



Training Day

By David Samuels

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

In an unprecedented move the Diamond Legion has thrown open its doors and invited the citizens of Amthydor into its training facility. What is the reason behind this invitation, and will you accept it? It is recommended that PCs wishing to join the Diamond Legion play this scenario. A one round Legends of The shining Jewel event for heroes of levels 1-11.

(Updated August 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

In order to foster better relations between the citizens of Amthydor and the Diamond Legion, it was decided to open the doors to the Diamond Legion's training facility and allow citizens to experience the training that Legionnaires go through. High Warrior Breng hopes that this will

give the citizens more reason to trust the Legion, and possibly make them more forthcoming with information that could help the Diamond Legion combat criminal activity within the city.

The PCs are one of the groups that the facility has been opened to. Unknown to the both the Diamond Legion, and the PCs, the criminal element has decided to use this opportunity to sabotage this "Open House" and give the Legion a black eye.

After enduring some of the rigorous training that Diamond Legion members go through, the PCs will have a chance to choose which aspects of the Legion they wish to learn more about. They will be able to learn about four different aspects.

As the PCs are going between the learning areas for each aspect, they will encounter villains wishing the Legion harm, as well as typical situations that Diamond Legion members go through on a regular day. The PCs will have a chance to help the Diamond Legion rout the villains, as well as help them deal with these situations.

Depending on whether or not the PCs impress the Diamond Legion instructors, it is possible that they could receive recommendations to join the Diamond Legion.

Introduction – The PCs will receive an invitation to report to the Diamond Legion training facility. They will meet with High Warrior Breng, who will explain to them the reason why they have been summoned.

Encounter 1 – The PCs will experience basic training that all Diamond Legion members go through

Encounter 2 – The PCs will experience the training that Special Services unit members go through.

Encounter 3 - The PCs will choose the three aspects of the Diamond Legion that they wish to learn more about.

Encounter 4 – This is the first of three combats. It will be run after the PCs have completed their first training session, other than basic training.

Encounter 5 – This is the second of three combats. It will be run after the PCs have completed their second training session, other than basic training.

Encounter 6 – This is the third of three combats. It will be run when the PCs are ready to go back and meet Captain Vestra.

Conclusion - The PCs will be brought back to the Diamond Legion Training Facility where High Warrior Breng will meet with them. He will thank them for taking the opportunity to learn more about the Diamond Legion.

If the PCs impress the Diamond Legion instructors, it is possible that they could receive recommendations to join the Diamond Legion.

Note: Some of the training exercises will be easy for the PCs and some won't be. Do not worry if an exercise appears to be too easy. The Diamond Legion has made the exercises easier to try and give the public the chance to experience what Legionnaires go through, without frustrating the public if they aren't able to successfully complete an exercise.

Introduction – Somebody's Knocking

It's the start of another day in Amthydor, also known as the Shining Jewel. As you are getting out of bed, or possibly going to bed, there is a knock on your door. Opening the door, you are greeted by an impeccably dressed young officer from the Diamond Legion. After verifying your identity, he hands you a piece of rolled parchment. Examining the parchment, you notice the seal of High Warrior Breng, the commander-in-chief of Amthydor's armed forces. Opening the parchment you find that it is an invitation to the Diamond Legion Training Facility, in the Diamond District.

The young Legionnaire tells you that you are being invited to experience the same training that

Diamond Legion members receive, and that any questions you have should be held until you reach the training facility, where everything will be explained.

As you prepare for this unexpected summons, you can't help but wonder why you were chosen for this experience. Obviously, you must have done something that caught High Warrior Breng's attention. You follow the young Legionnaire to the training facility. Upon entering the facility, he leads you to a large room that is almost halfway filled by the 30 people already seated and instructs you to be seated.

Please allow the PCs time to introduce themselves to one another

Upon hearing the sound of someone clearing their throat, you turn your attention to the front of the room. A number of uniformed soldiers, most of whom you don't recognize, have entered the room. You immediately recognize, or hear people acknowledging, Captain Ardent Vestra, who steps forward and begins speaking.

"I'm sure that many of you believe that the life of a Diamond Legion officer is glamorous or easy. Let me be the first to tell you that while isn't either of those, it is extremely satisfying. Diamond Legion members perform a variety of services in this great city of ours, all of them designed to make life safer and more secure for the city and its populace. The Diamond Legion is divided up into different aspects, commonly referred to as branches.

"Each branch has its own divisions, all of which play a vital part in securing the city. For example, the Diamond Watch, the largest branch of the Diamond Legion, has four divisions; Patrol, Proctors, Special Services and Chameleons. Sergeant Eloise Kyle, Sergeant Cooper Damson, Lt. Argyn Zix and Sgt Ashton Kenness will be covering those four divisions. Sergeant Kenness is not actually a member of the Chameleons, but has been given the knowledge necessary to conduct the training session.

The Navy and Army each have four divisions as well. The Navy's divisions are: Sailors, Pirate Hunters, Marines and Stingrays. Sailor Milas Thistle, Seaman Tristan Sylvas, Lt. Eloise Sandoval, and Seaman Ramona Morgan are those tasked with your instruction on the naval division training. The Army's divisions are: Infantry, Scout/Infiltrators, Cavalry and Eagle Riders. The officers tasked with your training are: Sergeant Stitch Jottle; Lt. Elwin Quintas, Corporal Stulwig Narwith, and Lt. Yngbar Griffin.

As Captain Vestra finishes introducing the Diamond Legion members, there is an excited murmur coming from the other groups sharing this opportunity.

Captain Vestra instructs everyone to be quiet before introducing High Warrior Alexander Breng who stands up and begins speaking.

"Thank you all for coming. You have been called here today, because we would like to offer you a unique opportunity. I have always wanted the individuals in the Diamond Legion to have a better relationship with the citizens of this fine city. To help with that, I have arranged for you to spend a few hours experiencing the training that prospective Legionnaires must go through before they are sworn in to protect and serve you and the other residents of the city. It is my hope that this will be the start of a new tradition.

"The individuals up here with me, except for Captain Vestra, whom I believe many of you have met, represent the different divisions of the Diamond Legion. We have arranged for you to experience basic training, special training from the Special Services unit of the Diamond Watch, as well as that of any three other aspects of your choosing. You will choose the three aspects of the Diamond Legion that you most wish to learn about from the following list: Proctors, Infantry, Cavalry, Marines, Stingrays, Pirate Hunters, Sailors, Patrol, Chameleons and Scout Infiltrators. Due to the similarity in training, if you choose the Marines, you may not choose the Stingrays; and if you choose the

Scout/Infiltrators, you may not choose the Chameleons. Also, due to reasons that I cannot discuss right now, the Eagle Riders may not be chosen.

“After you’ve been through this training we will meet back here for a debriefing before you head back home.

“If you have any questions, Captain Vestra will be happy to answer them. Good luck!” With that, Breng departs.

Distribute **Player Handout 0: Diamond Legion Organization** at this time. The chart has an * on each division that may be selected by the PCs for training seminars for ease of play.

Captain Vestra can answer the following questions:

- **Why are we only permitted to learn about four different aspects?**

“We have a limited amount of time, since there will be other groups that will be afforded this same opportunity. Also, because of the limited amount of time available, we have divided all of you into groups of four to six, who will be training together. The group must agree on which aspects of training they wish to experience. You will be considered a group,” she says pointing at your group.”

- **Why do we need to learn from the Special Services unit?**

“The city recently dealt with a major undead issue, and while that has been put to rest there are still occasional sightings of undead in the city. Also, the Diamond Legion recently came into contact with a band of lycanthropes. The Special Services unit deals with the undead issue, as well as guarding against the threat of lycanthropy. We want to prepare you in case you encounter any undead, lycanthropes, or other ‘special needs’ foes.”

- **Does this job pay anything?**

“This isn't exactly a job it's more like a privilege. While we hope that you would be doing this out of the goodness of your hearts, we realize that in your line of work time is money. We are prepared to offer you 25 gold lions each. It is possible that other rewards might be offered depending on how things go.”

- **Why did you decide to open the facility up to the public?**

“As High Warrior Breng explained, we wanted to give the citizens of this fine city an understanding of the job that the men and women of the Diamond Legion perform. Our hope is that if the populace knew all that Diamond Legion members are put through, it might help relations between the Legion and the populace.”

- **What if we don't want to take part in this experience? /What if we don't want a better relationship with the Diamond Legion?**

“No one is forcing you to go through with this, nor will anyone think any less of you for not wanting to do this.”

(Players that wish to switch PCs may do so at this point.)

- **Will this lead to a job with the Diamond Legion / Could we join the Diamond Legion?**

“I'm not saying yes and I'm not saying no. Think of this as an opportunity to prove yourselves to us.”

- **What divisions can we train with/for?**

“Proctors, Infantry, Cavalry, Marines and Stingrays, Pirate Hunters, Sailors, Patrol, Chameleons and Scout Infiltrators.”

- **Do we need to choose three divisions?**

“There is no requirement that you need to choose three divisions. If you prefer to do just one or two divisions then you can report back here to be debriefed and then you'll be done for the day.”

- **Will this opportunity be made available to us again?**

“Unless you become a Diamond Legion member, the answer is no.”

- **Do we need to decide all three divisions we wish to experience right now?**

“No, but you need to decide at least one in advance, so that I can make sure that I have someone available to train you.”

- **Are you okay? / I remember hearing about how you were attacked by lycanthropes?**

“I am fine, and so is Lt. Bailey Collins, who was also attacked, but that attack is part of the reason behind the fact everyone will be doing training with the Special Services officers.”

- **Where do we go when we're ready to begin?**

“Sergeant Kenness will take you to begin your training once you're done with your questions. Since you need to experience the Special Services training as well as the basic training, Lt. Zix will meet you at the end of basic training to escort you to Special Services training.”

Once the PCs have finished asking questions, Captain Vestra will wish them luck and then usher them off to begin their training.

Encounter 1 – Basic Training, Here We Come!

Encounter 1A - You're only a Hurdle Away

Sergeant Kenness, dressed in the gray doublet and blue breeches of the patrol division, leads you to a large underground room. The room is roughly 100' x 100' x 30' and is divided into three sections. Sergeant Kenness tells you that you will be put through some of the same training that all Diamond Legion officers are put through.

Sergeant Kenness leads you to a section of the room with five ovals drawn on it. There are various objects that are placed within those ovals. The sergeant informs you that you will need to

start in the "lane" between the outer two ovals. You will run through each of the ovals twice, working from the outer lanes inward and then from the inner lanes outward. While running through the lanes you will need to jump or hurdle the objects that have been placed there. We will be testing your stamina as well as how well you can hurdle as there are times when in the pursuit of a perpetrator you might need to jump over a fence or scale a wall.

“And please, no use of magic spells or items. You never know when you'll run out of spells or be in an anti-magic field. This must be entirely on your own merit!”

In game terms, the PCs will make **eight Jump checks starting at DC 10 but increasing in difficulty by 1 as they progress.** If a PC should fail a Jump check, they can make a **Tumble check (DC 12)** if they wish to land on their feet, which negates one failure per Tumble check made. If a PC should succeed at all eight checks, please indicate that on the Critical Event Summary form.

Encounter 1B - Climb Every Mountain

Once you have completed the obstacle course, Sergeant Kenness leads you to the next section of the room. You see a ladder that extends from the floor to a platform near the ceiling.

Sergeant Kenness explains: “During the course of her career, a Diamond Legionnaire is often called upon to rescue people from dangerous situations. This is one of those times.

“On the platform is a victim that needs rescuing. In order to rescue the victim, you will need to climb up to the platform get the victim and climbed back down with the victim. The way to do this with the least risk of injury to yourself is to drape the victim over your shoulder distributing his weight more evenly.

“And please, no use of magic spells or items. You never know when you'll run out of spells or be in

an anti-magic field. This must be entirely on your own merit!"

In game terms, the PCs will need to make two **Climb checks (DC 5)** to get to the platform without falling. Once they reach the platform a **Strength check (DC 10)** is needed to lift and position the victim, followed by two **Climb checks (DC 15)** to reflect the additional weight that the PC is now carrying. If a PC should fail a Climb check they can make a **Tumble check (DC 12)** if they wish to land on their feet, but the victim will fall to the ground. If a PC should fail both the Climb and Tumble checks they will fall to the ground. As this is a training exercise a *contingency feather fall* spell will kick in after the 1st 10' to make sure that no one gets hurt or killed. If a PC should manage to get the victim safely down to the ground they have passed this training exercise. Please indicate this on the Critical Event Summary form.

Encounter 1C – Row, Row, Row, Your Boat

Sergeant Kenness leads you out of this section of the room and down a flight of stairs, to what must be the next part of this exercise.

“Diamond Legionnaires need to be prepared for any situation. As occurrences of people needing rescuing can happen both on land or in the water we need to make sure that you can swim. As if on cue, [insert # of PCs] individuals surface from below the water.

Sergeant Kenness continues. "Each of you will be paired with your own instructor, who will help teach you basic swimming techniques as well as how to make each stroke count. Your instructors will instruct you on how to tread water, as well as how to effectively do water-based rescues without risk of injury to yourself. For example, in water-based rescues, when you need to bring someone to safety that can't swim, you should place one of your arms under the victim's chin to drag them with you as you head for shore. The reason for positioning your arm as such is to keep the victim's head above water so that they don't drown. You also need to keep the victim calm

because if they struggle, it will make your job harder and could ultimately cost you your life.

“Once the instructors have shown you how to do this, we will test your swimming skills and have you try to do a water-based rescue. Your instructor will go to the center of the pool and pretend to be unconscious. You will need to reach the victim and drag them to safety.”

In game terms the PCs will need to make two **Swim checks (DC 10)** to reach the victim, and then two **Swim checks (DC 15)** to drag the victim back to shore. If a PC manages to get their victim safely back to shore, please note it on the Critical Event Summary form.

Encounter 2 – Special Services

Once you've completed the three tests, Lt. Zix is waiting at the door to the room as Sergeant Kenness leads you to him. Sergeant Kenness tells him that you are ready and that he sees potential in you. Sergeant Kenness wishes you luck and then departs.

Lt. Zix leads you to a classroom with 30 small desks and chairs. Lt. Zix stands at the front of the room with a young woman also wearing the black doublet and grey breeches of the Special Services division. After you take your seats Lt. Zix begins speaking.

“I am Lt Argyn Zix, and this is Sergeant Noretta Midlough. We are going to be familiarizing you with some of the basic training that members of the Special Services go through. The Special Services division deals with undead and lycanthropic threats, as well as any ‘special needs’ foes. For today’s lesson, we are only going to concern ourselves with undead and lycanthropic opponents. Please pay attention as there will be a brief quiz at the end. Before we begin I want to apologize to any of you that have a more than basic understanding of either undead or lycanthropes, but we need to make sure that everyone possesses the same basic

knowledge. Before you ask, yes you are permitted to take notes.

“First, a few questions...

“Have any of you ever fought an undead?

“What type of undead did you fight?

“Have any of you ever fought a lycanthrope?

“What type of lycanthrope did you fight?

“There are many different types of undead. The most common types of undead are skeletons, zombies, ghosts, ghouls, spectres, wights, wraiths and vampires. I’m going to talk about a few of those types in the hopes that, if you should encounter one of them, you’ll at least have some preparation to help you deal with them.

Lt. Zix takes a deep breath as Sgt. Midlough begins gesturing with her hands and the image of a skeleton appears.

“Skeletons are easily the most recognizable of all the undead. As one might surmise, skeletons are nothing more than bones with scraps of flesh attached to them. Because of their boney structure, slashing and piercing weapons have a reduced effect, as they tend to pass between the bones, and the skeleton has no vital organs to harm. Blunt weapons are more effective against skeletons. Skeletons come in different varieties, not just humanoid types, so it’s not uncommon to come across skeletons of animal types.”

Just as before, Sgt. Midlough begins gesturing with her hands and the image of a zombie appears.

“Zombies are the second most common type of undead. Zombies are corpses animated through dark magic for sinister purposes. As with skeletons, zombies can come in many different forms so it is not uncommon to come across zombies of animal types. Zombies are not as agile as living beings. In fact, other than those rare occasions when a zombie might charge an opponent, a zombie moves half as fast as a living being. Because they have been animated by magic, a zombie loses the connection with its

internal organs. Piercing and blunt weapons have a reduced effect on zombies, while slashing weapons seem to affect them normally.”

Lt. Zix pauses to make sure Sgt. Midlough is ready, before continuing. As Sgt. Midlough finishes gesturing with her hands the image of a ghost appears.

“Ghosts are among the most unpredictable and dangerous of all the types of undead. Over the course of my experiences with ghosts I have discovered the following to be true. Ghosts are the spectral remains of intelligent creatures that are troubled by an event from their past and unable to find eternal peace. While ghosts exist as incorporeal beings, they do possess the ability to manifest themselves as corporeal beings. Some of a ghost’s other abilities include the following:

“I’ve seen first hand that the touch of a ghost can be quite draining, with the victim becoming weaker. The gaze of a ghost has the potential to make victims less charismatic. Viewing a ghost can be a horrific experience with those unfortunate enough to do so becoming weaker, less hearty, less agile, less intelligent, less wise, or less charismatic depending on the ghost’s wishes. The moan of a ghost has the ability to panic people within 30’ of its location. A ghost can take control of someone’s body by merging with its chosen target. A ghost can also use move objects, similar to telekinesis.

“Weapons can be effective against a ghost, although they do have a 50-50 chance of passing harmlessly through one due to its incorporeal nature; in fact only weapons with the ghost touch quality are assured of striking a ghost normally. Unless a ghost is permanently dealt with it will return as ghost possess the ability to restore themselves days after they are physically destroyed. The only way to permanently dispatch a ghost is to discover the reason it is unable to rest peacefully, and correct that problem.

“It’s now time to turn our attention to lycanthropes, which I’m going to touch upon briefly. Like undead, lycanthropes also come in

different varieties. Just like people, lycanthropes are not prevalently good or evil. Some of the common types of lycanthropes are the werebear, wereboar wererat, weretiger, and werewolf.

All lycanthropes have three forms: their normal form, their animal form, and a hybrid form, which is a mix of its humanoid and animal forms. Lycanthropes have resistance to different types of weapons, although silver weapons are effective against most but not all of them.

Now is the time to see how much attention you've been paying to what I've been saying. Sergeant Midlough will pass out pieces of parchment with some questions on them. Please answer them to the best of your ability. No one will think any less of you if you can't remember.

Please pass **Player Handout 1** to the PCs. PCs can make **Intelligence checks (DC 10)** for each answer to remember what they were just told. The GM should speak privately with players if this is necessary

Alternatively they may make **Knowledge (religion) checks (DC 5)** to remember about the undead, and **Knowledge (nature) checks (DC 5)** to remember about the lycanthropes.

Please note on the Critical Event Summary form how many correct answers the players got in this encounter. If the PCs get **9 or more of the answers correct they will have impressed Lt. Zix.**

Lt. Zix leads you back to the gathering area where you started. Captain Vestra greets you.

"Now that you've had a chance to experience some of the elements of basic training that a Diamond Legionnaire goes through, it is time for you to choose which specialized training you'd like to experience in addition to Special Services. You may choose all three of the ones that you wish to experience right now if you wish. Also, you are not locked in to your three choices and may change them as long as it's done with enough time so that we can arrange to have the

instructors available for you. One last thing: you may only go to each division once. Good luck to you all."

- If the PCs choose the Infantry please **GO TO Encounter 3A (page 9).**
- If the PCs choose the Cavalry please **GO TO Encounter 3B (page 10).**
- If the PCs choose the Proctors please **GO TO Encounter 3C (page 11).**
- If the PCs choose the Sailors please **GO TO Encounter 3D (page 12).**
- If the PCs choose the Marines/Stingrays please **GO TO Encounter 3E (page 13).**
- If the PCs choose the Scout Infiltrators/Chameleons please **GO TO Encounter 3F (page 14).**
- If the PCs choose the Pirate Hunters please **GO TO Encounter 3G (page 14).**
- If the PCs choose the Patrol please **GO TO Encounter 3H (page 15).**

Encounter 3 – Division Training 101

Encounter 3A – Infantry

Sergeant Stitch Jottle, your instructor, leads you out of the room and down a set of stairs, stopping at the entrance to a large room. "I have been tasked with giving you a brief idea of the training that Diamond Legion Infantry Division officers experience.

"One of the most important things that Infantry members need to understand is that terrain plays an important part in a battle. While it's true that, most of the time, Infantry members are battling their foes on common ground, higher ground is definitely an advantage, while cover can help you survive the attacks of the enemy forces by making it harder for them to hit you.

"One must also realize how to size up an opponent for strengths and weaknesses. For example an opponent dressed in armor and brandishing a weapon with two hands is most likely a strong opponent, while an opponent

wearing leather armor and brandishing a sap or shortsword is a weaker one. Please remember that these are guidelines, you can never be absolutely sure of the abilities of an enemy until he actually uses them against you.

“In a situation with multiple attackers, the faster you can drop one of your adversaries, the better your chances of survival. Opponents that you take down are opponents that can’t attack you, which increases your odds of survival and victory.

“Another important thing to remember is that the Infantry frowns upon cowardice, but there is nothing against a strategic retreat against superior forces, which allows you to regroup with the rest of your forces or deliver valuable information back to your superiors. Remember the details of any mission you are sent on. If you’re asked to bring back information, it is vital for you to survive long enough to get the information back to your superiors.

“We seem to have some time left. So if you wish to participate in a mock battle, we can arrange it.”

If the PCs wish to have a mock battle, please use the stats from encounter 6 with a number of opponents equal to the PCs and half of them being rogues and the other half being fighters. The PCs will be given blunt weapons so that no one actually gets hurt too badly, and Diamond Legion clerics will heal all participants of this mock battle.

- If the PCs choose the Cavalry please **GO TO** If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3B – Cavalry

Corporal Stulwig Narwith, your trainer, leads you out of the building, through the city’s streets towards the stables. When you reach the stable, the guards at the gates allow you entry to the stables. You follow your guide through the stables and out to the field behind the stables.

You notice six individuals dressed in the uniform of the Cavalry standing in front of six beautiful chestnut-colored horses. Corporal Narwith announces:

“Here is some general advice for how to handle a horse as a steed.

“Horses are very majestic creatures. The first thing that you need to do is acquaint yourself with the horse. It is very important to show the horse proper respect while making sure not to show any fear around it. A good way to do that is to approach the horse in a non-threatening manner, talking to it in calming tones, and explaining what you’re going to do. The horse will react to the tone of your voice. Remember that the horse is bigger than you are, and if you’re having a bad day it can get a whole lot worse if your mount turns on you Praise your mount for doing well, and have treats to reward him. Most horses like carrots.

“These Legionnaires will help you mount the horses and will walk you around this area so that you get to feel what it’s like to be on a horse. They will then escort you back to the stables and help you dismount.

“Remember that if you should ever wind up in battle while atop a horse from the Diamond Legion stables, or another combat-trained mount, you have an advantage against ground forces as both you and the horse will be able to attack your opponents. Be aware that fighting from atop a mount is no easy task.

“Please note that the Eagle Riders were not able to participate in this exercise, but know that they

play an important part in keeping this great city safe. They also help protect ships entering and leaving the harbor.

“Now we will give you the opportunity to work with one of our mounts and give it a bit of a workout, if you feel daring.”

The PCs can make Ride checks and if they can make a **Ride check (DC 15+ATL)** they will have impressed their instructors. When the PCs have dismounted their guide send them to their next learning experience.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3C – Proctors

Cooper Damson, your instructor, leads you to a classroom. After waiting for you to be seated, he closes the door and heads to the front of the room to address you.

“The Proctors Unit is one of the most important in the Diamond Legion. The Proctors are authorized to pass judgment on the lesser charges, which helps keep justice flowing in the city as the courts don’t get bogged down by insignificant cases. When Proctors decide cases, we wield the laws of the city, as well as using common sense in making our decision.

“I am going to present a case to you and allow you to offer your input on what the resolution should be. Once you decide on what you feel the resolution should be, I’m going to ask you to present your argument on why you feel that way. It is possible that your group might have a few different ideas on what the resolution should be,

which is fine. You will each have a chance to state your decision, as well as your reasons.

“Two young children lost their parent yesterday. The children’s grandparents, both maternal and paternal, are seeking custody of the children. Each set of grandparents can provide the same type of loving environment to the children. Both sets of grandparents are law-abiding citizens, and have never had a problem with the law.

“Both parents were loving parents and were very involved in their children’s lives. Both sets of grandparents are loving grandparents and were also very involved in their grandchildren’s lives. Both sets of grandparents have the same level of monetary wealth. Both sets of grandparents have the same number of impeccable references

“To whom would you award the children, and why?”

Possible answers, as well as Proctor reaction include

- 1) **Divide the children up.** *“We usually try to keep children together, but at least with this option both sets of grandparents will be involved in the lives of the grandchildren. The only thing I might add is to ask the grandparents to switch children every six months.”*
- 2) **Give both children to the maternal grandparents.** *“What about the rights of the paternal grandparents? Shouldn’t they be taken into account?”*
- 3) **Give both children to the paternal grandparents.** *“What about the rights of the maternal grandparents? Shouldn’t they be taken into account?”*
- 4) **Shared custody.** *Both sets of grandparents will share custody of the grandchildren. One gets them 4 days a week, and the other gets them 3 days a week. “The benefits of this choice would be that both children stay together and their grandparents would have a structured role in their lives.”*

- 5) **What about putting the children in a shelter?** *“There is no advantage to putting the children in foster care, especially when there are loving family members willing to take them in.”*
- 6) **What about letting the children decide?** *“Normally we don't do that, but it is something to consider.”*
- 7) **What about bringing the parents back to life?** *“Normally we don't do that, but the option could be suggested to the parents and if they decide to do that, the courts would have no problem.”*

If the PCs suggest options 1, 4, 6 or 7 they will have impressed Cooper Damson. If they impress Cooper Damson, please indicate that on the Critical Event Summary form, along with which option the PCs suggested. It is entirely possible that the PCS might come up with an idea not listed here. If the idea is similar to those that impress Damson, he will be impressed, and the alternate idea needs to be listed on the Critical Event Summary Form.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3D – Sailors

Sailor Milas Thistle, your trainer, leads you towards the docks and one of the Navy's ships. “There isn't a better classroom to learn about the Sailors!” he says with a smile.

You arrive at the docks and board a large ship called the Sea Maiden. After sailor Thistle unties the rope, the ship sets sail out of the harbor, and he begins speaking.

“Sailors perform the basic duties of keeping the waterways clear, so that ships can safely enter

and leave the harbor and the jurisdiction of the Navy. In addition to patrolling the waterways, we provide basic transportation for the Stingrays and Marines to reach their destinations.

“Let's begin by going over some nautical terms, and feel free to take notes if you wish. Please pay attention as there will be a test later.

“Batten Down, means that all loose objects need to be stowed away to prevent damage to the object or the ship in rough weather.

“Bow is another word to signify the front of the boat or ship.

“Buoys are markers in the water that ships use for determining their location.

“Capsize means to turn over. May you never be on a ship that has capsized.

“Cast Off, means to untie the line so that the ship can set sail.

“Ebb, refers to a receding current.

“Galley refers to the kitchen on a ship or boat. If one is going to be at sea for awhile then one needs to make sure that the galley is stocked.

“Hull refers to the main body of the ship or boat.

“Mooring refers to the line used to tie the ship to a buoy or a pier.

“Port refers to the left side of a boat or ship, looking forward. It is also another name for a harbor.

“A ship is a sea going vessel, just as a boat is, but a ship is large enough to carry a boat.

“Squall means a sudden violent wind, often accompanied by rain.

“Starboard refers to the right side of a boat or ship, looking forward.

“Stern is another word to signify the back of a boat or ship.

“It is now time for the test. Once the test is over we will sail once around the harbor and head back in to port.”

Please pass **Player Handout 3** to the players. PCs can make **Intelligence checks (DC 10)** for each answer to remember what they were just told.

Alternatively they may make **Profession (sailor)** or **Craft (shipbuilding) checks (DC 5)** to remember the nautical knowledge they were just told.

If the PCs get seven answers right they will have impressed Milas Thistle. For those PCs that impress Milas, please make a note on the Critical Event Summary form how many correct answers the PC got.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3E – Marines/Stingrays

Lt. Eloise Sandoval, your trainer, leads you to the docks, and you board a ship called the Shining Jewel. You can't help but notice that, in addition to the crew, there are 18 “sailors” on the deck. Lt. Sandoval leads you to the center of the deck, and then instructs those 18 individuals to surround your group. Each of the 18 individuals is brandishing a weapon, and they all have a menacing look on their faces. Six of your opponents are dressed in chainmail armor and brandishing great swords, six of them are wearing leather armor and wielding shortswords while the other six are unarmored and holding staves.

Lt. Sandoval begins speaking, “The only difference between how the Marines or Stingrays would deal with this situation is that the Stingrays would actually be doing this training underwater, while the Marines would be doing it on board a ship.

“There are times when you need to take your opponents down quickly to increase your odds of completing your mission. Every opponent you take down is one that won't be attacking you again.

“Look for ways to turn the situation to your advantage. For example, if you can disarm your opponent, he'll likely try to escape instead of continuing to attack you. You then have the option of trying to take him down, or letting him go to concentrate on other opponents. If you can't disarm your opponent, you can try to get him in a grapple, giving his allies a chance to hit him if they attempt to attack you. While these observations may not always hold true, I have found them to be true at least 80% of the time.

“If a foe is wearing no armor, they're either a spellcaster or a monk, both of which can be dangerous. They are generally easier to hit than armored foes and, if you drop them, they can't target you with spells.

“If a foe is wearing leather armor, they're most likely a rogue, which can be dangerous if they have friends to help them attack you in a flanked position. One never wants to be flanked by a rogue.

“If a person is wearing metallic armor, the odds are that he's some type of warrior or priest, making him one of the most dangerous foes you'll ever encounter. Foes in metallic armor are usually harder to hit and take longer to defeat as they tend to be heartier.

“Based on this information, given a group with one of each of the above foes to fight, who would you attack first and why?”

If the PCs state their choice and give a valid reason they will impress Lt. Sandoval. As there are no right or wrong answers per se, no recognition needs to be noted on the Critical Event Summary.

In the event that this encounter does run short, she is willing to arrange for the PCs to fight a mock battle with some of her men. If the PCs wish this, please use the stats from encounter 6 with a number of opponents equal to the PCs and half of them being rogues and the other half being fighters. The PCs will be given wooden practice weapons (subdual damage only) so that no one actually gets hurt too badly, and Diamond Legion clerics will heal all participants of this mock battle.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3F – Scout Infiltrators/Chameleons

Sergeant Kenness and Lt. Elwin Quintas, your instructors, lead you to another classroom. They wait for you to take your seats before closing the door. Your instructors head to the front of the room, where Sgt. Kenness begins your lesson.

“The Scout/Infiltrators and Chameleons, while two different groups, share many of the same goals. Both require the Diamond Legion officer to be able to blend in with his or her surroundings, as well as the ability to change his or her appearance and dialect as needed.

“Chameleons tend to operate behind the scenes and, on those occasions when they need to be visible, disguise themselves so they can’t be recognized. Unless a specific case requires the need for more than one member of the Chameleons to deal with a situation, they work

alone, and no one, other than their immediate superiors, has any idea of the true appearance of a Chameleon.”

Lt. Quintas continues: “The Scout/Infiltrators also operate in secrecy but not to the same extent that the Chameleons do. Members of the Scout/Infiltrators have been known to follow suspects while disguised as trees or animals. The tree disguise utilizes the color schemes of the trees in the area. Occasionally, the Scout/Infiltrators need to engage in borderline activities to keep their cover, especially when they need to check out threats to Amthydor from other countries.

“When prospective candidates for the Scout/Infiltrators or Chameleons are sworn in, they are given a disguise kit and told to immediately alter their appearance. All members of the Chameleons are also told to obtain a hat of disguise should the need to use one ever come up.

“If you’re willing, we can show each of you how to disguise yourself.”

They will use a disguise kit to alter the PCs’ hair color, hair style and facial features if the PCs wish.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3G – Pirate Hunters

Seaman Tristan Sylvas, your tutor, leads you towards the docks and a double-masted ship called the Water Sprite. After you board the ship, it sets sail. The open air of the sea provides the perfect backdrop for your lesson on pirates. Your guide begins speaking.

“The Pirate Hunters are an elite subdivision of the Navy. The men and women of this unit have dedicated their lives to locating and stomping out all pirate activity within the shores of the Amthydoran protectorate. They have studied pirate traditions and logos and have gotten quite good at predicting what will, or won’t, attract a pirate.

“Despite the myths and stories, pirates do not all have wooden legs, parrot sidekicks or eye patches. Pirates that are trying to avoid detection attempt to reduce the risks of capture by dressing normally and not flying the Jolly Roger flag.

“Most pirates are nothing more than common water-based criminals, although there are exceptions to this rule. The sneakier the pirates try to be, the more satisfying it is when they are captured. The preferred weapon of most pirates we’ve encountered is the cutlass, which looks similar to a short sword, but with a curved blade.

“The trick to fighting pirates is to try and disarm them. A pirate that loses his weapon is more likely to surrender than one who maintains control of his weapon. Pirates tend to have a sense of bravado especially when they’re with their crew, but individually they aren’t much of a threat.

“Pirates also have their own dialect, which they tend to use around other pirates. They like to use words like ‘avast,’ ‘arrgh,’ and ‘shiver me timbers.’ Pirates are known for making prisoners walk the plank, which essentially means having them walk on a plank until they’re no longer on the pirate’s ship and have fallen into the water

where they can drown or be eaten by sharks or other water-borne predators.

“Now, pirates are also known for their flamboyant swing-by type of attack, as it sometimes allows them to get the drop on their enemies and take them by surprise. Pirates are known for their unpredictability in battle, and this type of attack is a big weapon in their arsenal. If you’d like to experience what a swing-by-attack feels like, I can arrange for these officers to show you how it is done.”

Assuming that the PCs agree, the officers will lead the PCs one at a time up the main mast to the crows-nest where they will grab one of the attached ropes and swing down to the deck. The officers will explain that if the person swinging is wearing light armor that they can normally make a single strike against an opponent, but there isn’t any target for them to attack now. As the PCs probably don’t have the Swing-By Attack feat, they will just be swing down from the main mast to the deck. If the PCs want to impress Seaman Sylvas, they can attempt a Tumble check (DC 10) to jump off the rope and land on their feet. **If they make this check by more than 5** they will impress Seaman Sylvas. Please note on the back of the critical event summary if they have impressed Seaman Sylvas.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 3H – Patrol

Sergeant Kenness escorts you through the streets of Amthydor, while telling you about what a Patrol officer goes through during training. He informs you that he’s going to quiz you on this later and that you’re welcome to take notes.

“A Diamond Watch Patrol officer needs to remain vigilant while patrolling the streets of this great city. He must learn how to evaluate the people and situations that he encounters for any possible threats to his security. For example a person’s body language can reveal a lot about them and their intentions.

“In my experiences as a Diamond Legion officer, I have discovered that people who don’t look you in the eye, or impatiently shift their body weight, usually have something to hide. They probably don’t realize it, but they draw attention to themselves while trying not to.

“Another thing to pay attention to is anyone dressed in a fashion that doesn’t fit their surroundings. For example, the odds are that a person dressed in tattered clothing in the Nobles District is probably up to no good, while a fancily dressed man could be the target of criminal activity in the Poor District.

“While there is no proof that the shabbily dressed man in the Nobles District is up to no good, or that the fancily dressed man in the Poor District will be the victim of a crime, the possibility should always be considered. Learning to be alert for these types of things has saved numerous citizens in the past.

“Diamond Legion members must also learn to train their memories. This is important because they need to be able to recognize any person whose image they have already seen. Some tips to remember:

“Pay attention to a person’s race; is the individual an elf, a dwarf, a gnome? People may be able to change their clothes, but it’s a lot harder to change their race with a disguise.

“Hair. What color is their hair? Is it black, brown, blonde? And what style is it, curly straight, matted?

“Eyes. What color are the eyes? Blue, brown, green?

“Face. What is the shape of the face? Oval, round, or something else?

“Facial features. Is the skin fair or blemished or scarred?

“Exposed skin. Are there any recognizable marks on the skin? Tattoos, scars?

“Height and weight?

“Is the person carrying anything?

“Is the person wearing any jewelry?

“You need to be able to recognize body language to discover anyone’s intentions.

“Is the person fidgety?

“Is the person excitable?

“Does the person seem nervous?

“Does the person seem scared? Is he trembling?

“That will do for now. Please prepare for a short test.”

Please pass **Player Handout 4** to the players. An **Intelligence check (DC 10)** for each answer will enable the PC to recall what they have learned. If the PCs should get **7 or more questions correct**, then they will have impressed Sgt. Kenness. If a PC should impress Sgt Kenness please make a note on the Critical Event Summary form how many answers the PC got right.

- If the PCs have just finished their first elective class please **GO TO Encounter 4 (page 17).**
- If the PCs have just finished their second elective class please **GO TO Encounter 5 (page 20).**
- If the PCs have just finished their third and final elective class please **GO TO Encounter 6 (page 25).**

Encounter 4 – First Combat

Please run this combat after the PCs have finished their **first** training session other than basic training. The PCs will see the villains heading towards them. Starting distance: 20 feet.

You are dismissed and sent on your own through the Training Center to your next class. As you travel through the hallway, you are amazed to see that a number of women seem to have circled around you, and are drawing weapons with the intent to attack!

When the PCs defeat the villains they will not be able to learn anything other than the villains' names due to the fact that they know that they'll be killed for ratting out their companions.

If the PCs persist in trying to intimidate the information out of the villains, they will be able to get some of the information but they will need to make an **Intimidate check (DC 20 + ATL)**.

If the PCs make the Intimidate check (or use spells like *charm person* or *detect thoughts*) they will learn the following, all of which will ring true with Sense Motive checks:

- Their boss learned about the Diamond Legion Open House, and decided to take advantage of the Open House to teach the Legion a lesson.
- The criminal element is tired of the Diamond Legion thwarting their best plans, and decided to teach the Legion a lesson.
- They don't know their boss's name, or what he looks like, as he wore a mask.
- They do not know of any other groups that might be planning similar assaults against the Diamond Legion.

After the Diamond Legion takes away the perps, let the players go to their next class:

- If the PCs choose the Infantry please **GO TO Encounter 3A (page 9)**.
- If the PCs choose the Cavalry please **GO TO Encounter 3B (page 10)**.
- If the PCs choose the Proctors please **GO TO Encounter 3C (page 11)**.
- If the PCs choose the Sailors please **GO TO Encounter 3D (page 12)**.
- If the PCs choose the Marines/Stingrays please **GO TO Encounter 3E (page 13)**.
- If the PCs choose the Scout Infiltrators/Chameleons please **GO TO Encounter 3F (page 14)**.
- If the PCs choose the Pirate Hunters please **GO TO Encounter 3G (page 14)**.
- If the PCs choose the Patrol please **GO TO Encounter 3H (page 15)**.

ATL 1

✂ **Aspen, Barna, Cylnus 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 5

✂ **Aspen, Barna, Cylnus, and Fiera, 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 3

✂ **Aspen, Barna, Cylnus, and Fiera, 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 7

✂ **Aspen, Barna, Cylnus, and Fiera, 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

Aspen, Barna, Cylnus, and Fiera, 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

Aspen, Barna, Cylnus, and Fiera, 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

Aspen, Barna, Cylnus, and Fiera, 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.

Encounter 5 – Second Combat

Please run this combat after the PCs their second training session. The PCs will see the villains heading towards them. Starting distance: 20 feet.

Once more, you are dismissed and sent on your own through the Training Center to your next class. You are understandably a bit more wary than last time. This works to your benefit as four more people, two women and two men, draw weapons and close on your position!

When the PCs defeat the villains they will not be able to learn anything other than the villains' names due to the fact that they know that they'll be killed for ratting out their companions.

If the PCs persist in trying to intimidate the information out of the villains, they will be able to get some of the information but they will need to make an **Intimidate check (DC 20 + ATL)**.

If the PCs make the Intimidate check (or use spells like *charm person* or *detect thoughts*) they will learn the following, all of which will ring true with Sense Motive checks:

- Their boss learned about the Diamond Legion Open House, and decided to take advantage of the Open House to teach the Legion a lesson.
- The criminal element is tired of the Diamond Legion thwarting their best plans, and decided to teach the Legion a lesson.
- They don't know their boss's name, or what he looks like, as he wore a mask.
- They do not know of any other groups that might be planning similar assaults against the Diamond Legion.

After the Diamond Legion takes away the perps, let the players go to their next class:

- If the PCs choose the Infantry please **GO TO Encounter 3A (page 9)**.

- If the PCs choose the Cavalry please **GO TO Encounter 3B (page 10)**.
- If the PCs choose the Proctors please **GO TO Encounter 3C (page 11)**.
- If the PCs choose the Sailors please **GO TO Encounter 3D (page 12)**.
- If the PCs choose the Marines/Stingrays please **GO TO Encounter 3E (page 13)**.
- If the PCs choose the Scout Infiltrators/Chameleons please **GO TO Encounter 3F (page 14)**.
- If the PCs choose the Pirate Hunters please **GO TO Encounter 3G (page 14)**.
- If the PCs choose the Patrol please **GO TO Encounter 3H (page 15)**.

ATL 1

\ Jenella and Adeena 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.

\ Jothra Ftr 1 (1): CR 1; Medium humanoid (human male); HD 1d10+3; hp 13 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

✂ **Jenella and Adeena, 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.

✂ **Jothra and Odeemos 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.

ATL 5

✂ **Jenella and Adeena, 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.

✂ **Jothra and Odeemos 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.

ATL 7

✂ **Jenella and Adeena, 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.

✂ **Jothra and Odeemos 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.

ATL 9

✂ **Jenella and Adeena, 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.

✂ **Jothra and Odeemos 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.

ATL 11

✂ **Jenella and Adeena, 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 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.

✂ **Jothra and Odeemos 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 None; 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

✂ **Jenella and Adeena, 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.

✂ **Jothra and Odeemos 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 None; 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 & 12 arrows, 100 gp.

Encounter 6 – Final Combat

Your instructor takes you back to the Diamond Legion training facility. As you head back towards the gathering room you see a disturbing sight. The Diamond Legion is engaged in a fierce battle with about 30 individuals. The battle seems to be going against the Diamond Legion officers.

When the PCs defeat the villains they will not be able to learn anything other than the villains' names due to the fact that they know that they'll be killed for ratting out their companions.

If the PCs persist in trying to intimidate the information out of the villains, they will be able to get some of the information but they will need to make an **Intimidate check (DC 20 + ATL)**.

If the PCs make the Intimidate check (or use spells like *charm person* or *detect thoughts*) they will learn the following, all of which will ring true with Sense Motive checks:

- Their boss learned about the Diamond Legion Open House, and decided to take advantage of the Open House to teach the Legion a lesson.
- The criminal element is tired of the Diamond Legion thwarting their best plans, and decided to teach the Legion a lesson.
- They don't know their boss's name, or what he looks like, as he wore a mask.
- They do not know of any other groups that might be planning similar assaults against the Diamond Legion.

, let the players go to their next class:

- After the Diamond Legion takes away the perps **GO TO Conclusion (page 29)**.

ATL 1

⚔ **Tyrus, Oriss, Rylla, Ilgna 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

\ Tyrus, Oriss, Rylla, Ilgna 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

\ Tyrus, Oriss, Rylla, Ilgna 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

\ Tyrus, Oriss, Rylla, Ilgna 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

\ Tyrus, Oriss, Rylla, Ilgna 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

⚔ **Tyrus, Oriss, Rylla, Ilgna 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

⚔ **Tyrus, Oriss, Rylla, Ilgna 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.

Conclusion

Having helped the Diamond Legion defeat the villains you are standing in front of Captain Vestra and High Warrior Breng, Breng begins speaking:

“It seems that the idea I had about improving relations with the populace of this fair city, did not go over well with everyone. Thank you for your help in defeating the interlopers. I hope that you learned something today. I don’t know how things went with your instructors, but if you’re interested when the Diamond Legion calls for recruits, I would like to give you a shot at joining, provided you meet the requirements. But for now, good day, and may the Jewel always shine for you!”

Those PCs that asked about payment will be given their 25 gp each.

THUS ENDS “TRAINING DAY”

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 1 | | | | | | | |
| Participate in basic training | 75 | 75 | 75 | 75 | 75 | 75 | 75 |
| Encounter 3 | | | | | | | |
| Participating in three training sessions (worth 25, 50, and 50 each, in that order) | 125 | 125 | 125 | 125 | 125 | 125 | 125 |
| Encounter 4 | | | | | | | |
| Defeating the villains | 50 | 100 | 150 | 200 | 250 | 300 | 350 |
| Encounter 5 | | | | | | | |
| Defeating the villains | 50 | 100 | 150 | 200 | 250 | 300 | 350 |
| Encounter 6 | | | | | | | |
| Defeating the villains | 100 | 20 | 300 | 400 | 500 | 600 | 700 |
| 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 4, 5 and 6 (awarded for each from resale of mundane goods)

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

Conclusion

- **Favor of High Warrior Breng:** Through your actions, you have managed to impress High Warrior Breng and several of the instructors at the Diamond Legion Training Facility.

High Warrior Breng is going to personally vouch for you to join the Diamond Legion. As High Warrior Breng is the head of the

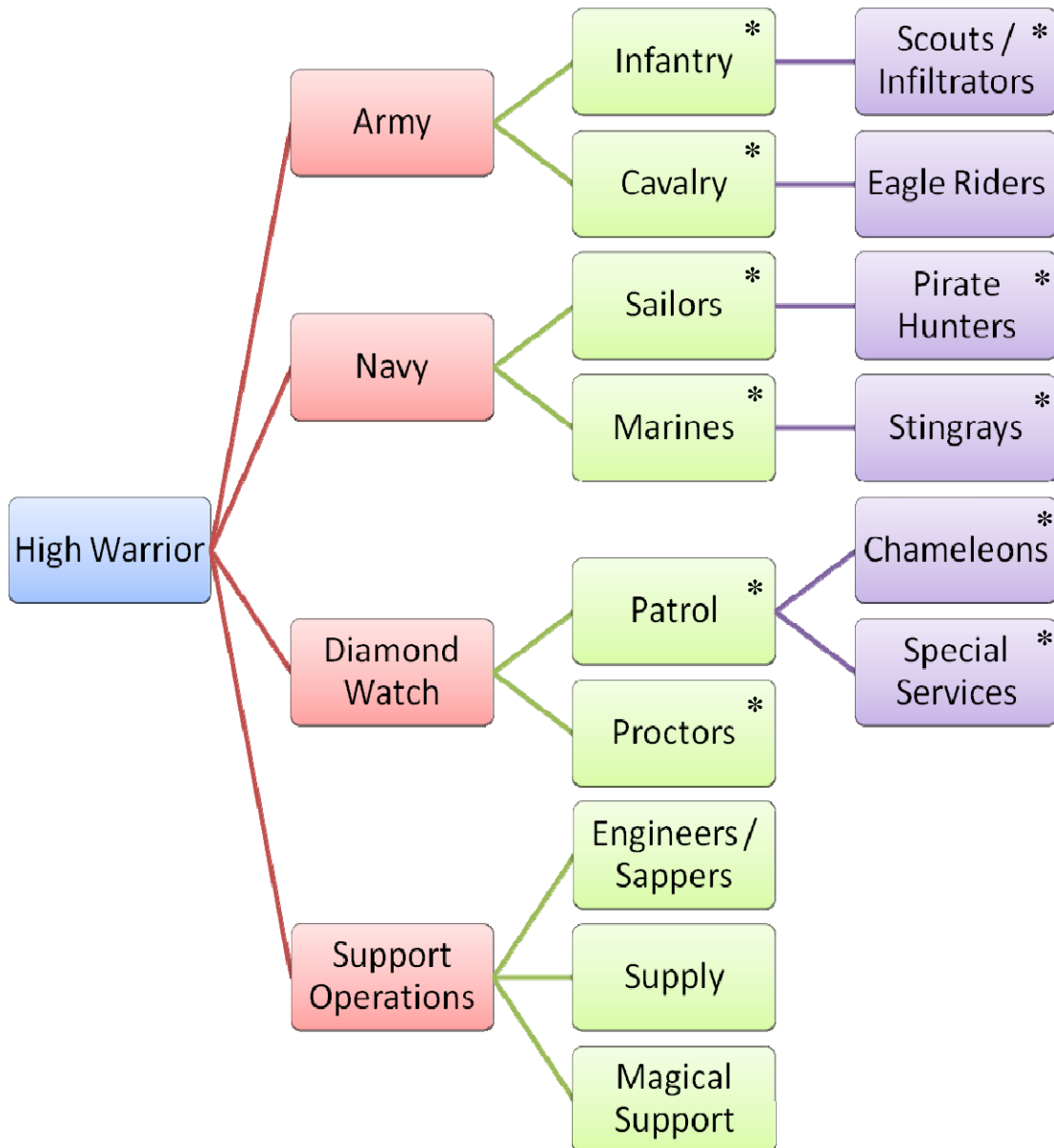
Diamond Legion, his favor counts for double the normal number of recommendations. High Warrior Breng is usually a good judge of character and in those rare instances when he is wrong, he usually acts quickly to correct his error in judgment.

The benefits of impressing the Diamond Legion training instructors will be revealed in the future.

If you should ever commit a crime, he will make sure that you have a quick trial, and if found guilty the punishment will be double the normal penalty.

Player Handout 0: Diamond Legion Organization

Note that Support Operations is not a separate branch of the Diamond Legion, but is integrated into each of the other three branches and their division and sub-divisions.



* Indicates one of the choices available for a training seminar.

Player Handout 1: Special Services Test

1. Name three types of undead: _____
 2. What is the most common type of undead? _____
 3. What is the second most common type of undead? _____
 4. Weapons that always work against a ghost are: _____
 5. Weapons that always work against a skeleton are: _____
 6. Weapons that always work against a zombie are: _____
 7. Name three abilities of a ghost: _____
 8. Name 3 types of lycanthropes: _____
 9. What type of weapons usually work against a lycanthrope? _____
 10. What are the three forms of a lycanthrope? _____
-

Player Handout 1: Special Services Test

1. Name three types of undead: _____
 2. What is the most common type of undead? _____
 3. What is the second most common type of undead? _____
 4. Weapons that always work against a ghost are: _____
 5. Weapons that always work against a skeleton are: _____
 6. Weapons that always work against a zombie are: _____
 7. Name three abilities of a ghost: _____
 8. Name 3 types of lycanthropes: _____
 9. What type of weapons usually work against a lycanthrope? _____
 10. What are the three forms of a lycanthrope? _____
-

Player Handout 1: Special Services Test

1. Name three types of undead: _____
2. What is the most common type of undead? _____
3. What is the second most common type of undead? _____
4. Weapons that always work against a ghost are: _____
5. Weapons that always work against a skeleton are: _____
6. Weapons that always work against a zombie are: _____
7. Name three abilities of a ghost: _____
8. Name 3 types of lycanthropes: _____
9. What type of weapons usually work against a lycanthrope? _____
10. What are the three forms of a lycanthrope? _____

Player Handout 1: Special Services Test

1. Name three types of undead: _____
 2. What is the most common type of undead? _____
 3. What is the second most common type of undead? _____
 4. Weapons that always work against a ghost are: _____
 5. Weapons that always work against a skeleton are: _____
 6. Weapons that always work against a zombie are: _____
 7. Name three abilities of a ghost: _____
 8. Name 3 types of lycanthropes: _____
 9. What type of weapons usually work against a lycanthrope? _____
 10. What are the three forms of a lycanthrope? _____
-

Player Handout 1: Special Services Test

1. Name three types of undead: _____
 2. What is the most common type of undead? _____
 3. What is the second most common type of undead? _____
 4. Weapons that always work against a ghost are: _____
 5. Weapons that always work against a skeleton are: _____
 6. Weapons that always work against a zombie are: _____
 7. Name three abilities of a ghost: _____
 8. Name 3 types of lycanthropes: _____
 9. What type of weapons usually work against a lycanthrope? _____
 10. What are the three forms of a lycanthrope? _____
-

Player Handout 1: Special Services Test

1. Name three types of undead: _____
2. What is the most common type of undead? _____
3. What is the second most common type of undead? _____
4. Weapons that always work against a ghost are: _____
5. Weapons that always work against a skeleton are: _____
6. Weapons that always work against a zombie are: _____
7. Name three abilities of a ghost: _____
8. Name 3 types of lycanthropes: _____
9. What type of weapons usually work against a lycanthrope? _____
10. What are the three forms of a lycanthrope? _____

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 2: Proctors Test

Two young children lost their parent yesterday. The children's grandparents, both maternal and paternal are seeking custody of the children.

Each set of grandparents can provide the same type of loving environment to the children.

Both sets of grandparents are law-abiding citizens, and have never had any problems with the law.

Both of their parents were loving parents and were very involved in their children's lives.

Both sets of grandparents are loving grandparents and were very involved in their grandchildren's lives.

Both sets of grandparents have the same level of monetary wealth.

Both sets of grandparents have the same number of impeccable references

Who would you award the children to, and why?

(Put your name and answer on the back of this page)

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 3: Sailors Test

Batten Down:

Bow:

Buoys:

Capsize:

Cast off:

Galley:

Hull:

Mooring:

Port:

Ship:

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Player Handout 4: Patrol Test

1. Examples of body language that Patrol officers should watch out for:

2. How can you tell if a person has something to hide?

3. Types of things that Diamond Legion members should be alert for?

4. What do Diamond Legion members need to learn how to do?

5. What are some tips to remember to help a Diamond Legion member remember things about people?

Critical Event Summary: Training Day

Convention: _____ **Date:** _____

1. Encounter 1a: Basic Training: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Sgt. Kenness.

2. Encounter 1b: Basic Training: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Sgt. Kenness.

3. Encounter 1c: Basic Training: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Sgt. Kenness.

4. Encounter 2: Special Services: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Lt. Zix.

5. Encounter 3b: Cavalry: Please list the Real names, PC names, e-mails, and options chosen of anyone who impressed Stulwig Narwith.

6. Encounter 3c: Proctors: Please list the Real names, PC names, e-mails, and options chosen of anyone who impressed Cooper Damson.

7. Encounter 3d: Sailors: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Milas Thistle.

8. Encounter 3g: Pirate Hunters: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Seaman Sylvas.

9. Encounter 3h: Patrol: Please list the Real names, PC names, e-mails, and scores of anyone who impressed Sgt. Kenness.

10. 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: Training Day

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.

LSJ 50 Training Day, Copyright 2007, The Shining Jewel, LLC, Author David Samuels.