



# In the Eyes of a Child

By David Samuels

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

A traveling carnival has arrived in Amthydor. Unlike most carnivals, all of the games and attractions are operated by children in the hope of getting them adopted. At the same time, the Diamond Legion has received a tip that a notorious assassin who's left a trail of victims throughout Raia is heading to Amthydor. Unfortunately, no one has a description of this assassin. Is there a connection between the carnival and the tip that the legion received and can you find it before the assassin claims his/her next victim. A one round Legends of the Shining Jewel module for heroes of levels 1-15.

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**WWW.THESHININGJEWEL.COM**

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## **LEGAL TEXT**

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## **WELCOME TO LSJ!**

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## **LSJ GM EMPOWERMENT CLAUSE**

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the

PCs. Full XP awards should not be given for the encounter if this is necessary.

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

## **CALCULATING ATL (AVERAGE TABLE LEVEL)**

Add up the levels of all characters at the table (plus cohorts and entourages) 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).

## **ABOUT THE MODULE**

*"In the Eyes of a Child"* is not part of any series.

## **LIFESTYLE IN LSJ**

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

## **ADVENTURE BACKGROUND**

A travelling carnival called the Moonstar Cavalcade has come to Amthydor and set up shop just outside the city's south gate. This carnival is more than just a carnival, it is also a children's shelter. The shelter gives abandoned and abused children a safe haven, where they can learn skills to help them get adopted.

The carnival is owned and operated by 2 women, Opal Starbright and Dawn Moon, both of whom were orphans before being placed with loving families. The 2 women pledged that they would do whatever necessary to ensure that no child grows up without parents. To help them accomplish this, the women hired a staff to train the children how to perform carnival functions. The women believed that if they gave the children a chance to demonstrate their "skills" in front of an audience they might find people willing to adopt them. While the children spend their non-performing hours honing their skills, once show time comes all of the tasks involved in running the carnival are handled by children. The carnival has been travelling throughout Raia offering a safe haven to abandoned, abused and orphaned children from each land. The women have managed to get hundreds of children adopted into loving families so they know that their idea is working.

Unknown to either Opal or Dawn their shelter acquired a "problem child recently". A gnome assassin heard of the travelling carnival and realized that he could use this to his advantage. All that he needed to do was to pose as a troubled child and the carnival would take him in. As part of the carnival he would travel to different lands where he could commit murders and other crimes and then be gone before the authorities could catch him. It was the perfect fit because even if the authorities in a location realized the connection, no one would suspect a child of this; suspicion would fall on the carnival's owners and adult staff. He couldn't lose.

There was one drawback which the assassin didn't discover until after he was allowed to join. The purpose of the carnival was to get the children

adopted. Being adopted would hinder his plans as he wouldn't be allowed to continue travelling with the show. He devised a plan that could solve his problem. He figured that he might be able to avoid adoption by causing accidents to the prospective adoptive parents and his "clumsiness" has paid off as he hasn't been adopted yet. This has been working well for him, the carnival visited 2 other lands Jasperspur and Corothia and nothing interfered with his plans.

Unfortunately in Jasperspur which was the carnival's last stop before coming to Amthydor there was a witness to his crimes. One of the young boys here followed him and saw him murder a man. The child took off before the gnomish assassin could kill him and neutralize this threat to his operation. He hadn't seen the child again until the carnival settled into Amthydor, but the child was too quick for him. The assassin vowed that he would not allow his plans to be ruined by a child. He is keeping his eyes open for the child, and once he locates the child he will make sure that threat to his livelihood is eliminated.

He knew that he needed to make the most of his time in Amthydor, so he sent word to Amthydor's thieves guild asking if there were any jobs that needed fulfilling. He also asked them to be on the lookout for the child figuring the more eyes that were looking for the child, the shorter the child's life expectancy. So far, neither he nor the thieves' guild has been able to spot the child, but he knows that it is just a matter of time before the child slips up and this threat is eliminated.

Introduction – The PCs will be at the carnival using free passes given to them by the Lord Monarch.

Encounter 1: Death Claims One: The PCs will hear a scream that unknown to them comes from a young boy. Opal will ask them to look into the disappearance of one of the carnival's children.

Encounter 2: Animal Magnetism. The PCs can search the carnival's animal cages and holding pens

for the missing child, as well as possibly talk to some of the animals.

Encounter 3: Out of the mouths of babes. The PCs can talk with some of the carnivals children in the hopes of finding clues.

Encounter 4: To Arms. The PCs will do battle with some fighters hired by the local organization with a vested interest in keeping the assassin alive.

Encounter 5: I've fallen and I can't get Up. The PCs will hear a blood curdling scream coming from the main tent that they were in earlier. If they investigate they will find that a child has fallen off the tightrope and died on impact.

Encounter 6: Child's Play The PCs can talk to the children from the carnival that fit the description of the dead children.

Encounter 7: With this sword ... The villain will take matters into his own hands and will attempt to kill the PCs and the children fitting the description of the witness to his crimes.

Conclusions There are 2 conclusions based on whether the PCs succeed or fail.

Epilogue – There are 2 epilogues based on whether the PCs succeed or fail.

## INTRODUCTION

*It's the start of another day in the shining Jewel. Luckily the recent battles with the elves are over although the city will be recovering from the war for some time to come. The war with the elves escalated tensions between the city's elven inhabitants in addition to costing the lives of many fine citizens and legionnaires.*

*The Lord Monarch sent you a pass to a new carnival that arrived in the city to show that life must go on. You arrived at the carnival and noticed that a number of the city's other adventurers were sent here as well.*

*As you get to the front of the line, 2 beautiful young women, a blond-haired blue-eyed human and an auburn haired half-elf warmly welcome you to the carnival. They identify themselves as Dawn Moon and Opal Starbright, and explain to you that this is more than just a carnival. This carnival is designed to showcase the performers, all of them orphans in the hopes of getting them adopted.*

*After escorting you to your seats inside the large tent, Opal comes out into the center ring and begins speaking.*

*“Thank you all for coming. Over the course of the evening you will witness death defying stunts, aerial acrobatics and more. The most amazing part of this is that all of the performances you'll see will be done by children between the ages of 5 and 9. Now let the show begin!”*

*Two horses head out into the ring, as the young riders on each of them stand up and then leap into the air tumbling several times before landing on each other's horse. The children do this routine another 2 times and then ride their horses out of the ring. The next performer a young red haired boy about 5 years old steps into the ring. He's carrying a bag with him. He pulls a dagger out of the bag as well as a small bottle. He pours liquid from the bottle onto the dagger. After dropping the bottle, he sets the dagger afire and then inserts it into his mouth to the oohs and ahhs of the crowd.*

*As the young boy is finishing up his act a piercing scream erupts from outside the tent. Opal quickly rushes in and asks everyone to remain seated while her people check things out. She quickly heads outside the tent.*

Assuming that the PCs head outside to see what the commotion is about please skip to Encounter I, otherwise continue.

*After a few minutes Opal comes back into the tent and says “Are there any adventurers in the audience? Or any legionnaires?”*

If the PCs should raise their hands Opal will ask them to step outside with her. She will ask everyone else to be seated. Please proceed with Encounter I.

If the PCs don't raise their hands Opal will request that everyone remain seated until the Diamond Legion arrives to take control of the situation. If the PCs should claim to be adventurers now, Opal will ask them to step outside with her. She will ask everyone else to be seated. Please proceed with Encounter I

## **ENCOUNTER 1: DEATH CLAIMS ONE**

When the PCs step outside with her Opal will explain that there's been an incident that bears looking into. The cages for some of the carnivals animals were left open and the animals escaped from their cages. Luckily the animals were able to be recaptured without anyone getting hurt, and the animals don't seem to be any the worse for it.

Unfortunately Charlie the boy who was supposed to feed the animals hasn't been seen. She's worried that something might have happened to him because it isn't like him to leave the cages open. She wants the PCs to look into this for her. She can pay them 100gps each. She wishes that she could pay them more but all money raised by the carnival goes to the care of the children that the carnival is trying to get adopted.

☞ **Why do you think something happened to him?**

*"It's not like him to leave a cage open, much less unlocked. He's very responsible for a 7 year old."*

☞ **Does the carnival have any enemies?**

*"None that I'm aware of. We just arrived in Amthydor last night, so I don't think that we've upset anyone here yet."*

☞ **What types of locks were on the cages?**

*"All f the locks are padlocks, and all of the locks were left open."*

☞ **Have you spoken with the druids?**

*"Dawn spoke with druids from Ardra, Briana, and Cerian this morning. They checked the carnival out and after speaking with the animals said that they had no problems with the way that our animals are treated. We don't use whips in our acts. Our animal acts are trained using love and positive reinforcement."*

☞ **What sort of animals do you have?**

*"A lion, a tiger, horses, an elephant, monkeys and a giraffe."*

☞ **What sort of acts do you have?**

*"Flaming dagger eating, horseback riding, aerial acrobatics, tightrope walking trapeze artists, elephant riding as well as acts with a lion, a tiger and monkeys."*

☞ **When was the last time you saw Charlie?**

*"The last time was about 2 hours ago, when he was getting the food together to feed the animals. I don't know where he went after that."*

☞ **What does Charlie look like?**

*"He's a 7 year old boy with blond hair and blue eyes. His hair is curly and he has the cutest dimples."*

☞ **Did Charlie get along with everyone?**

*"Yes. Everyone loves Charlie. He's always willing to help anyone with anything, and he always has a smile on his face."*

☞ **How long has Charlie been with the carnival?**

*"We found Charlie in Corothia. All of his family is dead and the authorities said that he could come with us in the hopes of finding him parents. He's been an orphan for 3 years, and so far no one has wanted to adopt him."*

☞ **What happened to Charlie's family?**

*"They were murdered 3 years ago. Charlie had been living at the Corothian orphanage since then, but they hadn't been able to find him a home."*

- ☛ **May we look around the carnival/May we talk to the other performers?**

“Yes.”

- ☛ **How many people live at the carnival?**

“There are 5 adults and 35 children here. We have 5 more adults and 15 older children that have been sent to our next locations to setup the locations that we will be using.”

- ☛ **Are the people that set-up the carnival here?**

“Max and Emalin, the adults that helped set up the carnival are here. The children went to the other locations.”

- ☛ **How does you carnival get from one place to the next?**

“We receive permission from each location where we perform to teleport to the location with our acts.”

- ☛ **Could one of those children have offended someone here?**

“No, our children are taught to respect everyone.”

- If the PCs want to check out the carnival **GO TO Encounter 2 (page 6).**
- If the PCs want to talk to the carnival’s children **GO TO Encounter 3 (page 9).**

## **ENCOUNTER 2 – ANIMAL MAGNETISM**

This encounter is broken into six sub-encounters, depending on which cages the PCs want to investigate.

### **ENCOUNTER 2A – ELEPHANT’S PEN**

Note If the PCs are unable to cast *Speak with Animals* themselves, and wish to speak to the animals Opal will summon Drayna the carnival’s druid to cast it for them. For the

purposes of duration and other affects Drayna is a 9<sup>th</sup> level druid and she has 3 *Speak with Animals* spells available to cast today.

When the PCs head to the elephant’s holding pen they will find that the elephants aren’t there. If the PCs check the area they can tell by sight (as well as by smell) that the pen hasn’t been cleaned. If the PCs make a Perception DC 15+ATL check they will notice that there are some drops of blood among the elephant dung. Those succeeding at the check will also notice that the dung appears to have been moved to cover up the blood. If the PCs should move the dung they will discover a large pool of blood. A Heal DC 5+ATL check will reveal that the blood is less than 1 hour old. Other than the pool of blood there are no signs of what happened here, nor any tracks.

## **ENCOUNTER 2B – TIGER’S CAGE**

When the PCs head to the tiger’s cage they will find that both of the tigers are back in their cage. The tigers are indicating their displeasure at being disturbed. A Perception DC 5+ATL check will indicate that the lock to the cage had been tampered with. It’s obvious that someone intended for the animals to escape.

If the PCs have access to a *Speak with Animals* spell they can learn the following:

- ☛ **What are your names?**

“Romy and Remy.”

- ☛ **What happened here? /how did you get out of the cage?**

“A little 2 legs came and touched the lock. When we touched the door to the cage it opened so we went out to find food because no one fed us.”

- ☛ **Did you see the one that feeds you?**

“Not since the sun rose today.”

- ☛ **Was the small 2 leg Charlie?**

*“The little 2 leg smelled familiar, but it wasn’t he that usually feeds us. The one that feeds us is good to us, and he plays with us.”*

☛ **Have you seen the 2 leg before?**

*“Yes and no. The 2 leg had a familiar smell, but we had never seen him before.”*

☛ **How does he play with you?**

*“He rubs behind our ears and under our chins. He makes us happy.”*

☛ **You realize that if you don’t tell us what he looks like, he’ll get away with murder?**

*“Yes but my friends will be safe.”*

☛ **What if he decides that your friends saw something as well and hurts them?**

*“That would be bad. Okay I’ll tell you. He had red hair and freckles and he looked like a child but I’d never seen him here before.”*

☛ **Do you want to be raised/ would you like to be raised?**

*“Yes.”*

## **ENCOUNTER 2C – HORSES PEN**

When the PCs head to the horse’s holding pen they will find that the horses are not there. If the PCs make a Perception DC 15+ATL check they will notice that there are some drops of blood on the bales of hay. If the PCs should move the bales they will find the body of a young boy that fits the description of Charlie that they were given. The body is bloodied and has many wounds. A Heal DC 15+ATL check will indicate that the boy was killed by a sword through his heart.

If the PCs have access to a *Speak with Dead* spell they can learn the following:

☛ **Who are you?**

*“My name is Charlie.”*

☛ **Who did this to you?**

*“A bad man did this to me. He said that I saw something that I shouldn’t have. The man was acting like I knew him, but I never saw him until now.”*

☛ **What did the man look like?**

*“I can’t tell you. The man said that if I told people what he looked like, he’d kill all of the children here. I can’t let my friends get hurt.”*

☛ **We won’t let anyone hurt your friends?**

*“I can’t take that chance.”*

## **ENCOUNTER 2D – MONKEY CAGE**

When the PCs head to the monkey’s cage they will find that the 3 monkeys are in their cage. As the PCs approach the monkeys will become excited. A Perception DC 15+ATL check will allow the PCs to notice something shiny at the bottom of the cage. The PCs will also notice that the lock on this cage has been tampered with as well. If the PCs can get the monkeys out of the cage, or get one of the children to get them out of the cage they will find a silver pin on the floor of the cage. Looking at the back of the pin, the PCs will notice a piece of fabric attached to it. It looks like it was pulled off someone. The pin has the image of an oak leaf cluster on it. The pin is not magical and no information can be learned by using the bard’s Bardic Knowledge ability. The PCs will not be able to locate where the fabric came from as the tunic missing the fabric has been destroyed.

If they should show it to Opal, Dawn or the children, none of them have seen it before.

☛ **What are your names?**

*“Trolla, Tryna, and Trayna.”*

☛ **Have you seen anything unusual?**

*“If you mean did I see the little 2 leg hurt the 2 leg that usually feeds me, then no, but Narla the giraffe saw it..”*

🗣️ **What can you tell us about what happened?**

*“Narla told us and these are her own words that the bad 2 leg yelled at the other 2 leg and then hit him. He pulled out something shiny and put it through my 2 legged friend’s body. My friend pulled something off the bad 2 legs clothes. The bad 2 leg has been looking for something but hasn’t found it. Narla knows that we found it when we were outside our cage and brought it to their cage. We play with it sometimes.”*

🗣️ **Do you know where this happened?**

*“Narla wasn’t sure.”*

If the PCs should ask to see the item that they found, the monkeys will give them the item mentioned above.

## ENCOUNTER 2E –LIONS CAGE

When the PCs head to the lions cage they will find that the lion is in the cage. They will notice that the lion is asleep. A Perception DC 15+ATL check will allow the PCs to notice a vial at the bottom of the cage, as well as something poking out from under the lion’s body. If the PCs cast detect magic they will find that there is a magical residue in the vial. If they concentrate they will be able to tell that the magical residue on the vial is from the enchantment school and that it is moderate in strength. If the PCs should decide to search the lion’s cage they will find a short sword underneath the lion’s body. The lion will eventually roll over and the PCs will be able to retrieve the sword. The PCs will notice that the sword has specs of blood on it.

🗣️ **What is your name?**

*“Koren.”*

🗣️ **Have you seen anything unusual?**

*“No. When all this commotion was going on I felt a sudden urge to take a nap.”*

🗣️ **Do you mind if we search your cage?**

*“No, as long as you’re gentle. I’m too old to be mishandled.”*

🗣️ **Did you find anything new inside your cage?**

*“No, but I haven’t looked for anything.”*

## ENCOUNTER 2F –GIRAFFE’S PEN

When the PCs head to the giraffe’s pen they will find that the giraffe is in there. A Perception DC 15+ATL check will allow the PCs to notice that the lock to the pen has been tampered with.

If the PCs have access to a *Speak with animals* spell they can learn the following:

🗣️ **What is your name?**

*“Narla.”*

🗣️ **Have you seen anything unusual?**

*“If you mean did I see the little 2 leg hurt the 2 leg that usually feeds me, then yes.”*

🗣️ **What can you tell us about what happened?**

*“The bad 2 leg yelled at the other 2 leg and then hit him. He pulled out something shiny and put it through my 2 legged friend’s body. My friend pulled something off the bad 2 legs clothes. The bad 2 leg has been looking for something but hasn’t found it. I think that the monkeys found it and brought it to their cage.”*

🗣️ **Do you know where this happened?**

*“I’m not sure. Even though my cage was unlocked so I could leave, I didn’t want to be outside with the lion and tigers so I stayed inside the pen.”*

- If the PCs want to talk to the carnival’s children **GO TO Encounter 3 (page 9)**.
- If the PCs have spoken with Charlie, **GO TO Encounter 4 (page 10)**.

## **ENCOUNTER 3 – OUT OF THE MOUTHS OF BABES**

*You managed to find five children that will talk with you. Most of the other children are busy with their chores. The children, 3 boys and 2 girls are standing in front of you.*

### **ENCOUNTER 3A – MALE CHILD**

- He has blond hair and blue eyes.
- His name is Dixin
- He's 8 years old
- He's been with the carnival 3 years.
- The carnival's been to lots of places. He feeds the animals and rides the elephant.
- They treat him well here, but he hopes that he gets adopted soon, before it's too late. When children, especially boys get too old, the number of people that might want to adopt them goes down.
- Charlie is my best friend. We share a bed. Most of the children here share beds with at least one other person.

### **ENCOUNTER 3B – FEMALE CHILD**

- She has red hair, brown eyes and freckles.
- Her name is Heneera (she talks with a lisp)
- She's 6 years old, and she's smarter than all the boys.
- Charlie looks out for her; the other children tease her because of her lisp.
- She's been with the carnival for a year.
- She feeds the animals and has swallowed the "flaming" dagger a few times.
- She wishes that she had a mommy or daddy.
- She shares a bed with Nyressa.

## **ENCOUNTER 3C – MALE CHILD**

**Note If the PCs have already spoken to the monkeys they won't find Rufus to talk to in this encounter.**

- He has red hair, brown eyes and freckles.
- His name is Rufus
- He's 9 years old
- He's been with the carnival 4 years.
- He feeds the animals and has put his head in the lion's mouth. It's okay, the lion has no teeth. He knows all of the other tricks that are performed, and so do the older kids. Once children get older, they're taught more of the tricks and how to perform them.
- The carnival's been to lots of places. Jadenspur, Corothia, and Vanyr are just a few of them. The carnival visits the same places year after year, usually around the same time.
- He gets along with Charlie, but the other kids take advantage of Charlie. Charlie is such a pushover that he does the other children's chores.
- Charlie knows all of the routines as well as feeding the animals when it's his turn. He feeds the animals and rides the elephant.
- They treat him well here, but he hopes that he gets adopted soon, before it's too late. When children, especially boys get too old, the number of people that might want to adopt them goes down.
- Charlie is my best friend. We share a bed. Most of the children here share beds with at least one other person.
- Unlike the other children he doesn't want to be adopted. Dawn and Opal are nice people and he likes traveling with them.

(If the PCs make a *Sense Motive* check they will need to beat his *Bluff* skill check result of 44 (15 ranks, +6 (Skill Focus *Bluff*), +3 cha mod and a 20 die roll).

### **ENCOUNTER 3D – FEMALE CHILD**

- She has brown hair and brown eyes.
- Her name is Esmerelda
- She's 6 years old
- She's been with the carnival 3 years.
- She knows all of the routines, and feeds the animals when it's her turn.
- The carnival's been to lots of places. She doesn't remember any of them by name, just that they visit each one once a year, usually around the same time.
- Charlie looks after her like a big brother. He makes sure that she gets enough to eat, which isn't easy as there are lots of children in the carnival.
- Dawn and Opal are very good to her, and she likes the carnival but she wants to be adopted by a nice mommy.
- She shares a bed with Heneera.

### **ENCOUNTER 3E – MALE CHILD**

- He has blond hair and blue eyes.
  - His name is Indigo
  - He's 5 years old, and he's been with the carnival 3 1/2 years.
  - He feeds the animals and walks the tightrope.
  - The carnival's been to lots of places, but he doesn't know their names.
  - Charlie is a good friend he looks after me like a big brother.
  - He likes it here but he wants to have a mommy and daddy.
  - He shares a bed with Hubert.
- Once the PCs have finished talking to the children (and have not talked with Charlie) **GO TO Encounter 4 (page 10).**

### **ENCOUNTER 4 – CLEANUP 101**

As soon as the PCs have finished talking with the children in Encounter 3 they will be attacked by

some of the assassin's associates in the hopes of stopping their investigation. Please insert the proper number and description of what they face based on ATL.

*After you've finished speaking with the children a group of people starts heading towards you. They are armed with weapons and appear intent on causing you harm.*

#### **ATL 1**

##### **⚔ Human Fighter 2 (PCs minus 2)**

NE Medium humanoid

**Init** +2; **Senses** nil; **Perception** +1

**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

**hp** 26 (2d10+6)

**Fort** +5, **Ref** +2, **Will** +1 (+2 vs fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** longsword +6 (1d8+3/19-20)

**Full Atk** longsword +6 (1d8+3/19-20)

**Ranged** longbow +4 (1d8/x3)

**Full Atk** longbow +4 (1d8/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +5; **CMD** +17

**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight

**Skills** Intimidate +4, Survival +6

**Languages** Common

**SQ** nil

**Gear** chainmail, longsword, longbow, light steel shield, arrows (20)

**Special Abilities** bravery +1

**ATL 3****⚔ Human Fighter 3 (1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +2**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)**hp** 36 (3d10+9)**Fort** +5, **Ref** +3, **Will** +2 (+3 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +7 (1d8+3/19-20)**Full Atk** longsword +7 (1d8+3/19-20)**Ranged** longbow +5 (1d8/x3)**Full Atk** longbow +5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** +18**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave**Skills** Climb +2, Intimidate +4, Perception +2, Survival +6**Languages** Common**SQ** nil**Gear** chainmail, longsword, longbow, light steel shield, arrows (20)**Special Abilities** bravery +1, armor training 1**ATL 5****⚔ Human Fighter 5 (1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +4**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)**hp** 56 (5d10+15)**Fort** +6, **Ref** +3, **Will** +2 (+3 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)**Full Atk** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)**Ranged** longbow +7 (1d8/x3)**Full Atk** longbow +7 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** +8; **CMD** +20**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword)**Skills** Climb +4, Intimidate +4, Perception +4, Survival +6**Languages** Common**SQ** nil**Gear** chainmail, longsword, longbow, light steel shield, spiked chain, arrows (20)**Special Abilities** bravery +1, armor training 1, weapon training (flail)

**ATL 7****⚔ Human Fighter 8 (1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +6**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 82 (8d10+20)**Fort** +9, **Ref** +4, **Will** +3 (+5 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +13 (1d8+6/19-20) or spiked chain +13 (2d4+5)**Full Atk** longsword +13/+8 (1d8+6/19-20) or spiked chain +13/+8 (2d4+5)**Ranged** longbow +10 (1d8/x3)**Full Atk** longbow +10/+5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +8/+3; **CMB** +11; **CMD** +23**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot**Skills** Climb +6, Intimidate +6, Perception +6, Survival +6**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +2, armor training 2, weapon training (flail)**ATL 9****⚔ Human Fighter 10 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 116 (10d10+40)**Fort** +10, **Ref** +5, **Will** +4 (+7 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +15 (1d8+6/17-20) or spiked chain +16 (2d4+6/19-20)**Full Atk** longsword +15/+10 (1d8+6/17-20) or spiked chain +16/+11 (2d4+6/19-20)**Ranged** longbow +13 (1d8+1/x3)**Full Atk** longbow +13/+8 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +10/+5; **CMB** +13; **CMD** +25**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain)**Skills** Climb +6, Intimidate +6, Perception +8, Survival +8**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 2, weapon training (flail), weapon training (bows)

**ATL 11****⚔ Human Fighter 13 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 149 (13d10+52)**Fort** +11, **Ref** +6, **Will** +5 (+8 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +18 (1d8+6/17-20) or spiked chain +20 (2d4+7/19-20)**Full Atk** longsword +18/+13/+8 (1d8+6/17-20) or spiked chain +20/+15/+10 (2d4+7/19-20)**Ranged** longbow +17 (1d8+2/x3)**Full Atk** longbow +17/+12/+7 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +13/+8/+3; **CMB** +16; **CMD** +28**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +4, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 3, weapon training (flail), weapon training (bows), weapon training (close)**ATL 13****⚔ Human Fighter 15 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 171 (15d10+60)**Fort** +12, **Ref** +7, **Will** +6 (+10 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +20 (1d8+6/17-20) or spiked chain +22 (2d4+7/19-20)**Full Atk** longsword +20/+15/+10 (1d8+6/17-20) or spiked chain +22/+17/+12 (2d4+7/19-20)**Ranged** longbow +19 (1d8+2/x3)**Full Atk** longbow +19/+14/+9 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +15/+10/+5; **CMB** +18; **CMD** +30**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +10, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close)

## ATL 15

### Human Fighter 17 (2 plus 1 per PC)

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +12

**AC** 23, touch 12, flat-footed 20; (+8 armor, +2 Dex, +1 dodge, +2 shield)

**hp** 210 (17d10+85)

**Fort** +13, **Ref** +7, **Will** +6 (+10 vs fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.

**Melee** longsword +24 (1d8+8/17-20) or spiked chain +26 (2d4+9/19-20)

**Full Atk** longsword +24/+19/+14 (1d8+8/17-20) or spiked chain +26/+21/+16 (2d4+9/19-20)

**Ranged** longbow +22 (1d8+3/x3)

**Full Atk** longbow +22/+17/+12 (1d8+3/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +17/+12/+7; **CMB** +21; **CMD** +33

**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack), Dodge, Toughness

**Skills** Climb +7, Intimidate +6, Perception +12, Ride +10, Survival +8

**Languages** Common

**SQ** nil

**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)

**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close), weapon training (blades, heavy)

Once the PCs defeat the villains they will be able to learn the following information as long as they

leave at least one of the villains alive. If they need to cast *speak with dead* to get this information, how much they learn will depend on the level of the person casting the spell.

- Their “friend” is a paid killer.
- The last time their “friend” killed someone there was a witness, a young child.
- Their friend is trying to kill that witness but there are 2 problems with that – 1) he only saw the back of the child’s head and 2) Your presence – we were sent to stop you from interfering so that our friend can kill the witness.
- We are not the only ones tasked with stopping you from interfering with this plan. We don’t know when or where the others will strike but you can be sure that they will.
- Our friend has information on the existence of a certain group within Amthydor, as well as in other parts of Raia. The authorities must never gain that information.
- While we could kill him, he is useful to our bosses. Unfortunately, the same can’t be said about you. We don’t know what the witness looks like, he didn’t tell us that.

Note – If the battle is going against the PCs, they will hear the familiar sounds of a Legionnaires whistle accompanied by heavy footsteps heading this way. The villains will flee upon hearing those sounds allowing the PCs the opportunity to survive

- As soon as the PCs finish the combat and begin dealing with any prisoners **GO TO Encounter 5 (page 14).**

## **ENCOUNTER 5 –I’VE FALLEN & I CAN’T GET UP**

*As you’re finishing up your questioning of the villains a piercing scream emanates in the air. The scream appears to have come from the*

*direction of the main tent, where you were watching the show earlier*

*Heading back to the tent it's easy to see what the commotion is all about. A young blond haired blue eyed boy is lying unmoving on the ground. According to those assembled the boy was continuing with the show and after stepping onto the tightrope he fell from it.*

If the PCs make a *Heal* check *DC 10+ATL* they will discover that while the child did fall, it wasn't the fall that killed him. He was poisoned.

If the PCs are able to cast *speak with dead* they can learn the following information:

- His name is Ferdie
- He's 6 years old, and he's been with the carnival for 6 months.
- He went out on the tightrope and was fine until he got to the center of the tightrope. As soon as his foot touched the center of the tightrope his muscles tightened up and he fell.
- He didn't see anything unusual before he fell.
- He gets along with everyone so he's not sure why someone would try to kill him.
- He was friends with Charlie. Charlie was the one that taught him how to walk the tightrope.

If the PCs have the ability to detect for poison they will find that the center of the tightrope has poison on it.

If the PCs should realize the pattern and talk to Opal she will confirm that there are 11 blond haired blue eyed children, 6 boys and 5 girls in addition to Ferdie and Charlie. Opal will give the PCs **Player Handout #1** which lists this information as well as the chores that each child was assigned.

If the PCs should ask, Opal will summon those children so that the PCs can talk to them. Unfortunately, several of those children won't respond to the summons as they've already been dealt with by the assassin. From the list that Opal provided them Doxin, Indigo and Kandi are the ones that have been killed. A search of the

carnival will find their bodies in storage trunks. None of these 3 children saw who killed them. They were going about their business when they felt something sharp entering their skin and that's the last thing that they remember.

- If the PCs want to speak to the blond haired and blue eyed children **GO TO Encounter 6 (page 15).**

## **ENCOUNTER 6 – CHILDS PLAY**

Opal will gather all the blond haired blue eyed children together so that the PCs can speak to them, or rather she will attempt to. Out of the 11 children 3 of them will not respond to Opal's summons as the assassin has already taken care of them. The PCs will be able to gain the following information from the children:

- None of them saw anyone kill anyone else.
- They are afraid of dying.
- They want to be adopted.
- The carnival used to be a fun place to stay, hopefully when the bad man hurting people is caught it can be again

One of the children, a young girl named Connie will come forward and tell the PCs that she saw a "child" kill someone at one of the carnivals last stops. The child has red hair and freckles. She saw the child earlier today, and was afraid to say anything. Now that her friends are being hurt she wants that to stop.

- Once the PCs have finished talking to the children and start thinking about where else to investigate **GO TO Encounter 7 (page 15).**

## **ENCOUNTER 7 – CLEANUP 201**

As soon as the PCs have finished talking with the children in **Encounter 6** they will be attacked by some of the assassin's associates in the hopes of stopping their investigation.

*After you've finished speaking with the children a group of people starts heading towards you. One of them a red haired child begins speaking "It seems that we've underestimated you. That's easily rectified. Get them boys" They're all that stands between you and anything you desire.*

The "young child" is really Rufus, a gnome rogue. He will stand to the side perfectly willing to allow his companions to deal with the party, ignoring the PCs, especially at **ATLs 1-7**, unless they try to attack him first, in which case he will do his best to subdue rather than kill them. He's not being paid for this and is perfectly willing to let other people take the risks, allowing him a chance to escape. If the PCs manage to defeat his minions, he will surrender to them, knowing that he can either bargain for his release by revealing his employer or escape later.

#### **ATL 1**

##### **Human Fighter 2 (1 per PC minus 2)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +1

**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

**hp** 26 (2d10+6)

**Fort** +5, **Ref** +2, **Will** +1 (+2 vs fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** longsword +6 (1d8+3/19-20)

**Full Atk** longsword +6 (1d8+3/19-20)

**Ranged** longbow +4 (1d6/x3)

**Full Atk** longbow +4 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +2; **CMB** +5; **CMD** +17

**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight

**Skills** Intimidate +4, Survival +6

**Languages** Common

**SQ** nil

**Gear** chainmail, longsword, longbow, light steel shield, arrows (20)

**Special Abilities** bravery +1

##### **Human Rogue 2**

NE Medium humanoid

**Init** +3; **Senses** nil; Perception +5

**AC** 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)

**hp** 22 (2d8+6)

**Fort** +2, **Ref** +6, **Will** +0

**Defense**

**Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft.

**Melee** short sword +4 (1d6+1/19-20)

**Full Atk** short sword +4 (1d6+1/19-20)

**Ranged** shortbow +4 (1d6/x3)

**Full Atk** shortbow +4 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** rogue talent (finesse rogue), sneak attack (1d6)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** +15

**Feats** Weapon Finesse, Skill Focus (Perception)

**Skills** Acrobatics +8, Bluff +5, Diplomacy +5, Disable Device +9, Disguise +5, Escape Artist +8, Knowledge (local) +7, Perception +5, Stealth +8, Use Magic Device +5

**Languages** Common

**SQ** nil

**Gear** leather armor, short sword, shortbow, arrows (20)

**Special Abilities** trapfinding

**ATL 3****\ Human Fighter 3 (1 per PC minus 1)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +2**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)**hp** 36 (3d10+9)**Fort** +5, **Ref** +3, **Will** +2 (+3 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +7 (1d8+3/19-20)**Full Atk** longsword +7 (1d8+3/19-20)**Ranged** longbow +5 (1d8/x3)**Full Atk** longbow +5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** +18**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave**Skills** Climb +2, Intimidate +4, Perception +2, Survival +6**Languages** Common**SQ** nil**Gear** chainmail, longsword, longbow, light steel shield, arrows (20)**Special Abilities** bravery +1, armor training 1**\ Human Rogue 3 (2)**

NE Medium humanoid

**Init** +7; **Senses** nil; Perception +5**AC** 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)**hp** 31 (3d8+9)**Fort** +3, **Ref** +6, **Will** +1**Defense****Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +5 (1d6+1/19-20)**Full Atk** short sword +5 (1d6+1/19-20)**Ranged** shortbow +5 (1d6/x3)**Full Atk** shortbow +5 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue), sneak attack (2d6)**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +2; **CMB** +3; **CMD** +16**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative**Skills** Acrobatics +9, Bluff +6, Diplomacy +6, Disable Device +10, Disguise +6, Escape Artist +9, Knowledge (local) +8, Perception +6, Stealth +9, Use Magic Device +6**Languages** Common**SQ** trap sense +1**Gear** leather armor, short sword, shortbow, arrows (20)**Special Abilities** trapfinding

## ATL 5

### Human Fighter 5 (1 per PC minus 1)

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +4

**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

**hp** 56 (5d10+15)

**Fort** +6, **Ref** +3, **Will** +2 (+3 vs fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.

**Melee** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)

**Full Atk** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)

**Ranged** longbow +7 (1d8/x3)

**Full Atk** longbow +7 (1d8/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +5; **CMB** +8; **CMD** +20

**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword)

**Skills** Climb +4, Intimidate +4, Perception +4, Survival +6

**Languages** Common

**SQ** nil

**Gear** chainmail, longsword, longbow, light steel shield, spiked chain, arrows (20)

**Special Abilities** bravery +1, armor training 1, weapon training (flail)

### Human Rogue 5 (2)

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +8

**AC** 19, touch 15, flat-footed 14; (+2 armor, +4 Dex, +1 dodge, +2 natural)

**hp** 49 (5d8+15)

**Fort** +3, **Ref** +8, **Will** +1

**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft.

**Melee** short sword +7 (1d6+1/19-20)

**Full Atk** short sword +7 (1d6+1/19-20)

**Ranged** shortbow +7 (1d6/x3)

**Full Atk** shortbow +7 (1d6/x3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** rogue talent (finesse rogue, bleeding attack), sneak attack (3d6)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** +18

**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge

**Skills** Acrobatics +12, Bluff +8, Diplomacy +6, Disable Device +14, Disguise +8, Escape Artist +12, Knowledge (local) +8, Perception +8, Sleight of Hand +11, Stealth +12, Use Magic Device +8

**Languages** Common

**SQ** trap sense +1

**Gear** leather armor, short sword, shortbow, arrows (20), ~~*potion of barkskin*~~ +2

**Special Abilities** trapfinding

**ATL 7****Human Fighter 8 (1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +6**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 82 (8d10+20)**Fort** +9, **Ref** +4, **Will** +3 (+5 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +13 (1d8+6/19-20) or spiked chain +13 (2d4+5)**Full Atk** longsword +13/+8 (1d8+6/19-20) or spiked chain +13/+8 (2d4+5)**Ranged** longbow +10 (1d8/x3)**Full Atk** longbow +10/+5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +8/+3; **CMB** +11; **CMD** +23**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot**Skills** Climb +6, Intimidate +6, Perception +6, Survival +6**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +2, armor training 2, weapon training (flail)**Human Rogue 7 (2)**

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +10**AC** 19, touch 15, flat-footed 14; (+2 armor, +4 Dex, +1 dodge, +2 natural)**hp** 67 (7d8+21)**Fort** +4, **Ref** +9, **Will** +2**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +10 (1d6+2/19-20)**Full Atk** short sword +10 (1d6+2/19-20)**Ranged** shortbow +10 (1d6+1/x3)**Full Atk** shortbow +10 (1d6+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic), sneak attack (4d6)**Spell-Like Abilities** *acid splash* 3x/day**Spells Known** nil**Str** 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +5; **CMB** +6; **CMD** +20**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility**Skills** Acrobatics +14, Bluff +10, Diplomacy +6, Disable Device +14, Disguise +10, Escape Artist +14, Intimidate +5, Knowledge (local) +8, Perception +10, Sense Motive +5, Sleight of Hand +13, Stealth +14, Use Magic Device +10**Languages** Common**SQ** trap sense +2**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +2, *oil of magic weapon* +1 x2**Special Abilities** trapfinding

**ATL 9****Human Fighter 10 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 116 (10d10+40)**Fort** +10, **Ref** +5, **Will** +4 (+7 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +15 (1d8+6/17-20) or spiked chain +16 (2d4+6/19-20)**Full Atk** longsword +15/+10 (1d8+6/17-20) or spiked chain +16/+11 (2d4+6/19-20)**Ranged** longbow +13 (1d8+1/x3)**Full Atk** longbow +13/+8 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +10/+5; **CMB** +13; **CMD** +25**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain)**Skills** Climb +6, Intimidate +6, Perception +8, Survival +8**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 2, weapon training (flail), weapon training (bows)**Human Rogue 9 (2)**

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +12**AC** 20, touch 15, flat-footed 15; (+2 armor, +4 Dex, +1 dodge, +3 natural)**hp** 86 (9d8+27)**Fort** +5, **Ref** +10, **Will** +3**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +12 (1d6+3/19-20)**Full Atk** short sword +12/+7 (1d6+3/19-20)**Ranged** shortbow +12 (1d6+2/x3)**Full Atk** shortbow +12/+7 (1d6+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic), sneak attack (5d6)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9<sup>th</sup> level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 15, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +6/+1; **CMB** +7; **CMD** +21**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack**Skills** Acrobatics +16, Bluff +12, Diplomacy +8, Disable Device +15, Disguise +10, Escape Artist +16, Intimidate +7, Knowledge (local) +8, Perception +12, Sense Motive +7, Sleight of Hand +15, Stealth +16, Use Magic Device +12**Languages** Common**SQ** trap sense +3**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +3, *oil of magic weapon* +2 x2**Special Abilities** trapfinding

**ATL 11****Human Fighter 13 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 149 (13d10+52)**Fort** +11, **Ref** +6, **Will** +5 (+8 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +18 (1d8+6/17-20) or spiked chain +20 (2d4+7/19-20)**Full Atk** longsword +18/+13/+8 (1d8+6/17-20) or spiked chain +20/+15/+10 (2d4+7/19-20)**Ranged** longbow +17 (1d8+2/x3)**Full Atk** longbow +17/+12/+7 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +13/+8/+3; **CMB** +16; **CMD** +28**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +4, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 3, weapon training (flail), weapon training (bows), weapon training (close)**Human Rogue 12 (2)**

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +17**AC** 21, touch 15, flat-footed 16; (+2 armor, +4 Dex, +1 dodge, +4 natural)**hp** 125 (12d8+48)**Fort** +6, **Ref** +12, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +15 (1d6+3/19-20)**Full Atk** short sword +15/+10 (1d6+3/19-20)**Ranged** shortbow +15 (1d6+2/x3)**Full Atk** shortbow +15/+10 (1d6+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions), sneak attack (6d6), advanced talent (crippling strike)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9<sup>th</sup> level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +9/+4; **CMB** +10; **CMD** +24**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance**Skills** Acrobatics +18, Bluff +14, Diplomacy +8, Disable Device +19, Disguise +12, Escape Artist +18, Intimidate +9, Knowledge (local) +8, Perception +17, Sense Motive +7, Sleight of Hand +17, Stealth +18, Use Magic Device +14**Languages** Common**SQ** trap sense +4**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +4, *oil of magic weapon* +2 x2**Special Abilities** trapfinding

**ATL 13****Human Fighter 15 (1 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 171 (15d10+60)**Fort** +12, **Ref** +7, **Will** +6 (+10 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +20 (1d8+6/17-20) or spiked chain +22 (2d4+7/19-20)**Full Atk** longsword +20/+15/+10 (1d8+6/17-20) or spiked chain +22/+17/+12 (2d4+7/19-20)**Ranged** longbow +19 (1d8+2/x3)**Full Atk** longbow +19/+14/+9 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +15/+10/+5; **CMB** +18; **CMD** +30**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +10, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close)**Human Rogue 14 (2)**

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +19**AC** 22, touch 15, flat-footed 17; (+2 armor, +4 Dex, +1 dodge, +5 natural)**hp** 145 (14d8+56)**Fort** +6, **Ref** +13, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +17 (1d6+4/19-20)**Full Atk** short sword +17/+12 (1d6+4/19-20)**Ranged** shortbow +17 (1d6+3/x3)**Full Atk** shortbow +17/+12 (1d6+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions), sneak attack (7d6), advanced talent (crippling strike)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9<sup>th</sup> level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +10/+5; **CMB** +11; **CMD** +25**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes**Skills** Acrobatics +20, Bluff +16, Diplomacy +8, Disable Device +20, Disguise +14, Escape Artist +20, Intimidate +11, Knowledge (local) +8, Perception +19, Sense Motive +9, Sleight of Hand +19, Stealth +20, Use Magic Device +16**Languages** Common**SQ** trap sense +4, rogue talent (resiliency)**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +5, *oil of magic weapon* +3 x2**Special Abilities** trapfinding

**ATL 15****⌘ Human Fighter 17 (2 plus 1 per PC)**

NE Medium humanoid

**Init** +2; **Senses** nil; Perception +12**AC** 23, touch 12, flat-footed 20; (+8 armor, +2 Dex, +1 dodge, +2 shield)**hp** 210 (17d10+85)**Fort** +13, **Ref** +7, **Will** +6 (+10 vs fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.**Melee** longsword +24 (1d8+8/17-20) or spiked chain +26 (2d4+9/19-20)**Full Atk** longsword +24/+19/+14 (1d8+8/17-20) or spiked chain +26/+21/+16 (2d4+9/19-20)**Ranged** longbow +22 (1d8+3/x3)**Full Atk** longbow +22/+17/+12 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +17/+12/+7; **CMB** +21; **CMD** +33**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack), Dodge, Toughness**Skills** Climb +7, Intimidate +6, Perception +12, Ride +10, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close), weapon training (blades, heavy)**⌘ Human Rogue 14 (2)**

NE Medium humanoid

**Init** +8; **Senses** nil; Perception +19**AC** 22, touch 15, flat-footed 17; (+2 armor, +4 Dex, +1 dodge, +5 natural)**hp** 145 (14d8+56)**Fort** +6, **Ref** +13, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +17 (1d6+4/19-20)**Full Atk** short sword +17/+12 (1d6+4/19-20)**Ranged** shortbow +17 (1d6+3/x3)**Full Atk** shortbow +17/+12 (1d6+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions), sneak attack (7d6), advanced talent (crippling strike)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9<sup>th</sup> level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +10/+5; **CMB** +11; **CMD** +25**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes**Skills** Acrobatics +20, Bluff +16, Diplomacy +8, Disable Device +20, Disguise +14, Escape Artist +20, Intimidate +11, Knowledge (local) +8, Perception +19, Sense Motive +9, Sleight of Hand +19, Stealth +20, Use Magic Device +16**Languages** Common**SQ** trap sense +4, rogue talent (resiliency)**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +5, *oil of magic weapon* +3 x2**Special Abilities** trapfinding

## All ATLS

### ✂ Rufus, Rogue 16

NE Small humanoid (gnome)

**Init** +11; **Senses** low-light vision; Perception +20

**AC** 22, touch 17, flat-footed 16; (+5 Dex, +1 dodge, +5 natural, +1 size)

**hp** 139 (15d8+45)

**Fort** +7, **Ref** +14, **Will** +6 (+8 vs illusion spells & effects)

**Defense** Abilities evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** dagger +15 (1d3+4/19-20)

**Full Atk** dagger +15/+10/+5 (1d3+4/19-20)

**Ranged** sling +16 (1d3)

**Full Atk** sling +16/+11/+6 (1d3)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** rogue talent (finesse rogue, bleeding attack, fast stealth, minor magic, major magic), sneak attack (8d6), advanced talent (crippling strike, defensive roll)

**Spell-Like Abilities** *dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals* 1x/day; *acid splash* 3x/day; *magic missile* 2x/day (as 9<sup>th</sup> level caster)

**Spells Known** nil

**Str** 12, **Dex** 20, **Con** 15, **Int** 14, **Wis** 12, **Cha** 12 (16)

**Base Atk** +11/+6/+1; **CMB** +11; **CMD** +26

**Feats** Weapon Finesse, Skill Focus (Bluff), Improved Initiative, Dodge, Wary, Improved Unarmed Strike, Mobility, Wind Stance, Lightning Stance

**Skills** Acrobatics +24, Bluff +28, Diplomacy +14, Disable Device +16, Disguise +22, Escape Artist +24, Intimidate +14, Knowledge (local) +13, Perception +20, Sense Motive +20, Sleight of Hand +16, Stealth +24, Use Magic Device +14;

**Racial Modifiers** +2 Craft, +2 Perception, +2 Profession

**Languages** Common, Gnome, Sylvan, Goblin, Halfling, Rogue's Cant

**SQ** trap sense +5, rogue talent (resiliency)

**Gear** dagger, sling, sling bullets (20), ~~*potion of eagle's splendor*~~, ~~*potion of barkskin*~~ +5, ~~*oil of magic weapon*~~ +3, *potion of cure light wounds* x6

**Special Abilities** trapfinding

- If the PCs are victorious and Rufus survives **GO TO Conclusion A (page 24).**
- If the PCs are victorious and Rufus dies **GO TO Conclusion B (page 24).**
- If the PCs are defeated **GO TO Conclusion C (page 25).**

## **CONCLUSION A (PCs DEFEAT THE VILLAINS AND RUFUS IS ALIVE)**

*As the last villain falls their "child-like leader surrenders to you. As this point Opal Starbright comes running up to you with a group of Legionnaires. She asks "Is everyone okay?" The legionnaires quickly take charge of the scene, administering healing where needed and taking Rufus into custody. One of the legionnaires pulls out a piece of parchment and asks for a complete explanation of what happened. After taking your statements, and checking the status of the cleanup ,the officer tells you to have a good day while instructing Opal that Commander Vestra will want to see her and Dawn at Legion HQ. The officer turns and begins helping his fellow legionnaires clean up the scene.*

*Opal informs you that she and Dawn will meet with you to compensate you for all that you have done*

- **GO TO Epilogue (page 25).**

## **CONCLUSION B (PCs DEFEAT THE VILLAINS AND RUFUS IS DEAD)**

*As the last villain falls their Opal Starbright comes running up to you with a group of Legionnaires. She asks "Is everyone okay?" The legionnaires quickly take charge of the scene, administering healing where needed. One of the legionnaires pulls out a piece of parchment and asks for a complete explanation of what happened. After taking your statements, and checking the status of the cleanup ,the officer tells you to have a good day while instructing Opal that Commander Vestra will want to see her*

*and Dawn at Legion HQ. The officer turns and begins helping his fellow legionnaires clean up the scene.*

*Opal informs you that she and Dawn will meet with you to compensate you for all that you have done*

➤ GO TO Epilogue (page 25).

### CONCLUSION C (THE VILLAINS DEFEAT THE PCS)

*As the last of your group falls the familiar sounds of a Diamond Legion whistle can be heard followed by footsteps heading in this direction. As you open your eyes you see Opal Starbright and a group of Legionnaires. Opal says “Thank the gods we got here in time. The legionnaires also caught those that were battling you as they attempted to flee.”*

*The legionnaires quickly take charge of the scene, administering healing where needed. One of the legionnaires pulls out a piece of parchment and asks for a complete account of what happened. After taking your statements, and checking the status of the cleanup ,the officer tells you to have a good day while instructing Opal that Commander Vestra will want to see her and Dawn at Legion HQ. The officer turns and begins helping his fellow legionnaires clean up the scene.*

*Opal informs you that she and Dawn will meet with you to compensate you for all that you have done*

➤ GO TO Epilogue (page 25).

### EPILOGUE

*The rest of the day goes by uneventfully and as the sun sets a messenger arrives and tells you that*

*your presence has been requested at Diamond Legion HQ within the hour.*

*Arriving at Legion HQ you are immediately ushered into a small auditorium. Once you are seated Captain Bailey Collins enters the room followed by Dawn Moon and Opal Starbright. Captain Collins begins speaking “Thank you for coming. Because of your actions a killer was brought to justice. After questioning him we discovered that he was responsible for countless deaths throughout Raia. We have testimony from him that he killed people in Vanyr, Jadenspur and Corothia, and that he used the carnival as a safe haven while he committed those heinous crimes. I have a feeling that when this killer is finished detailing all of his crimes a number of families throughout Raia will finally receive answers regarding their loved ones demise.*

*The killer swears that no one at the carnival knew anything about his crimes other than poor Connie who witnessed one of those murders. I was especially pleased with this revelation by the killer because the carnival serves a very noble purpose and I do not wish to see its image tarnished. Opal and Dawn also have something to say to you.*

*Dawn Moon steps forward and begins speaking “Because of your actions the children in the carnival have one less thing to fear, as you’ve brought the person responsible for the deaths of their friends to justice. As you know Opal and I operate a carnival with the intention of helping children get adopted. We want to offer you the chance to adopt a child if you wish. This is in addition to the 100gp that Opal offered you to look into Charlie’s disappearance for us, and lifetime passes to the carnival whenever you’re in a location where we’ve set up the show.*

*Now you should also know that Connie will be perfectly safe as she’s been adopted by Commander Vestra*

*Captain Collins continues “In appreciation of your helping to bring a vicious criminal to justice we’ve arranged for you to receive a onetime*

*casting of an arcane or divine type spell from the legion casters.*

If the PCs made arrangements to have any of the dead children brought back to life continue with this –

*Captain Collins continues “The city’s healers have brought the dead children back to life. The healers said that they were doing this free of charge because these children died before their time.*

If the PCs didn’t make arrangements to have any of the dead children brought back to life continue with this –

*Captain Collins continues “Upon hearing about the deaths of these orphans the city’s healers decided to bring them back to life. The healers said that they were doing this because these children died before their time.*

If the PCs captured Rufus and/or any of the other villains please read the following –

*Suddenly the door swings open and a legionnaire rushes in “Captain Collins the villains are dead! Sgt. Forgefury sent word that the villains keeled over and when his men went to examine the bodies they turned to ash and blew away on a breeze that wafted into the prison. What does it mean Captain Collins?*

*It means that someone didn’t want us questioning them and gaining whatever knowledge they had. It also means that somehow someone got into the prison to accomplish this and that is most troubling. Please let Commander Vestra know about this.*

*You’ll need to excuse me, I’ve got a situation to deal with Captain Collins says as she has you, Opal and Dawn ushered out of the auditorium.*

If Rufus and the villains were killed please read the following. (If Rufus is still alive then insert the line that –

*Suddenly the door swings open and a legionnaire rushes in “Captain Collins the villains bodies have turned to dust! Sgt. Forgefury had some of*

*the legions priests sent word that the villains keeled over and when his men went to examine the bodies they turned to ash and blew away on a breeze that wafted into the prison. What does it mean Captain Collins?*

*It means that someone didn’t want us questioning them and gaining whatever knowledge they had. It also means that somehow someone got into the prison to accomplish this and that is most troubling. Please let Commander Vestra know about this.*

*You’ll need to excuse me, I’ve got a situation to deal with Captain Collins says as she has you, Opal and Dawn ushered out of the auditorium.*

When the PCs arrive back home please read the following –

*Arriving back home you notice that there is a message written on your wall in blood. The message reads “You’ve interfered in something that doesn’t concern you. Consider yourself warned that actions have consequences and that the consequences of your action will become apparent when you least expect Have a wonderful day..*

## **THUS ENDS “IN THE EYES OF A CHILD”**

**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	ATL 15
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
<b>Maximum Possible XP</b>	<b>650</b>	<b>900</b>	<b>1300</b>	<b>1900</b>	<b>3000</b>	<b>4700</b>	<b>7200</b>	<b>11000</b>

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

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

### **Encounter 4**

- Mundane equipment (total sale value)
  - ATL 1 & 3 125 gp per fighter
  - ATL 5 138 gp per fighter
  - ATL 7 & 9 193 gp per fighter
  - ATL 11+ 368 gp per fighter

- **Potion of Cure Light Wounds**, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1<sup>st</sup> level caster, Legality: Legal).

### **Encounter 7**

- Mundane equipment (total sale value)
  - ATL 1 & 3 125 gp per fighter plus 26 gp per rogue plus 1gp (Rufus)
  - ATL 5 138 gp per fighter plus 26 gp per rogue plus 1gp (Rufus)
  - ATL 7 & 9 193 gp per fighter plus 26 gp per rogue plus 1gp (Rufus)
  - ATL 11+ 368 gp per fighter plus 26 gp per rogue plus 1gp (Rufus)

### **Conclusion**

- 100gp per PC
- **Carnival pass**, 1 per PC In appreciation of your help Opal and Dawn have arranged one (1) year's worth of free passes for you. The passes grant you admission to the carnival wherever it may be in Raia, although transportation to and from the carnival is the responsibility of the holder. (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Caster level NA, Legality: Legal).

- **Adoption papers**, (1 per PC) The carnival has arranged for you to adopt one of the children. The children are all human and are between the ages of 5 and 9. The benefits and costs associated with this adoption are listed below.

All lifestyle costs are now 1.5 times that listed in a scenario.

In recognition of your new parenting abilities you gain a +2 CS bonus to intimidate (due to your stern parental voice) and sense motive (to discern lie) checks involving children.

(Value: Priceless, Size: Tiny, Tradable: No, Rarity: Common, Caster level NA, Legality: Legal).

- **A Day in the Life** (1 per PC) The carnival has arranged for you to receive basic training similar to what the children are taught. This training will give you a +2 CS bonus to acrobatics checks for the next 6 months from the date indicated below

(Value: Priceless, Size: Tiny, Tradable: No, Rarity: Common, Caster level NA, Legality: Legal).

- **Favor of the Diamond Legion** (1 per PC) In appreciation of your efforts in capturing some of Raia's most wanted criminals, the Diamond Legion has arranged for you to receive a single casting of a first or second level arcane or divine type spell from its casters. In addition this favor grants a +2 CS bonus to perception checks involving the Diamond Legion. (Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Caster level 3 Legality: Legal).

- **Gratitude of the Diamond Legion** 1 per PC In appreciation for all that you have done in

helping to bring one of Raia's most wanted to justice, the Diamond Legion has arranged a special reward for you. You may trade, at full certified value, a single weapon, shield, suit of armor, cloak of resistance, ring of protection, amulet of natural armor or stat boost item, through the Diamond Legion Armory Quartermaster, for an improved item of the same type, up to the allowed gp limit by character level (see chart below). Weapon, shield and armor special abilities with a value of +1 are available. A short sword +1 may be traded in towards the purchase of a bastard sword +1 flaming, but it may not be traded in toward the purchase of armor. Special materials are only available if the item being traded in is made of the same special material.

Additional items traded in to help defer any remaining costs are at 1/2 value.

Character Level	Gold Piece Maximum
1-4	4,000
5-8	16,000
9-12	36,000
13+	No limit

- **Notice of Those Who Shall Not Be Named** (1 per PC) Actions have consequences and by interfering in something that doesn't concern you're about to learn that lesson firsthand. (The consequences of this cert will be revealed in a future module. You must inform the judge of this cert when you sit down at the table) (Value: None, Size: Tiny, Tradable: No, Rarity: Common, Caster level NA Legality: Legal).

# PLAYER'S HANDOUT #1

Child	AM Chore	Afternoon Chore	Evening Chore	Gender	Status	Description hair/eyes
Charlie	Feed lion	Clean saddles	Clean bigtop	M	Dead	Blond/Blue
Ferdie	Feed tiger	Clean saddles	Clean bigtop	M	Dead	Blond/Blue
Margie	Feed monkeys	Clean saddles	Clean bigtop	F		Red/Brown
Aleena	Feed horses	Clean saddles	Clean bigtop	F		Black/Brown
Henera	Feed giraffe	Clean saddles	Clean bigtop	F		Red/Brown
Doxin	Feed elephant	Clean saddles	Clean bigtop	M		Blond/Blue
Rufus	Clean lion cage	Clean tight-rope poles	Clean saddles	M		Red/Brown
Esmerelda	Clean tiger cage	Clean tight-rope poles	Clean saddles	F		Brown/Brown
Buela	Clean monkeys cage	Clean tight-rope poles	Clean saddles	F		Brown/Brown
Grace	Clean horses cage	Clean tight-rope poles	Clean saddles	F		Black/Brown
Indigo	Clean giraffe cage	Prep dagger	Clean saddles	M		Blond/Blue
Jesper	Clean elephant cage	Prep dagger	Clean saddles	M		Brown/Brown
Kandi	Clean bigtop	Prep dagger	Clean tight-rope poles	F		Blond/Blue
Loretta	Clean bigtop	Clean lion cage	Clean tight-rope poles	F		Blond/Blue
Nigel	Clean bigtop	Clean tiger cage	Clean tight-rope poles	M		Brown/Brown
Orwain	Clean bigtop	Clean monkeys cage	Prep dagger	M		Blond/Blue
Parnell	Clean bigtop	Clean horses cage	Prep dagger	M		Brown/Brown
Querrill	Clean bigtop	Clean giraffe cage	Prep dagger	M		Brown/Brown
Sylnas	Clean saddles	Clean bigtop	Feed lion	F		Black/Brown
Tynas	Clean saddles	Clean bigtop	Feed tiger	F		Blond/Blue
Usperra	Clean saddles	Clean bigtop	Feed monkeys	F		Brown/Brown
Viloma	Clean saddles	Clean bigtop	Feed horses	F		Brown/Brown
Wynath	Clean saddles	Clean bigtop	Feed giraffe	M		Blond/Blue
Xyman	Clean saddles	Clean bigtop	Prep dagger	M		Black/Brown
Zynch	Prep dagger	Feed lion	Clean tight-rope poles	M		Blond/Blue
Brownie	Prep dagger	Feed tiger	Clean lion cage	M		Brown/Brown
Connie	Prep dagger	Feed monkeys	Clean tiger cage	F		Blond/Blue
Gwen	Clean tight-rope poles	Feed horses	Clean monkeys cage	F		Brown/Brown
Hubert	Clean tight-rope poles	Feed giraffe	Clean horses cage	M		Black/Brown
Lyman	Clean tight-rope poles	Feed elephant	Clean giraffe cage	M		Blond/Blue
Noreena	Clean tight-rope poles	Clean elephant cage	Feed elephant	F		Blond/Blue



Please send completed form to:  
Eric V. Clark, 300 Indiana Ave,  
Pendleton, IN 46064, or email  
to  
lsj-roster@theshiningjewel.com.



## ROSTER OF HEROES: IN THE EYES OF A CHILD

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

\*\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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