



Help Wanted!

By Christian Alipounarian

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

The shortage of laborers in a city depopulated by emigration and war has motivated the Lord Monarch to send the call across the land for laborers of all stripes. But as the saying goes – be careful what you wish for, you might just get it! For heroes of levels 1-5.

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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

"Help Wanted" is the first of a loosely connected collection of scenarios featuring Olek, a tor giant who has chosen to make Amthydor his new home.

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

The Lord Monarch is desperate for manpower to rebuild the city, and has sent criers far and wide across the Free Lands in an attempt to draw laborers into the city. Bandits on the road kill one of these hapless criers. Olek, a giant (an enormous, dumb, but good-aligned giant) comes across the missive. Intrigued about the chance to live among humans, he comes to Amthydor waving a white flag of peace (actually the sail from a small caravel). The Lord Monarch has his doubts, but when he is assured that the giant is not evil, he sees the value of a being as strong as crowd of men joining the Amthydoran work force and hires Olek.

The giant quickly proves to be invaluable to the city's labor forces, and soon the hulking brute becomes accepted in the city. But some see the presence of a simple-minded giant in the city as too good of a chance to further their own plans to let pass. Giblet, an ambitious shaman-chief of a nearby tribe of goblins, has acquired a *potion of dominate monster* from an adventurer who fell prey to an ambush set by the tribe. Once Giblet divined what the potion was, he knew that he could wreak havoc by enslaving a monster that was both powerful and weak-willed.

Upon hearing of the giant's presence in Amthydor, the goblin knew that this was the perfect opportunity. Not only could Olek be easily controlled - should he destroy the city, the goblins could loot it to their heart's content. Giblet gathered his best warriors, disguised themselves as halflings, and entered the city.

The charmed giant will be far too tough for the PCs to stop in the conventional manner. Also, the good giant isn't in control of his faculties and isn't really guilty of his actions. The PCs will have their hands full as the giant rampages through the city. They will have to stay ahead of the giant and engage in various bits of heroism - grabbing crying children off the street before Olek squashes them, controlling spooked horses the rampage has frightened, and so on.

Finally, Olek will receive the compulsion to go to Giblet. There, while the goblin warriors keep the PCs busy, Olek will put Giblet on his shoulder and the shaman will attempt his escape. Giblet will fight the PCs with spells and ranged weapons as he makes his escape on the lumbering giant.

With luck the PCs will defeat Giblet. Olek will come out of his stupor and will be filled with remorse for his actions. He will dedicate his efforts to rebuilding the city, and with his enormous brawn, the city promises to be rebuilt ahead of the Lord Monarch's hopes.

Note each Encounter's position relative to the time of day. This adventure is designed to be linear - ideally, each encounter should neatly flow into the next. The DM should certainly not deny the PCs the chance to do things outside of the adventure flow - just make sure they don't go too far off track.

Introduction - On the morning of Day One, Olek the tor giant appears outside the walls of Amthydor and makes contact with the PCs. He carries with him a copy of the Lord Monarch's request for laborers. A contingent of Diamond Legion soldiers will meet the giant. After a discussion with the PCs, the Legion captain asks the PCs to travel to the High Court, in the Castle District. There, they can give their insights and thoughts on whether or not the giant should be allowed to enter the city.

Encounter 1: During noontime on Day One, the PCs speak to Minister Hemmett, who listens to what they have to say about the giant. He promises to bring the matter to the Lord Monarch's attention, although he is clearly not in favor of the idea.

Encounter 2: In the afternoon of Day One, remnants of Iscandar's undead army still linger in the ruins of the city. The PCs find this out firsthand.

Encounter 3: By dusk of Day One, rumors swirl around the city about the giant, and Giblet and his goblins enter the city. The Lord Monarch makes his decision to allow the giant into Amthydor, to speed the rebuilding effort.

Encounter 4: During the evening of Day One, some of Giblet's goblins break into a feast hall and make a mess of it. The PCs break up the party, and (possibly) gain some clues about the plot that is afoot.

Encounter 5: Olek shows up at dawn on Day Two for his new job. He spends the morning demonstrating his awesome strength by fishing sunken ships out of the harbor to clear it of sunken debris.

Encounter 6: This is a collected series of encounters that create a variety of heroic situations requiring the PCs. As Olek storms through the city, the chaos he causes can be mitigated by the actions of the heroes. Giblet then makes his escape on Olek's shoulder, as the *dominated* giant makes for the city's perimeter. Goblin warriors work to delay the PCs to give Giblet time to escape. The PCs must kill or incapacitate Giblet before he leaves the giant with his final orders – flatten the city!

Conclusion A – The PCs succeed in stopping Giblet's plans.

Conclusion B – Giblet escapes, and Olek rampages through the city before he can be stopped.

INTRODUCTION – HEY, THERE'S SOMETHING YOU DON'T SEE EVERY DAY!

For the past week, you have been bolstering the patrols of the countryside outside the city of Amthydor. Times have been hard since an undead invasion wiped out half the city's population. In addition to the loss of adventurers, clergy and soldiers, many of the laborers who maintained the city's buildings and works are also gone. The result is a city that is slowly

wearing away as buildings collapse, bridges crumble, and roads go to ruin.

In response to the lack of manpower, the Lord Monarch, hereditary ruler of Amthydor, made a proclamation to all residents of the Free Lands. He promised housing, opportunity and work for anyone who would make the journey to Amthydor. The undead armies left much needing to be rebuilt. In light of these travails, the sight of newly arriving immigrants is a welcome one. Even the thin trickles of newcomers you have seen lately have been better than nothing.

As you stand watch outside the city walls, your thoughts are interrupted by what sounds at first to be the distant peals of rolling thunder. As the noise gets louder, and the ground begins to tremble beneath your feet, you realize the booms are far too regular, far too rhythmic, to be natural. It is then that the head of a giant bobs above a nearby hill. The brute is utterly immense, even by the standards of his ken. His feet are the size of caravan wagons, and he could easily hold a heavy warhorse in each hand. He wears a tunic crafted out of about twenty large – perhaps even dire – bears. The giant's hair is black, greasy, stringy and unkempt. His forehead slopes slightly, and his gangly arms occasionally drag a knuckle across the ground, leaving a narrow trench in its wake. In the giant's right hand is a white flag – or more accurately, the tattered sail of a caravel. He waves it frantically at you, and his voice booms out.

“HEY! YOO ONES DOWN THERE! I BE OLEK! ME WANNA JOB FIXIN' TINGS IN DAT CITY!” He points a warty finger the size of a felled tree at Amthydor, and flashes you a big smile with enormous, yellow teeth. ***“ME GOT DA MESSAGE FROM YER BOSS GUY ABOTS IT!”***

Looking ridiculously small in his hand, the giant holds up between his pinched fingers what you can only guess is one of the Lord Monarch's messages, requesting laborers for the city.

If the giant's motives are questioned, he'll point out that he is unarmed (not that this will make any

of the PCs feel any safer...) and that he's waving "DA WHITE TING DAT SAYS I BE PEACEABLE." His alignment in Chaotic Good, and he'll agree to any reasonable request by the PCs that would make them feel safer in his presence. A Sense Motive check (DC 5) will reveal that Olek seems friendly and truthful, if a bit simple.

If the PCs attack him, he'll scamper off and hide, despite how obviously he could utterly smash the PCs. It will take a Diplomacy check (DC 20) to get him to return. If he doesn't, this ends the adventure! (And no, don't award experience points to the adventurers for driving Olek off – he has left because that was his choice!)

If the PCs don't parley with the giant, he'll grow anxious, then despondent, and finally give up and walk off. He'll do his best to get the PCs to engage him in conversation.

DM NOTE: Play this scene up for laughs and ad-lib additional humor. Just keep an eye on the time and don't let this scene run too long.

If the PCs do speak to Olek, he happily plops down on the ground (causing a small tremor), cross-legged, and strikes up a conversation. (The DM should always do Olek's voice as deep and booming as he or she can manage).

"YOUSE SEEM LIKE GOOD PEOPLES. ME NAME IS OLEK, IN CASE YOUSE DIDN'T HEAR IT BEFORE. I KIND OF MUMBLES SOMETIMES. A WHILES BACK I FOUND A DEAD HOOMIN IN THE ROAD..." *He pauses and his eyes go wide, and he waves his hand in front of him.* **"NOPE, NOT ME! I DINNIT DO IT. I FOUND 'IM THAT WAY. ANYHOO, HE WUZ CARRYING DIS TING."** *He waves the Lord Monarch's missive again.* **"I READ IT, AND... OLEK TIRED OF LIVING ALL LONESOME... GETTING PLINKED BY ADVENTURERS DAT BE WANTSING TO MAKES A NAME FOR DEMSELFS... I NEVER HURTS NOBODY DAT WUZ NOT PLINKING ME FIRST. SO I WAS TINKING DAT, SINCE I KIN MOVE HEAVY TINGS,**

MAYBE I KIN HELP YOUSE PEOPLE WIT YER REBILTING, HUH?"

As the giant finishes, a detachment of soldiers from the Diamond Legion approaches. They move cautiously, regarding the giant with obvious trepidation, although their arms remain at their sides. The captain, in as gruff and commanding a voice as she can muster, asks you to approach and speak with her.

ALL ATLS

⚔ Olek the Tor Giant

CG Gargantuan giant

Init +0; **Senses** darkvision 60 ft., scent, tremorsense; **Perception** +14

AC 30, touch 2, flat-footed 30; +28 natural, -8 size)

hp 596 (32d8+448)

Fort +32, **Ref** +9, **Will** +9

Defensive Abilities rock catching; **DR** 5/piercing or slashing; **Immune** nil; **SR** nil

Spd 80 ft.

Melee Giant club +36/+31/+26/+21 (4d8+25) or slam +36/+31/+26/+21 (2d8+17)

Ranged rock +27 (4d8+17)

Space 20 ft.; **Reach** 20 ft.

Special Attacks rock throwing, trample 4d8+25

Spell-Like Abilities none

Spells Known none

Str 45, **Dex** 10, **Con** 38, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +27; **CMB** +36; **CMD** 46

Feats Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (giant club), Improved Sunder, Power Attack

Skills Acrobatics +17, Climb +17, Intimidate +10, Perception +14, Survival +12

Languages Common, Giant

SQ Rock catching

Gear nil

Special Abilities nil

Olek's stats are provided mainly for the DM to see how immense Olek is. He's big. Really, really big. Specifically, Olek is forty feet in height and weighs close to twenty-five tons. His special abilities are not elaborated on mainly because it's doubtful the PCs could have anything in their arsenals to slow

Olek down for longer than a round. The players should get the idea quickly that Olek is a plot device, and not something that should be fought. If not, let the dice (and the PCs) fall where they may.

Speaking With Olek / Olek's Background

PCs may be surprised to find that Olek speaks and reads Common, and *doesn't* speak or read Giant. Olek is the child of a rather vicious giantess who terrorized the Delambir Mountains thirty years ago. An elderly human mage named Edra Hathas was part of an adventuring company that sought the evil giant and slew her. Edra found Olek and took pity on the (already enormous) child. She brought Olek back to the tower and raised him for seven years before she passed. She taught him to read and speak Common. Since her death, Olek made several attempts to seek out and make contact with others of his race, only to find himself rejected because of his inability to speak with his ken.

Olek is sincere. Although he's simple-minded, he is aware that the "little folks" fear him. He is all too happy to sit outside the city, humming a merry tune, while word of the giant is brought into the city. Olek refers to all Medium-sized or smaller humanoids as "hoomins" regardless of race.

The Diamond Legion captain is Ardent Vestra. She is tough and capable, and open-minded as well. She'll question the PCs as to what is going on (Olek will happily be humming the whole while). She will not question Olek directly. Vestra will wave her wand in the direction of the giant (it is a wand of *detect evil*) and will nod.

"Using this wand, I have divined that this giant is not evil, and..." She lowers her voice, now barely discernable over the giant's humming of a cheery ditty, and whispers, "...he seems far too simple to be lying. We could use that kind of muscle in the rebuilding around the city. As you've had the most contact with the giant, I would like you to go to the Lord Monarch's High Court and speak to his ministers. Report what he has told you, along with your own insights. Tell them that I sent you. They will speak to the Lord Monarch and we will have our lord's decision thereafter." She hands

you a writ that will allow you to enter the Castle District for one day only and writes your names on it, signing it with a seal.

When Olek sees the PCs leaving, he'll wave and boom, "BYE BYE, HOOMINS!" and resume his humming. The Legion will remain mounted and watch Olek while the PCs hustle their way into the city.

- If the PCs agree to approach city officials on Olek's behalf **GO TO Encounter 1 (page 6).**

ENCOUNTER 1 – SALES PITCH

The PCs will find themselves facing Minister Hemmett, an officious and perpetually disapproving bureaucrat who believes that he is far more important to the smooth running of the government than he really is. Minister Hemmett will hear the PCs arguments. Allow them to make a *Diplomacy* check *DC 12*. He listens attentively, but is obviously rather bored. He doesn't answer any questions ("This is your time to talk, not mine."). Allow the PCs to make their sales pitch, and once they are finished, read the following –

Minister Hemmett folds his spidery arms across his narrow chest. "I thank you for your opinions. mmph. Well, I must confess I wouldn't normally even think of bothering the Lord Monarch with this, but... these are unusual times, to say the least." He takes the scroll upon which he has been scribbling notes, rolls it up, and tucks it under his arm.

"Go back and keep an eye on this... beast. I'll bring this to the Lord Monarch's attention immediately." Scroll under his arm, the minister pivots smartly on his heel and disappears into another chamber.

The PCs will not be allowed to linger. If they dawdle for very long, another minister (the Vice Undersecretary of Building Management, also known as the custodian) will shoo the group out. "Ordinance #J60 – Loitering in public buildings is prohibited, folks."

DM Note: It is possible, but hopefully unlikely, that the PCs may attempt to pitch that Olek be kept from entering the city. The DM shouldn't discourage this; the PCs were asked to give their insights, after all. Whatever their feedback, the Lord Monarch will decide that the giant should be given a chance to work in the city.

- Once the players are ready to continue **GO TO Encounter 2 (page 7).**

ENCOUNTER 2 – LURKERS IN THE RUBBLE

This encounter is to remind the PCs that Amthydor is still a dangerous place, filled with stragglers from the undead army of Davaros Iscandar – and their victims, many of whom became undead themselves. It also serves as a reminder of how useful Olek could be in the efforts to rebuild the city. Unless there are reasons why they would be unable to, assume the undead have hidden well enough to surprise the PCs.

Omit this encounter if you are pressed for time, which is not likely unless the PCs are roleplaying for more than two hours already. If the party has no cleric capable of turning undead, you may wish to lower the ATL one step for this encounter (unless your group is REALLY tough).

It is now afternoon, and you pause in your journey for a moment as you come to a four-way intersection in the city's Dock Ward. Much of this area remains burned-out rubble, as even the mindless members of the undead army zealously followed their destructive orders to the letter. The bulk of the undead army was smashed by the combined efforts of the Diamond Legion and Amthydor's resident adventurers. But always, in the debris that scars the city, undead can still be found, waiting for anyone to stumble into their grasp.

All of these thoughts come to you as, passing by a collapsed home, corpses bubble out of their rubble-strewn hiding places to kill you.

Tactics: These undead are crazed by hunger, their hatred of life or (in the case of the skeletons at ATL 1) their last orders – to kill every living thing in the city. They will fight as appropriate to their intelligence. For example, skeletons will attack mindlessly, while ghouls will fight with a feral cunning (including pack tactics such as flanking).

ATL 1

☠ Skeleton (4)

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)

hp 4 (1d8)

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

Defensive Abilities nil; **DR** 5/bludgeoning;

Immune cold, undead traits; **SR** nil

Spd 30 ft.

Melee claw +2 (1d4+1)

Full Atk 2 claws +2 (1d4+1)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known none

Str 15, **Dex** 14, **Con** –, **Int** –, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Skills none

Languages nil

SQ nil

Gear nil

Special Abilities nil

Undead traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

ATL 3

☞ **Ghouls (4)**

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee bite +3 (1d6+1 p;us disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Full Atk bite +3 (1d6+1 p;us disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Ranged nil

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 15, **Con** –, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SQ nil

Gear nil

Special Abilities disease

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 12, *onset* 1 day, frequency 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Undead traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength,

Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

ATL 5

‡ Ghouls (4)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Full Atk bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Ranged nil

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 15, **Con** –, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SQ nil

Gear nil

Special Abilities disease

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 12, *onset* 1 day, frequency 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

‡ Ghasts (2)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 12, flat-footed 14; (+2 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Full Atk bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Ranged nil

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 19, **Con** –, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5

Languages Common

SQ nil

Gear nil

Special Abilities disease, stench

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 12, *onset* 1 day, frequency 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex): A living creature within a 10 foot radius of a ghast must succeed on a *Fortitude* save DC 15 or be sickened for 1d6+4 minutes. The save DC is charisma based. Creatures that successfully save cannot be affected by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Undead traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

ATL 7

‡ Ghouls (5)

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7

AC 14, touch 12, flat-footed 12; (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Full Atk bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Ranged nil

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 15, **Con** –, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Languages Common

SQ nil

Gear nil

Special Abilities disease

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 12, *onset* 1 day, frequency 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

‡ Ghasts (4)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 12, flat-footed 14; (+2 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Full Atk bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Ranged nil

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

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 19, **Con** –, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +5

Languages Common

SQ nil

Gear nil

Special Abilities disease, stench

Disease (Su) *Ghoul Fever*: Bite – injury; *save* Fort DC 12, *onset* 1 day, frequency 1 day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Stench (Ex): A living creature within a 10 foot radius of a ghast must succeed on a *Fortitude* save DC 15 or be sickened for 1d6+4 minutes. The save DC is charisma based. Creatures that successfully save cannot be affected by the same ghast's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Undead traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, sneak attacks, ability damage to physical ability scores (Strength, Dexterity, and Constitution), ability drain, or energy drain. Immune to fatigue, exhaustion, and any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Nothing of value or interest is to be found in possession of the creatures.

- Once the players are ready to continue **GO TO Encounter 3 (page 12).**

ENCOUNTER 3 – DECISIONS, **DECISIONS**

The PCs can return to Olek, who has been sitting and chatting with the Legion guards.

With your sobering encounter with the undead behind you, your party makes its way back through the North Gate. You find Olek happily chatting away with the Diamond Legion guards. He flashes a yards-wide grin when he sees you and energetically waves his door-sized hand. “HI HOOMINS!” he bellows cheerfully.

Captain Vestra nods to you and trots her mount forward to meet you. “He’s been sitting here humming and singing while you were gone. How did you fare?”

Captain Vestra listens to the PCs report of their activity. She will be concerned about the undead attack and promise to investigate. “There remain pockets of undead throughout the city,” she sighs, “but we will eventually root them out.”

The Legion captain knows Minister Hemmett, and if the PCs mention him, she rolls her eyes. “It’s a wonder he even heard your case at all; he must have been given a plaque or something this month.”

Once the PCs have finished, Captain Vestra smiles and says:

“I’m glad you stated your case, even if it was before Minister Hemmett. I have to return to report to my commanding officer now, and I intend to make a favorable report. Even if the Lord Monarch won’t permit him in the city, I think having friendly relations with a being such as he would only be good for the city.” She rears up on her mount. “I’m off. The other members of the Legion will keep an eye on him. You’re welcome to stay, or return into the city. The choice is yours.”

Unless the PCs have any other business with Vestra, she rides back into Amthydor to make her own report.

Until the evening of the following day, the Lord Monarch will mull over his decision about Olek. Meanwhile, the giant will remain outside the city for the most part, though he disappears for a few hours in the middle of the following day, returning with a huge dire boar and a handful of deer for his supper!

Olek will cheerfully chat away the hours with the PCs. He’s a simple soul, and his questions and answers reflect this. He has a keen but simple interest in the city, and can seem very child-like. The DM should do his best to portray the giant as a huge teddy bear.

It doesn’t take long for PCs within the city to hear rumors swirling about the presence of a giant in the city. A few citizens have heard that the giant wants a job in the city, but very few can believe it. Rumors about the giant varies wildly, but include:

“He’s an emissary from the giant court, demanding the city surrender or be flattened.”

“He’s actually a halfling paladin that was subject to a terrible curse. A band of halflings showed up in the city this morning; I bet they were trying to find a way to undo their friend’s curse.”

“He’s a slave to the Blood Mages, magically charmed by them and sent to do their bidding here in the city.”

“He’s not a giant, he’s a titan child who got lost and ended up here.”

Note that the second rumor mentions Giblet and his goblins, which have arrived in the city to enact their evil plot.

In general, the mood surrounding talk of the giant is apprehension, although there is an acknowledgement (sometimes grudging) that if the giant were going to attack the city, he probably would have done it by now.

The Lord Monarch makes his decision late in the afternoon. Realizing that the presence of the giant in the city could cause no small amount of consternation for the populace, he has dispatched town criers across the city to notify the citizenry of his decision. If the PCs are in town, they’ll certainly hear the crier’s message at some point:

It is now evening, and by the presence of the breathless town criers racing about the city, the Lord Monarch has apparently made his decision about the giant. One of the young lads flips over a small crate that he carries and stands atop it. He cups his hands around his mouth to project his voice and proclaims:

“The Lord Monarch has heard your concerns about the giant outside of our city walls! Our lord has determined through various means that the giant, known as Olek, is benign, and has come seeking to work within our walls with good faith and benevolence. This fact, coupled with our great need for laborers of all kinds, has convinced the Lord Monarch to allow Olek into the city at dawn tomorrow. Citizens weak of heart or slow of foot are advised to give the giant a wide berth.”

“Signed, his Excellency, the Lord Monarch!”

One crier will bring word to Olek. If one or more PCs happen to be present when Olek receives the news, read the preceding two paragraphs of boxed text, and add the following:

Olek beams at the announcement. “OH GOODY! NOW OLEK HAS A JOB! I GO INTO CITY,

SUNUP TOMORROW, LIKE THE SPEAKER-HOOMIN SAYS I SHOULD.” The giant’s toes wiggle with glee, and he claps like an excited child. “TANK YOU, TANK YOU, HOOMINS, FOR SAYING NICE DINGS ‘BOUT ME TO YER BOSS-GUY!”

Being simple-minded and naïve, Olek will assume that the PCs spoke favorably about him. If they didn’t, and they admit such, he’ll look disappointed. Either way he will promise: “I WILL DO GOOD TINGS FOR YOUR CITY, YOU’LL SEE! I PROMISE!”

Olek is so pleased, and is so eager to make a good impression, he wades into the sea to bathe and make himself presentable to “my new boss hoomin.”

- Once the players are ready to continue **GO TO Encounter 4 (page 13).**

ENCOUNTER 4 – GOBBLIN’ GOBLINS

Some of Giblet’s goblins have gotten very brazen. The evening of the Lord Monarch’s announcement, a small band of the goblins breaks into a closed dining hall and begin to feast and drink.

This encounter will tip the PCs off that goblins are in the city for some as yet unknown purpose. If they overheard the rumor about the halflings in the city (see **Encounter Three**), they may even get an accurate head count of Giblet’s forces in the city.

Note: The DM should realize that not all parties would be together at this point; some may have remained behind with the giant, for example. This is okay. The encounter is handicapped not only for the party’s level, but for size as well. The goblins will be eating and feasting for some time, so PCs would have time to go and get their companions or even to summon the Diamond Legion to handle the problem.

Re-entering the city via the North Gate once more, you begin to head back to your respective

places of lodging. Night has fallen, and the evening sounds of the city can be heard. The evening is cool and quiet... until you hear the faint sounds of guttural grunts and laughter coming from a building to your right. The sign over the door reads "Crinshaw's Fine Dining." A small sign on the front door notes that the establishment is "Closed For Renovations."

See DM Aid #1. The feast-hall has a front and rear entrance. The rear door is broken. A portion of the building's rear houses a kitchen and food stocks. The front area holds square tables with a chair on either side of it, and a larger table with four chairs around it. This largest one is where the goblins are seated.

Assuming the PCs are quiet and careful, there's an excellent chance that they can get the drop on the goblins. The critters are having a grand old time, singing and laughing and telling dirty goblin jokes. Once they realize that they have been discovered, the goblins will try to fight their way out to the streets.

If the PCs enter the building or peek through a window, read the following –

The feast-hall's interior is poorly lit, leaving much of the hall's edges in shadows. Many tables and chairs are found in this place; a separated portion of the structure houses a kitchen. At a large table near the center of the room a small vase that normally contains flowers now holds a sputtering torch. Sitting at this table are a number of goblins. They are laughing, eating and drinking and seem to be having a grand time. They are making a terrible mess. Food – or something akin to it – is all over the floor, and empty wine bottles sit discarded around the table.

A large iron cauldron has been dragged from the kitchen and alongside the table. The contents of the kettle are being swirled by a goblin with a large wooden spoon. He wears a white chef's hat and an apron that reads, "KISS THE COOK, BABY!" Both of the articles of chef's clothing are twice the size they should be for the diminutive goblin.

The goblins have no need of a light source, as they have darkvision. Moonlight and starlight coming in through the windows will allow PCs with low-light vision to act normally for the combat. PCs who do not possess either darkvision or low-light vision will suffer the penalties of being blind (*Acrobatics* check *DC 10* to move more than ½ speed, 50% miss chance when attacking. If a PC creates or provides greater light than this penalty is negated.

ATL 1

⚔ Goblins (2 + 1 per PC)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception -1

AC 16, touch 13, flat-footed 14; (+3 armor, +2 Dex, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +1 (1d6)

Ranged javelin +3 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13

Feats Alertness

Skills Ride +10, Stealth +10, Swim +4; **Racial**

Modifiers +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear studded leather armor, morningstar, javelin

Special Abilities nil

ATL 3

⚔ Goblins Fighter 1 (2 + 1 per PC)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1

AC 16, touch 13, flat-footed 14; (+3 armor, +2 Dex, +1 size)

hp 17 (2d10+6)

Fort +5, **Ref** +2, **Will** -1

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +3 (1d6)

Ranged javelin +4 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 14

Feats Alertness, Toughness, Weapon Focus (Morningstar)

Skills Perception +2, Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear studded leather armor, morningstar, javelin

Special Abilities nil

ATL 5

⚔ Goblins Fighter 3 (2 + 1 per PC)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3

AC 16, touch 13, flat-footed 14; (+3 armor, +2 Dex, +1 dodge, +1 size)

hp 33 (4d10+11)

Fort +6, **Ref** +3, **Will** +0 (+1 vs fear)

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +6 (1d6+1)

Ranged javelin +6 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 17

Feats Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (Morningstar)

Skills Perception +4, Ride +10, Stealth +12, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear studded leather armor, morningstar, javelin

Special Abilities nil

ATL 7

⚔ Goblins Fighter 5 (2 + 1 per PC)

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +5

AC 16, touch 13, flat-footed 14; (+3 armor, +2 Dex, +1 dodge, +1 size)

hp 48 (6d10+15)

Fort +7, **Ref** +3, **Will** +0 (+1 vs fear)

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +9 (1d6+2)

Ranged javelin +8 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 19

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative, Step Up, Toughness, Weapon Focus (Morningstar)

Skills Perception +6, Ride +10, Stealth +14, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear studded leather armor, morningstar, javelin

Special Abilities nil

The PCs may glean clues from the captured goblins with an *Intimidate* check *DC 10*. Captured goblins will reveal the information listed below (Giblet deliberately kept his followers oblivious about the finer points of the plan in case they were captured).

- They belong to a small tribe of goblins called the Gnashers.

- The Gnashers are led by a powerful witch doctor named Giblet, named for his fondness of eating human and humanoid entrails.
- Giblet chose a number of warriors to accompany him into the city for “a really important thing.” They traveled to Amthydor and got into the city by disguising themselves as heavily cloaked halflings.
- The Gnashers have been laying low in the city, moving every night, hiding in ruined buildings, in the sewers, and anywhere else where they could remain unseen.
- These goblins were hungry and bored, and decided to find some food. Needless to say, when they came across a closed feast-hall, their prayers were answered.
- They can direct the PCs to their last hiding place (though the other goblins have fled, they do not know this yet).

The goblins’ “stew” has been made from every food product they could find, dumped into the cauldron along with some water. This includes flour, lard, grease, jerky, cooking oil, breadcrumbs, and one rat that was just too slow for its own good.

The goblins could lead the PCs back to the campsite, which is a deserted structure that once housed a pawnbroker’s shop, *The Dog’s Whistle*. The PCs will find evidence of a goblin camp, but no goblins will be found. (When Giblet realized that the other goblins had snuck off, he immediately broke camp and moved elsewhere, fearing the goblins would lead others back to the hiding place.) Tracks can be traced to a sewer grate, and then the trail is lost in the stink and stagnant water. Any inquiries about the “band of halflings” will reveal that they dropped out of sight after they were spotted entering the city. (For story purposes the DM should prohibit the PCs from discovering Giblet and the remaining goblins at this time.)

By the time the battle is over, the Diamond Legion will have shown up in response to the noise of combat and torchlight in the supposedly closed feast hall. The PCs will be thanked for dealing with

the goblins, with any survivors taken into custody by the Legion.

- Once the players are ready to continue **GO TO Encounter 5 (page 16).**

ENCOUNTER 5 – “MY FIRST DAY ON DUH JOB!”

Olek will spend his first day in Amthydor in the harbor. During the war against the undead, many vessels that could not escape the city were put to the torch and burned to the waterline. Now, Amthydor’s harbor is dangerously full of burned-out wrecks. These are prime lairs for aquatic creatures, and might impose a threat to nautical traffic during exceptionally low tides.

The DM has been given some boxed text below to describe what they see as Olek goes about his new job. If any of the PCs go to see him, he’ll wave to them energetically before getting a very serious look on his face and saying, “I CAN’T TALK NOW, HOOMINS. I’M ON DUH CLOCK... WHATEVER ONE OF DOZE IS.” He’ll then get back to work.

Early in the morning, thunderous footsteps herald the arrival of the newest member of Amthydor’s work crew. Olek is squeaky clean and his broad smile makes it look as if he is eager to get to work. A city work overseer and a very flustered Minister Hemmett, who’s been assigned to monitor the giant during his first workday, accompany Olek.

It is easy for Amthydor’s residents to keep track of the giant’s location, as he towers over everyone and everything in the city. The giant’s enormous width and weight confine him to moving around the city by using only the main roads. Although his steps are yards in length, the giant moves carefully about, almost tip-toeing his way through the city.

Olek’s first assignment seems to be some work in the harbor. The giant gingerly proceeds to the

water's edge near the docks and wades in. He goes in slowly, as the volume of water he would displace would create a wave that could damage structures and vessels along the waterline.

With the work supervisor and Hemmett looking on, Olek reaches an enormous arm down into the water. The giant sticks his tongue out of the corner of his mouth, his wiggling fingers eagerly searching for something below. Finding it, he squats down and pulls up the remains of a merchant caravel. Smiling happily, he takes the entire ship's wreck under his arm and slowly wades across the harbor, depositing it on the beach north of the city walls.

This done, the giant continues clearing the harbor of ships burned and sunk during the undead invasion. Meanwhile, the Diamond Legion swarms over the wreckage, as several monsters have made their lairs in the ships. They subsequently dispatch several aquatic ghouls and drowned zombies.

The PCs can go through the motions of helping out if they wish, though it is not necessary and should not be allowed to take up too much time.

- Once the players are ready to continue **GO TO Encounter 6 (page 17).**

ENCOUNTER 6 – GIANTS BEHAVING BADLY!

In this encounter, Giblet uses a potion of *dominate monster* to take control of Olek and begin his rampage through the city.

It's vitally important for the DM to understand how to run this encounter. PCs should realize from the start that a hostile Olek hopelessly outclasses a party of their level. Any attacks on Olek should be resolved in a narrative style. That is, the DM should make it clear to the PCs that their attacks are having no effects whatsoever on Olek (his hit point total is just too massive).

The most important rule is this: Olek will not attack the PCs! This would be very unfair in a module of this level. If attacked, Olek will simply ignore the PCs and move on.

Here are some samples of how the DM could make it clear to the PCs that attacking Olek is useless –

Charging Olek, you swing your weapon with such force that your shoulders ache. The giant's hide is so tough that it is like chopping at a rock wall. You feel a rush of wind and barely leap away in time as Olek's meaty fist slams into the street, leaving a ten-foot wide crater where you were standing moments before. Olek seems to lose interest in you and continues his rampage.

With an arcane gesture, you send a volley of magical missiles at Olek. A squad of Diamond Legion archers adds to this assault. But the magic and arrows seem to hurt Olek as much as a summer rain, as he kicks over a nearby tenement building.

Under no circumstances should the PCs be able to cripple, kill, charm or incapacitate Olek. This is for story purposes, and besides the PCs just don't have the means to stop him. Besides, the various hazards that Olek is creating during his rampage should keep the PCs busy enough!

As Olek lumbers through the city, a number of emergencies arise that should challenge the party. These DM reads a series of boxed text passages that describe the current situation. It is up for the PCs to handle the hazards that are described. The encounters proceed as follows:

Encounter 7A – Describes the potion taking full effect. Olek hurls a recovered caravel into the city, giving the PCs time to rush to the scene.

Encounter 7B – The giant kicks a building, collapsing it. An elderly man is half-pinned beneath the rubble, requiring the PCs help to get free.

Encounter 7C – A crying child is seen in Olek's path, too terrified to move. A PC must quickly rush

ahead of Olek and grab the child before she (or the PC) is flattened.

Encounter 7D – Olek tears the roof off of a stable and flings it almost a block away. A stampede of spooked horses breaks free in the giant’s wake, threatening to trample citizens.

Encounter 7E – Olek reaches down and scoops up Giblet, putting him on his shoulder. The goblin is yelling in Olek’s ear, giving him directions and tugging on his ear to send him in different directions. The PCs have to kill Giblet to end Olek’s rampage.

Each one of these encounters is played in sequence, giving the PCs ample chances for heroics. The DM should allow the PCs to complete one encounter before moving on to the next, unless the PCs have given up on or hopelessly botched it.

Encounter 7A –

DM Note: Due to the forty-foot height of the giant, the PCs will be able to spot Olek from virtually anywhere in the city!

It is only four bells before Highsun when things start going terribly wrong. Olek is standing at the edge of the water, by the docks, when he seems to sway in the wind. Olek’s hand goes up to his head, and he seems disoriented for a moment. He blinks his eyes, and he takes on a blank expression – well, even more blank than what the dim-witted giant normally wears. As you watch in horror, he hurls the caravel he had recovered from the bottom of the harbor. The ship sails three blocks through the air and slams into a building – thankfully, one that looks abandoned – utterly flattening it.

Get the PC reactions to the above and ask them what their actions will be. It is expected that most PCs will rush to the scene. If they don’t, don’t force them – as their companions get involved in the upcoming heroics, we can only hope they will change their minds about not getting involved.

The purpose of this encounter is strictly descriptive and designed to allow the PCs to get to the scene of the action.

Encounter 7B –

DM Note: This and subsequent encounters should only be read to PCs who have chosen to involve themselves with the rampage.

You rush towards the docks, wondering what you could do to stop Olek. The giant slowly wades in from the shallows and steps onto the street closest to the docks. Several of the piers are demolished in the process.

Olek takes aim at a small warehouse. He swings his mighty leg backwards and kicks it, imploding it with an audible boom and a showering spray of timber. Panic sets in as the people in the vicinity of the docks run for their lives.

As Olek steps over the building he just flattened, you notice a frail-looking, elderly human whose legs are trapped beneath a pair of collapsed beams.

Rescuing the man will require a pair of Strength checks (DC 15) or magic suitable to move the beams (they weigh about 150 lbs apiece). The man is miraculously unhurt aside from cuts and bruises. He’ll thank the PCs profusely for rescuing him and will implore the PCs to “Stop that crazy giant before he flattens the city!”

Encounter 7C –

As Olek continues through the city, he leaves a trail of destruction in his wake. Even the giant’s sheer size causes inadvertent damage, as his weight sometimes causes his foot to go straight through the street into a sewer tunnel. The giant’s great size and the noise he is creating has given the citizens ample time to get out of his way; while property damage has been heavy, the flattened buildings have already been evacuated. The Diamond Legion is now on the move, raining arrows into Olek, but the few that pierce his hide seem to barely attract his notice.

Wait! In Olek's path, a crying human child lays huddled in the street. Terrified out of her mind, she falls into shadow as the giant's massive foot raises and moves over her...

Have the PCs roll initiative to determine who goes first. The ways they can rescue the child include pushing her to safety (have them make a Bull Rush attack against the child – she has a + 11 CMD) or running by and grabbing her (Reflex save, DC 15).

If the PCs rescue her:

A moment after the girl is moved to safety, Olek's foot slams into the ground with such force that it collapses the cooper's shop adjacent to it. She is crying and frightened but thankfully unhurt. The giant continues on, seemingly oblivious to the damage he is causing.

If (heaven forbid), all the PCs fail to get the girl out of the way, a lucky arrow shot gets Olek's attention long enough for the girl to recover her wits and scamper away.

Encounter 7D –

As you watch the giant meandering through the city, destroying everything in his path, you cannot help but notice that Olek seems to be taking a circular path. You guess that he will soon be back at the docks once more. You're not sure what will happen when he gets there, but in the meanwhile, the giant is giving you other things to worry about.

Olek passes a stable that houses the mounts of travelers newly arrived in the city via the North Gate. With a terrific tearing noise, Olek reaches down and rips the roof cleanly off the stable. He hurls it over his head, sending it crashing somewhere in the city but out of sight. As the brute passes the stables, several terrified horses bolt from within. They kick and rear up among the citizens, who struggle to get out of the way of the panicked animals. If they are not brought under control quickly, it seems highly likely someone will get hurt.

ATL 1 & 3

Horses (1 per PC)

N Large animal

Init +2; **Senses** low-light vision; Perception +6
AC 11, touch 11, flat-footed 9; (+2 Dex, -1 size)
hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 50 ft.

Melee 2 hooves -2 (1d4+1)

Ranged nil

Space 10 ft.; **Reach** 5 ft.

Special Attacks nil

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 17 (+21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

SQ docile

Special Abilities nil

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.

ATL 5 & 7

Horses, Heavy (1 per PC)

N Large animal

Init +2; **Senses** low-light vision; Perception +8

AC 14, touch 13, flat-footed 11; (+4 Dex, +2 natural, -1 size)

hp 19 (2d8+10)

Fort +8, **Ref** +7, **Will** +3

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 50 ft.

Melee 2 hooves +0 (1d4+3)

Ranged nil

Space 10 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

Base Atk +1; **CMB** +7; **CMD** 21 (+25 vs. trip)

Feats Endurance, Run^B

Skills Perception +8

Languages nil

SQ docile

Gear nil

Special Abilities nil

Docile (Ex) Unless specifically trained for combat (see the Handle Animal skill on page 97 of the *Pathfinder RPG Core Rulebook*), a horse's hooves are treated as secondary attacks.

There is one frightened horse per PC. The horses can be brought under control by killing or subduing them. A *Handle Animal* check *DC 15* or suitable magic can also do the job. If the horses remain panicked going into the fifth round, they will bolt, trampling fleeing bystanders and injuring them.

Encounter 7E –

Olek's path has come full circle, and he now stands near the water's edge, where his rampage had begun. Olek pauses, tilts his head, and then reaches down. He rises up holding the tiny figure of a goblin. The humanoid wears fetishes of feathers and bone, and his face is covered in red war paint.

Olek places the goblin on his shoulder. The goblin seems to be yelling orders to Olek, and pointing in the direction of the city's center. You grimace; if Olek takes that path, the destruction will dwarf what has gone before.

Olek begins to step forward once more. As he does, you see a squad of goblin warriors around his feet. They too wear fearsome war paint. Seeing you, they shout a battle cry of "BREE-YARK!" and lunge at you!

ATL 1

⚔ Goblins (2 + 1 per PC)

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception -1

AC 16, touch 13, flat-footed 14; (+3 armor, +2

Dex, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** -1

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +1 (1d6)

Ranged javelin +3 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13

Feats Alertness

Skills Ride +10, Stealth +10, Swim +4; **Racial**

Modifiers +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear studded leather armor, morningstar, javelin

Special Abilities nil

⚔ Gilet, Goblin Adept 2/Wizard 2

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +2

AC 18, touch 18, flat-footed 15; (+3 Dex, +1 size, +4 *mage armor*)

hp 28 (1d10+4d6+10)

Fort +4, **Ref** +5, **Will** +9

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee morningstar +3 (1d6)

Ranged sling +6 (1d3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known Adept *DC 12 + spell level*; 0-level *ghost sound, stabilize, touch of fatigue*; 1st-level *cure light wounds, sleep*;

Wizard *DC 12 + spell level*; 0-level *acid splash, daze, open/close, ray of frost*; 1st-level ~~*mage armor*~~, *magic missile x2*

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

Base Atk +3; **CMB** +3; **CMD** 16

Feats Iron Will, Lightning Reflexes

Skills Knowledge (arcana) +4, Knowledge

(Religion) +4, Perception +2, Profession

(alchemist) +4, Spellcraft +4, Stealth +13, Swim

+4; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Gear morningstar, sling

Special Abilities nil

ATL 3**⚔ Goblins Fighter 1 (2 + 1 per PC)**

NE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +1**AC** 16, touch 13, flat-footed 14; (+3 armor, +2

Dex, +1 size)

hp 17 (2d10+6)**Fort** +5, **Ref** +2, **Will** -1**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +3 (1d6)**Ranged** javelin +4 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +2; **CMB** +2; **CMD** 14**Feats** Alertness, Toughness, Weapon Focus (Morningstar)**Skills** Perception +2, Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** studded leather armor, morningstar, javelin**Special Abilities** nil**⚔ Gilet, Goblin Adept 2/Wizard 2/Fighter 1**

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +4**AC** 19, touch 19, flat-footed 15; (+3 Dex, +1dodge, +1 size, +4 *mage armor*)**hp** 38 (2d10+4d6+12)**Fort** +6, **Ref** +5, **Will** +9**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +4 (1d6)**Ranged** sling +7 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** Adept *DC 12 + spell level*; 0-level *ghost sound, stabilize, touch of fatigue*; 1st-level *cure light wounds, sleep*;Wizard *DC 12 + spell level*; 0-level *acid splash, daze, open/close, ray of frost*; 1st-level *mage armor, magic missile x2***Str** 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12**Base Atk** +4; **CMB** +4; **CMD** 17**Feats** Dodge, Iron Will, Lightning Reflexes**Skills** Knowledge (arcana) +4, Knowledge (Religion) +4, Perception +4, Profession (alchemist) +4, Spellcraft +4, Stealth +13, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** morningstar, sling**Special Abilities** nil

ATL 5**⚔ Goblins Fighter 3 (2 + 1 per PC)**

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +3**AC** 16, touch 13, flat-footed 14; (+3 armor, +2

Dex, +1 dodge, +1 size)

hp 33 (4d10+11)**Fort** +6, **Ref** +3, **Will** +0 (+1 vs fear)**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +6 (1d6+1)**Ranged** javelin +6 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +5; **CMD** 17**Feats** Alertness, Dodge, Improved Initiative, Toughness, Weapon Focus (Morningstar)**Skills** Perception +4, Ride +10, Stealth +12, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** studded leather armor, morningstar, javelin**Special Abilities** nil**⚔ Gible, Goblin Adept 2/Wizard 3/Fighter 1**

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +5**AC** 19, touch 19, flat-footed 15; (+3 Dex, +1dodge, +1 size, +4 *mage armor*)**hp** 43 (2d10+5d6+15)**Fort** +7, **Ref** +6, **Will** +9**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +4 (1d6)**Ranged** sling +7 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** Adept *DC 12 + spell level*; 0-level *ghost sound, stabilize, touch of fatigue*; 1st-level *cure light wounds, sleep*;Wizard *DC 12 + spell level*; 0-level *acid splash, daze, open/close, ray of frost*; 1st-level *mage**armor, magic missile x2*; 2nd-level *hideous laughter***Str** 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12**Base Atk** +4; **CMB** +4; **CMD** 17**Feats** Dodge, Improved Initiative, Iron Will, Lightning Reflexes**Skills** Knowledge (arcana) +5, Knowledge (Religion) +4, Perception +5, Profession (alchemist) +5, Spellcraft +5, Stealth +13, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** morningstar, sling**Special Abilities** nil

ATL 7**‡ Goblins Fighter 5 (2 + 1 per PC)**

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception +6**AC** 16, touch 13, flat-footed 14; (+3 armor, +2

Dex, +1 dodge, +1 size)

hp 48 (6d10+15)**Fort** +7, **Ref** +3, **Will** +0 (+1 vs fear)**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +9 (1d6+2)**Ranged** javelin +8 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +6; **CMB** +7; **CMD** 19**Feats** Alertness, Combat Reflexes, Dodge, Improved Initiative, Step Up, Toughness, Weapon Focus (Morningstar)**Skills** Perception +6, Ride +10, Stealth +14, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** studded leather armor, morningstar, javelin**Special Abilities** nil**‡ Giblet, Goblin Adept 2/Wizard 5/Fighter 1**

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +7**AC** 19, touch 19, flat-footed 15; (+3 Dex, +1dodge, +1 size, +4 *mage armor*)**hp** 54 (2d10+7d6+21)**Fort** +7, **Ref** +6, **Will** +10**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** morningstar +5 (1d6)**Ranged** sling +8 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** Adept *DC 12 + spell level*; 0-level *ghost sound, stabilize, touch of fatigue*; 1st-level *cure light wounds, sleep*;Wizard *DC 12 + spell level*; 0-level *acid splash, daze, open/close, ray of frost*; 1st-level *mage*~~armor~~, *magic missile x2, shocking grasp*; 2nd-level *hideous laughter, scorching ray*; 3rd-level *fireball*
Str 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +5; **CMD** 18**Feats** Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Spell Mastery**Skills** Knowledge (arcana) +6, Knowledge (Religion) +5, Perception +7, Profession (alchemist) +7, Spellcraft +7, Stealth +13, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin, Common**SQ** nil**Gear** morningstar, sling**Special Abilities** nil**Tactics:** The goblins will attack the PCs, recognizing them as a threat. Giblet won't attack the PCs unless he is attacked first, in which case he will reply in kind. The goblins will do their best to attack the PCs who look most likely to be able to hurt Giblet. This would include PCs who appear to be wizards, characters with obvious long-range missile weapons (bows and crossbows) and so on. They will harry the PCs, giving Olek and Giblet as much of a head start as possible as the latter makes his escape.

Being on Olek's shoulder, Giblet is 35 feet from the ground. The DM will need to make judgment calls as to the amount of cover that Olek's body provides. Here are some suggestions:

- Giblet has no cover vs. attackers with elevation equal to or greater than his own (35 feet up).
- Giblet has ¼ cover against attackers with an elevation between 20 and 30 feet above the ground (This would be from just below Olek's shoulder to his waist).
- Giblet has ½ cover against attackers with an elevation between 10 and 20 feet above the ground (This would be from just below Olek's waist to his knees).
- Giblet has ¾ cover from attackers with an elevation between 10 feet and ground level

(This would be from just below Olek's knees to the ground).

- Giblet has total cover from attackers who are at ground level and within forty feet of Olek.

Giblet knows the time has come to make his escape. He is planning to order Olek to carry him east across the city. There, he will have Olek drop him off. The shaman is planning on ordering Olek to “destroy the city” (which will last the duration of the potion's effect) while he makes his escape. In a few days, he plans on leading the rest of his tribe here to pillage and loot what remains in the city.

Chasing Olek and Giblet –

If Giblet escapes the city, the possibility of ending Olek's rampage is extremely slim. It's far easier to kill the goblin giving the giant orders, but this needs to be done before Giblet escapes.

The giant's normal movement rate is hampered somewhat by his straight-line path through all manner of obstacles. (Olek is big, but there are some impediments to even his motion). It will take Olek three minutes (30 rounds) to cross the city. If the PCs are unable to incapacitate Giblet during that time, the DM should proceed to **Conclusion B**. Olek will move 20' each round. The structures in the city and the need to stay on main streets prohibit Olek from moving more quickly. (If he were to stray onto a side street, he might either trip or his weight will cause the smaller streets to simply collapse under his weight. Giblet realizes this and directs him accordingly.

If the PCs are delayed for a while by the goblins, it make take them even more time to catch the lumbering giant as he stalks across the city.

The DM should keep track of how many rounds the PC take to incapacitate Giblet, as it is required as part of the LSJ campaign feedback form in the back of this adventure.

Climbing Olek –

It is entirely possible that ground-bound heroes might decide to carry the battle to Olek – um or at

least, to his shoulders. PCs can indeed climb the giant, but it isn't easy without some kind of magical aid. The distance between the ground and Olek's shoulders is about thirty five feet. The base DC *Climb* check to scale Olek is 20. (He's lumbering into buildings and bouncing the would-be climber about, and the giant's legs are bare and offer few things to grab except Olek's leg hair).

Climbing PCs should also make a *Stealth* check – if they are attempting to rapid climb, they will suffer the same penalty on *Stealth* as if they were moving at double speed, as per the *Pathfinder RPG Core Rulebook*. Giblet should make a *Perception* check to notice them, unless he was watching them anyway.

If Giblet spots the climbing PC, and the PC hasn't reached Olek's shoulders, the goblin orders Olek to remove the climber. This involves Olek “plinking” the climber off with his index finger. (Imagine the way you would send a crawling insect airborne – that's the method) This “plink” requires a normal unarmed attack roll for Olek to hit. (This is a nonlethal attack – Olek's base attack of +30 is –4 for this kind of attack. However, the PC gains a +10 cover bonus to their AC since the giant's own body is effectively providing them cover). If Olek hits, he does 17 points of nonlethal damage (one point from the “plink” plus his Strength bonus) and the PC must make a *Climb* check for taking damage (see the *Climb* skill in the *Pathfinder RPG Core Rulebook* for more details).

If the PCs manage to stop Giblet, proceed to Conclusion 1. If not, proceed to *Conclusion 2*.

- If the PCs stop Giblet **GO TO Conclusion A (page 26)**.
- If the PCs fail to stop Giblet **GO TO Conclusion B (page 27)**.

CONCLUSION A – SUCCESS!

Giblet the goblin shaman is defeated! Without the guidance of the little imp, Olek stops in his tracks, looking around blearily from left to right. By this

point, every member of the Diamond Legion, along with other adventurers of the city, surrounds the giant. Many want to kill the giant out of hand for his unprovoked rampage! Unless you take action, the city will start a fight that no one can hope to win!

DROPPED MONEY AND TREASURE AND STUFF. I WILL GIVE YOUSE DIS STUFF.... I TINK IT IS VALUABLE. PLEASE, PLEASE GIVE DUH GOLD TO DOSE FOLKS I HURT. AND TELL DEM OLEK IS SO VERY SORRY!"

It is up to the PCs to convince the crowd (and the Diamond Legion) that the giant was clearly charmed in some fashion. If they refuse, then Olek will leave the city (switch to Conclusion 2: Failure and skip ahead to paragraph 7 of that section: "Tears streak down the giant's face..."). Otherwise, let the PCs roll Diplomacy or Bluff checks (DC 18) to do so. They can aid each other to raise their roll. If this proves insufficient, let Captain Ardent Vestra (from Encounter One) show up and make the convincing argument, backing up the PCs' own stories. Then continue with the following:

Whatever sorcery bedeviled the giant has worn off, and Olek's demeanor turns to one of shock. "OH NO!" Tears roll down his face, enough to fill a cistern a minute. "I SAW DUH LITTLE HOOMIN WITH DUH RED FACE PAINT ON THE DOCK. HE DRANK FROM A BOTTLE AND STARTED TALKING TO ME AND I GOT WOOZY. NEXT TING DAT I KNOW, I WUZ RUNNING ACROSS DUH CITY WRECKING TINGS! OH NO!" The giant is beside himself. "HE WUZ GOING ON TO ME ABOUT HOW HE WUZ GONNA USE ME TO FLATTEN DUH CITY SO HIS TRIBE COULD LIVES HERE IN DUH RUINS, AND YOUSE HOOMINS WOULD HAFTA LEAVE."

Olek snuffles. "I KNOW YOUSE HOOMINS MUST BE PLENTY SORE AT ME. I IS SO VERY SORRY. BUT IF YOUSE LET ME, OLEK PROMISE TO WORK DOUBLE TIME TO FIX ALL DUH DAMAGE I CAUSED..."

A thought causes the giant to perk up slightly. "OH! OLEK TOLD YOUSE DAT LOTS OF ADVENTURERS COME AND PLINK ME WHEN I WUZ LIVING ALONE... WELL, WHEN I USED TO PLINK DEM BACK, THEY WOULD RUN AND SOMETIMES DEY

Olek is good to his word. The following day, he leaves and returns from his lair in the hills. From it, he brings a collection of magical items, gold and gems. He turns over the items to the Diamond Legion, and they do indeed sell them and use the money to pay for the damages and injuries the giant caused. Most count their blessings that somehow no citizens were killed.

After some debate, Olek is allowed to return to the city, and he sets about helping to rebuild everything he destroyed. In a few months Olek will begin working on the other labors for which he was hired. It will take time, but the giant's muscle will ensure that Amthydor's scars of war will be healed.

The PCs will receive several rewards for their efforts. Each PC will receive a reward of 200 gp for their efforts on behalf of the city. Furthermore, the Lord Monarch will send a gift showing his own gratitude. Lastly, Olek has saved a few small items from his hoard and gives them "TO DUH HOOMINS WHAT HELPED ME SO MUCH, AS TANKS!"

THUS ENDS "HELP WANTED!"

TIME UNIT COST: 5 TU

CONCLUSION B – FAILURE (OR, YOU ALWAYS HURT THE ONES YOU LOVE!)

You find yourselves unable to check the swath of destruction as Olek crosses the city. The damage is restricted to Olek's path, but what does lie on his course is totally destroyed. Buildings are kicked and fly apart like matchsticks. Stone towers explode under a pair of mighty punches. Wagons are flung, and citizens are squashed flat beneath the unwitting giant's heels.

Finally, the giant reaches the edge of the city... and stops. He takes the whooping goblin from his shoulder and puts him on the ground as Giblet the shaman cackles in glee.

“I’ve done it! This giant will flatten the city, and my tribe will pick the ruins clean!” He cackles gleefully. He looks up at Olek and shouts, “Destroy the city!”

But as you look at the giant’s face, you see the blank stare on his face being replaced by one of slow comprehension – and then sheer, unadulterated rage. The goblin’s face goes white. Whatever magic Giblet used to enchant the giant has clearly worn off.

Olek lifts his leg and, with a face twisted in rage, brings his foot down on the goblin. The blow is so violent that a cluster of nearby buildings collapses in a heap. You are physically lifted off your feet, and you are momentarily deafened from the noise. The street collapses beneath the giant’s foot and into the sewer below – Olek has driven his leg, and the goblin beneath it, into the earth up to his calf.

The giant’s foot twists one, twice in the earth and then rises from the newly minted crater. There is no sign of Giblet, and thinking of the goblin’s gruesome end makes you swallow hard.

Tears streak down the giant’s face as he looks across the city. Smoke, ruin and death are everywhere. The giant swallows hard and begins walking once more. He follows the path he took, back across the city and into the harbor. Tears freely flow down his face as he goes. He doesn’t stop, and as he goes out deeper into the sea, the water rises higher and higher. Finally, the sea crests the giant’s head. There come a few large air bubbles that break the surface of the water... and then nothing.

The damage to Amthydor is even greater than immediately after the undead army was driven off. It will take months of backbreaking labor to

fix what was destroyed, and the sting of your failure hangs heavily in your heart.

What a disaster! The PCs are given 100 gp each as a reward for their bravery during the various scenes of Encounter Seven *if such is warranted*. No other reward is forthcoming.

THUS ENDS “HELP WANTED!”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	650	900	1300	1900

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 (studded leather armor, morningstar, javelin), 1 set per goblin (sale value: 16 gp per set).

Encounter 6

- Mundane equipment (studded leather armor, morningstar, javelin), 1 set per goblin (sale value: 16 gp per set).

Conclusion A

- 200 gp per PC reward from the city
 - **Gift from the Lord Monarch**, 1 per PC (Value: 1,000 gp, Size: N/A, Tradable):

Yes, Rarity: Common, 3rd level caster, Legality: Legal). In gratitude for your efforts to end Olek's unwilling rampage against the city of Amthydor, the Lord Monarch has authorized you to bring a non-magical, masterwork weapon of your choice to the royal smith, where it will be enchanted to +1. This gift need not be used immediately, but the weapon must be listed on this certificate when the enchantment is placed upon the item.

- **Gift from Olek** – *Wrappings of the Wind*, 1 available (Value: 750 gp, Size: N/A, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal). These thin leather

straps are of the variety used to wrap around the handles of weapons to aid in gripping them. These will magically lengthen or shorten to accommodate any weapon of up to Medium size with a handle or haft. When used on a weapon that normally cannot be thrown, the weapon can now be thrown with a 10' range increment. If used on a weapon that can be thrown, the item gains the *Returning* property as detailed in the *Pathfinder RPG Core Rulebook*.

- **Gift from Olek - Kethlo's Blindfold**, 1 available (Value: 1,500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).
Kethlo was a human rogue who was rendered blind by a spraying acid trap that she failed to disarm. She commissioned a wizard to create a blindfold that would help her compensate for her disability. The item allowed her to go on to become one of Kartalan's most famous cat burglars. This blindfold is black with embroidered silver runes. When bound tight across the eyes, the wearer's normal vision is replaced with Darkvision to a range of 30'. Note that the wearer loses the ability to distinguish colors while the item is worn.
- **Gift from Olek - Cloak of Travel**, 1 available (Value: 1,200 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 5th level caster, Legality: Legal) The wearer of this cloak is protected from the effects of natural heat and cold as if he is under the effects of a continuous *endure elements* spell.

Gift from Olek - Amulet of Small Favors, 1 available (Value: 1,200 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 5th level caster, Legality: Legal) When the wearer of this amulet is dealt real (not nonlethal) damage, the amulet automatically heals her of 1 point of

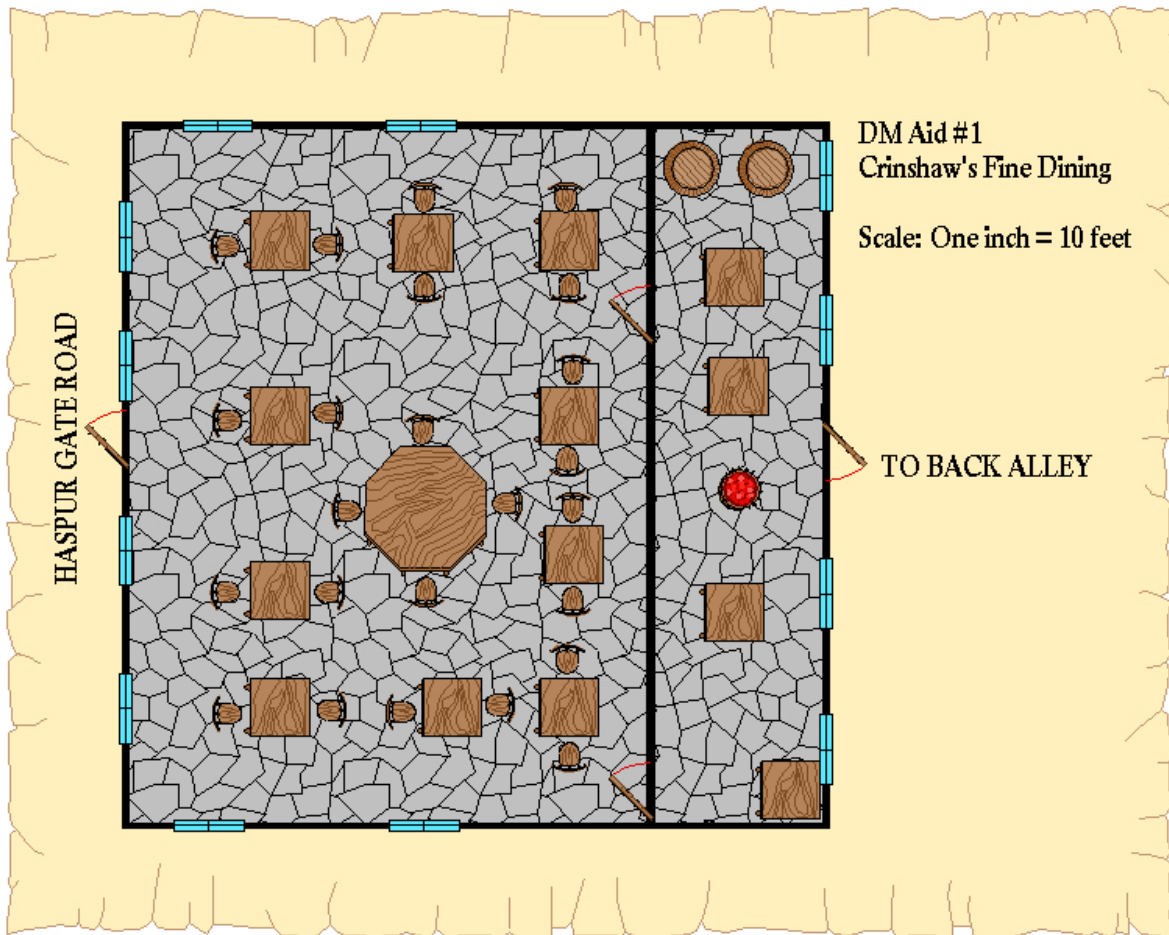
damage as per the *cure minor wounds* spell. This happens immediately after the damage is dealt and happens each time the wearer takes damage. While this will not prevent the wearer from going down after taking multiple hits, it will allow her to stabilize automatically after being driven below 0 hit points. Mark off charges below. **There are 24 charges remaining.**

- **Gift from Olek - Pearl of Power** (1st level spells), 1 available (Value: 1,000 gp, Size: Tiny, Tradable: Yes, Rarity: Uncommon, 17th level caster, Legality: Legal) This seemingly normal pearl of average size and luster is a potent aid to all spell-casters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one 1st level spell that she had prepared and then cast. The spell is then prepared again, just as if it hadn't been cast.
- **Gift from Olek - Scroll of Stone to Flesh**, 1 available (Value: 1,650 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 11th level caster, Legality: Legal) This arcane scroll is scribed by an 11th level caster.

Conclusion B

- Up to 100 gp reward per PC, if warranted (DM discretion)

GM PLAY AID #1



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



ROSTER OF HEROES: HELP WANTED

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):
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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.

* 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.

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

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