artist +5, Hide +7, Listen +4, Spot +4; Combat Expertise, Weapon Finesse.

Equipment: Masterwork rapier, light crossbow, 10 bolts, studded leather armor.

✂ **Swift Thistle (Rog 4):** Medium forest elf male; HD 4d6 +4; hp 24; Spd 30 ft; Init +3; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flat AC 16; Atk/Grap: +3/+5 Atk: +7 melee (2d4+3 spiked chain) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +2 Ref +7 Will +1; Str 14; Dex 16; Con 12; Int 14; Wis 10; Cha 12.

Skills & Feats: Balance +7, Bluff +4, Escape Artist +5, Hide +7, Listen +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Equipment: Masterwork spiked chain, light crossbow, 10 bolts, studded leather armor.

✂ **Baron (Ftr 5):** Medium human male; HD 5d10 +10; hp 51 ; Spd 20 ft; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13, flat AC 15; Atk/Grap: +5/+7 Atk: +9 melee (1d10+4 masterwork bastard sword, wielded two-handed, 19-20/x2) or +8 ranged (1d8 lt. crossbow 19-20/x2); SA none SQ: none; AL

LE; SV Fort +7, Ref +4, Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Power Attack, Cleave, Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (bastard sword).

Equipment: Masterwork bastard sword, light crossbow, 10 bolts, breastplate.

⚔ **Marek (Ftr 5)** Medium human male; HD 5d10 +10; hp 51 ; Spd 20 ft; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13, flat AC 15; Atk/Grp: +5/+7 Atk: +9 melee (1d10+4 masterwork bastard sword, wielded two-handed, 19-20/x2) or +8 ranged (1d8 lt. crossbow 19-20/x2); SA none SQ: none; AL LE; SV Fort +7, Ref +4, Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Cleave, Combat Expertise, Combat Reflexes, Dodge, Power Attack, Weapon Focus (bastard sword)

Equipment: Masterwork bastard sword, light crossbow, 10 bolts, breastplate.

⚔ **Adara (Sor 7);** Medium human female; HD 7d4 +14; hp 43 ; Spd 30 ft; Init +3; AC 13 (+3 Dex), touch AC 13, flat AC 10; Atk/Grp: +3/+4 Atk: +5 melee (1d4+1 Masterwork Dagger 19-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA: Spell use; SQ: Spell use, summon familiar; AL LE; SV Fort +4 Ref +5 Will +5; Str 12; Dex 16; Con 14; Int 12; Wis 10; Cha 18.

Skills & Feats: Bluff +8, Concentration +10, Knowledge (arcana) +8, Spellcraft +8, Spot +4; Combat Casting, Empower Spell, Spell Focus (evocation).

Spells 6/7/7/5 DC 14 + spell level, 15+ spell level for evocations (* in spell list).

Spells Known (7/5/3/2)

0: Detect magic, ghost sound, guidance, mend, prestidigitation, ray of frost*, resistance;
1st Grease, ~~identify~~, mage armor, shield, sleep, magic missile*;
2nd Cat's grace, mirror image, scorching ray*;
3rd Hold person, lightning bolt*

Equipment: Masterwork dagger, light crossbow, 10 bolts, tanglefoot bag, thunderstone.

⚔ **Shadow (1);** Medium Undead (Incorporeal); HD 5d12; HP 30; Init +2; Speed Fly 40 ft; AC 13 (+2 Dex, +1 deflection; touch 13, Flat 11/Atk/Grp +2/_; Atk: Incorporeal touch +4 melee (1d6 Str); Full Atk: Incorporeal touch +4 melee (1d6 Str); Space/Reach 5ft/5ft; SA Create spawn, strength damage; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV: Fort +1, Ref +3, Will +5; AB: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

*** This shadow is only to here to destroy Nileena Quinn and will not attack the PCs unless attacked first. ***

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

ATL 9

✂ **Marcus Grainger (Wiz 6/Rog1/Shd 6):** Medium human male; HD 6d4 +1d6 +6d8 +13; hp 72; Spd 30 ft; Init +3; AC 18 (+3 Dex, +3 bracers. +2 deflection), touch AC 15, flat AC 18; Atk/Grp; +7/+7 Atk: +8 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); Full Atk: +8/+3 melee (1d4 +1 +1d6 cold, 19-20/x2, +1 *dagger of frost*); SA Sneak attack +1d6, spell use, *shadow illusion* 1/day; SQ: Defensive roll, darkvision, evasion, hide in plain sight, improved uncanny dodge, uncanny dodge, shadow jump 40', summon familiar, summon shadow; AL LE; SV Fort +5, Ref +12 Will +8; Str 10; Dex 16; Con 12; Int 16; Wis 12; Cha 12.

Skills and Feats: Balance +11, Bluff +8, Concentration +7, Diplomacy +7, Disguise +13, Escape Artist +11, Hide +14, Knowledge: Arcana +8, Knowledge Nobility +5; Knowledge: Geography +4, Listen +5, Move Silently +19, Perform (Dance) +8, Spellcraft +9; Spot +5, Tumble +9; Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Mobility, Scribe Scroll, Silent Spell, Stealthy.

Defensive Roll (Ex): Once per day, when Marcus Grainger would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny his any Dexterity bonus to AC, he can't attempt a defensive roll.

Spells: 4/4/4/3 DC 13 + spell level

0 Mage hand, prestidigitation, ray of frost x2;
1st Charm person, color spray, magic missile, shield;
2nd Alter Self, blur, bull's strength, scorching ray;
3rd Dispel magic, scorching ray (silent) x2

Equipment: Bracers of armor +3, ring of protection +2, hat of disguise, +1 dagger of frost, fine robes, 25 gp.

✂ **Rhylek (Rog 4):** Medium dwarf male; HD 4d6 +8; hp 28 ; Spd 20 ft; Init +3; AC 17 (+3 Dex, +3 studded leather, +1 buckler), touch AC 13, flat AC 17; Atk/Grp: +3/+6 Atk: +7 melee (1d6+3 rapier 18-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +3 Ref +7 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Balance +7, Bluff +5, Escape Artist +5, Hide +7, Listen +4, Spot +4; Combat Expertise, Weapon Finesse.

Equipment: Masterwork rapier, light crossbow, 10 bolts, studded leather armor.

✂ **Swift Thistle (Rog 4):** Medium forest elf male; HD 4d6 +4; hp 24; Spd 30 ft; Init +3; AC 16 (+3 Dex, +3 studded leather), touch AC 13, flat AC 16; Atk/Grp: +3/+5 Atk: +7 melee (2d4+3 spiked chain) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA +2d6 sneak attack; SQ: Evasion, trap finding, trap sense +1, uncanny dodge; AL LE; SV Fort +2 Ref +7 Will +1; Str 14; Dex 16; Con 12; Int 14; Wis 10; Cha 12

Skills & Feats: Balance +7, Bluff +4, Escape Artist +5, Hide +7, Listen +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Equipment: Masterwork spiked chain, light crossbow, 10 bolts, studded leather armor.

✂ **Baron (Ftr 5):** Medium human male; HD 5d10 +10; hp 51 ; Spd 20 ft; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13, flat AC 15; Atk/Grp: +5/+7 Atk: +9 melee (1d10+4 Masterwork Bastard Sword (wielding two handed) 19-20/x2) or +8 ranged (1d8 lt. crossbow 19-20/x2); SA none SQ: none; AL

LE; SV Fort +7 Ref +4 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Power Attack, Cleave, Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (bastard sword)

Equipment: Masterwork bastard sword, light crossbow, 10 bolts, breastplate.

✂ **Marek (Ftr 5)** Medium human male; HD 5d10 +10; hp 51 ; Spd 20 ft; Init +3; AC 18 (+3 Dex, +5 breastplate), touch AC 13, flat AC 15; Atk/Grp: +5/+7 Atk: +9 melee (1d10+4 Masterwork Bastard Sword (wielding two handed) 19-20/x2) or +8 ranged (1d8 lt. crossbow 19-20/x2); SA none SQ: none; AL LE; SV Fort +7 Ref +4 Will +1; Str 16; Dex 16; Con 14; Int 14; Wis 10; Cha 12.

Skills & Feats: Climb +8, Hide +4, Intimidate +5, Jump +7, Ride +5, Spot +2, Swim +5; Power Attack, Cleave, Combat Expertise, Combat Reflexes, Dodge, Weapon Focus (bastard sword).

Equipment: Masterwork bastard sword, light crossbow, 10 bolts, breastplate.

✂ **Adara (Sor 7);** Medium human female; HD 7d4 +14; hp 43 ; Spd 30 ft; Init +3; AC 13 (+3 Dex), touch AC 13, flat AC 10; Atk/Grp: +3/+4 Atk: +5 melee (1d4+1 Masterwork Dagger 19-20/x2) or +6 ranged (1d8 lt. crossbow 19-20/x2); SA: Spell use; SQ: spell use, summon familiar; AL LE; SV Fort +4 Ref +5 Will +5; Str 12; Dex 16; Con 14; Int 12; Wis 10; Cha 18.

Skills & Feats: Bluff +8, Concentration +10, Knowledge (arcana) +8, Spellcraft +8, Spot +4; Combat Casting, Empower Spell, Spell Focus (evocation).

Spells 6/7/7/5; DC 14 + spell level, 15 + spell level for evocations (* in spell list)

Spells Known (7/5/3/2)

0s Detect magic, ghost sound, guidance, mend, prestidigitation, ray of frost*, resistance; 1st Grease, ~~identify~~, mage armor, magic missile*, shield, sleep; 2nd Cat's grace, mirror image, scorching ray*; 3rd Hold person, lightning bolt*

Equipment: Masterwork dagger, light crossbow, 10 bolts, tanglefoot bag, thunderstone.

✂ **Shadow (1);** Medium Undead (Incorporeal); HD 5d12; HP 30; Init +2; Speed Fly 40 ft; AC 13 (+2 Dex, +1 deflection; touch 13, Flat 11/Atk/Grp +2/_; Atk: Incorporeal touch +4 melee (1d6 Str); Full Atk: Incorporeal touch +4 melee (1d6 Str); Space/Reach 5ft/5ft; SA Create spawn, strength damage; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV: Fort +1, Ref +3, Will +5; AB: Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

***** This shadow is only to here to destroy Nileena Quinn and will not attack the PCs unless attacked first. *****

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Wrapping Up

If the PCs defeat Marcus, they should be able to recover Nileena. She will be able to tell them the plan.

“It seemed such a normal day,” Nileena begins. “I had just left Sheila’s Flower Shop and was headed to Elmo’s Apothecary. As I entered, a group of men rushed me and took me prisoner. It was in the Apothecary where I came face to face with myself. Whoever she was, she looked exactly like me. They gave her my clothing, and brought me to this cave.”

Any PC bringing up the Consortium, Alliance or the Waterfell Contingent will get this response from Nileena.

“Oh, yes. I know of this (these) organization(s). I might be able to assist one of them in their endeavors. But I can’t decide which to place my trust in.”

If the PCs offer their opinion:

“Well, that is a consideration. I shall mention your name if I choose to help them.”

If PCs do not talk to Nileena about this, then they will not be able to get a share cert from this module.

A thorough search of this room will uncover enough documents to clear themselves and Nileena and also enough evidence for Waterfell to bring charges against House Grainger in Vanyr.

Choose the appropriate conclusion below and then read the Epilogue.

Conclusion A

Use this conclusion if the PCs win the battle.

After defeating Marcus, you return to Amthydor. The information you found is enough to have you pardoned of your

accusations and you are also given credit for foiling a major plot against the city.

Nileena thanks you for saving her life. Her gratitude knows no bounds and she will make sure you are treated well any time you visit the Gilded Cage.

Vance Waterfell is also grateful and promises the information you provided will go to the proper authorities and will bring great shame to House Grainger.

Conclusion B

Use this conclusion if the PCs lose the battle to Mr. G.

You find yourself being awakened by a Diamond Legionnaire. He checks you carefully and steps back. That’s when you see Captain Vestra.

“It was good that we found you when we did. It seems you stirred up a lot of information while you were ‘free’. Fortunately, it is enough to clear you of the treason charges. Now rest, you have earned it.”

With that, you are left to recuperate. Several months later, Nileena Quinn is found alive, though without memory of where she has been all this time.

The PCs do not receive Nileena Quinn’s reward nor the medal from the city.

Conclusion C

Use this conclusion if the PCs never find the evidence in time and are caught and held for six months in prison awaiting trial. After six months, the real Nileena is found and clears their names.

Finally having to face the charges, you are held for six months. Towards the end of your trail, Nileena Quinn is found alive and well. She had been abducted. Her testimony clears

your names and you are freed from jail. The city apologizes for having held you so long, but what else could they do?

The PCs do not receive Nileena Quinn's reward nor the Medal from the city.

Epilogue

The Lord Monarch looks over the petitions in front of him, weighing their benefits and disadvantages. Sighing, he calls out, "Alyssa my love...I see you had a hand in this."

Alyssa moves from her seat and puts her arms around him. "You said to be more civic minded." She kisses him and slides away to another room.

The Lord Monarch glances down again, and pulls out his seal and wax, and proceeds to stamp the decree for the newest merchant house of Amthydor....the Consortium!

THUS ENDS THE "FREE ENTERPRISES" SERIES!

TIME UNIT COST

Conclusion A or B 5 TU

Conclusion C 180 TU

ExpERIENCE POINT SUMMARY

ATL 3

Total the XP earned from the following:

Encounter 5 or 6	
PCs get into Nileena's Room	50 XP
Encounter 6	
PCs bluff their way into Nileena's Room	50 XP
Encounter 11	
Save Sheila from the thief	50 XP
Encounter 13	
PCs defeat the rogue at Elmo's	50 XP
Encounter 14	
PCs defeat the guards	50 XP
Encounter 15	
PCs defeat Marcus (even if he escapes)	350 XP
Roleplaying Bonus (Optional)	100 XP
Maximum Possible XP:	700 XP

ATL 5		ATL 7	
Total the XP earned from the following:		Total the XP earned from the following:	
Encounter 5 or 6		Encounter 5 or 6	
PCs get into Nileena's Room	50 XP	PCs get into Nileena's Room	50 XP
Encounter 6		Encounter 6	
PCs bluff their way into Nileena's Room	50 XP	PCs bluff their way into Nileena's Room	50 XP
Encounter 11		Encounter 11	
Save Sheila from the thief	50 XP	Save Sheila from the thief	50 XP
Encounter 13		Encounter 13	
PCs defeat the rogue at Elmo's	50 XP	PCs defeat the rogue at Elmo's	50 XP
Encounter 14		Encounter 14	
PCs defeat the guards	100 XP	PCs defeat the guards	150 XP
Encounter 15		Encounter 15	
PCs defeat Marcus (even if he escapes)	350 XP	PCs defeat Marcus (even if he escapes)	400 XP
PCs defeat his minions	150 XP	PCs defeat his minions	250 XP
Roleplaying Bonus (Optional)	100 XP	Roleplaying Bonus (Optional)	100 XP
Maximum Possible XP:	900 XP	Maximum Possible XP:	1,100 XP

ATL 7

Total the XP earned from the following:

Encounter 5 or 6	
PCs get into Nileena's Room	50 XP
Encounter 6	
PCs bluff their way into Nileena's Room	50 XP
Encounter 11	
Save Sheila from the thief	50 XP
Encounter 13	
PCs defeat the rogue at Elmo's	50 XP
Encounter 14	
PCs defeat the guards	200 XP
Encounter 15	
PCs defeat Marcus (even if he escapes)	450 XP
PCs defeat his minions	300 XP
Roleplaying Bonus (Optional)	100 XP
Maximum Possible XP:	1,300 XP

TREASURE SUMMARY

- **Bracers of Armor +3** (Certed) Value: 9,000 gp, Rarity: Common, Size: Small, Tradable: Yes, Legality: Legal
- **Ring of Protection +2** (Certed) Value 8,000 gp, Rarity: Common, Size: Small, Tradable: Yes, Legality: Legal
- **Hat of Disguise** (Certed) Value: 1800 gp, Rarity: Common, Size: Small, Tradable: Yes, Legality: Legal
- **+ 1 Dagger of Frost** (Certed): This dagger has a pearl handle. This magical dagger has a pearl handle. Upon command, the *+1 dagger of frost* is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. The dagger deals an extra 1d6 points of cold damage on a successful hit. Value: 8,302 gp, Rarity: Uncommon, Size: Small, Tradable: Yes, Legality: Legal
- 25 gold lions
- **Elmo's Thanks** (Certed): Elmo sends a poultice of Aggro Root to each PC. This root, if chewed, will act as a neutralize poison. Treat as if cast at 5th level. The poultice has one use, after which it is empty. Value: 750 gp, Rarity: Uncommon, Size: Small, Tradable: Yes, Legality: Legal
- **Nileena's Gift** (Certed): Nileena presents each PC with a bottle of Charisma. One spray will add a +1 Circumstance bonus to CHA checks when dealing with Diplomacy, Bluff and Intimidate checks. If the wearer is female, the CHA bonus is +2. The bottle has 3 applications. Value: 300 gp, Rarity: Uncommon, Size: Small, Tradable: Yes, Legality: Legal
- **Sheila's Gift** (Not Certed): The PCs each receive a dozen red roses and are given a certificate to send a dozen red roses

anywhere in the city once a month for a year.

- **A Hero's Reward** (Certed): Choose one of the following rewards based on who the PCs reported to first:

- "Day of Comfort" at the Gilded Cage
- Free membership at Walther's Fencing School (Alliance only)
- One free passage on any Vanyran ship (Waterfell only)
- 100 gp

PCs only receive the reward for the FIRST place they go. From all other locations they receive 100 gp.

- **Gratitude of Amthydor** (certed): For exposing a great and treasonous plot against Amthydor, the city presents the hero with this medal which acknowledges that the hero has gone above and beyond the call of duty. Uses for this certificate will be made known in future LSJ scenarios. Value: Sentimental, Rarity: Special, Size: Small, Tradable: No Way, Legality: Legal

Player Handout #1: The Confession

I, Nileena Quinn, do hereby sign and attest to this confession. I did hereby plan with intent to commit an assassination on the High Magus Counsel and his adjunct. I was assisted in the planning by [the name of the PCs] and in particular [name of a specific PC].

To this end, we meet on this morning to plan the execution of this plot at my rooms in the Gilded Cage. My accomplices will be found there.

Nileena Quinn

Signed on this 6th day of Artuk in the year 2005

Player Handout #2: Nileena's Journal

3rd Day of Artuk

The three companies are deadlocked in their battle. I would guess that my hand would definitely change that. I shall have to consider this carefully.

4th Day of Artuk

Busy day today; had several appointments. Vance Waterfell sent a lovely bottle of wine. I'm sure it is an overture for our meeting.

5th Day of Artuk

Perfume from the Consortium and chocolates from Tigron Bailey. As if the Alliance or the Consortium could buy my information services. Well, I guess they can.

6th Day of Artuk [PC note: Yesterday]

I will make haste today and see the three organizations while I shop. I'm sure one can meet my price.

Player Handout #3: Nileena's "To Do" List

From The Pen of Nileena Quinn

Things to do Today

- 1. Go to Sheila's shop for flowers*
- 2. Meet with Thaddeus*
- 3. See the Fencing School*
- 4. Lunch with Vance*
- 5. Visit the Perfumer*
- 6. Evening with Malfern*

Player Handout #4: Phaeros

Ruler: Hakir Sethara

Government: Complicated Hierarchy of the living and dead

Capital: Chiros: (Metropolis, 63,745)

Resources: Precious metals, precious stones, paper, perfume and cosmetics.

Population: Approx. 2,750,000

Alignment: N, NE, LE, LN

Language: Common

Deities: Belatrix, Cerion, Destine, Kalek, Krayve, Lohm, Meneon, Mordana, Suulthah

Description: One of the oldest surviving human kingdoms in existence, Phaeros was once a tropical paradise, home to farmers and herders who flourished in the lush landscape. For two thousand years this complicated theocracy was led by the succession of hereditary Hakirs (the title "Hakir" in the local tongue means Wizard King, though historically both wizards and clerics ruled in equal measure), and worship of all of the deities of the pantheon was welcomed and encouraged. Common belief held that the Hakir ruled by divine right, and spoke with the voice of the gods. Such power was a heady thing, and gradually the Hakirs came to believe that they were not simply the voice of the gods, but gods themselves. The priests who once had directed the people in worshiping the gods now led them in worshiping the ruling Hakir, and offering prayers and petitions to the spirits of Hakirs long past.

In 12940, during the reign of Kheol IV, all worship of the 'old gods' was forbidden, under threat of death. Angered by the arrogance of Phaeros' mortal ruler, the gods first sent signs and visions to the priests who once served them so well. Those who heeded the divine visions pleaded with Kheol to see reason, and found themselves facing the headman's axe for their faith. Kheol ordered all statues, monuments and temples to the Raian gods destroyed, and replaced with those dedicated to himself. Furious with such blasphemy, the gods bent their anger upon the kingdom. Flocks of goats, cattle and horses, once the pride of the kingdom and a major source of food, became sickly and barren. The weather, which had been warm year-round, turned bitterly cold, and snow covered the ground for an entire year. Denied the least divine gifts, priests and healers were powerless to cure illness and injury. Those who did not perish of cold or hunger during that terrible winter faced the grim task of burying the dead, and the plague that came from so many bodies left unburied while the ground was too frozen to dig their graves. Kheol

seized the opportunity to rally his people, claiming that he had inflicted this punishment to purge the kingdom of unbelievers, and that those of the true faith need not fear. In response, the gods sent floods, fed by the melting snows and further fueled by torrential rains which drown livestock and washed away crops as soon as they were planted. For half a year the waters raged, and when they receded the land was left a virtual desert. Months of raging winds followed, which whipped the sands with enough force to scour bare monuments and wear boulders down to nothing.

Fertile lands remained only along the coast and the central river Nephtha, one of the world's largest rivers, and the population was at one tenth of its original level. Somehow, in the aftermath, a new Hakir was crowned, Kheol's grand nephew Farjan I. Wiser by far than his recent predecessors, he quickly demolished the shrines and monuments to the heretic Kheol and immediately sent emissaries to the great temples asking for priests to be sent to guide his wayward people back to the path of faith. While many of the faiths once again have a presence in Phaeros, worship of Cerion and Meneon is most common.

While Phaeros' rulers have learned much from the mistakes of the past, they retain a desire for lasting power, even into the afterlife. Upon death they are entombed in grand monuments, pyramids towering over the lands omnipresent deserts filled with the tools and treasures of their rule. Although a single Hakir is said to rule, the Hakir of the past often return to their mortal remains to issue edicts, advise the still-living rulers, and occasionally terrorize the populace (some were a bit ... less than noble). The people of Phaeros are a hardy, stoic lot who are unfazed by the undead, consider the robbing of tombs to be the greatest crime a person can commit, and dedicate their lives primarily to just staying alive. One of the world's greatest libraries is said to have been lost during the god-storm, buried somewhere beneath the ever-present desert.

Under Hakirs with dynastic ambitions, Phaeros has repeatedly invaded neighboring Zumaer (the Bedouin of Cerrid being too strong an opposition). The people of Zumaer are now little more than slaves, and their country an occupied territory of Phaeros.

Physical distance and Amthydor's disapproval of the Phaeran practice of slavery have combined to limit relations between the two, though some trade agreements exist via House Sahdein.

Appendix 1: NPCs

Elmo Lerner (Expert 10): Medium gnome male; HD 10; hp 44; Init +1; Spd 20'; AC 10/touch AC 10/flat AC 10; Base Atk/Grp +7/+1; Atk melee +7/+2(1d4,dagger); Full Atk melee +7/+2 (1d4, dagger); Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +3, Ref +4, Will +10; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 10.

Skills and Feats: Knowledge: Arcana +10, Knowledge: Geography +12, Knowledge: History +10, Knowledge: Local +6, Knowledge Nature +14, Knowledge: Religion +6, Profession Alchemy +14, Search +12, Gather Information +12, Survival +6; Dodge, Investigator, Run, Track, Mobility, Endurance.
Possessions: pocket tool kit, dagger, cutting shears, pouches 5 gp.

Elmo Lerner found he had a penchant about growing things. He spent much of his early life traveling, collecting this snippet and that item, making contacts and friends. Settling down in Amthydor to expertly study some local flora, he decided to settle down and open an apothecary shop. From his various travels and contacts, he is a very knowledgeable expert on herbs and can get almost any herb growing somewhere, in time and for a price.

Consortium

Thaddeus A Glethorn: Human Merchant 5; CR 2; Medium Humanoid; HD 3d4+3; hp 18; Init +1; Spd 30 feet; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d4, dagger); SA -; SQ -; AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

Skills and Feats: Profession (merchant) +8, Diplomacy +4, bluff +3, Gather information +4, Sense motive +2, Spot +2, Negotiator, Simple Weapons Proficiency.

Thaddeus is a tall, thin man with a moustache. He is in his early 50s. He does not sport or carry a weapon, though there is a dagger in his boot (safer than sorry, you know). He is fastidious over any issue. Occasionally he will dab off a little perspiration with a handkerchief with an M monogrammed on it. If asked, he will say it is a favor from a lady fair and leave it at that.

Noble Alliance

Tigron Bailey: Aristocrat 6; Medium Humanoid; HD 6; hp34; Init +2; Spd 30 feet; AC 11 (touch 11, flat-footed 10); Base Atk +4; Grap +4; Atk +6 melee (1d6, dagger); SA na; SQ na; AL CG; SV Fort +4, Ref +4, Will +4; Str 10, Dex 14, Con 14, Int 14, Wis 8, Cha 16.

Skills and Feats: Bluff +8, Diplomacy +10, Knowledge (nobility) +6, Knowledge Local +4, Sense Motive +4, Spot +4; Leadership, Negotiator, Weapon Finesse: Rapier.

Possessions: Amulet of Health +2, 20 gp

Tigron Bailey is a very young noble. He is wearing a very fine vest and pants in the colonial style, yet wears no weapon. He has a shock of red hair similar to his family line. His eyes are wide, as if in some jest of some kind.

Misty Pegelhorn (Expert 3) Medium human female; HD 3; hp 15; Init +5; Spd 30'; AC 10/touch AC 10/flat AC 10; Base Atk/Grp +1/+1; Atk melee +1(1d3 hand); Full Atk melee +1 (!d3, hand);Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +0, Ref +2, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 14.

Skills and Feats: +1 Hide, Knowledge: History +3, Knowledge: Nature +3, Knowledge: Nobility +4; Profession: Bookkeeping +8, Search +4, Sense Motive +4; Dodge, Improved Init, Skill Focus: Profession: Bookkeeping.

Waterfell Contingent

Vance Waterfell: Human Fighter 10; Medium Humanoid; HD 10d10+3; hp 75; Init +3; Spd 30 feet; AC 21 (+7 Mithril Chain Shirt +1 Buckler, touch 13, flat-footed 17); Base Atk +10, +5; Grap +10; Atk +12/7 melee (1d10+4, bastard sword); SA na; SQ na; AL CG; SV Fort +8, Ref +6, Will +2; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 13.

Skills and Feats: Profession (merchant) +8, Diplomacy +4, bluff +3, Gather information +4 Sense motive +2, spot +2, Power Attack, Cleave, Great Cleave, Exotic WP: Bastard sword, Weapon Specialization, Weapon Focus, Leadership, Dodge, Mobility, Sunder, Expertise.

Possessions: +2 Bastard Sword, +3 Mithril Chain Shirt, Buckler, 50 gp.

The Perfumery

Kammani (Expert 8): Medium human female (Phaeros); HD 8; hp 35; Init +1; Spd 20'; AC 10/touch AC 10/flat AC 10; Base Atk/Grap +7/+1; Atk melee +7/+2(1d4,dagger); Full Atk melee +7/+2 (1d4, dagger); Space/Reach 5ft/5ft; SA none; SQ none; AL LN; SV Fort +3, Ref +4, Will +10; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 10.

Skills and Feats: Knowledge: Arcana +10, Knowledge: Geography +12, Knowledge: History +10, Knowledge: Local +6, Knowledge Nature +14, Knowledge: Religion +6, Profession Alchemy +14, Search +12, Gather Information +12, Survival +6; Dodge, Investigator, Run, Track, Mobility, Endurance
Possessions: herbal pouch, dagger, cutting shears, pouches 5 gp, Phaersoian Bracer.

Kammani is not the proprietor of the Perfumery. She is in fact an indentured slave. In Phaeros, slaves are part of the way of life, and it is the lot she has accepted. Her owner found her to have excellent capability with creating scents and oils and, since he was in the business of selling those, he brought her with him to Amthydor to ply her ability. Kammani runs and maintains the store while her owner travels in search of ingredients. It pleases him and satisfies her to continue the illusion she is actually the proprietor of the shop.

Sheila's Flower Shop

Sheila Tanner (Expert 6): Medium human female; HD 6; hp 24; Init +1; Spd 20'; AC 10/touch AC 10/flat AC 10; Base Atk/Grap +3/+1; Atk melee +3/(1d4,dagger); Full Atk melee +3/(1d4, dagger); Space/Reach 5ft/5ft; SA none; SQ none; AL CG; SV Fort +3, Ref +4, Will +10; Str 10, Dex 13, Con 10, Int 14, Wis 16, Cha 10.

Skills and Feats: Knowledge: Arcana +10, Knowledge: Geography +12, Knowledge: History +10, Knowledge: Local +6, Knowledge Nature +14, Knowledge: Religion +6, Profession Alchemy +14, Search +12, Gather Information +12, Survival +6; Dodge, Investigator, Run, Track, Mobility, Endurance
Possessions: pocket gardening kit, dagger, cutting shears, pouches 5 gp.

Sheila Tanner inherited the flower shop from her mother who died during the undead invasion. She has found that she has a green thumb which makes her business flourish. She is more at home with her plants than with people.

Critical Event Summary: Free Enterprises: Due Process

1. Did the PCs Break in to Nileena Quinn's room? Yes No
2. Did the PCs pay or sneak in to get to Nileena's room? Paid Snuck in
3. Where did the PCs visit? (Circle whichever applies)
 Consortium Alliance Waterfell Contingent
 Sheila's Flower Shop the Perfumery Elmo's Apothecary
4. Did the PCs save Sheila from the thief? Yes No
5. In what condition was Mr. G at the end of the module?
 Escaped Arrested Dead
6. Did the PCs serve time? Yes No
7. To which organization did the PCs first give the news of Nileena being alive?
 Consortium Alliance Waterfell Contingent
8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230, or by e-mail to lsj-plots@theshiningjewel.com

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 email to
 lsj-
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Free Enterprises: Due Process

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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