



Animal Magnetism

By David Samuels

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

Strange things have been happening in the Shining Jewel. Normally docile animals have suddenly been attacking their owners, and other residents of the city. Who or what is behind these attacks? Will you help to find the answers? For heroes of levels 1-11.

(Updated July 2007)

www.theshiningjewel.com/lcj

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.



Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2007 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

LSJ is a member of the North American Gaming Alliance (NAGA). NAGA is ©2005 NAGAgames LLC and is used with permission. All rights reserved. For more information go to http://games.groups.yahoo.com/group/naga_members/.

Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Adventure Background

Amthydor has been hit by an escalating number of animal attacks against the populace. The authorities have not been able to come up with a reason for these attacks and are worried about the safety of the populace. As if that weren't enough, at some of the locations where animals have gone

"wild" and attacked people for no reason, robberies have occurred. The Diamond Legion believes that there might be a connection between the two, but hasn't found it yet.

What's really happening?

A number of the city's worst criminals got together and commiserated over how tough it has become in the City of Amthydor to make a dishonest living. As they were discussing their options the group noticed a young elven woman seated at a table in the corner that seemed to be talking to a large cat. The woman was telling the cat how she had dedicated her life to making sure that no animal was ever mistreated.

The group realized that woman was probably a druid. They also realized that they could use the young woman's idealism to their advantage and that if they played her correctly she could be their scapegoat if the plan went awry. Deandra Miller was the member of the villainous group chosen to be the group's liaison with the young woman. Deandra brought a drink over to the woman, named Tiela, as part of gaining her trust. Over the next several days Deandra spent time developing a relationship with the druid, while the rest of the group began formulating plans of people and places to rob within the city. Deandra use her new friendship with Siriesh, a powerful druid, and convinced her that Deandra and her friends would be glad to help champion the cause of the city's animal population. Deandra informed the Siriesh that she and her friends would open a pet shop that would place animals in loving homes, as well as educate the populace about the care of animals.

While Deandra was befriending and manipulating the young druid, her companions gathered a number of animals together and opened a pet shop. With the pet shop they could then freely place the "pets" in the homes and businesses that they wished to rob. They would choose the location of the business/home that they wished to rob, and then one of them would pose as a friend/colleague of someone at that location using a *hat of disguise* and then gift or donate a "pet" to the location. They would allow the location to get used to having the animal around, before showing up at the location

and cause the animal to attack its owners, using potions from the druid. This attack would then be the perfect cover to allow the groups minions to rob the location. Once the items were taken, the member that caused the animal to attack would then "rescue" the animal and return it to the pet shop, thus keeping up their charade of a fully stocked pet shop in case the druid wished to visit the shop. All in all it seemed like a perfect plan.

Introduction –The PCs will be on line outside the Hall of Venturers where they will hear rumors about robberies and some animal attacks in the city. They will be ushered in to meet with Melton Dadderhoff. Dadderhoff will invite the PCs to be seated and then give them basic details of a mission suited to their abilities. Introduction A: The PCs will head to the Diamond Legion for information on their mission.

Introduction B: The PCs will be attacked by animals on the city's streets. After dealing with the animals, they will encounter a Diamond Legion patrol that will ask them to look into this and head to Introduction A.

Encounter 1 (For PCs that didn't experience Introduction B): The PCs will be attacked by animals on the city's streets. After dealing with the animals, they will encounter a Diamond Legion patrol that will ask them to look into this and head to Introduction A.

Encounter 2: The PCs will begin their investigation by talking to those that were robbed, and attacked.

Encounter 3: The PCs will have their first obligatory thug encounter.

Encounter 4: The PCs will go to the pet shop where the pets came from. They will be able to get a list of all home/establishments where pets from the shop were placed.

Encounter 5: The PCs will have their second obligatory thug encounter. They will be able to

learn from these thugs the location of the villains' hideout.

Encounter 6: The PCs meet the druid who has been supplying the villains with the potions that they have been using to control the “pets” they have placed.

Conclusion – The PCs will report back to the Diamond Legion and collect their payment.

GM Note: If the party has any animals with them (mundane, familiars, or animal companions), they will notice that people are looking at them suspiciously and doing their best to give the PCs a wide berth. Any Charisma-based check, other than Intimidate, will be at a -2 circumstance penalty for all party members, as people are wary of those with animals due to the increasing number of animal attacks.

Introduction – Adventure Here We Come

You have been standing on line outside the Hall of Venturers for the past 20 minutes, waiting for your chance to enter and see if there are any jobs for someone of your abilities. Thank Lucor that the sky is clear and the temperature quite comfortable. While on line you can't help but hear some of the other people discussing strange animal attacks that have been occurring with increasing frequency throughout the city.

After another five minutes, you are finally ushered into Melton Dadderhoff's offices to see Mr. Dadderhoff. He motions for you to be seated, looks you all over and says “I take it that you're here for employment, never mind don't answer that. Why else would you be in my office. Let me see if “I can find something worthy of your abilities.” He starts rummaging through a stack of papers on his desk.

“Hmm” he says looking you over once again. “The League of Thaumaturgical Studies is looking test subjects for top secret magical experiments. Reasonable pay above normal risks, although you do need to sign a waiver

stating that they can't be held accountable for your deaths when it occurs as a result of the experiment. Also, if you should be lucky enough to survive, you agree to have all knowledge of the experiment wiped from your mind so that you can't reveal the details to anyone.

“If that doesn't interest you, perhaps this might. The Eagle Riders are looking for volunteers willing to help clean the aviary and feed the giant eagles that reside there. This is an extremely dangerous job, as the birds have been very feisty. The injuries that the last volunteers sustained weren't life threatening, and it's said that with healing magic their lives are back to normal.

“Still no interest? Lets' see...there are reports of an undead uprising in the Poor District. People with abilities suited to deal with undead are preferred. Oh, excuse me; this job has already been filled...about a year ago. One moment, I need to write myself a reminder to speak with my secretary later.

“Wait, here's something that should be perfect for you! There have been a series of animal attacks in the city. Normally docile animals have suddenly been attacking people in the city. Attacks by dogs, cats, birds, rodents and reptiles have been occurring with increasing frequency.

“As if that weren't enough the Diamond Legion has reported an increase in robberies within the city, in both the residential and business districts. The Diamond Legion is looking for individuals to help them look into this. If interested go to Diamond Legion Headquarters and ask to see Sergeant Eloise Kyle. She can answer any questions and brief you on the assignment.”

- If the PCs want to head to the Diamond Legion to find out about these attacks **GO TO Introduction A (page 4).**
- If the PCs want to head to the League of Thaumaturgical Studies, or the Eagle Riders **GO TO Introduction B (page 7)**

Introduction A

You head to Diamond Legion Headquarters, and after stating the reason for your visit to the officer at the door, you are directed to the office of Sergeant Eloise Kyle. As you follow those directions, you can't help but notice that every Diamond Legion member is moving at a quicker and more intense pace. The mood among those you've passed is somber.

After a ten minute wait the door opens and you are invited in to see Sergeant Kyle. The beautiful blond haired blue-eyed woman, somewhere in her twenties, opens the door and directs you to be seated in one of the chairs in front of an oak desk that has a large stack of papers on it. As you sit, the woman closes the door and walks over to the desk, taking her seat behind it.

"Thank you for coming. My name is Sergeant Eloise Kyle, and you are here because the Diamond Legion and I need your help. The city has been experiencing an increase in attacks by animals. The attacks have been by normally docile animals, most of them people's pets. The animals attacked their masters, or individuals working in the employ of their masters.

"To date we have no leads on the cause of these attacks. To further complicate things the homes or businesses where the animals lived were either robbed or vandalized. We'd like your assistance in getting to the bottom of this. Now I'm sure that you must have some questions for me."

- **What is with the somber mood of the officers? /What is with the intense atmosphere here?**

"Captain Ardent Vestra and Lt. Bailey Collins were savagely attacked. Though seriously wounded, they managed to fend off and eventually capture their attackers."

- **Are Captain Vestra and Lt. Collins okay?**

"They are both recovering from the trauma of their attack, but the healers said that they will make a full recovery."

- **Are the attacks on Lt. Collins and Captain Vestra related to the animal attacks or the robberies?**

"At this time we can't say for certain since our information on both the animal attacks and the robberies is rather limited. The attacks on Captain Vestra and Lt. Bailey Collins were not committed by normal assailants."

- **What do you mean that their attackers were not normal assailants?**

"Captain Vestra and Lt. Bailey Collins were attacked by lycanthropes."

- **What are lycanthropes?**

"All that I know on the subject is that lycanthropes are a type of creature that for some reason or other possess the ability to change their form. The creatures that attacked my colleagues were werewolves, beings with the ability to change into wolves."

- **What locations were robbed or vandalized?**

"The Eisner, Grimm, Seabury, and Bailey estates, as well the temples of Hyperion and Dymora, and the Jade Palace are those that were either robbed or vandalized."

- **What happened at each of those locations?**

"I have compiled a list of just that information, and here it is."

Please give the players **Player Handout 1**.

- **Can we get a writ that says we're working for you and a pass into the Noble District so that we may talk to the noble houses that were affected?**

"I am willing to give you the writ and pass that you ask, but only on one condition. You must promise not to break any of the city's laws, and know that if you do we will see that you are prosecuted to the fullest extent of the law. Also, you must treat the nobles of the city with the proper respect."

Once the PCs agree to this, she will pull out a piece

of parchment and write out the desired pass and writ.

➤ **What does this pay?**

"I have received authorization to pay each of you 150 gp for your services. You may keep anything that you find along the way as long as it's not stolen. We had a robbery at two of the armory and weapon shops, and we haven't recovered all of the merchandise yet. As long as anything you find doesn't belong to them you may have it."

Do the locations have any common enemies?

"None that we have been able to determine."

➤ **You mentioned something about animals behaving oddly, do you have any of the animals here that we can talk to/Have you been able to speak to any of the animals?**

"We have some of the animals here: 'Reilly', the constrictor snake that went crazy at House Bailey, and the lovebirds that caused chaos at the Shrine of Dymora are in our evidence room."

➤ **What did you learn from the animals?**

"Each of the animals was someone's pet. They were going about their normal behavior, when suddenly they had the urge to attack people. They never had those urges before, and then shortly after they carried out these acts, they were back to normal. The animals didn't remember anything strange happening to them before they attacked those people. We checked with the pet shop that they were obtained from and everything there seems to be in order."

May we talk to the animals?

"Yes."

Sergeant Kyle will summon a Diamond Legion officer to take the PCs into the evidence room where they will find a glass tank holding 'Reilly' the snake and a bird cage holding the lovebirds.

The PCs can learn the following information from the animals:

From Reilly the snake

- *"Like it warm."*
- *"Longs one came and took me from my cage."*
- *"When long one lifted me from cage, it felt like long one knew what long one was doing."*
- *"It gave me drink. Drink made me longer."*
- *"Before long one gave me drink, felt need to obey long one's words."*
- *"It tells me to wrap self around other long ones neck."*
- *"Long one looked long."*

From the lovebirds:

- *"Our names are Kai and Ilas."*
- *"Two leg came in and gave is food and liquid."*
- *"Before two legs came to cage, we felt we had to obey what two legs said."*
- *"Liquid taste funny."*
- *"After giving us liquid it told us to attack the other two-legs."*
- *"Liquid made us get bigger."*
- *"It looked like other two-legs. All two-legs look alike."*

Do you have any leads?

"Unfortunately not, we haven't been able to come up with anything that the locations had in common other than the facts that they were robbed or vandalized, and that animals went wild at each location."

Each of the animals at the locations that were robbed or vandalized did come from the same pet shop. We checked out the pet shop but didn't find anything unusual about it."

What is the name of the pet shop?

"The pet shop is called 'The Petting Zoo' and is located in the Services District. We did investigate the pet shop, and found that everything was in order."

Once the PCs are ready to leave the Diamond

Legion Headquarters and begin their investigation, Sgt. Kyle will wish them the blessings of Hyperion and send them off on their way, at which point she will return to the mound of paperwork on her desk.

You head out of Diamond Legion Headquarters to head to your first destination. There has to be some sort of connection that the Diamond Legion hasn't picked up on yet. It's up to you to find it.

- If the PCs want to check out the places that were attacked/vandalized or the pet shop *and they haven't done Introduction B GO TO Encounter 1 (page 8).*
- If the PCs want to check out the places that were attacked/vandalized and they have done Introduction B GO TO Encounter 2 (page 10).
- If the PCs want to head to the Petting Zoo GO TO Encounter 4 (page 20).

Introduction B

*You leave the Hall of Venturers on your way to the League of Thaumaturgical Studies/Eagle Rider's Aviary (please use the appropriate one based on who the PCs want to work for) **anxious to learn more about your assignment.** The warm temperature has a pleasant effect on the populace as you see children frolicking outdoors with their pets under the watchful eyes of their parents. Whatever troubles the city is facing from its animal population seems to be over if these pets and their masters are any indication.*

You pass an intersection halfway to your destination, and that's when you notice it. The animals are indeed attacking people in the streets. Dogs and cats appear to be on the same side as they ignore each other and concentrate their attacks on the women and children in the streets. Birds swoop down doing strafing runs on the heads of those women and children. Something obviously has the animal population all riled up.

Before you have a chance to ponder that any further, you hear a growling noise coming from behind you. Turning to look you notice a large pack of dogs, their sharp teeth visible that appear ready to lunge at you. The odd thing about the dogs is that besides the fact that they are an eclectic mix, all of them are wearing collars with tags dangling from them.

The pack of dogs consists of poodles, terriers, shepherds, and setters. You can see a man running behind them accompanied by a large cat about two blocks away.

ALL ATLS

⚡ **Dogs (12):** CR 4; Small animal; HD 1d8+2; hp 6 each; Init +3 (+3 Dex); Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch AC 14, flatfooted 12; BAB/Grp +0/+3; Atk/Full Atk: +2 (1d4+1 bite); Space/Reach 5 ft./5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump =7, Listen +5, Spot +5, Survival+1; Alertness, Track.

The PCs will have two rounds of combat with the dogs before the man and the tiger catch up to them. If the PCs have killed any of the dogs the tiger will launch itself majestically through the air to land between the PCs and the dogs in the hopes of saving the dogs.

If any of the dogs are left two rounds later when the man and the tiger arrive on the scene the man will say something and then the dogs will sit down with their tails wagging. Adjust the text below to reflect the PCs' actions (i.e. some may have subdued the animals harmlessly, others may have caused serious injury, etc.).

"I am sorry that the dogs tried to attack you. Thank you for not hurting them."

➤ **Who are you?**

"My name is Siriesh, and this is Gorath my good friend and companion" he says indicating the tiger. I'm a reporter for the local paper."

➤ **How did you do that with the animals?**

"I am a druid, and thank Brianna I was able to calm them down with my druidic abilities."

PCs making a DC 5 spot check will notice that he is wearing a holy symbol of Brianna around his neck

➤ **Why did the animals try to attack us? /Why are animals suddenly attacking people for no reason?**

"I wish that I knew the answer to that. Each of these dogs has a collar indicating that they're someone's pet. Pets don't just suddenly become aggressive, there has to be a reason."

➤ **How did you find us?**

"I've been traveling the city trying to find out what has been causing this shift in animal behavior."

➤ **Have you found out anything?**

"Unfortunately not. The animals I've spoken with didn't remember anything that can help us."

➤ **You can talk to animals/You spoke to the animals?**

"I am a druid, although I'm not as good at speaking with the animals as my sister. Perhaps you can help me."

➤ **Help you? /How can we help you?**

"I understand that the Diamond Legion is looking into these incidents of bizarre animal behavior, or rather that they're hiring someone to do it for them. They won't talk to me because I'm a reporter, and they want to keep the details to themselves while they have them investigated."

"I need someone capable to look into this and make sure that the city's animals aren't harmed. Whatever is causing them to act this way isn't natural and I don't want to see them get hurt."

➤ **How much are you paying us?**

"I was hoping that you'd be willing to do this for the safety and well being of the city's animal population, but I understand if you can't. I am willing to offer you 50 gold each. This is in addition to anything that the Diamond Legion might pay you. Of course you'll need to keep me informed of what you learn."

➤ **Is your sister around?**

"I haven't seen her in a while. I had been traveling and just got back to Amthydor two days ago. I heard about the animal attacks and knew that I needed to help find a way to end them."

➤ **Why are you working for the paper?**

“I thought that being a reporter would give me access to information that might help me figure out what's going on so that I could put a stop to it, but that's not the case. I discovered that people are reluctant to talk to reporters.”

➤ **If this is so important to you why are you only paying us 50 gold?**

“I'm paying this out of my own pocket. Remember that this is in addition to anything that the Diamond Legion might offer you.”

➤ **Won't the paper pay for this information?**

“I don't know. I guess I can try and get the paper to pay for the story, I just don't know what it will be worth to them. I think I might be able to get them to go for an additional fifty gold for this information, as long as the paper gets the exclusive details about what's happening.”

When the PCs are done talking to Siriesh:

“I suggest that you head over to the Diamond Legion now to see what you can find out. I'm hoping that we can put an end to these attacks but in order to do so we need to find out whom or what is causing them.”

➤ When the PCs head to the Diamond Legion
GO TO Introduction A (page 4)

Encounter 1: And They're Off

You leave the Diamond Legion headquarters, anxious to begin your assignment. The warm temperature has a pleasant effect on the populace as you see children frolicking outdoors with their pets under the watchful eyes of their parents. Whatever troubles the city is facing from its animal population seems to be over if these pets and their masters are any indication.

You pass an intersection halfway to your destination, and that's when you notice it. The animals are indeed attacking people in the streets. Dogs and cats appear to be on the same side as they ignore each other and concentrate their

attacks on the women and children in the streets. Birds swoop down doing strafing runs on the heads of those women and children. Something obviously has the animal population all riled up.

Before you have a chance to ponder that any further, you hear a growling noise coming from behind you. Turning to look you notice a large pack of dogs, their sharp teeth visible that appear ready to lunge at you. The odd thing about the dogs is that besides the fact that they are an eclectic mix, all of them are wearing collars with tags dangling from them.

The pack of dogs consists of poodles, terriers, shepherds, and setters. You can see a man running behind them accompanied by a large cat about two blocks away.

‡ **Dogs (12):** CR 4; Small animal; HD 1d8+2; hp 6 each; Init +3 (+3 Dex); Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch AC 14, flatfooted 12; BAB/Grp +0/+3; Atk/Full Atk: +2 (1d4+1 bite); Space/Reach 5 ft./5 ft.; SA Nil; SQ Low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival+1; Alertness, Track

The PCs will have two rounds of combat with the dog, before the man and the tiger catch up to them. If the PCs have killed any of the dogs the tiger will launch itself majestically through the air to land between the PCs and the dogs in the hopes of saving the dogs.

If any of the dogs are left two rounds later when the man and the tiger arrive on the scene the man will say something and then the dogs will sit down with their tails wagging.

“I am sorry that the dogs tried to attack you. Thank you for not hurting them.”

➤ **Who are you?**

"My name is Siriesh, and this is Gorath my good friend and companion" he says indicating the tiger. I'm a reporter for the local paper."

➤ **How did you do that with the animals?**

"I am a druid, and thank Brianna I was able to calm them done with my druidic abilities."

PCs making a DC 5 spot check will notice that he is wearing a holy symbol of Brianna around his neck

➤ **Why did the animals try to attack us? /Why are animals suddenly attacking people for no reason?**

"I wish that I knew the answer to that. Each of these dogs has a collar indicating that they're someone's pet. Pets don't just suddenly become aggressive, there has to be a reason."

➤ **How did you find us?**

"I've been traveling the city trying to find out what has been causing this shift in animal behavior."

➤ **Have you found out anything?**

"Unfortunately not. The animals I've spoken with didn't remember anything that can help us."

➤ **You can talk to animals/You spoke to the animals?**

"I am a druid, although I'm not as good at speaking with the animals as my sister. Perhaps you can help me."

➤ **Help you?/How can we help you?**

"I understand that the Diamond Legion is looking into these incidents of bizarre animal behavior, or rather that they're hiring someone to do it for them. They won't talk to me because I'm a reporter, and they want to keep the details to themselves while they have them investigated."

"I need someone capable to look into this and make sure that the city's animals aren't harmed. Whatever is causing them to act this way isn't natural and I don't want to see them get hurt."

➤ **How much are you paying us?**

"I was hoping that you'd be willing to do this for the safety and well being of the city's animal population, but I understand if you can't. I am willing to offer you 50 gold each, this is in addition to anything that the Diamond Legion might pay you. Of course you'll need to keep me informed of what you learn."

➤ **Is your sister around?**

"I haven't seen her in a while. I had been traveling and just got back to Amthydor two days ago. I heard about the animal attacks and knew that I needed to help find a way to end them."

➤ **Why are you working for the paper?**

"I thought that being a reporter would give me access to information that might help me figure out what's going on so that I could put a stop to it, but that's not the case. I discovered that people are reluctant to talk to reporters."

➤ **If this is so important to you why are you only paying us 50 gold?**

"I'm paying this out of my own pocket. Remember that this is in addition to anything that the Diamond Legion might offer you."

➤ **Won't the paper pay for this information?**

"I don't know. I guess I can try and get the paper to pay for the story, I just don't know what it will be worth to them. I think I might be able to get them to go for an additional fifty gold for this information, as long as the paper gets the exclusive details about what's happening."

When the PCs are done asking questions:

"I suggest that you head over to the Diamond Legion now to see what you can find out. I'm hoping that we can put an end to these attacks but in order to do so we need to find out whom or what is causing them."

➤ When the PCs go to investigate the attacks/robberies **GO TO Encounter 2 (page 10).**

- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**

Encounter 2: Just The Facts Please

This encounter has several sub-sections, one for each crime scene. Use the following as a guide:

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10).**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12).**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13).**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**
- When the PCs have been to two places, other than **GO TO Encounter 3 (page 17).**

When the PCs are ready to enter the Noble District, they will be stopped by the Diamond Legion officers at the gate asked for their authorization to enter the district. Once they show the pass from Sgt. Kyle they will be allowed entry into the Noble District.

Encounter 2A: House Bailey

When the PCs show up at house Bailey, they will be met at the door by one of the Bailey's servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass or writ from Sgt. Kyle the servant will allow them entry to talk to the Bailey children.

He will escort them through an elegantly painted hallway to a sitting room. The family crest of a black dragon lying on its back on a gold field is evident throughout the house. The sitting room is a large room with a comfortable sofa and six

comfortable chairs. The walls of the sitting room are covered with portraits of the Bailey family. He will inform the PCs to wait there and not touch anything while he gets the Bailey children. He will close the door on his way out, and return a few minutes later with a young woman in tow. She is dressed in very fancy clothing.

The PCs can learn the following information from her:

“I am Stella Bailey. I understand that you have some questions for me, concerning the robbery. I will do my best to answer them.”

- ***Please tell us what you know about the attack and robbery.***

“My brothers, Tristan, Drail, and I had received a ‘pet’ snake from Mikal Gaines, a close family friend. As a joke, Drail said that we call it ‘Reilly’ after House Reilly, and Tristan and I agreed. Please don't ask me why Drail said to name the snake ‘Reilly.’ Just know that based on the actions of House Reilly and that we felt the name was appropriate.

“We had ‘Reilly’ for almost a week before the incident occurred. Drail had fed Reilly the food that our staff obtained from the pet shop and everything was fine. We went out to visit some of our friends and when we came home, we found Reilly out of his cage and on the floor wrapped around our cook's neck. Reilly was at least twice his “normal” size. We managed to get ‘Reilly’ off of our cook, and discovered that the cook was barely breathing. Tristan sent a servant to fetch the Diamond Legion and a healer to help cook.

“The priest of Hyperion that accompanied the Diamond Legion officers was able to help cook, while the Diamond Legion members noticed several empty spots on our walls where valuable family paintings once were missing. A quick check of the estate showed that priceless family jewelry was stolen as well. After the incident cook took some time off to visit some of his relatives. He is due back in two days.”

➤ **Does your family have any enemies?**

“We have differing opinions with some of the other noble houses in Amthydor, but I don’t believe any of them would do something like this.”

“Recent events in the city did foster unrest between the nobles and the rest of the citizens, especially the poor, but we’re working on correcting that.”

➤ **Which noble houses does your family have differing opinions with?**

“I do not wish to get into that. I am certain that none of those houses would do something like this.”

Before the PCs leave, she will add the following:

“I just recalled something strange. When Tristan thanked Mikal Gaines for his gift, Mikal said that he hadn't gotten us one.”

- When the wish to visit House Grimm **GO TO Encounter 2B (page 11)**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12)**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13)**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14)**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15)**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16)**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19)**
- When the PCs have been to two places, other than **GO TO Encounter 3 (page 17)**

Encounter 2B: House Grimm

When the PCs show up at house Grimm, they will be met at the door by one of the Grimm’s servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass or writ from Sgt. Kyle the servant will allow them entry to talk to the Grimm children.

He will escort them through an elegantly painted hallway to a sitting room. The family crest of a red tower beneath a red gem on a field of silver is visible throughout the majority of the house that you have seen. The sitting room is a large room with a comfortable sofa and six comfortable chairs.

The walls of the sitting room are covered with portraits of the Grimm family. He will inform the PCs to wait there and not touch anything while he gets the Grimm children. He will close the door on his way out, and return a few minutes later with a young woman in tow who is dressed in very fancy clothing.

I am Sophia Grimm. My servant said that you’re here looking into the attack on the Lord Consul and the robbery. The Diamond Legion is looking into this, but it couldn’t hurt to have you look into this as well. What would you like to know?

➤ **Please tell us what happened.**

“My sister Gillian and I received a pair of rabbits from Juniper Harquith, one of our friends. We received the rabbits three days ago, and until the incident there weren’t any problems. When we thanked Juniper she said that she didn't know anything about the rabbits as she hadn't sent them.

“Gillian and I had gone out for the evening and the Lord Consul had just returned home from visiting Diamond Legion Headquarters to meet with High Warrior Breng. The Lord Consul had just settled in when he was attacked by our rabbits.

“When we returned home, Gillian and I found the Lord Consul lying in a pool of blood, the rabbits viciously attacking him. We managed to get the rabbits off of him and into their cage. Gillian summoned a contingent of Diamond Legion officers to help the Lord Consul.”

➤ **Was anything taken?**

“We lost jewelry and money. But that’s not the most upsetting part. On the wall were the words

‘Diamond Legion Sympathizer’ written in Alaric’s blood!’

➤ **Why was that upsetting?**

“It was upsetting because our home was vandalized. The perpetrators didn’t leave any clues.”

➤ **What happened to the rabbits?**

“I don’t know. While we were checking to see what was missing, the rabbits disappeared but the cage was still there.”

➤ **Were the rabbits enlarged?**

“No. Until the attack, the rabbits acted just like normal rabbits.”

If the PCs ask to see the cage, Sophia will show it to them. It is a normal metal cage, with a tag indicating that it is from the “Petting Zoo”

➤ **Does your family have any enemies?**

“We are active with the Diamond Legion and as such we are a target for the criminal element wanting to strike out at the legion.

“We also have occasional differences with some of the other noble houses, but I’m confident that none of them would do something like this.”

➤ **Which noble houses does your family have differences with?**

“I do not wish to get into that, and as I said earlier I am certain that none of those houses would do something like this.”

➤ **Where is the Lord Consul?**

“He is working with the Diamond Legion to find those responsible for this attack.”

➤ When the wish to visit House Bailey **GO TO Encounter 2A (page 10)**

➤ When the wish to visit House Seabury **GO TO Encounter 2C (page 12)**

➤ When the wish to visit House Eisner **GO TO Encounter 2D (page 13)**

➤ When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14)**

➤ When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15)**

➤ When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16)**

➤ When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19)**

➤ When the PCs have been to two places, other than **GO TO Encounter 3 (page 17)**

Encounter 2C: House Seabury

You head to the Seabury estate and your knocks on the door are met by one of the servants. After explaining the purpose for your visit and showing the writ or pass from Sgt. Kyle, he allows you entry. He leads you to a sitting room and then says that he will return with the Lord Consul. He is impeccably dressed in fine clothing bearing the crest of House Seabury, three leaping dolphins on a blue field.

“I am Lord Consul Tymos Seabury. I understand that you have some questions about the incident that happened here. Please ask your questions and I will do my best to answer them.”

➤ **Please tell us what happened.**

“The younger members of this house were gifted with a parrot by High Lady Mour, of House Mour, a family friend. Now that I recall there something stands out as odd. High Lady Mour denied giving us the parrot when we thanked her for it.

“All of the family was out of the house, but when High Lady Deybri Seabury returned home she was savagely attacked by the parrot. Luckily the younger members of the house returned and were able to get the parrot off of High Lady Deybri Seabury.

“Diamond Legionnaires were summoned and they began an investigation while we got High Lady Deybri Seabury to the temple of Hyperion that was awaiting our arrival. Luckily the priests

at the temple were able to correct the damage that was done by the parrot.

“Unfortunately, while the priests were able to correct the damage suffered, they weren’t able to ease High Lady Deybri Seabury’s state of mind due to the trauma.

Was anything taken?

“The only things that were taken were shipping logs. The logs wouldn’t be of much value to others, but to my family they are priceless.”

➤ **What happened to the parrot?**

“We haven’t seen the parrot since the attack.”

➤ **Was the parrot out of its cage before the attack?**

“No. Since we had the parrot, the only time it was out of its cage was when it was attacking High Lady Seabury. I don’t know how it got out of its cage. The servants didn’t hear anyone else in the estate.” Now that I recall, the parrot was larger than usual when it attacked the High Lady Seabury.

➤ **Does your family have any enemies?**

We are in the shipping business so anyone wishing to take over our clients might be involved with this. Most of the other noble houses, especially the ones we usually have differences with, would not do something like this.

➤ **Which noble houses does your family have differences with?**

“I do not wish to get into that, and as. I am certain that none of those houses would do something like this.”

➤ **Where is High Lady Seabury?**

“She was given something by the priests to help her sleep, and she’s resting comfortably.”

➤ **May we see her?**

“No. She’s had a traumatic experience, and needs her rest.”

➤ **Don’t you want to see the people behind this caught?**

“Yes, but not at the expense of High Lady Seabury’s health.”

If the PCs should keep insisting that they need to see High Lady Seabury, they will be asked to leave. The Lord Consul will not do anything to jeopardize the High Lady’s health.

➤ When the wish to visit House Bailey **GO TO Encounter 2A (page 10)**

➤ When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**

➤ When the wish to visit House Eisner **GO TO Encounter 2D (page 13).**

➤ When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**

➤ When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**

➤ When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**

➤ When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**

➤ When the PCs have been to two places, other than **GO TO Encounter 3 (page 17).**

Encounter 2D: House Eisner

When the PCs show up at the Eisner estate they will be met at the door by one of the Eisner’s servants. The servant will want to know why the PCs are here. Once the PCs explain why they are here and/or show either the pass or writ from Sgt. Kyle the servant will allow them entry to talk to the members of the Eisner family.

He will escort them through a painted hallway with empty spots on the wall indicating where paintings once stood to a sitting room. There are seven seats in the room: a large sofa with four seats, a two-person love seat and a single chair. The servant will instruct the PCs to be seated while he returns with one of the Eisner’s.

After approximately five minutes the servant returns with a distinguished looking gentleman in exquisitely crafted clothing bearing the Eisner

family crest of a canary over a crossed pick axe and shovel on a field of brown.

“I am Lord Consul Kijeva Eisner. I understand that you are looking into the incident that happened here a few days ago. I’d like to see the incident dealt with and those responsible punished, so please let me know how I can help.”

➤ **Please tell us what happened?**

“The family received a gift of a ‘pet’ monkey earlier in the week from one of the other noble families. The monkey had been a model pet until last night.”

➤ **Was the monkey enlarged?**

“No, it was a normal sized monkey”

➤ **What happened last night?**

“The family had gone out visiting House Burkeley and when we returned the estate was a shambles, sculptures and dishes were thrown all throughout the estate. The monkey chased the maid all through the house pelting her with plates, glasses and pots. When I returned home the maid informed me that she was quitting. And as if that weren’t enough, all of the artwork and jewelry in the estate was stolen.”

➤ **Did the Diamond Legion check out your estate for clues?**

“They came last night and checked everything over. They didn’t say that they found any clues, so I’m guessing that they didn’t. They even had a priest from the temple of Hyperion try to do some divinations to figure out who was to blame, but the priest wasn’t able to gain any insight into what happened.”

➤ **What happened to the monkey?**

“When the Diamond Legion arrived, the monkey was nowhere to be found. I don’t know where it wound up?”

➤ **Does your family have any enemies?**

“We used to only have differences of opinions with some of the other noble houses but that

chanced fairly recently, and not for the better. Two members of my house, were wronged by a third and took action against some of the other nobles houses as well as the person that wronged them.”

➤ **Which noble houses has the relationship changed with?**

“Noble Houses Bailey, Erikas, Grimm are three who’ve changed.”

➤ **How are Delarus and Jedira doing?**

“They are doing fine, well as fine as one can be in prison. They have the full support of the family behind them even though I can’t condone what they did, I can understand how betrayed they felt.”

➤ **Why did they feel betrayed?**

“That is a story best left for another day.”

➤ **Do you know where they monkey came from??**

“It came from a new pet shop that opened up in the Services District.”

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10).**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12).**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**
- When the PCs have been to two places, other than **GO TO Encounter 3 (page 17).**

Encounter 2E: The Jade Palace

The Jade Palace is run by a Daiguon man named Fan Ye Wu and is quite popular, serving meals native to Daiguon. Read the following boxed text as they reach the restaurant.

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguon, it has a reputation for being very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties gnaw at your stomachs and make your mouth water.

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

A Daiguon man comes up to you and introduces himself. "I am Fan Ye Wu. Welcome to the Jade Palace."

➤ *We understand that you had an incident at the Jade Palace where animals began acting strangely. Please tell us what happened.*

"My wife and I were given a cat as a pet by John Doe, one of the other shopkeepers, from the Happy Hippogriff, a local tavern. When I thanked him for the cat, he denied sending it. The cat seemed harmless so I didn't give it another thought. Everything was fine for the first few days that we owned the cat, but then something happened

"The cat went crazy and destroyed all of the dishes that we used to serve the food on. As if that weren't enough the cat destroyed all of the food that we had stored by urinating on it. My wife went to stop the cat by moving it and it attacked her, clawing her face and biting her hands.

This all took place 2 days ago. Luckily we were able to acquire new food supplies, as well as dishes and utensils, and after a thorough cleaning were able to re-open today. We needed to make sure that there were no traces of what the cat did in our establishment.

I need to ask you not to tell anyone about the cat urinating on our previous food supply. We went to great lengths to correct that problem, but if people have that image in their minds, my business won't recover from the incident."

➤ *Was anything taken?*

After we lost all of our food, and plates we didn't have anything left to lose.

➤ *What happened to the cat?*

"Don't know, don't care."

A Sense Motive roll (DC 15) will reveal that he's being truthful.

➤ *Does your business have any enemies?*

"We are in competition with the other shopkeepers but none of them would do something like this."

➤ *Which shops are you in competition with?*

"All of the restaurants in this area."

➤ When the wish to visit House Bailey **GO TO Encounter 2A (page 10)**

➤ When the wish to visit House Grimm **GO TO Encounter 2B (page 11)**

➤ When the wish to visit House Seabury **GO TO Encounter 2C (page 12)**

➤ When the wish to visit House Eisner **GO TO Encounter 2D (page 13)**

➤ When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15)**

➤ When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16)**

➤ When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19)**

➤ When the PCs have been to two places, other than **GO TO Encounter 3 (page 17)**

Encounter 2F: The Temple of Hyperion

You head to the temple of Hyperion. Upon

entering you are greeted by an acolyte. “Welcome to the Highlord’s Cathedral. How may I help you?”

- **What can you tell us about the incident that happened here?**

“The temple of Hyperion received a donation of a dog. The dog slept in the temple and made a good guard dog for the vials of holy water as well as the monetary donations the temple received.

“All was fine for the first 3 days, but then suddenly the dog went crazy and attacked the temple’s high priest. Other clergy members found him and managed to get the dog off of him. The high priests wounds were treated and he has been helping the authorities investigating these attacks.”

- **Was anything taken?**

“We discovered that the coffers were stolen. If that weren’t enough several pews and the altar were shattered.”

- **Where is the High Priest?**

“The high priest is in the Diamond District at Diamond Legion HQ trying to help the Legion come up with a plan to end these animal attacks.”

- **What can you tell us about the donation of the dog?**

“One of the temple’s priests was chosen to receive a free pet from a new pet shop that opened. The priest chose the dog and donated it to the temple, since that was where he spent most of his time.”

- **Where can we find this priest?**

“He is on patrol with member of the Diamond Legion.”

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10)**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11)**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12)**

- When the wish to visit House Eisner **GO TO Encounter 2D (page 13)**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14)**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16)**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19)**
- When the PCs have been to two places, other than **GO TO Encounter 3 (page 17)**

Encounter 2G: The Shrine of Dymora

You head to the shrine of Dymora. Upon entering you are greeted by a scantily clad priestess. “Welcome to the House of Sensation How may I help you?”

- **What can you tell us about the incident that happened here?**

“The House of Sensation received a donation of a pair of lovebirds. The lovebirds lived in their cage in the sanctuary. All was fine until 4 days ago. At that time the birds somehow got out of their cage and defiled the sanctuary. They also attacked Mistress Jade, the high priestess at the shrine. Clerics managed to get the lovebirds off of Mistress Jade and back into their cage.

“We discovered that the incident with the lovebirds was a diversion. Sacred items used in important rituals were stolen. We checked the area and there were no clues.”

- **Was anything taken?**

“We discovered that the incident with the lovebirds was a diversion. Sacred items used in important pleasure making rituals were stolen. The missing items include several whips, potions, scrolls, and ointments. We checked the area and there were no clues.”

- **Where is Mistress Jade?**

“Mistress Jade recovered from her wounds and has been helping the Diamond Legion patrols heal the victims of these animal attacks.”

- **What can you tell us about the donation of the lovebirds?**

“One of the shrine’s worshippers, Mary Doe a devout Dymoran follower, decided that she wanted to do something special to thank the priestesses here for all that they had done for her. When she received word of a new pet shop opening up in the Services District, she purchased a pair of lovebirds and donated them to the shrine.

“Unfortunately, shortly after making the donation, the woman was killed in one of the animal attacks. This tragic death happened three days ago.”

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10).**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12).**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13).**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**
- When the PCs have been to two places, other than **GO TO Encounter 3 (page 17).**

Encounter 3: Obligatory Thug Encounter 1

Once the PCs have investigated two of the locations with animal related problems they will encounter a group of thugs that were sent to dispatch them. The PCs will be able to get minor information from the thugs. The information is listed at the end of the encounter.

Combat Tactics: The rogues will initially attempt to use non-lethal force to deal with the PCs, but will switch to lethal force the moment it’s used against them.

ATL 1

‡ **Dorax, Alvar, Eyalla Rog 1 (3):** CR 1; Medium humanoid (human female); HD 1d6+2; hp 16 each; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +0/+1; Atk/Full Atk: +1 sap (1d6+1 non-lethal), or +1 (1d4+1 dagger), or +1 (1d6+1 shortsword), or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +5, Hide +7, Listen +6, Move Silently +7, Open Lock +7, Sleight of Hand +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 3

\ Dorax, Alvar, Eyalla, & Kenly, Rog 2 (4): CR 2; Medium humanoid (human female); HD 2d6+4; hp 16 each; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk: +2 sap (1d6+1 non-lethal), or +2 (1d4+1 dagger), or +2 (1d6+1 shortsword), or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +6, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Sleight of Hand +8, Search +5, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 5

\ Dorax, Alvar, Eyalla, & Kenly, Rog 3 (4): CR 3; Medium humanoid (human female); HD 3d6+6; hp 22 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +2/+3; Atk/Full Atk: +3 sap (1d6+1 non-lethal), or +3 (1d4+1 dagger), or +3 (1d6+1 shortsword), or +5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trapsense +1; AL NE; SV Fort +3, Ref +6, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +9, Listen +9, Move Silently +9, Open Lock +9, Sleight of Hand +9, Search +5, Spot +6, Tumble +9, Use Rope +8; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 7

\ Dorax, Alvar, Eyalla, & Kenly, Rog 5 (4): CR 5; Medium humanoid (human female); HD 5d6+10; hp 34 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +3/+4; Atk/Full Atk: +4 sap (1d6+1 non-lethal), or +4 (1d4+1 dagger), or +4 (1d6+1 shortsword), or +7 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trapsense +1, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +11, Listen +9, Move Silently +11, Open Lock +10, Sleight of Hand +10, Search +7, Spot +8 Tumble +11, Use Rope +11; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 9

Dorax, Alvar, Eyalla, & Kenly, Rog 7 (4): CR 7; Medium humanoid (human female); HD 7d6+14; hp 46 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +5/+6; Atk/Full Atk: +6 sap (1d6+1 non-lethal), or +6 (1d4+1 dagger), or +6 (1d6+1 shortsword), or +9 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ evasion, trapfinding, trapsense +2, uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +13, Listen +11, Move Silently +13, Open Lock +12, Sleight of Hand +12, Search +9 Spot +9 Tumble +13, Use Rope +13; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 11

Dorax, Alvar, Eyalla, & Kenly, Rog 9 (4): CR 9; Medium humanoid (human female); HD 9d6+18; hp 58 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +6/+7; Atk: +10 sap (1d6+1 non-lethal), or +10 (1d6+1 shortsword); Full Atk: +10/+5 sap (1d6+1 non-lethal), or +10/+5 (1d4+1 dagger) or +10/+5 (1d6+1 shortsword) or +10/+5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +15, Listen +15, Move Silently +15, Open Lock +14, Sleight of Hand +14, Search +13 Spot +11 Tumble +15, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack; Weapon Finesse

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

ATL 13

Dorax, Alvar, Eyalla, & Kenly, Rog 11 (4): CR 11; Medium humanoid (human female); HD 11d6+22; hp 70 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +8/+9; Atk: 12 sap (1d6+1 non-lethal), or +12 (1d6+1 shortsword); Full Atk: +12/+7 sap (1d6+1 non-lethal), or +12/+7 (1d4+1 dagger) or +12/+7 (1d6+1 shortsword) or +12/+7 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +6d6, , special ability (crippling strike); SQ evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +11, Will +3; Str 12, Dex 19, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +12, Hide +17, Listen +17, Move Silently +17, Open Lock +16, Sleight of Hand +16, Search +15 Spot +13 Tumble +17, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack; Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows.

The PCs can learn the following information from questioning the thugs

Who hired you?

“Deandra.”

Who is Deandra?

“The woman who hired us. She is an exceptionally beautiful human woman in her mid twenties. If I had to guess I’d say she was close to 6’ tall. She was dressed in nice clothing”

Where can we find her?

“I don’t know. I don’t care.”

Where are you supposed to meet her to get paid ?

“We don’t need to meet up with her, she paid us in advance.”

How much did she pay you?

“100 gold each. She obviously didn’t think your lives were worth much. Unfortunately for us she was wrong.”

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10)**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11)**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12)**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13)**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14)**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15)**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16)**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19)**

Encounter 4 – "Petting Zoo" Here We Come!

Heading to the services district you have no problem locating the new pet shop “The Petting Zoo”. As you approach the front door you see satisfied customers leaving with their new “pets”. Upon entering the store you notice that it has many cages and glass tanks filled with different types of animals. Puppies, kittens, birds, snakes, and spiders fill the cages and tanks. There are two employees here as well as a mother and two children who are shopping for a pet.

The employees, Milo and Rollux, 2 human men in their early 20’s will try to sell, the PCs a pet.

When the PCs begin asking questions about the animals, the employees will try to steer them towards getting a pet, but when the PCs insist on getting answers about who got pets from the shop, the employees will compile a list for them. Please give the PCs **Player Handout 2**.

- When the PCs are ready to leave the pet shop **GO TO Encounter 5 (page 20)**.

Encounter 5 - Obligatory thug Encounter II

Once the PCs leave the pet shop they will be attacked by the second wave of thugs that the villains sent to dispatch them. The PCs will be able to get information from the thugs on where the villains' hideout is located. The information is listed at the end of the encounter.

Combat Tactics: The fighters will initially attempt to target the tougher opponents first and defeat them, but upon noticing obvious casters half of them will target the casters to prevent them from casting spells. The fighters will attempt to remove an opponent from the melee as quickly as possible and then move on to the next opponent. When less than half the PCs are standing, have a Diamond Legion contingent show up and apprehend the villains and get aid for the PCs.

ATL 1

\ Nestor, Burnox, Ferially, Strusp Ftr 1 (3): CR 1; Medium humanoid (human male); HD 1d10+3; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +1/+4; Atk/Full Atk: +5 (1d8+3 longsword), or +4 (1d4+3 dagger) or +2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +2, Handle Animal +1, Jump -2, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 3

\ Nestor, Burnox, Ferially, Strusp Ftr 2 (4): CR 2; Medium humanoid (human male); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk: +6 (1d8+3 longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Jump +0, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 5

\ Nestor, Burnox, Ferially, Strusp Ftr 3 (4): CR 3; Medium humanoid (human male); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +3/+6; Atk/Full Atk: +7 (1d8+3 longsword), or +6 (1d4+3 dagger) or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Power Attack; SQ Nil; AL NE; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Jump +1, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 7

\ Nestor, Burnox, Ferially, Strusp Ftr 5 (4): CR 5; Medium humanoid (human male); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+8; Atk/Full Atk: +9 (1d8+3 longsword), or +8 (1d4+3 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Handle Animal +5, Jump +3, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 9

⚔ **Nestor, Burnox, Ferially, Strusp Ftr 7 (4):** CR 7; Medium humanoid (human male); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+10; Atk: +11 (1d8+5 longsword) or +10 (1d4+3 dagger) or +8 (1d6 shortbow); Full Atk: +11/+6 (1d8+5 longsword), or +10/+5 (1d4+3 dagger) or +8/+3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +9, Handle Animal +7, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 11

⚔ **Nestor, Burnox, Ferially, Strusp Ftr 9 (4):** CR 9; Medium humanoid (human male); HD 9d10+36; hp 105 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +9/+12; Atk: +13 (1d8+5 longsword 17-20/x2), or +12 (1d4+3 dagger) or +10 (1d6 shortbow); Full Atk: +13/+8 (1d8+5 longsword 17-20/x2), or +12/+7 (1d4+3 dagger) or +10/+5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Great Cleave, Power Attack; SQ Nil; AL NE; SV Fort +10 Ref +6, Will +7; Str 16, Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +11, Handle Animal +9, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Improved Critical (longsword) Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

ATL 13

⚔ **Nestor, Burnox, Ferially, Strusp Ftr 11 (4):** CR 11; Medium humanoid (human male); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+14; Atk: +15 (1d8+5 longsword 17-20/x2) or +14 (1d4+3 dagger) or +12 (1d6 shortbow); Full Atk: +15/+10/+5 (1d8+5 longsword 17-20/x2), or +14/+9/+4 (1d4+3 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Great Cleave, Power Attack; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16, Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +11, Handle Animal +9, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

Information that the villains know:

➤ **Who hired you?**

“Deandra.”

➤ **Who is Deandra?**

“The woman who hired us.”

➤ **Where can we find her?**

“She told us that once we took care of you, we were to bring your lifeless bodies back to her and she would give us the rest of our money. She offered us 500 gp for each of you that we killed.”

➤ **Where are you supposed to meet her to get paid ?**

“An abandoned warehouse in the Poor District.”

➤ **How much did she pay you?**

“200 gold each. She told us we’d get the rest when we brought her your bodies.”

- When the wish to visit House Bailey **GO TO Encounter 2A (page 10).**
- When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12).**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13).**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**
- When the PCs have been to two places, other than the Pet shop **GO TO Encounter 3 (page 17).**
- When the PCs are ready to go to the warehouse **GO TO Encounter 6 (page 17).**

Encounter 6: The Warehouse

Following the directions that the villains gave, you manage to locate the warehouse that they

mentioned. The only windows, which are located on the 2nd floor of the warehouse, are closed, and you don’t find any tracks. After carefully checking out the area, and taking precautions you enter the warehouse and notice that appears to be deserted. A careful observation reveals that in most places the warehouse floor is covered with dust, except for a path that leads to a staircase in the back of the warehouse.

Note that the door is not locked because Tiela forgot to lock it when she and the tiger came back from heading to the local tavern for food to eat. Also if the PCs should look, they will not notice any tracks

When the PCs decide to head downstairs please read or paraphrase the following:

You make your descent down the staircase to your fated encounter with the villains responsible for the latest troubles that the city is experiencing. As you reach the landing in front of the stairs you hear a loud growl at which point you notice a large tiger at the other end of the room, with its back arched. The snarling tiger is facing you with its sharp teeth visible.

Behind the tiger is a cot, with a young woman’s body laying face down on it.. The woman stirs, sits up and then speaks “What is it Elsbeth? Who’s there?” As the figure sits up you can see that it belongs to a young elven woman.

“Who are you, and why are you here?” the woman asks.

Give the PCs a chance to explain why they are there. Answers to questions follow.

➤ **Who are you?**

“I am Tiela. My friend here is Elsbeth. She’s a good cat, you need not fear her.”

➤ **Does the name Deandra mean anything to you?**

“I have a friend named Deandra.”

➤ **How did you and Deandra meet?**

“Elsbeth and I were discussing the plight of the city’s animals one day at the Dauntless Dolphin, when Deandra came over.”

people can’t make potions of animal growth but I was able to since I have the ability to brew greater potions”

➤ **What happened when she came over?**

“Deandra told me that she overheard Elsbeth and I talking and that she agreed with us that animals do get mistreated. She volunteered to help us champion the cause of the animals. I was so excited, to find someone that believed as I do that animals need to be respected. Deandra also pledged to help me get people to treat animals with the proper respect”

➤ **Weren’t you suspicious?**

“I should have been, but she seemed sincerely concerned for the animals. I guess I got caught up in the excitement of finding someone who shared my passion and compassion for the animals. Deandra claimed that the potions would help her to make sure that the animals were properly trained and could take care of themselves”

➤ **Have you heard about the wave of animal attacks in the city?**

“No. That’s terrible. Why would the animals do that?”

➤ **Can you give us a description of Deandra?**

“Deandra is a young elven woman. She is 5’6” tall about 150 lb with earth-colored hair.”

➤ **We’ve heard that Deandra is behind the animal attacks?**

“That doesn’t make sense. Do you have any proof?”

➤ **Are you willing to turn yourself in?/What are you willing to do to make this right??**

“I am willing to turn myself in. While I didn’t know what they were doing, the fact remains that Deidra's plans succeeded because of me. I just hope that no one was killed.”

➤ **We have this list of animals from a new pet shop that just opened in the Services District that were placed in the locations where the animals attacked?**

“Oh, how could I have been so stupid? Deandra seemed so interested in my cause. I can’t believe I was so gullible. I wish I’d listened to Elsbeth, she wasn’t taken in by Deandra’s words.”

Note: If told that anyone was killed, Tiela will cry for a minute or so before answering further questions. Elsbeth will comfort her during this time.

➤ **What do you mean?/Why do you say that?/What did you do?**

“When Deandra first approached me at the Dauntless Dolphin, she seemed genuinely concerned about my cause. I should have realized that she was lying, especially when she asked me for those potions?”

➤ **Do you have a brother who is a druid?**

“Yes, my younger brother Siriesh is a druid.”

➤ **Potions?/What sort of potions?**

“Animal friendship, dominate animal, speak with animals, animal growth and charm animal? In fact now that I recall, she also had me make a wand of dominate animal. Most

➤ **Why do you stay down here?**

“Elsbeth likes it down here. There is only one way into this room so she can feel safe. Deandra let us stay here. Deandra suggested that this would be a quiet, out of the way place where we could discuss the plight of animals and how to alleviate it.” She was right about that as no one has ever bothered us here and Elsbeth has been quite comfortable here.

➤ When the wish to visit House Bailey **GO TO Encounter 2A (page 10).**

- When the wish to visit House Grimm **GO TO Encounter 2B (page 11).**
- When the wish to visit House Seabury **GO TO Encounter 2C (page 12).**
- When the wish to visit House Eisner **GO TO Encounter 2D (page 13).**
- When the wish to visit The Jade Palace **GO TO Encounter 2E (page 14).**
- When the wish to visit Temple of Hyperion **GO TO Encounter 2F (page 15).**
- When the wish to visit Shrine of Dymora **GO TO Encounter 2G (page 16).**
- When the PCs go to the Petting Zoo **GO TO Encounter 4 (page 19).**
- When the PCs have been to two places, other than **GO TO Encounter 4 (page 20).**

Encounter 7: Final Battle!

Suddenly, a voice calls out from thin air. “How touching. Luckily we were about to end this plan and tie up our loose ends anyway.”

Elsbeth begins snarling and then cries out in pain as four crossbow bolts shoot out of the shadows and strike her, causing her to fall to the ground. The druid runs over to Elsbeth as four individuals appear out of nowhere, each brandishing weapons.

The villains are already in the room using *potions of invisibility*. Unless the PCs had *true seeing* or *detect magic* running they will not be able to detect the villains until it is too late. Elsbeth is used to the scent of the villains, so she didn't react to their presence.

If and only if, the PCs think of it, they can make a listen check DC 15+ATL to detect the villains pulling their crossbows back to fire the fated bolts. If a PC should check on Elsbeth, a heal check DC 5 will reveal that she is seriously wounded and will soon die if not healed. She is at -9 hit points

Now would be time for the players to roll initiative. Deandra and Siriesh need to go before the PCs in the initiative order. For the purposes of initiative both Deandra and Siriesh will have rolled

20's for initiative. And will go on inits 28 and 32 respectively (Siriesh has a 22 Dex + improved init and is wearing boots of speed). The druid will wildshape into a large tiger and hurl herself at Deandra. They will battle for a few rounds, before Deandra mortally wounds the druid and leaves her at -4 hit points. The battle hasn't totally gone in Deandra's favor as the druid managed to eliminate ½ of her hit points. Deandra will attempt to escape, she will only attack the PCs if they try to stop her at which point she will use her abilities to try and kill the PCs.

If the PCs should attack Deandra while she's fighting with Tiela, then Deandra's previous attack on Tiela will have been a crippling strike to Tiela causing her to be at 4 hit points.

Deandra has on her a detailed list of everything that was stolen, and where it's been sold to. She was trying to prove to her superiors whom she's never met without disguises that she could be just as successful at running a criminal operation as her male counterparts.

ATL 1

✂ **Bayla and Zyra Rog 1 (2):** CR 1; Medium humanoid (human female); HD 1d6+2; hp 16 each; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +0/+1; Atk/Full Atk: +1 sap (1d6+1 non-lethal), or +1 (1d4+1 dagger), or +1 (1d6+1 shortsword), or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +2, Ref +5, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +5, Hide +7, Listen +6, Move Silently +7, Open Lock +7, Sleight of Hand +7, Search +5, Spot +4, Tumble +7, Use Rope +7; Dodge, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

✂ **Murca Ftr 1 (1):** CR 1; Medium humanoid (human male); HD 1d10+3; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +1/+4; Atk/Full Atk: +5 (1d8+3 longsword), or +4 (1d4+3 dagger) or +2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +2, Handle Animal +1, Jump -2, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

✂ **Darreth Wiz 1:** CR 1; Medium humanoid (human male); HD 1d4+4; hp 12 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +0/-1; Atk/Full Atk -1 (1d4-1 dagger), or +3 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +2, Ref +3, Will +2; Str 8, Dex 16, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +9 Craft +8, Knowledge (arcane) +8, Knowledge (nature) +8, Search +6, Spellcraft +8, Spot +2; Improved Initiative, Scribe Scroll, Skill Focus (Concentration).

Spells: (3/2) DC 14 + spell level

0 level: *Daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 3

‡ **Bayla and Zyra, Rog 2 (2):** CR 2; Medium humanoid (human female); HD 2d6+4; hp 16 each; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk: +2 sap (1d6+1 non-lethal), or +2 (1d4+1 dagger), or +2 (1d6+1 shortsword), or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +1d6; SQ evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +6, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Sleight of Hand +8, Search +5, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

‡ **Murca and Yolla Ftr 2 (2):** CR 2; Medium humanoid (human male); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk: +6 (1d8+3 longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Jump +0, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

‡ **Darreth Wiz 2:** CR 2; Medium humanoid (human male); HD 2d4+4; hp 12 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +1/+0; Atk/Full Atk +0 (1d4-1 dagger), or +4 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +2, Ref +3, Will +3; Str 8, Dex 16, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +9, Craft +9, Knowledge (arcane) +9, Knowledge (nature) +9, Search +2, Spellcraft +9, Spot +2; Improved Initiative, Scribe Scroll, Skill Focus (Concentration).

Spells: (4/3) DC 14 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 5

✂ **Bayla and Zyra, Rog 3 (2):** CR 3; Medium humanoid (human female); HD 3d6+6; hp 22 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +2/+3; Atk/Full Atk: +3 sap (1d6+1 non-lethal), or +3 (1d4+1 dagger), or +3 (1d6+1 shortsword), or +5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +2d6; SQ evasion, trapfinding, trapsense +1; AL NE; SV Fort +3, Ref +6, Will +2; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +9, Listen +9, Move Silently +9, Open Lock +9, Sleight of Hand +9, Search +5, Spot +6, Tumble +9, Use Rope +8; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

✂ **Murca and Yolla Ftr 3 (2):** CR 3; Medium humanoid (human male); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +3/+6; Atk/Full Atk: +7 (1d8+3 longsword), or +6 (1d4+3 dagger) or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Power Attack; SQ Nil; AL NE; SV Fort +6, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +5, Handle Animal +3, Jump +1, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

✂ **Darreth Wiz 3:** CR 3; Medium humanoid (human male); HD 3d4+6; hp 17 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +1/+0; Atk/Full Atk +0 (1d4-1 dagger), or +4 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +3, Ref +4, Will +3; Str 8, Dex 16, Con 14, Int 18, Wis 10, Cha 10.

Skills and Feats: Concentration +10, Craft +10, Knowledge (arcane) +10, Knowledge (nature) +10, Search +3, Spellcraft +10, Spot +3; Combat Casting, Improved Initiative, Scribe Scroll, Skill Focus (Concentration).

Spells: (4/3/2) DC 14 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile*

2nd level: *Bull's strength, acid arrow*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 7

✂ **Bayla and Zyra, Rog 5 (2):** CR 5; Medium humanoid (human female); HD 5d6+10; hp 34 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +3/+4; Atk/Full Atk: +4 sap (1d6+1 non-lethal), or +4 (1d4+1 dagger), or +4 (1d6+1 shortsword), or +7 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6; SQ evasion, trapfinding, trapsense +1, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +11, Listen +9, Move Silently +11, Open Lock +10, Sleight of Hand +10, Search +7, Spot +8 Tumble +11, Use Rope +11; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

✂ **Murca and Yolla Ftr 5 (2):** CR 5; Medium humanoid (human male); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+8; Atk/Full Atk: +9 (1d8+3 longsword), or +8 (1d4+3 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +7, Handle Animal +5, Jump +3, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

✂ **Darreth Wiz 5:** CR 5; Medium humanoid (human male); HD 5d4+10; hp 27 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +2/+1; Atk/Full Atk +1 (1d4-1 dagger), or +5 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +3, Ref +4, Will +4; Str 8, Dex 16, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Concentration +12, Craft +12, Knowledge (arcane) +12, Knowledge (nature) +12, Search +4, Spellcraft +12, Spot +4; Combat Casting, Improved Initiative, Scribe Scroll, Skill Focus (Concentration).

Spells: (4/4/3/2) DC 14 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile, shield*

2nd level: *Acid arrow, bull's strength, mirror image*

3rd level: *Fireball, ray of exhaustion*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 9

Bayla and Zyra, Rog 7 (2): CR 7; Medium humanoid (human female); HD 7d6+14; hp 46 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +5/+6; Atk/Full Atk: +6 sap (1d6+1 non-lethal), or +6 (1d4+1 dagger), or +6 (1d6+1 shortsword), or +9 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +4d6; SQ evasion, trapfinding, trapsense +2, uncanny dodge; AL NE; SV Fort +4, Ref +9, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +13, Listen +11, Move Silently +13, Open Lock +12, Sleight of Hand +12, Search +9 Spot +9 Tumble +13, Use Rope +13; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

✂ Murca and Yolla Ftr 7 (2): CR 7; Medium humanoid (human male); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+10; Atk: +11/ (1d8+5 longsword) or +10 (1d4+3 dagger) or +8 (1d6 shortbow); Full Atk: +11/+6 (1d8+5 longsword), or +10/+5 (1d4+3 dagger) or +8/+3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +9, Handle Animal +7, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

✂ Darreth Wiz 7: CR 7; Medium humanoid (human male); HD 7d4+14; hp 37 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +3/+2; Atk/Full Atk +2 (1d4-1 dagger), or +6 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +4, Ref +5, Will +5; Str 8, Dex 16, Con 14, Int 19, Wis 10, Cha 10.

Skills and Feats: Concentration +14, Craft +14, Knowledge (arcane) +14, Knowledge (nature) +14, Search +5, Spellcraft +14, Spot +5; Combat Casting, Improved Initiative, Maximize Spell, Scribe Scroll, Silent Spell, Skill Focus (Concentration).

Spells: (4/5/4/3/2) DC 14 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile, shield*

2nd level: *Acid arrow, bull's strength, mirror image, silent magic missile*

3rd level: *Fireball, silent acid arrow, ray of exhaustion*

4th level: *Crushing despair, black tentacles*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 11

Bayla and Zyra, Rog 9 (2): CR 9; Medium humanoid (human female); HD 9d6+18; hp 58 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +6/+7; Atk: +10 sap (1d6+1 non-lethal), or +10 (1d6+1 shortsword); Full Atk: +10/+5 sap (1d6+1 non-lethal), or +10/+5 (1d4+1 dagger) or +10/+5 (1d6+1 shortsword) or +10/+5 (1d6 shortsword); Space/Reach 5 ft./5 ft.; SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 19, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +15, Listen +15, Move Silently +15, Open Lock +14, Sleight of Hand +14, Search +13 Spot +11 Tumble +15, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp.

✂ Murca and Yolla Ftr 9 (2): CR 9; Medium humanoid (human male); HD 9d10+36; hp 105 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +9/+12; Atk: +13 (1d8+5 longsword 17-20/x2), or +12 (1d4+3 dagger) or +10 (1d6 shortbow); Full Atk: +13/+8 (1d8+5 longsword 17-20/x2), or +12/+7 (1d4+3 dagger) or +10/+5 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Great Cleave, Power Attack; SQ Nil; AL NE; SV Fort +10 Ref +6, Will +7; Str 16, Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +11, Handle Animal +9, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Improved Critical (longsword) Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp

✂ Darreth Wiz 9: CR 9; Medium humanoid (human male); HD 9d4+18; hp 47 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +4/+3; Atk/Full Atk +3 (1d4-1 dagger), or +7 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +5, Ref +6, Will +6; Str 8, Dex 16, Con 14, Int 20, Wis 10, Cha 10.

Skills and Feats: Concentration +16, Craft +17, Knowledge (arcane) +17, Knowledge (nature) +17, Search +7, Spellcraft +17, Spot +6; Combat Casting, Improved Initiative, Maximize Spell, Scribe Scroll Silent Spell, Skill focus (Concentration).

Spells: (4/5/5/4/3/2) DC 15 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile, magic missile, magic missile, shield*

2nd level: *Acid arrow, bull's strength, mirror image, silent magic missile,*

3rd level: *Fireball, fireball, silent acid arrow, ray of exhaustion*

4th level: *Crushing despair, black tentacles, maximized magic missile*

5th level: *Cone of cold, maximized acid arrow*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ATL 13

Bayla and Zyra, Rog 11 (2): CR 11; Medium humanoid (human female); HD 11d6+22; hp 70 each; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +8/+9; Atk: +12 sap (1d6+1 non-lethal), or +12 (1d6+1 shortsword); Full Atk: +12/+7 sap (1d6+1 non-lethal), or +12/+7 (1d4+1 dagger) or +12/+7 (1d6+1 shortsword) or +12/+7 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +6d6, special ability (crippling strike); SQ evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +11, Will +3; Str 12, Dex 19, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +12, Hide +17, Listen +17, Move Silently +17, Open Lock +16, Sleight of Hand +16, Search +15 Spot +13 Tumble +17, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows.

✂ Murca and Yolla Ftr 11 (2): CR 11; Medium humanoid (human male); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+14; Atk: +15 (1d8+5 longsword 17-20/x2) or +14 (1d4+3 dagger) or +12 (1d6 shortbow); Full Atk: +15/+10/+5 (1d8+5 longsword 17-20/x2), or +14/+9/+4 (1d4+3 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Great Cleave, Power Attack; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16, Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +11, Handle Animal +9, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

✂ Darreth Wiz 11: CR 11; Medium humanoid (human male); HD 11d4+22; hp 57 each; Init +7 (+3 Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *mage armor*), touch AC 17, flatfooted 14; BAB/Grp +5/+4; Atk/Full Atk +4 (1d4-1 dagger), or +8 (1d8 light crossbow); Space/Reach 5 ft./5 ft.; SA spell use (see below), summon familiar (rat); SQ Nil; AL CE; SV Fort +5, Ref +6, Will +7; Str 8, Dex 16, Con 14, Int 20, Wis 10, Cha 10.

Skills and Feats: Concentration +18, Craft +19, Knowledge (arcane) +19, Knowledge (nature) +19, Search +8, Spellcraft +19, Spot +7; Combat Casting, Improved Initiative, Maximize Spell, Scribe Scroll Silent Spell, Skill Focus (Concentration).

Spells: (4/5/5/5/4/3/1) DC 15 + spell level

0 level: *Daze, daze, flare, ghost sound, prestidigitation*

1st level: ~~*Mage armor*~~, *magic missile, magic missile, magic missile, shield*

2nd level: *Acid arrow, bull's strength, mirror image, silent magic missile, silent magic missile*

3rd level: *Fireball, fireball, silent acid arrow, ray of exhaustion, ray of exhaustion*

4th level: *Crushing despair, black tentacles, maximized magic missile, silent fireball*

5th level: *Cone of cold, feblemind, maximized acid arrow*

6th level: *Acid fog*

Equipment: Dagger, light crossbow, 10 crossbow bolts, 100 gp.

ALL ATLS

Deandra Rog 13 (1): CR 13; Medium humanoid (human female); HD 13d6+26; hp 82; Init +8 (+4 Dex, Improved Initiative); Spd 30 ft.; AC 16 (+4 Dex, +2 leather armor), touch AC 14, flatfooted 16; BAB/Grp +9/+10; Atk: +13 sap (1d6+1 non-lethal), or +13 (1d4+1 dagger) or +13 (1d6+1 shortsword) or +13 (1d6 shortbow); Full Atk: +13/+8 sap (1d6+1 non-lethal), or +13/+8 (1d4+1 dagger) or +13/+8 (1d6+1 shortsword) or +13 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA sneak attack +6d6, special ability (crippling strike), special ability (improved evasion); SQ evasion, improved uncanny dodge, trapfinding, trapsense +4, uncanny dodge; AL NE; SV Fort +6, Ref +12, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Forgery +16, Hide +19, Listen +19, Move Silently +19, Open Lock +18, Sleight of Hand +18, Search +17 Spot +17 Tumble +19, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack; Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 15 arrows.

Conclusion A

The PC capture the villains and the druid is alive.

“You report back to Sergeant Kyle to inform her of what you’ve learned. The sergeant’s eyes widen as she takes in everything that you have to report, and then begins jotting some things down on a piece of parchment. She puts her quill down, clasps her hands and begins speaking.

“You have done the city a great service. It is easy to see why Captain Vestra speaks so highly of the city’s adventuring community. Not only did you put an end to the animal attacks, but you managed to learn the whereabouts of all of the stolen property.

“The druid’s animal companion has been raised and she has been taken into custody. She still needs to answer for her part in all of this, even though she wasn’t aware of what they villains were actually doing with the potions she created. I’m pretty sure that the judges will go easier on her because not only has she pledged to do whatever’s necessary to make amends for her role in this, she felt what it was like to lose her animal companion, even if it was only for a short time when she tried to do the right thing I’m told that for a druid there is nothing worse than the loss of a companion. Luckily her loss was not permanent.

“After speaking with Captain Vestra, the Diamond Legion is going to request that she be allowed to care for the animals in the Diamond Legion stables and aviary. She is very concerned about the animals and will make sure that the Diamond Legion mounts are well cared for.

“Also, the Petting Zoo has generously offered you the chance to adopt a pet if you wish, for discovering what was happening and helping prove that they had nothing to do with the attacks.”

THUS ENDS “ANIMAL MAGNETISM”

TIME UNIT COST: 5 TU

Conclusion B

The villains are defeated but the druid dies.

“You report back to Sergeant Kyle to inform her of what you’ve learned. The sergeant’s eyes widen as she takes in everything that you have to report, and then begins jotting some things down on a piece of parchment. She puts her quill down, clasps her hands and begins speaking.

“You have done the city a great service. It is easy to see why Captain Vestra speaks so highly of the city’s adventuring community. Not only did you put an end to the animal attacks, but you managed to learn the whereabouts of all of the stolen property.

“I wish that you could have saved the druid. From what you said it’s obvious that she was duped into helping the villains. It would have been nice if she had the chance to make amends for her part in this even if she was an unknowing participant. Well justice sometimes works in mysterious ways.

“I don’t know how we’re going to tell her brother. He was so looking forward to seeing her. He asked me earlier today if I’d seen his sister. At the very least her brother can make the determination of whether he wants to bring her back or not. Well, your job is done, here’s the payment I promised you.”

“Also, the Petting Zoo has generously offered you the chance to adopt a pet if you wish, for discovering what was happening and helping prove that they had nothing to do with the attacks.”

THUS ENDS “ANIMAL MAGNETISM”

TIME UNIT COST: 5 TU

Conclusion C

The PCs are defeated.

As the last of your group falls, you hear the familiar whistle of the Diamond Legion and the sounds of footsteps running.

You awaken back in Sergeant Kyle office. You inform her of what you've learned. The sergeant's eyes widen as she takes in everything that you have to report, and then begins jotting some things down on a piece of parchment. She puts her quill down, clasps her hands and begins speaking.

"The information you've learned will help us put an end to the animal attacks on the populace. It's too bad that you weren't able to capture the villains and recover the stolen property.

"The druid was killed by the villains. As the druid paid the ultimate price we decided not to bring her back so that she could possibly be executed for her part in this crime wave.

"Thank you for your help. I keep thinking that things might have ended differently if we had a more capable group of individuals to confront the villains. But that s a lesson best dealt with on another day.

"As part of your reward we have arranged for you to receive a pet if you wish from the Petting Zoo pet shop before we close it down for its part in this plot."

THUS ENDS "ANIMAL MAGNETISM"

TIME UNIT COST: 5 TU

Conclusion D

If the PCs tell Siriesh what happened for his newspaper story.

"Thank you for keeping your word and giving me the exclusive. I checked with my paper and they did authorize 100 gold for each of you.

"I also have something for you as a means of showing my gratitude. As the paper was already giving you a monetary reward I thought that I would give you something different. I have arranged for each of you to either have a mural or sculpture created for you."

THUS ENDS "ANIMAL MAGNETISM"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
Encounter 2							
Getting information from the victims (25 xp each, maximum 100 xp)	100	100	100	100	100	100	100
Encounter 3							
Defeating the villains	50	100	150	200	250	300	350
Encounter 4							
Obtaining the list of animals placed	25	25	25	25	25	25	25
Encounter 5							
Defeating the villains	50	100	150	200	250	300	350
Getting Information from the villains	25	25	25	25	25	25	25
Encounter 6							
Getting the druid to realize what she's done	75	100	125	150	175	200	225
Encounter 7							
Defeating the villains	50	100	150	200	250	300	350
Conclusion							
Mentioning how the druid was duped	25	50	75	100	125	150	175
Discretionary Role Playing Award	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1,700

TREASURE SUMMARY

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

Encounter 3

- ATL 1: 300 gp.
- ATL 3+: 400 gp.

Encounter 5

- ATL 1: 300 gp.
- ATL 3+: 400 gp.

Encounter 7

- ATL 1: 300 gp.
- ATL 3+: 400 gp.

Conclusion

- 150 gp from the Diamond Legion.
- 100 gp from Siriesh if the PCs agreed to work for him and then told him the details about what happened.
- **Favor of Sergeant Kyle** As a reward for capturing the villains and recovering the stolen property, Sergeant Kyle is offering you her favor. Unlike other Diamond Legion favors, this favor cannot be used to satisfy the requirements for entering the Diamond Legion. If a PC joins the Diamond Legion, she will offer to personally tutor them. With Sergeant Kyle's assistance you will be able to earn promotions faster, in as little as four months instead of six, providing that all other requirements for promotion are met

If the PCs do not wish to become Diamond Legion members, the mention of Sergeant Kyle's name will have the following benefits. It gives a bonus to Gather Information checks

made with the Diamond Legion. (Note that this will not allow the obtaining of information that could jeopardize lives, or is considered classified.) The bonus is based on the alignment of the PC: +2 for good, +2 for lawful, -1 for chaotic. The maximum bonus possible is +4, the minimum +1.

- **Nature's Beauty** As a reward for helping to put an end to the animal attacks Siriesh has arranged for you to receive a portrait of nature's beauty in the form of a painting or sculpture (player's choice). The image displayed is up to you (fill in the detail below). The art piece has a value of 100 gp.
- **Pet Adoption** To thank you for helping to clear the Petting Zoo of implication in the animal attacks, the Petting Zoo has allowed you to adopt (type of animal). This animal is a normal animal and is not trained. If this animal is ever mistreated or abandoned the local druids will take it away from the PC. There is an extra monetary cost of 1 sp per adventure played to cover the cost of caring for your new pet.

Choose one of the following (circle):

Dog Cat Ferret (use weasel stats)

Lizard Rat Toad

Snake (use tiny viper stats, nonpoisonous)

Player Handout 1

Investigating officers log entries:

Location: Bailey Estate
Victim: Cook
Perp: 'Reilly' the snake
Status of perp: In the evidence room
Additional Info: Paintings and Jewelry stolen

Location: Eisner Estate
Victim: maid
Perp: monkey
Status of perp: At large
Additional Info: plates, glasses and pots destroyed. Artwork and jewelry stolen

Location: Grimm Estate
Victim: Lord Consul Augustus Grimm
Perp: rabbits
Status of perp: At large
Additional Info: money and jewelry stolen. House vandalized - Diamond Legion Sympathizer painted on walls

Location: Seabury Estate
Victim: High Lady Deybri Seabury
Perp: parrot
Status of perp: At large
Additional Info: Shipping logs were stolen.

Location: Jade Palace
Victim: Fan Ye Wu's wife
Perp: cat
Status of perp: Unkown
Additional Info: Dishes destroyed. Food ruined via urination (Don't eat at Jade Palace for a while).

Location: Temple of Hyperion
Victim: High Priest
Perp: Dog
Status of perp: Unkown
Additional Info: Coffers stolen. Pews and altar destroyed.

Location: Shrine of Dymora
Victim: Mistress Jade
Perp: Lovebirds
Status of perp: Diamond Legion Evidence Room
Additional Info: Sacred items used in important rituals were stolen

Player Handout 2

List of animals sold:

Animal - Snake

Reason for Purchase Gift for House Bailey

Purchased by Mikal Gaines

Animal - Dog

Reason for Purchase gift for Temple of Hyperion

Purchased by Joe Smith

Animal - Lovebirds

Reason for Purchase Gift for Shrine of Dymora

Purchased by Mary Doe

Animal - Cat

Reason for Purchase gift for Jade Palace

Purchased by John Doe

Animal - Parrot

Reason for Purchase Gift for House Seabury

Purchased by High Lady Mour

Animal - Hawks

Reason for Purchase Gifts for Captain Vestra and Lt. Bailey Collins

Purchased by Gillian and Sophia Grimm

Animal - Rabbits

Reason for Purchase Gift for Gillian and Sophia Grimm

Purchased by Juniper Harquith

Animal - Monkey

Reason for Purchase Gift for House Eisner

Purchased by Liou Burkeley

Animal - Dog

Reason for Purchase gift for House Reilly

Purchased by Lord Alan Cauderwaller

Animal - Lovebirds

Reason for Purchase Gift for High Lady Mour

Purchased by Nysia Jirin

Animal - Cat

Reason for Purchase gift for House Gaines

Purchased by Patricia Terzine

Critical Event Summary: Animal Magnetism

Convention: _____ Date: _____

Please answer the following questions after running this event and return this form to the address listed below.

1. What was Deandra's status at the end of the module? (Circle all that apply)

Dead Escaped Captured

2. Did the PCs defeat the villains in the final encounter?

Yes No

3. If no, is it because the PCs ran out of time?

Yes No

4. What was Siriesh's status at the end of the module? (Circle all that apply)

Dead Raised Alive Other

5. Did the PCs give the exclusive to Siriesh?

Yes No

6. How did the PCs deal with the dogs?

Calmed them Attacked them Killed one or more Other

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

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

Please send completed form to:
David Santana, 61 Beacon
Avenue, 1st Floor, Jersey City, NJ
07306, or email to
lsj-roster@theshiningjewel.com.



Roster of Heroes: Animal Magnetism

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):

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

The Raian Pantheon Primer, Copyright 2006, The Shining Jewel, LLC; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with additional deity name contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

The Raian City Primer, Copyright 2006, The Shining Jewel, LLC; Authors Dan Cooper and Jay Fisher.

The Raian World Primer, Copyright 2006, The Shining Jewel, LLC; Authors Catie Straiton and Gaylord Tang.

The LSJ Primer Compilation, Copyright 2007, The Shining Jewel, LLC; Authors The LSJ Team.

LSJ49 Animal Magnetism, Copyright 2007, The Shining Jewel, LLC, Author David Samuels.