



Unicorns, Puppies and Dragons

By Nancy Lee Clark

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

For months now, the marketplace has been having sightings of unicorns and puppies running rampant, causing chaos and destruction. When the sightings become more frequent and bigger things are being spotted, it's time for heroes to get to the root of the problem. A Legends of the Shining Jewel adventure for levels 1-7.

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CREDITS

Author Nancy Lee Clark
Editor(s) (Name)
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com
Playtesters. (Names)

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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.

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).

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 147 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

Six months ago, a young boy, Bartholomew, came to Amthydor from Jadenspur with his Aunt Ember and Uncle Colton to visit the League of Thaumaturgical Study (LoTS). He was back for more testing by an old family friend, Devon Liperton. He seemed to have various skills that were much more extensive than many magic users who have studied for years. The three of them had been coming for routine visits for the last year.

After spending a week at LoTS, Barton had been tested. When he was happy or bored, he created exotic and exciting things that disappear when he is gets tired of them or his family tells him to. Devon suggested the trio stay longer and they try new testing on Barton using pain and fear to see what he could create. Aunt Ember and Uncle Colton were appalled at such an idea and none too politely, informed Devon if he ever came near Barton again they would kill him a slow, painful way. The trio were to leave the day Isador and his chaos infected the city. (Events in LSJ modules (LSJ96-Strike One: Swing and a Miss, LSJ97 Strike Two: Strike Two: Foul Ball, LSJ98 Strike Three: Caught Looking). When the battle started, Barton was instructed to stay in the inn while Ember, a retired bard, and Colton, a retired fighter went out to join to help. During the battle, both of them were killed and no one knows what happened to the bodies.

Barton stayed at the inn until he realized something bad was about to happen to the inn. He left the inn and found his way among the carnage using his abilities to conjure solid illusions. After the battle, he lived on the streets.

He really hates the apple merchant, Reschar, and the way he treats all people, but especially children. Every chance he has had since his first visit, he has gone out of his way to torment Reschar. The unicorns and puppies seen in the marketplace are his conjurations. (Mentioned in the Shining Jewel newsletter.)

Introduction – After two weeks of heavy rains, the PCs are able to get out and about in the

marketplace. It seems like quite a bit of the city has the same idea. A crowd gathers as a unicorn is spotted enjoying the apples of Reschar's cart.

Encounter 1: The PCs have the opportunity to discuss the incident with members of the Diamond Legion, Reschar, Myndyn, a future cleric of Brianna and another apple merchant, Armand.

Encounter 2: The puppies come running through the marketplace. PCs get the opportunity to discover who is behind the unicorns and puppies, Barton. He wants to spend the night in a room, with a bath and real food.

Encounter 3 (Optional): During the night, if the PCs decide to spend the night in Amthydor, a cleric of Dymora comes to visit and express her interest in the boy.

Encounter 4: The PCs start the trek to take Barton home. Unfortunately, there are several factions that are interested in this child and they want him for their own ends.

Encounter 5: The PCs arrive in Jadenspur and find Barton's parents, Glinda and Laemtao and his little sister, Chloe.

Epilogue 1–Barton moves into the Shrine of Dymora and spectacular displays follow.

Epilogue 2–The PCs return to Amthydor, but there are no more sightings of the unicorn.

INTRODUCTION – THE LOVELIEST OF THEM ALL WAS THE UNICORN

The sun has finally decided to shine. In what felt like two months, but was really only two weeks, the rain has stopped. The only ones happily going out in the rain were sea elves, water elemes and umbrella sellers. On your first day to get out and about, you realize that there are some basic items you need to pick up and the marketplace is just the thing to erase those cooped up feelings.

As expected, the marketplace is busy. Slogging through the mud is a sport of its own. When you add the challenge of dodging children, carts, wagons and people not paying attention to where they are going, it becomes something that requires some skill and tons of patience.

As you wander from stall to stall, checking out the latest doodads and trinkets, a commotion spreads through the crowd. A few people seem to be leaving the area quickly, but more are pushing towards the far end of the marketplace. The shouts become louder and a murmur of awe seems to overcome the crowd. You hear the word unicorn repeated reverently throughout the crowd.

- If the PCs want to get closer or have a means to go above the crowd, **GO TO Encounter 1 (page 4).**

ENCOUNTER 1 –EVERYBODY’S TALKIN’ AT ME

GM notes. Etc.

As you make your way so that you can see what is going on, you do see a unicorn in the marketplace. It stands docile, munching an apple from a cart, completely oblivious to the ruckus going on around it. A human cleric of Brianna attempts to keep the crowd away says, “Brianna has blessed us with this enchanted creature of peace. Let it bring blessings upon us all!” Many reverently remove their hats and bow their heads. Several members of the Diamond Legion are moving through the crowd towards the apparent troublemakers.

Another voice booms from the crowd, “500 gold to anyone who brings me the horn of that beast!”

A Diamond Legion officer steps into the space between the crowd and the unicorn. “Citizens!” He bellows, “There’s nothing to see here. Please move along! Violence will not be tolerated and perpetrators will be arrested!”

As the crowd starts to look at each other to take sides, a middle aged human male comes out with a broom, “Get out of here you flea bitten annoyance!” He swings the broom in the direction of the unicorn, “Get!” The unicorn looks up at him and bends down and starts munching another apple.

Allow the PCs the chance to decide what they want to do, then continue here:

The cart owner moves to the rear of the unicorn after the attempts to move its head away fail. The crowd seems to drawing up sides for a fight. The cart owner puts his shoulder to the unicorn’s tail and gives it a shove. The unicorn disappears and the man finds his face planted firmly in the mud. This spectacle is met with laughter from all who can see and a wave of voices passing the information along to those in the back.

After the laughter dies down, The Diamond Legion moves in and disperses the crowd, leaving you and (number of players-1) standing nearby as the cart owner stands up. The mud drips from him and makes a kerplopping sound as it mounds at his feet.

- If the PCs want to talk to the apple merchant, **GO TO Encounter 1A (page 4).**
- If the PCs want to talk to the cleric, **GO TO Encounter 1B (page 4).**
- If the PCs want to talk to the Diamond Legion, **GO TO Encounter 1C (page 4).**

ENCOUNTER 1A: LITTLE GREEN APPLES

The cart owner, Reschar, glares at you. “What do you think you’re looking at?” he says with a haughty tone. “Don’t you have some exorbitant fee to charge for rescuing a kitten or something?”

Reschar is from *LSJ 33 Prince of the Paupers*. Treat Reschar as hostile, unless someone performs *Prestidigitate* on him. This will move him to neutral. Tone down the comments accordingly.

🗨️ **What happened?**

“What does it look like happened? That cursed unicorn showed up again and was eating my profits.”

🗨️ **How long has this been happening?**

“About a year. At first, it was really good for business. Everyone wanted the same apples that were good enough for a unicorn. Now, not so much. The unicorn never eats more than one or two and disappears.” He wrinkles his nose up and says in a nasally whine, “If they were really good apples, the unicorn would be here all of the time eating them. It would eat them all, not just one or two.” He unwrinkles his nose, “Bah, what do a bunch of lousy peasants know anyway?”

🗨️ **What would you pay to get rid of the unicorn?**

“Just like you adventuring sots. Always wanting more gold than you’re worth. I wouldn’t pay you a thing! This is a crime against my business and the Diamond Legion should take care of it!”

🗨️ **Can we have some apples?**

“Why of course, they’re a silver each.”

🗨️ **That’s too expensive!**

“But you pay for the quality! My apples are imported from the best orchards Raia has to offer and are the best of the best. “

🗨️ **Why do you think the unicorn turns up?**

“How should I know? Why don’t you ask that cleric of Brianna that’s always hanging about? She seems to be the one who knows about the thing.”

🗨️ **Is there anything that happens in particular before the unicorn arrives?**

“No, stupid thing just pops out of no where. Dumb animal.”

🗨️ **Did you notice there are no hoofmarks or moisture?**

“Are you trying to tell me that the stupid, sorry excuse for a horse isn’t real? Did you not see me push on it? Do you think I do that for my health? Do you honestly think mud is healthy? Just what I would expect from a bunch of adventurers.”

After the PCs have asked 2-3 questions, continue here:

As you continue your talk with Reschar, a burly man with a hawk-like nose and red, rosy cheeks walks up to you. “Renschaler, seriously,” He says with a shake of his head, “Never could stay out of the mud.”

Renschaler manages to make his glare even more intense, “Alek, it is none of your blooming business what I do.”

“Not true, my dear friend. We’ve been friends since we were barely able to walk. If I can’t poke a little fun at you, then who can?” He turns towards you, “I’m Alek Grunwald, a proprietor of the next shop over and the seller of all locally grown vegetables and fruits.” He reaches in a

pouch at his waist and hands each of you a red, shiny apple. “Grown right here in the Protectorate. Why import fruit here like my friend when we grow the best right here?”

Reschar grinds his teeth, “I started only because everything here was rotting. You wouldn’t know about that would you?”

Alek replies, “You’re right, I wouldn’t. I was serving with the Diamond Legion at the time, until my medical discharge.” He winks at (any female PCs or cohorts, if none, anyone), “Wanna see my scar?”

The rotting fruit is a reference to *LSJ 33 Prince of the Paupers*.

Alek will be quite helpful and will answer any questions cheerfully. His answers are in a below while Reschar’s are above. He will only answer is asked directly or he has an opportunity to get a dig on Reschar.

🗨️ **What happened?**

“Why our friend here Reschar was blessed by Brianna and given the gift of touching a unicorn. I would have been honored to have such a gift bestowed on me.”

🗨️ **How long has this been happening?**

“Good question. I’ve seen it a couple of times in the last few months. I just came back to Amthydor after being injured on patrol with the Legion. I spent months learning to walk again. It was pretty nasty.”

🗨️ **How did you get hurt?**

“We ran into a patrol of drow that were none too happy to see us. We were outnumbered four to one. It was painful and sad. We lived, but barely.”

🗨️ **What would you pay to get rid of the unicorn?**

“Unfortunately for you, I have no interest in getting rid of the unicorn. See Reschar there has always been an uppity twit, ever since were kids growing up in the Port District. He thinks he’s better than everyone because he’s been educated at the Temple of Destine. Yeah, well I got my training from the Temple of Galvandt. It makes me no better than anyone else.” He takes a bite of an apple, “I get a chuckle out him being one upped by a “dumb beast”, as he puts it.

When the PCs are done asking questions, continue here:

Alek smiles and looks back towards his stall, “Sorry, but I must go. Good luck with your adventuring. May the gods and goddesses bless your journey.”

Reschar sneers, “And do it far from here.” He heads into his shop and turns the sign to closed.

ENCOUNTER 1B – WHEN I WAS A YOUNG GIRL

As you approach the girl, she rapidly closes the gap between you and her, “Did you see it? The blessing of Brianna? It was amazing and so beautiful!” She pauses as she shakes each of your hands, “My name is Myndyn and some day I’m gonna be high priestess of Brianna, once I get officially accepted into the temple, that is.”

Myndyn is definitely was not blessed by beauty. She is slightly taller than a dwarf, with dark hair going in every direction and doesn’t look like it has ever seen a comb. Her grey eyes are too close together. Her nose would be better suited for a

half-orc and her mouth looks like there are more teeth than her lips could ever cover.

🗣️ **You're not a cleric?**

"No, not yet. The Druids of Rosewood found me when I was a baby. I was abandoned near the dark wood. They saved my life! A mama wolf was protecting me from some other wolves then the druids came up. I've been a part of Brianna's world ever since. Next year, I'll be old enough to officially enter the goddess' service."

🗣️ **Why are you here?**

"The clerics and druids are in meditation for an upcoming ritual. It's an annual thing to bring the blessings of Brianna to us all. Someone has to keep watch for the unicorn to come. It means Brianna continues to smile on us."

🗣️ **Why don't you want to be a druid?**

"Because I can't be high priestess if I'm a druid, duh."

🗣️ **Where do you think the unicorn comes from?**

"Brianna, of course. She is providing her blessings on the city. She is truly a great goddess."

Before the PCs can ask any other questions, she will move on to others to spread the word of Brianna. She is a complete zealot.

Before you can ask any further questions, she leaves your side and moves on to another group to spread the word of Brianna."

ENCOUNTER 1C – DIAMONDS ARE A GIRL'S BEST FRIEND

As you approach the Diamond Legion, you hear the sergeant call to the dispersing crowd, "Move along, move along. There's nothing to see. Move along." The other three Legionnaires are also working to disperse the crowd.

As the crowd continues to move away, the sergeant takes a handkerchief out of his pocket and wipes his forehead. He looks at you, "that was close. Every time that unicorn shows up, some idiot thinks it's funny to call out offering a chunk of money to anyone who brings them the horn. No one ever knows who the joker is, but if I find him, I'll run him. Not sure for what, but something. Inciting a riot or some such." He takes a deep breath, "How can I assist you?"

🗣️ **Who are you?**

"Sergeant Baker, Joseph Baker. I'm the sergeant in charge of marketplace security."

🗣️ **Why do you think the unicorn comes here?**

"Beats me. It causes chaos and trouble. I really wish it would go away. If someone is summoning the thing, I'll put their head next to the joker's."

As the PCs prepare to ask other questions, continue here:

One of the Legionnaires you saw earlier comes running up, "Excuse me Sergeant, there's a problem. Someone has taken it upon themselves to liberate some things from the Baskill's Leathers."

"Thanks Creighton, I'm on my way." The sergeant turns back to you, "Sorry, duty calls. If you find out anything, the Legion will gladly cover your expenses."

ENCOUNTER 2 – WHO LET THE DOGS OUT?

As you make your way to leave the marketplace, chaos again erupts. You turn and see a herd of puppies running amok through the stalls, into shops and between people's legs. The puppies are of all colors, red, green, brown, black, white and blue and various sizes, from little terriers to larger future hunting dogs. A cry is sounded from the Diamond Legion, "5 gold pieces for every puppy captured safely!"

As you take in the spectacle, a dozen of the puppies seem to have targeted (1/2 the PCs at the table).

The Legion will pay the 5 gold for any puppy turned in prior to their disappearance.

This is your chance to have fun with the PCs. Because of the mud, the streets are treacherous and slippery. The idea is Barton is having fun. He thinks it's funny when the grown-ups fall in the mud. The puppies will dart between PCs legs.

To chase the puppies, use the following stats:

ALL ATL'S

✂ Puppies (101)

Init +2 (+2 Dex.)

AC 13, touch 12, flat-footed 11; (+2 Dex, +1 natural)

hp 4 (1/2d8)

Speed 40

Trip This is the puppies only form of "attack".

CMB 4 **CMD** 15

To move in the mud, use the following:

To Run: Reflex DC 10+ATL

To Walk: Reflex DC 5+ATL

If the PC is targeted by the puppies: Reflex DC 15+ATL

If a PC casts *detect magic*, have them make a **Will Save DC 25**. If they fail, they pass out for 1d4 rounds.

If they succeed, they have a pounding headache causing -2 on all rolls. The magic is just brief glimpses from all of the different schools.

After 5 rounds of puppy chasing or you or the PCs get bored with it, continue here:

As you round up the squirming puppies and head over to the Diamond Legion wagon with your quarry, they start disappearing. One by one at first and then suddenly, they are all gone.

Have the PCs make **Perception** checks. Whoever has the highest number notices something.

Continue here:

Having lost out on a chance for some rather easy money, you see something out of the corner of your eye. A young boy seems to have tremendously enjoyed the spectacle of the adults slipping and sliding in the mud. He is down a nearby alleyway and ducks behind a box when he sees you notice him.

Have the PCs make a **wisdom** check. Whoever gets the highest total, realizes the puppies seemed to have originated from that alley.

Presuming the PCs go to where the boy was located, continue here:

As you move to the alley and reach the crate he ducked behind, he is gone.

Highest **Perception** check will reveal two holes in the ankle deep mud. A **Touch Attack DC 11** will touch the boy and he will become visible.

Once that happens, continue here:

"Oh, hi!" a small human boy of about 5 years of age crouches before you. His blonde hair is filthy and his once extremely fine clothes are dirty, filled with holes and tears and his shoes are gone.

He has bright, sapphire blue eyes that sparkle like fairie fire has been cast in them. As you watch, the sparkle fades and his eyes become a normal shade of blue. “My name’s Barton. How’s it goin’?”

☛ **What are you doing here?:**

“Playing with the grown-ups.”

If any of the PCs are muddy, continue here:

He looks at your mud spattered clothing and giggles, “Sorry about the mess.” He flicks his hand and the sparkle returns to his eyes. Your clothes are not only clean, but any holes have been mended and they feel softer than they did before.

☛ **If you can do that, why don’t you clean yourself up?:**

“I can’t. I don’t know why, but I can’t. Aunt Ember and Mommy were helping me with it, but I still haven’t figured it out.”

If a PC tries to clean Barton up with magic, it does not work. The downside to his abilities is beneficial magic doesn’t work on him, yet.

☛ **Who is your Mommy?:**

“Here name is Glinda. She and Daddy live in Jadenpur at 236 Adventurer’s Avenue. I live there, too.”

☛ **Where’s your Aunt Ember?:**

“I don’t know. I wish I did. Uncle Colton and her went out to fight the big, ugly elemental thingies a couple of months ago. I can’t find ‘em. I think they went back to Jadenpur and accidentally left me behind.”

☛ **Why would they think that?:**

“Because once I got lost in the market in Jadenpur. Daddy was talking about some boring thing, hunting werewolves or some such, and I wandered away. Daddy didn’t follow and he lost me. I got into a section of town I’m not allowed in. I got scared and thought really hard about home and showed up in the middle of the kitchen

table. Mommy was making pies and I landed in the dough bowl. Me and Mommy were covered in flour. It was funny.”

☛ **So why haven’t you done that this time?:**

“I tried, but I can’t. I think home is too far away.”

☛ **Why are you in Amthydor if you live in Jadenpur?:**

“My Aunt and Uncle brought me here to see someone at the League of Thermalogic Studies.”

He means the League of Thaumaturgical Study.

☛ **Why didn’t you go there?:**

“I don’t like ‘em. They said they were gonna hurt me or scare me to see what other things I could do. Aunt Ember and Uncle Colton told Devon and his friend that they would die a really painful death if they ever came near me again. I didn’t want to be hurt or scared or cause someone to die.”

☛ **How old are you?:**

“Five and three quarters.”

☛ **How have you survived?:**

“I’ve been finding stuff. I’ve been sleeping on the roof of some buildings. When it rained a lot, I found a warehouse and stayed in there. I got food from some of the merchants for cleaning and stuff. Armand has been really nice and given me bunches of apples. I’ve been an adventurer, just like Mommy and Daddy said I could.”

☛ **Are your parents adventurers?:**

“My Mommy and Daddy used to be. So did Aunt Ember and Uncle Colton. They did all kinds of cool stuff. They all retired when I was born.”

☛ **What do you want?:**

“I want a bed to sleep in and a real meal with no apples. I’m tired of apples. Mostly, I want to go home.”

☛ **Do you think your parents would pay us to bring you back?:**

“Sure they would! I bet they would pay bunches for me. They love me and I love them.”

☛ **What kind of adventurers are they?:**

“My Daddy is a cleric of Emerys, Mommy is a wizard, Aunt Ember is a bard and Uncle Colton is a fighter. Uncle Pell used to adventure with ‘em, too. He didn’t retire because he’s sick. Mommy said he has wanderlust and you can’t take the rogue out of him, whatever that means.”

☛ **Why haven’t they come looking for you themselves?:**

“I don’t know. They probably think I’m with Aunt Ember and Uncle Colton. They never came back after the fight. I’ve been hanging around here trying to find them, but I haven’t had any luck.”

PCs can use **Diplomacy (Gather Information) DC 18+ATL**. If successful, they will find out they were killed, but have not been claimed yet. An adult family member is the only ones who can claim the bodies.

☛ **How do you make the creatures?How do you do this?:**

“I don’t know. I think about stuff that I think would be fun and it happens. I can make all kinds of things.” He steps back and says, “Watch this!” His eyes begin to glow and the sparkle of a many faceted sapphire comes to his eyes. In a matter of seconds, a giant pink bunny is standing in your midst. The bunny looks at you, munches a carrot in his paws and twitches his nose. “See, isn’t that cool!” Barton says clapping his hands and with a faint poofing noise, the bunny is gone. “The stuff only lasts as long as I think about it or want it to.”

When the PCs are done asking questions, continue here:

“So, can we stay here tonight? I mean, we can go now too. I want to go home, but I really want to sleep in a bed and get clean.”

- If the PCs want to spend the night and there is time, **GO TO Encounter 3 (Optional) (page 10).**
- If the PCs want to leave for Jadenspur, **GO TO Encounter 4 (page 11).**

ENCOUNTER 3 (OPTIONAL) – CAUSE IT’S THE RIGHT TIME OF THE NIGHT

After getting to the insert in or home here, Barton quickly finds the washroom and proceeds to scrub himself from top to bottom. Once he is out of the tub, you see there is at least a half inch of dirt left behind, but the boy is clean.

Barton will put on his old clothes if someone has cleaned them. Once he is out of the clothes, spells and the like work as normal.

Now that Barton is squeaky clean, you can tell his hair is almost white and his skin is as pale as a glass of milk. His eyes seem to be a darker blue with the faintest hints of green around the pupil. “So, do we eat now?” he asks expectantly.

Once a decision is made about food, continue here:

Barton digs in, eating more than a starving halfling. It doesn’t take long for him to finish and start nodding off into his plate.

Let the PCs get him off to bed and continue:

Barton tumbles into bed, falling asleep before he even hits the mattress.

As if waiting for just this moment, there is a knock at the door. You open the door to find a beautiful half elven woman with dark red hair cascading to her bare shoulders. Her dress is the color of spring grass and accenting the green of

her eyes. She wears a whip on her left hip and a necklace of a woman's hand with red talons gripping a heart. "Hello, may I come in? I have a proposition for you."

Knowledge Religion DC5: The necklace is the holy symbol of Dymora.

🗣 **What kind of proposition?:**

"A mutually beneficial one, I assure you. If I can't come in there, perhaps we can go to somewhere more private to talk?"

She will do everything she can to convince PCs to either let her in or go with her to discuss her proposition.

"Thanks for speaking to me. Mistress Jade has sent me to discuss the boy with you. She is of the belief the boy could be in danger from those who wish to exploit his abilities. She would like to relieve you of this burden. I'm willing to pay you each (300gpXATL) to turn the boy over to us. He will be quite safe and we will take great care of him."

🗣 **What boy?:**

"Come, come. We know which boy. The one with the amazing abilities. The one who makes the creatures. He is with you, correct?"

🗣 **How do you know he's with us?:**

"Dymora is more than just the goddess of pain and pleasure. She is also the goddess of secrets. Her divinations tend to be more straight forward than Destine's."

🗣 **What do you want him for?:**

"He's quite the conjurer. Imagine the things he could conjure for the benefit of our patrons. He would be an amazing asset to the shrine."

🗣 **What if we say no?:**

"Well, I'm certainly not in a position to threaten you, if that's what you mean. The divination told us to ask for the boy, not fight for him."

If the PCs decline, continue here:

She sighs, "We were afraid that would be your answer. Then let us fulfill at least part of the divination. There are others out there interested in the boy, ones who aren't willing to take no for an answer or who aren't quite as ethical as we are. Be warned, there are some willing to kill to possess the boy."

🗣 **How would they know about him?:**

"Seriously? Do you think Destine is the only goddess that answers divinations."

When the discussion is over and Barton stays with the PCs, continue here

"May Dymora guide your journey and keep you safe. I believe you will need it." She says as she leaves.

- If the PCs turn Barton over, **GO TO Epilogue 1 (page)**.
- If the PCs want to leave for Jadenspur, **GO TO Encounter 4 (page 11)**.

ENCOUNTER 4– HE'S A MAGIC MAN **MAMA**

As you make your way to the city gates, someone approaches you wearing a grey cloak. It is hard to see his features, but the voice that comes from within is definitely male, with a sinister edge to it. "Greetings adventurers, I would like a word with you, if I may."

He stands with his hands folded inside the sleeves of his plain, grey robe. As you peer into the dark recesses of the hood, you see just the tip of a dark nose. He is taller than an elf, but not by much. "I would like to offer you a trade, a chance to help your city and fellow citizens for a boy from a foreign country."

🗣 **Who are you?:**

“I’m the wizard Kadell, a citizen of the Protectorate and a member of the Quorum of Faith.”

Knowledge (Local) or Religion DC 10+ATL, if he is a member of the Quorum of Faith, he must be really new or inactive.

Detect Lie reveals he is telling the truth, even though he isn’t but a ring of mind shielding will help with that, as does a ring of alter self. This is really Diana Zaffron, a former member of LoTS who was discharged when it was decided her experiments were too dangerous.

She will appeal to patriotism and heroism to get what she wants.

🗨 **Why do you want Barton?:**

“He could be a valuable asset to the Protectorate. With some training, he could easily defend the city with little to no help. Isn’t that what is best for the people of Amthydor?”

🗨 **How much?:**

“I can give you each 100 gold and a 10% discount at the Mystical Marketplace. Just think, a chance to help the city and save yourself some money.”

Diplomacy can get this raised to 50%, but no more. She/He may promise more, but that is the maximum the discount is for. See the certs for further information that she/he will not reveal to PCs.

For this encounter, consider Kadell to have a **+10 Diplomacy**.

If Barton is asked if he knows this man, continue here:

“I don’t know him, but I don’t like him. He’s creepy and not in a spidery kind of way.”

If the PCs reject the offer, continue here:

“Perhaps I have another solution. Leave the boy with me while you go to find his family. You don’t want to drag him through the trauma of the brutality once you leave the Protectorate. We will stay at the Temple of Emerys. I will give you this ring,” he says while removing a silver band with a ruby the size of a thumb nail. “So that you can locate me. It is a tracking ring. It will tell you where I am at all time. How does that sound?”

This is completely true. The ring will tell you where Kadell is at all times, but it will do nothing for finding Diana. The ring’s gold piece value is 1, although it will take an **Appraise DC 50** to know this prior to the exchange due to the glamour on the ring. On any other **Appraise** roll, it looks to be worth 1,000 GP.

If the PCs still reject him, continue here.

“Well it’s your loss, as well as the city’s. I do hope nothing happens to the child or the city. It might not be good for those who refuse to help.”

- If the PCs turn Barton over, **GO TO Epilogue 2 (page).**
- If the PCs turn Barton over for the ring, **GO TO Epilogue 3 (page).**

ENCOUNTER 5– WHERE THE STREETS HAVE NO NAME

You finally get the chance to leave town and head towards Jadenspur. Your rough guess is it will take about 7-8 days to get there by foot and 4-5by horse. Either way, it’s going to be a long trip.

After you’ve been travelling for about an hour, Barton announces, “Why are we doing this the

hard way? Why don't we fly? That's how we go there."

If someone brings up the objection that they can't fly and the PCs are walking, continue here:

"Yeah we can." Barton says.

Before you can blink your eyes a herd of winged horses are standing before you, but not like normal ones. They are every color of the rainbow, red, orange, yellow, green, blue, indigo and violet. Their wing span is at least twenty feet and they stand peacefully, looking at you expectantly.

If the PCs are on horseback, continue here:

"Yeah we can." Barton says.

Before you can blink your eyes, your horse sprouts wings that are every color of the rainbow, red, orange, yellow, green, blue, indigo and violet. Their wing span is at least a twenty feet. The horses start slowly ascending into the air.

When everyone is airborne, have the PCs make **Ride DC 10+ATL**. Those that fail cannot do any actions other than hold on for dear life.

As you fly faster than eagles and soar so close to the clouds you can feel their dampness, you realize you're estimated time of arrival will be much sooner than you originally anticipated.

You fly on for several hours. The stars come out as you realize you are no longer soaring. Actually, you're heading towards the ground as fast as you were soaring.

Perception DC 10 will notice that Barton has fallen asleep. The horses or the winged horses are starting to fade.

Diplomacy 15 will wake Barton enough to land everyone safely.

Feather Fall or *Mass Feather Fall* will also work.

If the PCs do nothing, each PC will take 8d6 damage (Reflex DC 15 for half) as they plow into the ground. Barton will gently *feather fall* if this should happen. He still has a *contingency feather fall token* from his trip to Amthydor that will kick in.

This would be a good place for the PCs to rest for the night, then continue below. Barton will sleep for the next 10 hours. The PCs can travel on foot, but the horses are also exhausted at this point.

As Sorena's light begins its new day, you pack up and prepare to move on. As you begin to mount your trusty flying steeds, you see two men wearing maroon robes walking towards you.

These two men are average sized with tattoos covering their faces. "Greetings," the slightly taller one says, "Give us the boy and no one gets hurt. Fail to do that and die."

These two will not say anything else and will begin combat if the PCs don't hand over Barton. There is no Diplomacy for this one.

The wizards want the boy alive. They will neutralize everyone and try to leave with the boy.

ALL ATL's

⚡ Pyrrothian Wizards (2)

LE Medium Human (6 ft. tall)

Init +1 (+1 Dex);

AC 19, touch 11, flat-footed 18; (+1 Dex, +4 potion of mage armor, +4 scroll of shield)

hp 56(9d6)

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

DR nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee +4 (1d6) staff

Full Atk +4 (1d6) staff

Ranged nil

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known (DC 15+Spell Level) 4/6/5/4/3/2
0 level-bleed,detect magic, ray of frost, read magic
1st level-magic missile, magic missile, ray of enfeeblement, ray of enfeeblement, shocking grasp
2nd level-fox's cunning, hideous laughter, hideous laughter, invisibility, levitate **3rd level**-dispel magic, dispel magic, hold person, hold person **4th level**-fear, fear, confusion **5th level**-teleport, teleport
Str 10, Dex 12, Con 14, Int 20, Wis 12, Cha 10
Base Atk +4; CMB +4; CMD 19
Feats Combat casting, scholar,
Skills Acrobatics +5, Appraise +5, Bluff +5, Diplomacy +9, Fly +9, Intimidate +5, Knowledge (local) +17, Knowledge (arcana) +19, Knowledge (religion) +19, Perception +9, Spellcraft +17
Languages Common, Infernal
Gear Robes, staff, ~~potiion of mage armor, scroll of shield~~

After 2 rounds of combat, continue here:

As you face the two wizards, you notice an arrow pierces the robes of both wizards. Behind you comes a group of eight men in full plate mail approach your group.

These are D'Garrans who want the boy too. They will use force on any who oppose them. Allow the fighters to attack the wizards for two rounds. On their next initiative after that, the wizards will teleport away.

ALL ATLS

⚔ 2 Human Clerics (level 6)
CN Medium (6 ft. tall)
Init +1 (Dex)
AC 18, touch 11, flat-footed 18; (+8 armor +1 shield)
hp 45 (6d8+12)
Fort +7, **Ref** +3, **Will** +9
Spd 30 ft.
Melee Mace, (1d8+1) (20, X2)
Ranged Nil
Space 5 ft.; **Reach** 5 ft.

Str 12, Dex 12, Con 14, Int 10, Wis 19, Cha 10
Base Atk +5; CMB +5; CMD 16
Special Attacks channel negative energy (3d6) 3X daily
Spells Known (DC 14+Spell Level) 4/4/4/3
0 level-detect magic, create water, detect poison, read magic **1st level**-**Protection from Good**, bane, cure light wounds (x2), inflict light wounds, **2nd level**-**align weapon**, cure moderate wounds, hold person (x2), inflict moderate wounds **3rd level**-**magic circle against good**, dispel magic (x2), prayer
Feats Combat casting, Command Undead, Improved Channel, Step Up, Armor Proficiency (light), Armor Proficiency (Medium), Shield Proficiency
Skills +9 Diplomacy, +13 Heal, +9 Knowledge (Arcana), Knowledge (Religion), +9 Spellcraft
Languages Common
Gear Half Plate (+8 to AC), Light Steel Shield (+1 to AC)

ATL 1

⚔ 8 Human Fighters (level 2)
CN Medium (6 ft. tall)
Init +2 (Dex);
AC 18, touch 12, flat-footed 16; (+5 armor +1 shield+2 dex)
hp 24 (2d10+4)
Fort +5, **Ref** +2, **Will** +0
Defense Abilities undead traits; **DR** 5/slashing;
Immune nil; **SR** nil
Spd 30 ft.
Melee Long Sword +6, (1d8+3) (19-20, X2)
Ranged Dagger, +4, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10
Base Atk +2; CMB +5; CMD 17
Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave
Skills +5 Survival, +5 Knowledge (dungeoneering)
Languages Common
Gear Scale Mail (+5 to AC), Light Steel Shield (+1 to AC)

ATL 3

⚔ 8 Human Fighters (level 4)
CN Medium (6 ft. tall)

Init +2 (Dex)
AC 19, touch 12, flat-footed 18; (+7 armor +1 shield+1 dex)
hp 42 (4d10+8)
Fort +6, **Ref** +3, **Will** +3 (+4 vs. Fear)
Spd 30 ft.
Melee Long Sword +8, (1d8+5) (19-20, X2)
Ranged Dagger, +6, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19
Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword
Skills +5 Survival,+5 Knowledge (dungeoneering), +5 Intimidate
Languages Common
Gear Banded Mail (+7), Light Steel Shield (+1)

ATL 5

⚔ 8 Human Fighters (level 6)
CN Medium (6 ft. tall)
Init +2 (Dex)
AC 19, touch 12, flat-footed 18; (+7 armor +1 shield+1 dex)
hp 60 (6d10+12)
Fort +7, **Ref** +4, **Will** +4 (+6 vs. Fear)
Spd 30 ft.
Melee Long Sword +11/+6, (1d8+6) (19-20, X2)
Ranged Dagger, +8, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +6/+1; **CMB** +9; **CMD** 21
Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave
Skills +6 Survival,+5 Knowledge (dungeoneering), +6 Intimidate,
Languages Common
Gear Banded Mail (+7 to AC), Light Steel Shield (+1 to AC),

ATL 7

⚔ 8 Human Fighters (level 8)
CN Medium (6 ft. tall)
Init +2 (Dex)
AC 19, touch 12, flat-footed 18; (+8 armor +1 shield)

hp 78 (8d10+12)
Fort +8, **Ref** +4, **Will** +4 (+6 vs. Fear)
Spd 30 ft.
Melee Long Sword +13/+8, (1d8+6) (19-20, X2)
Ranged Dagger, +10, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +8/+3; **CMB** +12; **CMD** 24
Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder
Skills +6 Survival,+5 Knowledge (dungeoneering), +6 Intimidate, +6 Climb
Languages Common
Gear Half Plate (+8 to AC), Light Steel Shield (+1 to AC)

ATL 9

⚔ 8 Human Fighters (level 10)
CN Medium (6 ft. tall)
Init +2 (Dex)
AC 19, touch 12, flat-footed 18; (+8 armor +1 shield)
hp 92 (10d10+16)
Fort +9, **Ref** +5, **Will** +4 (+7 vs. Fear)
Spd 30 ft.
Melee Long Sword +15/+10, (1d8+6) (19-20, X2)
Ranged Dagger, +12, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +10/+5; **CMB** +14; **CMD** 26
Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder
Skills +6 Survival,+5 Knowledge (dungeoneering), +10 Intimidate, +6 Climb
Languages Common
Gear Half Plate (+8 to AC), Light Steel Shield (+1 to AC)

If the PCs start to be defeated, Barton will conjure the following:

Adult Blue Dragon CR 13
LE Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +22
Aura electricity (5 ft., 1d6 elect.), frightful presence (180 ft., DC 21) **PCs** have a +10 on this save since they know the nature of Barton. If they fail the first time, the PC can attempt the save one other time.

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 184 (16d12+80)

Fort +15, **Ref** +10, **Will** +13

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20

(1d8+4), tail slap +20 (2d6+12)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Statistics

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)

Once the battle is over, continue below modifying as necessary.

As the last man falls, the dragon screeches one last time and disappears from existence. Barton sways on his feet, "I'm gonna be a great adventurer when I grow up," he says as he falls asleep and falls to the ground.

ENCOUNTER 6— REUNITED AND IT FEELS SO GOOD

The remainder of your journey is uneventful, although Barton slept the rest of the journey. He wakes up as you approach the gates to Jaderspur. "Come on! I'm almost home!"

You find yourself rushing through the streets, dodging carriages and people to catch up with him as he throws open a door to a two story home, reminiscent of the nobles' homes in Amthydor. As you step to the doorway, you see Barton with his arms wrapped around the neck of a man with brown hair and a neatly trimmed goatee. He's dressed in a fine tunic and leggings and has tears in his eyes.

Barton breaks from the hug, "There you are! This is my daddy!"

The man stands to his full six feet height. "I'm sorry. I don't know you. Why are you with Barton and where is Ember and Colton?"

Allow the PCs to tell their story then continue here:

He takes a seat on a blue couch facing the fireplace. "Please, have a seat. I'm Laemtao." He picks up Barton and sets him on his knee, "My wife and I were starting to get worried and were just heading to Amthydor, but before we could, Chloe enforced her will on us."

Barton looks confused, "Who's Chloe? Did we get a dog?"

A short, beautiful woman with long blonde hair, perfect skin and a body that seems to have difficult staying contained in her purple dress, enters the room with a small bundle in her arms. She sits next to Laemtao, who kisses her on the cheek. "I'm Glinda," she says pulling back a flap of the bundle, "and this is Chloe."

Barton stands to look into his mother's arms at the newborn baby. She has blonde hair and green eyes that sparkle like emerald stars as she looks at her brother. His eyes light up with the same sparkle in sapphire blue.

Laemtao and Glinda exchange a knowing look, "On our very last adventure, we passed through a zone in the desert that seemed normal. Once we were in it, it was like we were hit with every spell we knew all at once. It was frightening, yet strangely exhilarating at the same time. After that, magic came much easier to the five of us, myself and Glinda, Ember, my sister, Colton and Devon. Shortly after we returned home, we discovered Glinda was pregnant. We've been retired ever since. It seems to have bestowed the power on to Barton and apparently Chloe."

Glinda shakes her head, "I heard what you said. We aren't safe here. It looks like we will have to go to Amthydor and retrieve Ember and Colton and disappear." Chloe begins to cry, "Barton, why don't you come with me while we put Chloe down for her nap. You can tell me how brave you were in Amthydor." She takes his hand and leads him from the room, pausing at the doorway, "I don't have the words to thank you for returning our little boy. You have my eternal gratitude."

Laemtao smiles, "I share her feelings, but know that when you are first starting out, you need things to help more than you need kind, pretty words." He goes to the far corner of the room and returns with a chest. "Take this and may your journey home be swift and safe. As much as I would love to sit here and trade stories all day, I'm afraid I have to get us ready for a long journey. Under the circumstances, I must ask you not to say anything about Barton and Chloe. It will be hard enough to keep them safe as they grow up. Be safe and thank you again." He escorts you to the door that you hear bolted once you are outside.

➤ **GO TO Conclusion 1 (page 17).**

CONCLUSION 1: THERE'S NO PLACE LIKE HOME

You managed to catch a ride on a ship returning to Amthydor with room for travellers. The journey is short, sweet and rather boring. No flying horses or blue dragons in the sky, just wave after boring wave.

Once back in the city, ask the PCs who they tell about the D' Garrans and the boy. If they tell the Diamond Legion about the D'Garrans' attack, continue here:

The Diamond Legion thanks you for the information and informs you that patrols will be stepped up in the area.

If the PCs tell no one, continue here:

Having done your good deeds, you return to your normal life. After a week or so, you receive a note with 200gpXATL. The note says, "Thank you for your silence. We have reunited our entire family and are heading to a new home, far from here. May your adventures be profitable, tale worthy, but survivable. Good luck in it all, E"

EPILOGUE 1

It is the talk of the town! Everyone who is anyone has been to the temple of Dymora and has seen the most amazing displays of pyrotechnics and imagination ever. The displays were held every night for about three weeks, then it was over. According to the word on the street, Mistress Jade grew bored with the whole thing and decided to go another direction.

However, according to a few insiders, whoever was responsible for the displays disappeared. Mistress Jade was furious, but Dymora sent her a message that things were as they should be and to look to other avenues to convert people to her worship.

Either way, the displays are gone and an average adventurer can once again find a place at the temple of sensations.

EPILOGUE 2

You receive no word on what has transpired with Barton. Using the ring, you track down Kadell, who is indeed a member of the Quorum of Faith. However, he hasn't been active in the Temple of Emerys for the last five years. You are invited to share a piece of cake celebrating Master Kadell's 100th birthday, a very long time for a human. Other than that, there is no word of the boy or unicorns, puppies or any other manifestations anywhere.

THUS ENDS "MODULE TITLE"

TIME UNIT COST: 5 TU (standard, may vary by
module or by epilogue)

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Bonus 1: PC's spend the night in Amthydor and get message from Dymora	50	50	100	100
Bonus 2: Players land without anyone getting hurt or killed.	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	750	1000	1500	2100

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.

➤ **Discount at the Mystical Marketplace:**

Disclaimer: This cert is void if the percentage is higher than 25%. It is usable one time on any one magic item whose total value is 10,000 gold pieces or less. It is not usable in conjunction with any other discount/certificate. Trade-in items and certed gold are not allowed for this transaction.

The above PC is entitled to ____% off of one item at the Mystical Marketplace.

➤ **Bracers of armor**

When these bracers are put on, they embed into the person's skin. This inflicts initial damage of 1d8 that is not curable by magical means. These bracers can only be removed by miracle cast by a cleric of Emerys, or wish, at which time the bracers become tradeable.

These ornate bracers are only usable by PCs who possess a spellcasting class. In order for the bracers to function, they must be charged

by casting a level of spells into them daily for each plus gained up to +4. 0 level spells count as half a level for purposes of charging this item and no more than 2 zero level spells can be used per day. PCs using these bracers will start each adventure with the bracers uncharged. Spell slots used for charging are expended for the day.
(Initial Value: 16,000 gp Tradable: Eventually
Caster Level: 8 Rarity: Rare, Legality: Legal Real Value: \$0)

➤ **Rabbit Helper**

This +2 longsword becomes +4 when rabbits are in immediate danger.
This long sword bears an engraving of a rabbit munching a carrot along the blades fuller. According to legend, the original owner of this weapon was cursed by a druid for killing a family of rabbits out of pure meanness. The owner of this blade is compelled to help rabbits at all cost, including their life. This sword is not tradable until the owner of the blade brings proof to Brianna's temple that 100 rabbits have been saved.
(Value: 8,315 gp Tradable: Eventually, Caster Level: 12 Rarity: Rare Legality: Legal Real Value: \$0)

➤ **Staff of Agility +1**

When this staff is held in the right hand, the bearer gains a +2 to all dexterity skill checks. This staff is perfectly weighted for medium sized humanoids. If the bearer is outside of the range, it is just a normal +1 staff.
Value: 8,300 gp Tradable: Yes
Caster Level: Rarity: Uncommon
Legality: Legal Real Value: \$0

➤ **Ring of Sky Lightning**

This ring provides DR 5 vs. electrical attacks. When used outdoors and the command word is spoken, a lightning bolt (CL5 DC 16) arcs forth This is usable once per adventure. If used indoors, the wearer receives an electrical charge of 1d6 that the ring does not negate.
Value: 6,800 gp Tradable: Yes
Caster Level: 7 Rarity: Uncommon
Legality: Legal Real Value: \$0

➤ **Coat of the Highlands**

This black leather coat is waist length and provides a +1 armor bonus, besides looking very fashionable and being comfortable. The inside left pocket acts as an extra dimensional space that will accommodate any type of sword, without adding any extra weight. This acts in the same way as a glove of storing, except only swords can be placed inside of it. It is suitable for further enhancement to a maximum of +5.
(Value: 11,000 gp Tradable: Yes, Caster Level: 6
Rarity: Rare Legality: Legal Real Value: \$0)

Portable Stairway

This 4 inch maple cube unfolds repeatedly and creates a wooden vertical spiral stairway, including hand rail, of up to 100 feet total length. It may have a maximum width of 10 feet wide and a minimum of one foot wide. The stairway has a load capacity of one ton. It must have a firm location to mount at the start, but not necessarily at the other end. The command word is "Unlimited" and the dimensions must be stated to create the staircase. Speaking the word "Limited" causes the staircase to fold back into the cube. If someone or thing is on the stairs at that time, they are dumped unceremoniously upon the ground. Normal falling damage applies. Its use requires a standard action. The staircase may be used twice per day.
Value: 16,000 gp Tradable: Yes
Caster Level: 10 Rarity: Uncommon
Legality: Legal Real Value: \$0

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated. Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"
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PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ01 "Merchants"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ02 "Temples"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ03 "Nobles"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ12 "Lions, Tigers, & Bears"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ20 "On a Wing and a Prayer"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ53 "Double Jeopardy"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ54 "Wind's Inheritance"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ60 "Inner Demons"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ66 "Infernal Dilemma"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

- | | |
|------------------------------------------|-------------------------|
| Bartholemew | - (LSJ02, LSJ20, LSJ60) |
| Katerina Georgiana DeVargio (Kat) | - (LSJ54, LSJ60, LSJ66) |
| Captain Alistair Webster | - (LSJ54, LSJ60, LSJ66) |
| Kaintur, Prescin, & Faldun | - (LSJ03, LSJ60) |
| Staern Bladebreak | - (LSJ60) |
| Lady Kylene Reilly | - (LSJ12) |
| Lord Consul Augustus Grimm | - (LSJ03, LSJ53) |

CRITICAL EVENT SUMMARY: UNICORNS, PUPPIES AND DRAGONS

Convention: _____ Date: _____

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

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

Dead Injured Friendly Unfriendly

2. How did the heroes treat John Doe? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him
Accepted him Befriended him

3. What was Jane's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

6. Did the heroes get the item back from Suzie after she left? Yes No

7. Did the heroes defeat the Googles? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

8. Did the heroes discover the link between the Gnomes of Zurich and the Comic Book Collectors? Yes No

9. List on the back of this sheet the real names and PC names of anyone who earned either a Debt to IRS, Enmity of the RPG Gamers, Weight Loss, or Gratitude of Author.

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

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

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



ROSTER OF HEROES: UNICORNS, PUPPIES AND DRAGONS

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.

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

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.

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