



# Tears of Zara fall

(Children of Raia - Part 2)

By Eric V Clark

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

Heading home from a easy run. The money and a bath will do you some good. Then something hits your hand. Is that sleet? No these are pebbles. What type of storm is this? For heroes of levels 5-17.

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## **LEGAL TEXT**

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## **WELCOME TO LSJ!**

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

## **LSJ GM EMPOWERMENT CLAUSE**

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

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

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**

"*Tears of Zara Fall*" is Part 2 of the Children of Raia Series. It is best to play in Part 1 (***LSJ85 "Depth of Legend"***) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

## **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

An Efreeti Lord discovered that a child of Zara was contained on Emberra, an island 2 days Southeast travel from Amthydor. The efreeti lord knew that Zara's child could be just the tool to help him gain control of the Plane of Fire. He also knew that he'd need for everything to align properly to help him gain control over Zara's child. After biding his time for the past 100 years, things finally appeared to be going in that direction so he headed to Emberra to begin the process of obtaining his "prize"

Introduction – The PC's have been at sea for 2 weeks and are on their way home. They come upon Emberra ( a volcanic island ) that is erupting. The ship captain hurries to the far side of the island to reach a small village.

Encounter 1: Longboats in the water. The PC's go to save the villagers. Monkeys try to join them in leaving. The village is burnt. Creatures come from land and sea to eat. Fight them off to save the villagers

Encounter 2: The captain's daughter, who lives here, stumbles out of the jungle with a fairy in her hands. The woman is trying to find her daughter, the captain's granddaughter and the fairy knows where the girl has gone. Sailors take the folks to safety as the PCS go looking. The PCs will head through the jungle until they find a magical place.

Encounter 3: The PC's guide leads them to a grove that is somehow protected from all the ash and debris. There are many animals and fairies here and an odd looking dwarf. She is with the little girl, Marta. Humus is a dwarf who is a cleric of Lohm. She tells them about odd things happening with the volcano. Gives them a place to look to find out what is happening.

Encounter 4: PC's head to the volcano. They will find a tube with no lava in it. They can follow it into the mountain. There are pit traps here and gems in the walls. This leads them to another magical place.

Encounter 5: PCs Look into the volcano and see some odd magic circle with an oval of living fire at the middle and surrounded by "dead" elves standing on small white marble circles that are attached to the stand the oval is on. There may be an encounter with the efreeti here.

Encounter 6: The PC's come back out of the lava tube and need to head for the top of the mountain. They find a pair of odd looking forest elves already there. They are praying to Zara. The efreeti is also here. He calls his " helpers " out of the mountain and fights the PCS. 10 rounds the elves jump in. The PCs need to have someone follow them over or the efreeti does.

There are 3 conclusions based on the PCS actions in the module.

Conclusion A: PCs go home and find out that maybe they should have stayed

Conclusion B: The PCs save the day and see the birth of a new force on Raia.

Conclusion C: PCs fail. A dark power is born that will have long reaching repercussions.

Epilogue – A scene between the goddess of the Sea and the Goddess of Fire. Foreshadowing!

## INTRODUCTION – (COMING HOME?)

*You have been at sea chasing pirates for 2 weeks now. The captain of "The Tempest Strike", a Water elem name Standish Olem, has been in a better mood today. For the past several days he has worked you hard and been a less the pleasant host. You signed on for a "Milk Run" to gather some information. That is what he said to get you to sign . No such thing as a milk run. He had best pay the gold he promised you.*

*As you ponder a good meal and hot bath only a day or so away, you feel a slight pain on your hand. You have been heading into a light storm but hail?? You turn to see what looks like snow ahead and more of these "little stones".*

*This isn't hail. This is small stones and that is not snow it is ash! The Captain comes up from cabin*

*and starts shouting orders for all sails and all haste. "Everyman on deck! Loose those sails into the wind. All haste to the far side of the Island!" Island? Oh yes Emberra is the last land before home. Her volcanoes must be erupting. The ash is getting thicker as you head around the isle. You can barely see the lava pouring out like tears from an angry sky. This must be what parts of the hells look like.*

PCs have the chance to learn the following information based on the DCs of the skills attained.

**Knowledge (geography) check**

**DC 10:** Emberra is a large volcanic island about a days' sail southeast of Amthydor.

**DC 20:** There is a small village on the western edge of the island. Ships not bound for Amthydor stop for water here. No one is judged and there is good trade here.

**Knowledge (nature) DC 15+ATL check:** If this was an eruption it was quiet and should not have kicked up this much ash. Seems very odd.

**Knowledge (arcana) 20+ATL check** This could be done by a series of high level spells. Not likely.

**Heal DC 15 check** Breathing in the ash will sicken you if exposed too long.

Have the PC's take the time to protect themselves from the Ash. The crew and the captain will do the same. A wet cloth over the face will be enough.

The Captain is in a panic. His daughter has lived on Emberra for years and she has a 5 year old daughter which is the love of his life. He has the longboats ready and fitted with extra oar mounts. He will call for the strongest men to make ready to row on his command.

The crew will be totally occupied sailing the ship. The ash will build up on the sails and on the decks so everyone will be busy cleaning the sails, rigging and the decks as much as can be done.

The captain will have taken the wheel and be shouting orders the whole way to the village. If the PCs want to ask him something he will only say that it is very important to save the village. He is very focused on this task.

**ENCOUNTER 1 : TWO IF BY LAND AND THREE IF BY SEA**

The Ship spends the next 20 minutes pushing through the ash fall. Ask the PC's if they are going to do anything other than help with the ship. Let them prep spells, don armor, or get anything else done. All PC's should be encouraged to man a life boat but don't force them. There should always be a choice.

*As you round the islands far western edge, you see a break in the trees and a small cove of light blue water. The scene behind this beauty is like a view from a nightmare. Buildings are on fire. People lay dead and half buried in ash. A few lucky people have managed to get into the water and escape the horror of the village but they are grey with ash and look to be in shock. Without you they would have little hope of living through the day.*

*A small cheer , muffled but audible, goes up from the children as they are the first to notice the ship. The captain calls out " ALL HANDS TO THE BOATS!! SAVE EVERYONE YOU CAN!! MAKE HASTE FOR THE LOVE OF CYRENE!!" " Drop Anchor here and lower the sails" he calls to those not manning a boat.*

*Within moments you are on the sea rowing with all you have. A few tense minutes go by. The tide is going out and fighting you all the way. The villagers look weak but hold on. As your boats hit shore the children and women come forward first and then the 2 men that are left.*

Have the PCs make a **Perception (listen) DC 20 check** to hear the monkeys coming.

*As the last 2 get into a boat all hell breaks loose. A group of monkeys has decided to join you and get off the island as well. Each has a mango in one arm and a look of panic on their cute little*

*faces. Something has them running scared. It could be the lava, the ash fall or something else.*

If no one makes the check, give the monkeys a surprise round. They will jump into the boats. These are very small monkeys (8 hps ) and make a lot of noise but are just here for fun and a warning. After a round of them jumping around have a PC or two make a **Perception DC 20 check** to hear the dire boars heading to the beach.

If the monkeys are not attacked they will settle down and hide from the fight. If anyone attacks them they are very fast and dodge out of the way and throw their mango at them. After the combat one monkey will hide with the kids as the rest run off to hide somewhere else. Make the monkeys fun and chaotic. Do not spend any real time with this. Druids and rangers will note they are afraid and not looking to harm anyone.

After 2 rounds the dire boars come crashing in. They will attack anything on the beach. If the players ask: They are a little singed and are extremely angry. 1 round after the boars hit the beach the sea cats will show up from the other side by water. Have them attack the boats themselves the first round and then move on to the PC's or villagers after that. Be smart here and try not to kill little children. This is a thug encounter so if the PC's mop up it is ok

ATL 3 has 2 sea cats and a dire boar  
ATL 5 has 3 sea cats and 2 dire boars

### **ATL 3 & ATL 5**

**Sea Cat**  
N Large Magical Beast  
**Init** +1; **Senses** darkvision 60', lowlight vision, scent; **Perception** +11  
**AC** 17, touch 10, flat-footed 16; (+1 Dex, +7 natural, -1 size)  
**hp** 56 (5d10+15)  
**Fort** +7, **Ref** +5, **Will** +4  
**Defense Abilities** aggressive; **DR** nil; **Immune** nil;  
**SR** nil  
**Spd** 10 ft, 40 ft Swim

**Melee/Full Atk** 2 claws +8 (1d6+4) bite +6 (1d8+4)  
**Ranged/Full Atk** nil  
**Space** 10 ft.; **Reach** 5 ft.  
**Special Attacks** rend 2d6+6 (if both Claws hit)  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 19, **Dex** 12, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10  
**Base Atk** +5; **CMB** +10; **CMD** 22 (can't be tripped)  
**Feats** Multi attack, Alertness, endurance, Iron will  
**Skills** Perception +11, sense Motive +3, Swim +12  
**Languages** Aquan  
**SQ** Scent, hold breath  
**Gear** nil  
**Special Abilities**  
**Aggressive (Ex)** The sea cat will always fight to the death

**Dire Boar**  
N Large animal  
**Init** +4; **Senses** low-light vision, scent; **Perception** +12  
**AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)  
**hp** 59 (5d8+25)  
**Fort** +7, **Ref** +4, **Will** +2  
**Defensive Abilities** ferocity **DR** nil; **Immune** nil;  
**SR** nil  
**Speed** 40 ft.  
**Melee/Full Atk** gore +8 melee (2d6+9)  
**Ranged/Full Atk** nil  
**Space** 10 ft.; **Reach** 5 ft.  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8  
**Base Atk** +3; **CMB** +10; **CMD** 20  
**Feats** Improved Initiative, Skill Focus (Perception), Toughness,  
**Skills** Perception +12  
**Languages** nil  
**SQ** Scent,  
**Gear** nil  
**Special Abilities**  
**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 7

### Advanced Sea Cat (3)

N Large Magical Beast

**Init** +3; **Senses** darkvision 60', lowlight vision, scent; Perception +13

**AC** 21, touch 12, flat-footed 18; (+3 Dex, +9 natural, -1 size)

**hp** 78 (6d10+30)

**Fort** +10, **Ref** +8, **Will** +7

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

**Spd** 10 ft, 40 ft Swim

**Melee/Full Atk** 2 claws +11 (1d6+6) bite +9 (1d8+6)

**Ranged** nil

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

**Special Attacks** rend 2d6+8 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 23 **Dex** 16, **Con** 21, **Int** 6, **Wis** 17, **Cha** 14

**Base Atk** +6; **CMB** +13; **CMD** 26 (can't be tripped)

**Feats** Multi attack, Alertness, Endurance, Iron Will

**Skills** Perception +13, Sense Motive +6, Swim +14

**Languages** Aquan

**SQ** Scent, hold breath

**Gear** nil

**Special Abilities**

**Aggressive (Ex)** The sea cat will always fight to the death

### Advanced Dire Boar (1 + 1/3 PCs)

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +14

**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

**hp** 88 (7d8+42)

**Fort** +10, **Ref** +7, **Will** +5

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

**Speed** 40 ft.

**Melee/Full Atk** gore +12 melee (2d6+12)

**Ranged** nil

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

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 27, **Dex** 14, **Con** 21, **Int** 6, **Wis** 17, **Cha** 12

**Base Atk** +5; **CMB** +14; **CMD** 26

**Feats** Improved Initiative, Skill Focus (Perception), Toughness, Improved Natural Armor

**Skills** Perception +15

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 9

### ⚔ Advanced Sea Cat ( 3 )

N Large Magical Beast

**Init** +3; **Senses** lowlight vision; Perception +14,

**AC** 22, touch 12, flat-footed 19; (+3 Dex, +10 natural, -1 size)

**hp** 123 (9d10+54)

**Fort** +14, **Ref** +9, **Will** +7

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

**Spd** 40 ft Swim

**Melee/Full Atk** 2 claws +14 (1d6+6) bite +12 (1d8+6)

**Ranged** nil

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

**Special Attacks** Rend 2d6+12 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 23, **Dex** 16, **Con** 22, **Int** 8, **Wis** 17, **Cha** 14

**Base Atk** +9; **CMB** +16 **CMD** 29 (can't be tripped)

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armor

**Skills** Perception +14, Sense Motive +7, Swim +15

**Languages** Aquan

**SQ** Scent

**Gear** nil

**Special Abilities Aggressive (Ex)** The sea cat will always fight to the death

### ⚔ Advanced Dire Boar (1 +1/3 PCS)

N Large animal

**Init** +4; **Senses** low-light vision, scent; Perception +15

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 134 (10d8+70)

**Fort** +13, **Ref** +9, **Will** +6

**Defensive Abilities** ferocity **DR** nil; **Immune** nil;

**SR** nil

**Speed** 40 ft.

**Melee/Full Atk** gore +14 melee (2d6+12)

**Ranged** nil

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

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 27, **Dex** 14, **Con** 22, **Int** 6, **Wis** 17, **Cha** 12

**Base Atk** +7; **CMB** +16; **CMD** 28

**Feats** Improved Initiative, Skill Focus (Perception), Toughness, Improved Natural Armor x2

**Skills** Perception +15, Sense Motive +6

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 11

### ⚔ Advanced Sea Cat (3)

N Huge Magical Beast

**Init** +6; **Senses** lowlight vision; Perception +15,

**AC** 23, touch 10, flat-footed 21 (+2 Dex, +13 natural, -2 size)

**hp** 186 (12d10+96)

**Fort** +15, **Ref** +10, **Will** +9

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

**Spd** 40 ft Swim

**Melee/Full Atk** 2 claws +20 (1d8+10) bite +18 (2d6+10)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Rend 2d8+15 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 31, **Dex** 14, **Con** 26, **Int** 8, **Wis** 17, **Cha** 14

**Base Atk** +11; **CMB** +23 **CMD** 35

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armorx2, Improved Initiative,

**Skills** Perception +15, Sense Motive +8, Swim +22

**Languages** Aquan

**SQ** Scent

**Gear** nil

**Special Abilities Aggressive (Ex)** The sea cat will always fight to the death

### ⚔ Advanced Dire Boar (1+1/3 PCS)

N Huge animal

**Init** +5; **Senses** low-light vision, scent; Perception +14

**AC** 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

**hp** 214 (14d8+126)

**Fort** +17, **Ref** +10, **Will** +8

**Defensive Abilities** ferocity **DR** nil; **Immune** nil;

**SR** nil

**Speed** 40 ft.

**Melee/Full Atk** gore +21 melee (3d6+18, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 35, **Dex** 12, **Con** 26, **Int** 6, **Wis** 18, **Cha** 12

**Base Atk** +10; **CMB** +24; **CMD** 35

**Feats** Improved Initiative, Skill Focus

(Perception), Toughness, Improved Natural Armor x2, Improved Critical (gore), Weapon Focus (gore)

**Skills** Perception +18, Sense Motive +10

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score



## ATL 13

### ⚔ Advanced Sea Cat (3)

N Huge Magical Beast

**Init** +6; **Senses** lowlight vision; Perception +16,

**AC** 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

**hp** 230 (14d10+126)

**Fort** +17, **Ref** +11, **Will** +9

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

**Spd** 40 ft Swim

**Melee/Full Atk** 2 claws +22 (1d8+10) bite +20 (2d6+10)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Rend 2d8+15 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 31, **Dex** 14, **Con** 26, **Int** 8, **Wis** 17, **Cha** 14

**Base Atk** +14; **CMB** +26 **CMD** 38

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armor x2, Improved Initiative, Toughness

**Skills** Perception +16, Sense Motive +9, Swim +22

**Languages** Aquan

**SQ** Scent

**Gear** nil

**Special Abilities Aggressive (Ex)** The sea cat will always fight to the death

### ⚔ Advanced Dire Boar (1+1/3 PCS)

N Huge animal

**Init** +5; **Senses** low-light vision, scent; Perception +20

**AC** 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

**hp** 244 (16d8+144)

**Fort** +18, **Ref** +11, **Will** +11

**Defensive Abilities** ferocity **DR** nil; **Immune** nil;

**SR** nil

**Speed** 40 ft.

**Melee/Full Atk** gore +23 (2d6+18, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 35, **Dex** 12, **Con** 26, **Int** 6, **Wis** 18, **Cha** 12

**Base Atk** +12; **CMB** +26; **CMD** 37

**Feats** Improved Initiative, Skill Focus

(Perception), Toughness, Improved Natural Armor x3, Improved Critical (gore), Weapon Focus (gore)

**Skills** Perception +20, Sense Motive +12

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 15

### Advanced Sea Cat (3)

N Large Magical Beast

**Init** +6; **Senses** lowlight vision; Perception +18,

**AC** 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

**hp** 276 (18d10+144)

**Fort** +19, **Ref** +13, **Will** +12

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

**Spd** 40 ft Swim

**Melee/Full Attack** 2 claws +27 (1d8+10) bite +24 (1d8+10, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Rend 2d8+15 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 32, **Dex** 14, **Con** 26, **Int** 8, **Wis** 18, **Cha** 14

**Base Atk** +18; **CMB** +32 **CMD** 44

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armor x2, Improved Initiative, Toughness, Improved Critical(bite), Weapon Focus (bite)

**Skills** Perception +18, Sense Motive +10, Swim +24

**Languages** Aquan

**SQ** Scent

**Gear** nil

**Special Abilities Aggressive (Ex)** The sea cat will always fight to the death

### Advanced Dire Boar (1+1/2 PCS)

N Huge animal

**Init** +5; **Senses** low-light vision, scent; Perception +22

**AC** 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

**hp** 289 (16d8+171)

**Fort** +19, **Ref** +12, **Will** +12

**Defensive Abilities** ferocity **DR** nil; **Immune** nil;

**SR** nil

**Speed** 40 ft.

**Melee/Full Atk** gore +26 (4d6+19, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 36, **Dex** 12, **Con** 26, **Int** 6, **Wis** 18, **Cha** 12

**Base Atk** +14; **CMB** +29; **CMD** 40

**Feats** Improved Initiative, Skill Focus (Perception), Toughness, Improved Natural Armor, x3, Improved Critical (gore), Weapon Focus (gore), Critical Focus. Improved Natural Attack (gore)

**Skills** Perception +22, Sense Motive +13

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 17

### Advanced Sea Cat (3)

N Large Magical Beast

**Init** +6; **Senses** lowlight vision; Perception +20,

**AC** 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

**hp** 326 (20d10+180)

**Fort** +20, **Ref** +14, **Will** +12

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

**Spd** 40 ft Swim

**Melee/Full Attack** 2 claws +30 (1d8+11) bite +28 (1d8+11, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Rend 2d8+16 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 32, **Dex** 14, **Con** 26, **Int** 8, **Wis** 18, **Cha** 14

**Base Atk** +20; **CMB** +32 **CMD** 45

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armor x2, Improved Initiative, Toughness, Improved Critical(bite), Weapon Focus (bite), Weapon Focus(claw)

**Skills** Perception +20, Sense Motive +10, Swim +25

**Languages** Aquan

**SQ** Scent

**Gear** nil

**Special Abilities Aggressive (Ex)** The sea cat will always fight to the death

### Advanced Dire Boar (2+1/3 PCS)

N Large animal

**Init** +5; **Senses** low-light vision, scent; Perception +23

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 334 (22d8+198)

**Fort** +21, **Ref** +14, **Will** +13

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

**Speed** 40 ft.

**Melee/Full Atk** gore +28 (4d6+19, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 36, **Dex** 13, **Con** 26, **Int** 6, **Wis** 18, **Cha** 12

**Base Atk** +16; **CMB** +31; **CMD** 42

**Feats** Improved Initiative, Skill Focus (Perception), Toughness, Improved Natural Armor, x4, Improved Critical (gore), Weapon Focus (gore), Critical Focus. Improved Natural Attack (gore), Bleeding Critical

**Skills** Perception +23, Sense Motive +15

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ATL 19

### Advanced Sea Cat (3)

N Large Magical Beast

**Init** +6; **Senses** lowlight vision; Perception +21,

**AC** 25, touch 10, flat-footed 23 (+2 Dex, +15 natural, -2 size)

**hp** 374 (23d10+207)

**Fort** +21, **Ref** +15, **Will** +13

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

**Spd** 40 ft Swim

**Melee/Full Attack** 2 claws +33 (1d8+11, 19-20/x2) bite +31 (2d6+11, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Rend 2d8+16 (if both Claws hit)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 32, **Dex** 15, **Con** 26, **Int** 8, **Wis** 18, **Cha** 14

**Base Atk** +23; **CMB** +36 **CMD** 48

**Feats** Multi Attack, Endurance, Alertness, Iron Will, Improved Natural Armor x2, Improved Initiative, Toughness, Improved Critical(bite), Weapon Focus (bite), Weapon Focus(claw), Improved Critical (claw), Improved Natural Attack (bite)

**Skills** Perception +21, Sense Motive +11, Swim +26

### Advanced Dire Boar (2+1/2 PCS)

N Huge animal

**Init** +5; **Senses** low-light vision, scent; Perception +24

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 394 (26d8+234)

**Fort** +23, **Ref** +16, **Will** +14

**Defensive Abilities** ferocity **DR** nil; **Immune** nil;

**SR** nil

**Speed** 40 ft.

**Melee/Full Atk** gore +31 (4d6+19, 19-20/x2)

**Ranged** nil

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** nil

**Spell-Like Abilities** none

**Spells Known** none

**Str** 36, **Dex** 13, **Con** 26, **Int** 6, **Wis** 18, **Cha** 12

**Base Atk** +19; **CMB** +34; **CMD** 45

**Feats** Improved Initiative, Skill Focus (Perception), Toughness, Improved Natural Armor,

x4, Improved Critical (gore), Weapon Focus (gore), Critical Focus. Improved Natural Attack (gore), Bleeding Critical, Crippling Critical, Sickening Critical

**Skills** Perception +24, Sense Motive +17

**Languages** nil

**SQ** Scent,

**Gear** nil

**Special Abilities**

**Ferocity (Ex)** The dire boar can fight until its hit points equal the negative value of its con score

## ENCOUNTER 2 – WHERE DID SHE GO?

At the end of the combat the PC's will notice two things right away. There is still a woman on the beach crying and trying to scream. She is holding something in her hands. She comes forward to you only after the fight is over.

*As the scene calms down and the monkeys run away to bother some other part of the island you see a woman stagger out of the tree line. She is trying to scream and is holding something or someone in her hands. Her tear stained face looks like a grey tragedy mask and her mouth is agape like someone in shock. She holds out her hands to you as she drops to her knees. Tears come bursting from her eyes.*

This is the captain's daughter Cecilia. Her little girl has run off and she went to look for her and all she found was a fairy that has passed out from inhaling too much ash. The fairy is someone her little girl has been friends with for a long time so she fears the worst. The emotion has overcome her and the shock is setting in.

A **Heal DC 15 check** will reveal that some water will help both Cecilia and the little fairy a bunch. They have both inhaled a lot of ash and have very dry mouths.

*Once you manage to help the woman to speak, she will tell you her name is Cecilia Olem and she is afraid her daughter Marta is lost in the jungle somewhere. "Please oh please go look for her? I*

*could not bear life without my little girl. She is only 5 but is quite the adventuresome spirit. This is her best friend Hizzbe. I found her lying under a tree over there.” She points off to the north east. “Hizzbe where is Marta. You must tell me where is she! You must know where is and if she is alright. Oh goddess why are you angry at us and how could let this happen to me!” Cecilia hangs her head and balls like a baby.*

Let the PC’s handle this anyway they want. Cecilia is not really up to answering question but once you get Hizzbe awake she will be more than willing to help. She is a normal fairy. Small and very pretty. The only thing she is carrying is a fairy size silver flute strung on a cord around her neck.

Let the PC’s get Cecilia to the longboats. Ask if anyone wants to go back to the ship. After that is resolved the sailors will row back and promise to return for you as soon all of the villagers are safe. She will also start crying when you begin asking her questions about Marta.

☞ **Where is Marta?:**

*“She and I were running to the grove and something hit me in the head. She must have kept going. There were many of us with her.” –Sob-  
“She must not have noticed I was left behind”*

This is all true. Marta was in a panic to warn her friends and, like little kids do, she just kept on her task.

☞ **Where is the Grove?:**

*Not too far from here. I can take you there. The pretty one must know I am ok. She will be guarding Marta until someone comes to look after her.*

The pretty one is actually a Dwarven cleric of Lohm. More on her in encounter 3

☞ **Who is the Pretty one?:**

*“She is the music maker”. She holds up the little flute around her neck. “ She made this”. “ She is the protector of the island and we all love her.”*

☞ **You mentioned “goddess”, which goddess were you referring to?:**

*“Zara, of course.”*

☞ **Did you see any evil creatures? / Did you see anything odd recently?:**

*“Yes I saw an odd looking red wolf near the volcano a few days ago.”*

☞ **Is the island heavily populated? / What other types of creatures will we find on the island?:**

*“There are some fairies and other creatures on this island and a secret tribe of elves on the other island but they do not talk to anyone.”*

☞ **Does the Pretty One have a name?:**

*“Everyone calls her Pretty One.”*

### **ENCOUNTER 3 THE GROVE:**

The fairy will lead the PC’s through the jungle for about 30 minutes. Let the PC’s have a chance to ask questions and look around them. This is normal jungle except for the scattered lava rocks that landed during the eruption. Tracking will do them little good here because many animals have moved through this area over the last hour running from the ash and debris. Druids and Rangers will notice there are still bug sounds but birds and animals are all gone.

*The fairy leads you deep into the jungle. Your moving north and east, heading toward the north side of the closest volcano. The jungle is still alive and the ash rain is not as bad under the trees. Still you can’t help but notice a strangeness in the air. “Follow close now” she says turning back you as she places her hands straight out from her body to touch what I first looks like nothing. As you watch, a light green aura appears in front of her hands. It looks like a dome but it cuts through the trees like nothing is there. An odd barrier to say the least. “Go now through. I will hold the door until you pass.”*

Let the PC’s decide what they want to do. This is the way into the grove. Neutral beings and friends

of the Pretty One can pass through. All others just wonder in a different direction once they touch the barrier. It does not harm anyone and is not really solid. The barrier also keeps the air inside fresh and does not allow out objects other than fresh rain in. It will even stop a lava flow by diverting it around the base. This is an effect of an item granted to the Pretty One by Lohm to protect her and all those she protects.

*The magic washes over you like a gentle waterfall as you pass through. Inside, the air is clean of ash, the sounds of buzzing and animals hits your ears like a wave of energy. This is where most of the animals have fled to.*

*As you make your first few steps, along a small path leading you deeper into the area, you are joined by a group of fairies. 10 to 15 it is hard to count. They buzz all around you. Chattering so fast it hard to understand what they are saying. Finally one stops right in front of (pc with the best charisma or the most elf looking if there is a tie ). “ Halt! Who are you and are you here to help us?*

Let them answer. Gauge the response and have them do a Diplomacy check if they need to. The DC is 10 because they really need the PCs help.

If the PC's are willing to help read this:

*Oh thank Zara you have finally come. Please follow me to the Pretty one! Hurry we do have much time!*

If they are mean or attack the fairies will simply touch them and put them to sleep (yes elves too it is a poison not a spell). They will remove them from the barrier and you can go to conclusion A

If the PC's ask why should we help or help with what, Read them this:

*The evil has returned and you must be the ones here to stop it. Please come speak to the Pretty one. She will tell you all you need to know. You must save us or we are doomed!*

At this point their guide catches up with them.

*“Come come to the workshop. I am sure Marta is there. Follow us friends and hear the story of the island and her secret. I am sure your hearts are pure and you will be able to save us from a fate far worst then death.”*

*Those words ring in your ears as you follow along down the path. More fairies join in and the buzzing is enough to drive you mad but then they begin to play little metal flutes and piccolos. The sound is wonderful and so complex yet sweet. It reminds you of soft wind blowing through trees and across meadows of fresh grass. There are harp players as well lending a richness of joy to the song. You feel at peace. Your body responds as well. All your wounds are healed by the magic and power of the song. This is so different from the hell you felt a few short hours ago.*

*You reach the center of the grove to find an old dwarf working a pot of metal over a volcanic vent. The lava is perfect for smelting and she is obviously very skilled. She pours the metal into a very tiny mold and then casts (chill metal) on it. A little human girl picks up the mold and opens it and sit down on a bench and begins to polish it. The old dwarf turns when she feels your eyes upon and smiles. Her face, knuckles and back are shaved, the occasional wild hairy mole isn't unheard of but other than that she is without hair. All the fairies flock to her. Still playing only softer now, they tell her you are heroes come to save them from the evil. Your guide says you are here to take Marta back to her mother who has left the island but is alive.*

Let the PC's have their say. When they are done speaking read this:

*I knew once Marta showed up there would be someone along to fetch her. If that is all you are here for then she is , as always, free to go. Please guard her well and write down a story about this place and what you saw so she will remember it always. I ask this because if you cannot help us I fear after the Sorena's light falls behind the world we will be no more. My magic will not save us once it gets what it wants and I cannot stop the events that are already unfolding as we speak.*

The PC's will have questions. Let them speak and then:

*Before I answer any of that I must know if your hearts are pure and if you are willing to face a terror from the bowels of Zara's herself?*

It's possible that the PCs might have questions for her based on the above comment, that they'll seek answers to before saying yes or no

☛ **What sort of terror might we encounter?:**

*"Please, I will answer your question if you'll answer mine."*

☛ **What do you mean by pure of heart?:**

*Do you consider yourself pure of heart? Are you willing to defend those that can't defend themselves? Are you willing to help others without considering what rewards might be in it for you? If you answered yes to any of those you could consider yourself pure of heart"*

➤ If the PCS refuse to help, **GO TO Conclusion A (page 22).**

*As I said before, if your only concern is Marta, she is, as always, free to go. Please guard her well and remember to write down a story about this place and what you saw so she will remember it always. I ask this because if you cannot help us I fear after the Sorena's light falls behind the world we will be no more. My magic will not save us once it gets what it wants and I cannot stop the events that are already unfolding as we speak.*

If they say yes read on:

*Let me tell you what I do know and then answer your questions remaining. 4 nights ago a dark red orb crashed into the mountain behind us. I sense a powerful magic has come with it. My vent here reeks of foulness ever sense. Whatever it is I know that it comes from Zara's own place. It is evil and must have a purpose for being here. There are a small band of elves that have lived here since before your city was born. They worship Zara and no other. Every few years a pair of them performs a ritual and jump into the*

*mountain. The fairies tell me this is to show Zara their loyalty and to keep her lava from flowing. Hizzbe told me yesterday that she saw a red wolf walk out of an old lava tube north of here. It had black horns and teeth and seemed too smart to be an animal. She went into the tunnel to look and found an odd place there. She said this place that looked into the mountain and held an oval shaped globe of pure fire. This place also held many, many elves that just stood in place like they were frozen. I believe the creature is somehow after this globe and needs the elves to sacrifice once again to control it. I also feel if he does obtain it all life on this island will perish. The eruption that occurred was not natural. The being must have caused it to draw out the elves. You have little time to figure this out. The elves will be at the rim at sundown and you will have no way to convince them to stop. Stopping the creature is our only hope.*

*Hizzbe will guide you on if you wish to help and I will keep the girl here where she is safe. I will also send word to her mother that she is well and will be returned to her soon.*

*Do we have an agreement? Can or will you help us?*

➤ If the PC's refuse to help **GO TO Conclusion A (page 22).**

It's possible that the PCS might some questions for her.

*I knew once Marta showed up there would be someone along to fetch her. If that is all you are here for then she is , as always, free to go. Please guard her well and write down a story about this place and what you saw so she will remember it always. I ask this because if you cannot help us I fear after the Sorena's light falls behind the world we will be no more. My magic will not save us once it gets what it wants and I cannot stop the events that are already unfolding as we speak.*

☛ **What type of evil will we be dealing with?:**

*"Like I said, Hizzbe told me yesterday that she saw a red wolf walk out of an old lava tube north of here. It had black horns and teeth and seemed too smart to be an animal."*

If they agree here is where some checks will be useful. They will gain info based on the DC attained.

#### **Knowledge (planes)**

**DC 15:** The plane of Fire has beings that could cause this type of destruction.

**DC 20:** No wolf-like creatures are native to the plane of fire. Some inhabitants of the Plane of Fire can shape change.

**DC 25:** This might be the work of a powerful Efreeti. One of the Noble class can cast powerful fire spells and could shape change

#### **Knowledge(arcana):**

**20+:** Very few spells can make this much mess. This took time, planning and a mix of magics.

#### **Knowledge(religion):**

**DC 10:** Much like fire, Zara does require attention and is known for being chaotic

**DC 15:** While Zara is the Goddess of Fire she does not control the plane of fire

**DC 20:** Zara is not known to ask for sacrifices

The Globe of Fire is not in any lore or story.

PCs with the mark of Rendath from LSJ85Depths of Legend should be told the following ***“Rendath speaks in the back of your mind ” Again one must be willing to give everything and that someone can not be you.” “Please save my sister from her prison”***

Once everyone is settled Hizzbe will hurry them along.

#### **ENCOUNTER 4 HIT THE TUBES:**

***Hizzbe leads for about an hour through the jungle and then up the side of the mountain itself. The midday sun is starting to break the Ash cloud as the storm is moving out to sea and toward the coast. Rain will mix in and then it will dump a mess on the mountain side before it is done. Of that you are sure. Another hour of travel up and around avoiding lava and rocks and soft spots until your finally***

***find a large cave that looks like it goes into the mountain. Hizzbe says she does not see anyone inside and to hurry before we are spotted.***

***Once inside you get that feeling of how hell would look. It is warm and smells of sulfur and chlorides. The tunnel is about 8’ round and lined with very sharp rocks and obsidian glasses.***

***The walls have all sorts of quartz and shiny spots as well.***

The PCs will take 1d4 + ATL points damage for falling on it or being forcefully rubbed against it.

1 point of damage for every 10’ with no protection on your walking surface.

There are 4 “soft spots” along the 200 ft path. Each one will only hold 200lbs of weight. If more than that is kept on these spots for more than a step the ground cracks open and a **DC 18 Ref save** is needed to keep that PC from falling in. The fall is 20 feet and there are lots of sharp rocks at the bottom.

**The amount of damage that the PCS will take is based on the type of armor that they are wearing.**

No Armor (AC 14 or less ) 2d6 + ATL x 2

Light Armor ( Leather or hide ) 2d6 + ATL x 1.5

Medium Armor ( Chain or Bp ) 2d6 + ATL

Heavy Armor ( Plate or AC over 30 ) 2d6 + ATL x .5

Look at the protection of the person to size up the damage. Plate mail or very heavy armor should get an extra d6 of fall damage. Don’t worry too much about this. It is just there to keep them thinking.

There are a few deposits of gems in the walls. topaz, moonstone, peridot, aquamarine, garnet, quartz and gold are commonly found.

PCSs with the appropriate skills can dig out a little here or there but if they get greedy or take too much, the tunnel will cave in on them.

No more than 500 GP worth of any combo can be mined safely.



A **Knowledge (engineering) DC 15 check**, or a rogue's detect traps ability (and a **Perception DC 15 check**) will reveal the safe amount. PCS with the stonemasonry ability will know that information as well.

**The amount of damage that the PCS will take is based on the type of armor that they are wearing.**

No Armor (AC 14 or less ) 4d6 + ATL x 2

Light Armor ( Leather or hide ) 4d6 + ATL x 1.5

Medium Armor ( Chain or Bp ) 4d6 + ATL

Heavy Armor ( Plate or AC over 30 ) 4d6 + ATL x .5

### **ENCOUNTER 5 CIRCLE OF ELVES:**

*You have followed Hizzbe for a little over an hour through this twisting turning tunnel of darkness and danger to find yourself at a very odd place. You are sure that tube has lead you to the heart of the mountain but there is no lava here. Instead you find yourselves on a platform overlooking the interior of what should be a raging column of Ash and molten rock. What you find is something all together different and like nothing you have ever seen before. The volcanic material is suspended above you by a force you cannot see. The eerie red light makes the large chamber of the volcano look like Dymora's bedchamber. In this chamber you see many things. All the way around the inner rim are 2 circles of pure gold. Between the circle are the draconic scrawling of alchemy from an ancient time. All about the interior of these circles are small white marble discs that have an elf standing upon them. They have face paint and are dressed very oddly. All of their faces seem to be at peace but there are so many. Close to 200 by count. Only 3 discs are left empty that you can see. Lastly in the very middle is a marble pillar almost 10' high with an oval of living fire resting atop it. You can feel the power that flares from it. All the small marble circles have a line of gold that leads from them to this pillar. One more oddity to consider on an island you always thought was just a way point for pirates and sailors.*

Let the PC's have a look over the edge. Both barriers are very powerful magic. PC's should not have the means to break them at any cost.

A **Craft (Alchemy) DC 20+ATL check** will tell you this is magic circle is far beyond anything you have heard of. This must be the work of a higher power.

The Elves are dressed in many different outfits and wearing makeup of odd shapes and colors. The only thing in common is a Holy symbol of Zara around every neck.

If anyone touches the barrier the Efreeti will show up on the other side a moment later.

**Who dares!**

Response

*There is nothing you can do now mortals. In less time than the sands run from an hourglass my plan will be complete after two century's of waiting I will finally have all the power I desire to fulfill all of my plans. The sacrifice is nearly complete.*

*He laughs and vanishes in a puff of smoke.*

There is nothing else to do here but head out. As the PC's try to think of what to do next Hizzbe will clear her throat.

*"There is only one thing he could possibly mean. There is a shrine at the upper edge of the volcano where the elves perform their rituals. If we hurry we can get there before the sun sets.*

### **ENCOUNTER 6 OF LIFE AND DEATH:**

It is a long trek up the mountain. If the PC's can fly or teleport adjust the time table so they show up with 15 rounds left instead of 10. The final 200 feet up are a carved stairway that leads you to a 300 foot long 60 feet wide space on the rim of the volcano. This is flat and easy to walk on. Anywhere else is covered in ash and sharp stones. Treat as difficult terrain.

*When you get close to the top you see that there are 2 elves here facing each other at the rim next to a small altar of Zara. They are deep in prayer and surrounded by a magic aura.*

*20 feet from them with his back turned to the rim is the Efreeti. He stands with his eyes closed and his sword pointed into the ground with both hands folded over the pommel. His eyes are closed and he is humming something. It is now obvious that this mountain has not erupted at all, the lava still glows warmly below the rim of the volcano and the smell is horrible. One false move would be that persons last.*

*As the PC's approach from any angle the Efreeti will snap open his eyes and speak.*

*“You are too late! In a few moments the sun will set but the moon will not yet be in the sky. These two will finish their prayers and join their ancestors you saw below. All will become clear at this moment. You will not interfere.” He wipes a red tear from his face and as it falls to the ground ( Check ATL for Amount ) earthen elementals raise from the ash and pumice. Their bodies are covered in sharp shards of black glasses and volcanic rocks. “ These should keep you busy”. He returns to his humming and seems to change tint just a little.*

- If the PC's lose the battle **GO TO Conclusion C (page 22).**

**GM Note: Since they are made of Volcanic glass and pumice if they are hit with fists, feet or any other skin not protected by metal the PC will take damage equal to half of what they do.**

**Make sure you give them a chance to do a knowledge check to notice this. DC 15 for any check that makes sense.**

Set the elementals up around him. They will only attack the pc's if they move toward the Efreeti or the elves otherwise they just stand guard.

Remember that your group only has 10 ( 15 ) rounds to either stop the Efreeti or 1 of them must jump in as they do or the efreeti wins.

The Efreeti is plane shifted but has left part of himself there. The first round of combat his image will take whatever damage is dealt to it. Once he gets his initiative he will phase in and join the fray.

- If the PC's win the battle **GO TO Conclusion B (page 22).**
- If someone jumps over with them before the efreeti does, **Go to Conclusion B (page 22)** and add in the parts about them sacrificing themselves
- If the PCs won, but none of them sacrificed themselves, **Go to Conclusion B (page 22)** and leave out the parts about them sacrificing themselves

If someone jumps over with them before the efreeti does. Go to Conclusion C

**ATL 3****⚡ Earth Elementals, Volcanic (2)**

N Medium outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;  
 Perception +7  
**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)  
**hp** 34 (4d10+12)  
**Fort** +7, **Ref** +0, **Will** +4  
**Defensive Abilities** Nil, **DR** nil; **Immune** elemental traits, **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slams +9 (1d8+7)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** earth mastery  
**Str** 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11  
**Base Atk** +4; **CMB** +9; **CMD** 18  
**Feats** Cleave, Improved Bull Rush, Power Attack  
**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3  
**Special Abilities**

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

ATL 5 2 Volcanic earth elementals  
 ATL 7 4 Volcanic earth elementals

**ATL 5 & ATL 7 (4)****⚡ Earth Elementals, Volcanic (2)**

N Large outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11  
**AC** 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)  
**hp** 68 (8d10+24)  
**Fort** +9, **Ref** +1, **Will** +6  
**Defensive Abilities** Nil, **DR** 5/—; **Immune** elemental traits, **SR** Nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** 2 slams +14 (2d6+7)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** earth mastery  
**Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11  
**Base Atk** +8; **CMB** +16; **CMD** 25  
**Feats** Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack  
**Skills** Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5  
**Special Abilities**

**Earth Glide (Ex)** See ATL 3.

**Earth Mastery (Ex)** See ATL 3

ATL 9 3 huge volcanic earth elementals  
ATL 7 4 huge volcanic earth elementals

### ATL 9 & ATL 11

⚔ **Huge Earth Elemental, Volcanic**  
N Huge outsider (earth, elemental, extraplanar)  
**Init** -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +13  
**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)  
**hp** 95 (10d10+40)  
**Fort** +11, **Ref** +2, **Will** +7  
**Defensive Abilities** Nil, DR 5/—; **Immune** elemental traits, **SR** Nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** 2 slams +17 (2d8+9)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery  
**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11  
**Base Atk** +10; **CMB** +21; **CMD** 30  
**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack  
**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4  
**Special Abilities**

**Earth Glide (Ex)** See ATL 3.

**Earth Mastery (Ex)** See ATL 3

ATL 13 4 greater volcanic earth elementals  
ATL 15 6 greater volcanic earth elementals

### ATL 13 & ATL 15

⚔ **Greater Earth Elemental, Volcanic (4)**  
N Huge outsider (earth, elemental, extraplanar)  
**Init** -1; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +16  
**AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)  
**hp** 136 (13d10+65)  
**Fort** +13, **Ref** +3, **Will** +8  
**Defensive Abilities** Nil, DR 10/—; **Immune** elemental traits, **SR** Nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** 2 slams +21 (2d10+10)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery  
**Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +25; **CMD** 34  
**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack  
**Skills** Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7  
**Special Abilities**

**Earth Glide (Ex)** See ATL 3.

**Earth Mastery (Ex)** See ATL 3

ATL 17 6 elder volcanic earth elementals  
ATL 19 (6+1/2 PCS) elder volcanic earth elementals

### ATL 17 & ATL 19

#### ⚔ Elder Earth Elemental, Volcanic

N Huge outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19  
**AC** 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)  
**hp** 168 (16d10+80)  
**Fort** +15, **Ref** +4, **Will** +10  
**Defensive Abilities** Nil, DR 10/—; **Immune** elemental traits, **SR** Nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** 2 slams +26 (2d10+12/19-20)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery  
**Str** 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11  
**Base Atk** +16; **CMB** +30; **CMD** 39  
Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull RushB, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack  
**Skills** Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10  
**Special Abilities**

**Earth Glide (Ex)** See ATL 3.

**Earth Mastery (Ex)** See ATL 3

### All ATLS

#### ⚔ Efreeti, Lord

LE Large outsider (extraplanar, fire)  
**Init** +7; **Senses** darkvision 60 ft., detect magic; Perception +15  
**AC** 27, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size, Breast Plate ( see cert ))  
**hp** 146 (15d10+40)  
**Fort** +7, **Ref** +10, **Will** +9  
**Defensive Abilities** Nil, DR nil; **Immune** elemental traits, fire, vulnerability to cold, **SR** Nil  
**Speed** 20 ft., fly 40 ft. (perfect)  
**Melee** 2 slams +15 (1d8+6 plus 1d6 fire) or mwk falchion +16/+11 (2d6+9/18-20)  
**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** change size, heat

**Spell-Like Abilities** (CL 11th)

**Constant**—detect magic

**At Will**—plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), produce flame, pyrotechnics (DC 14), scorching ray

**3/day**—invisibility, quickened scorching ray, wall of fire (DC 16) gaseous form, permanent image (DC 18)

**Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15

**Base Atk** +10; **CMB** +17; **CMD** 31

**Feats** Combat Casting, Combat Reflexes, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray)

**Skills** Bluff +19, Craft (any one) +14, Disguise +10, Fly +14, Intimidate +15, Perception +15, Sense Motive +15, Spellcraft +14, Stealth +8

**Languages** Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft.

**SQ** change shape (humanoid or giant, alter self or giant form I)

**Gear** (mwk falchion, other gear)

**Special Abilities**

**Change Size (Sp)** Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Heat (Ex)** An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

**CONCLUSION A**  
**(PCS DON'T HELP THE FAIRIES)**

*You're outside the barrier with Marta in tow. You have what you were there for and head back to the boat. As you row away you can't help feeling like you should have done more but your job was to save the girl not help fairies and odd dwarves. Her magic should protect them.*

*The captain and Cecilia are grateful for Marta's return and you sail away for home.*

*A week later you over hear two sailors talking about how Emberra is now covered in Black Clouds so thick you cannot see the shore. The feeling of evil and dread emanate from it.*

*What fate have you left those poor fairies too?*

**CONCLUSION B**  
**(PCS DEFEAT THE EFREETI)**

*With the evil plans destroyed, and the Efreeti gone you turn to see the elves finish their prayers. The female reaches out a hand. A voice in the back of your head says "go with them".*

(if a PC takes her hand add this text)

*You take hold of her hand and you feel your body engulfed in flames. In a single motion you are over the side and fall into the lava. All goes black.*

*Before you can make more than a few steps the mountain rumbles, the trees below shake, and the sea roils. Coming from the heart of the volcano raises a column of pure fire. The heat takes the breath from your body and dries your skin in an instant. The fire rises high into the air. Lighting up the night sky as it begins to take shape. First you see her head emerge. Looking like a heron with a long sharp beak and a fiery crest. Then she unfolds her giant wings as she burst from the flame like a flare. She shines down upon you and then bursts up into the sky raining down a fiery flurry of soft feathers in her wake.*

(if one of the PCS sacrificed themselves, please add the text in the parentheses, otherwise ignore it)

*When you return to the grove Humus and Marta*

*are there waiting for you. She thanks you for (your sacrifice and) your help. She hands you a flute to remember her by.*

*You return to the boats to find the red feathers have drifted here. As they touch the dead villagers they burst and cover them in red light. A moment later they raise from the ash whole and as well as they have ever been. Amongst them you find you friend who jumped. Marta smiles and looks at you all and says "Let us leave now. Zara will not be crying here anymore."*

**CONCLUSION C**  
**(PCS ARE DEFEATED)**

*"You tried to be a hero, but the efreeti and/or the elementals were too much for you to deal with. You remember everything fading to black and then finding yourself back in Amthydor at the Shrine of Zara. You can't help feeling that because of your failure, a powerful evil remains loose on Raia. What effect this will have on Amthydor and the rest of Raia, only the gods themselves know?"*

**EPILOGUE**

*In a place far from the world of Raia, the form of 2 glorious women stand as close to each other as they can. One is the essence of the Oceans and the other is fire in all its glory.*

*"Hello my dear" Zara says in a voice like crackling fire. "Greetings" comes like a rush from a river from her lips. Cyrene and Zara look upon Raia. "Soon we will all have our children awaken again to fight the growing Evil of the Risen." Zara nods. "Yes his power is growing and the old ones are starting to awaken as well. I hope the heroes of our world are ready as well. Only Destine knows what is coming but it all could change on their fears and hopes."*

*The two give a parting glance and go their separate ways. Steam marking the place they once stood.*

**THUS ENDS "TEAR'S OF ZARA"**

**TIME UNIT COST: 10 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500
<b>Maximum Possible XP</b>	<b>650</b>	<b>900</b>	<b>1300</b>	<b>1900</b>	<b>3000</b>	<b>4700</b>	<b>7200</b>	<b>11000</b>	<b>17500</b>	<b>28500</b>

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

## TREASURE SUMMARY

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

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

### **Encounter 1**

#### ➤ **Gratitude/Emnity of Captain Standish Olem, (1 per PC)**

[ ] The captain of the "Tempest Strike", Captain Olem has a 25% chance of being in port at any given time. If he is in port when you need passage, he will provide free one way passage anywhere within 5 days travel.

[ ] You have angered Capt. Olem. He will spread news of this to other ship captains. Your cost to

book passage on any ship is doubled for the next year.

(Value: Valueless Tradable: No, Caster Level: n/a, Rarity: Common, Legality: Legal, Real Value: \$0).

#### ➤ **Blessing of the Child of Zara (1 per PC, if someone sacrificed themselves in Conclusion B)**

Zara has bestowed upon you this red phoenix feather. By invoking this blessing, you may give a piece of yourself to raise a single creature from the dead as if you were a 9th level cleric. Doing so requires the sacrifice of 10 of your own hit points, which will be restored after one year's time. Once this gift is used a small bright red tear appears on your face at the corner of either eye (your choice) to show the world you're a giving soul.

Date used \_\_\_\_\_

(Value: Priceless Tradable: No, Caster Level: 9, Rarity: Uncommon, Legality: Legal, Real Value: \$0)

➤ **Cutlass of Waterbreathing**

This is a gift from Capt Olem for saving his grand daughter. This blueish steel sword gives the owner water breathing when wielded. It will also be wielded under water without hinderance. A cutlass does 1d6 points of damage.

[ ] ATL 5-7 +1 (CL 7; Value 17,615 gp)

[ ] ATL 9-13 +2 (CL 7; Value: 23,615 gp)

[ ] ATL 15+: +3 (CL 9; Value: 33,615 gp)

(Value: Varies Tradable: Yes, Caster Level: Varies, Rarity: Rare, Legality: Legal, Real Value: \$0)

➤ **Breastplate of Fire Resistance**

The breastplate bestows wearer with Energy Resistance (fire), protecting him or her against the first 10 points of fire damage per attack.

[ ] ATL 5-7 +1 (CL 7; Value: 19,350 gp)

[ ] ATL 9-13 +2 (CL 7; Value: 22,350 gp)

[ ] ATL 15+: +3 (CL 9; Value: 27,350 gp)

(Value: Varies Tradable: Yes, Caster Level: Varies, Rarity: Uncommon, Legality: Legal, Real Value: \$0)

➤ **Eversmoking Bottle**

(Value: 5,400, Tradable: Yes, Caster Level: 3, Rarity: Common, Legality: Legal, Real Value: \$0)

➤ **Pearl of Power**

[ ] ATL 5-7: 3rd (CL 7; Value: 9,000 gp)

[ ] ATL 9-13: 3rd (CL 7; Value: 16,000 gp)

[ ] ATL 15+: 5thd (CL 9; Value: 25,000 gp)

(Value: Varies Tradable: Yes, Caster Level: 17, Rarity: Common, Legality: Legal, Real Value: \$0)

➤ **Flute of the Faeries**

This item will let the user summon a Pixie once per adventure to aid them. The Pixie will gladly help by extending a +4 bonus to Knowledge (nature) checks.

(Value: 5,000 gp Tradable: Yes, Caster Level: 11, Rarity: Uncommon, Legality: Legal, Real Value: \$0)

➤ **Hearthstone of Zara**

This item looks like a brick of solid red clay. When activated it will create the heat of a forge. It adds a +3 equipment bonus to crafting checks that involve working metals

(Value: 8,000 gp Tradable: Yes, Caster Level: 3, Rarity: Uncommon, Legality: Legal, Real Value: \$0)

➤ **It's a Wonderful Life (to the PC that sacrificed him/her self.**

Your sacrifice has not gone unnoticed. Nor has it been in vain. In the flash of an instant you have relived all that you have been and done. The opportunity to reflect on your past has blessed you with insight into your future and your ability to aid others.

For one year from the date this event is played, you gain a +1 insight bonus to all skill checks. A brilliant red, orange and gold tattoo of a rising phoenix appears on your body, as evidence of your enlightening experience.

Date Played \_\_\_\_\_

Date Expires \_\_\_\_\_

(Value: Priceless, Tradable: Yes, Caster Level: n/a, Rarity: Uncommon, Legality: Legal, Real Value: \$0).

➤ **Monkey**

N Tiny animal **Init** +2; **Senses** low-light;

Perception +5

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

**hp** 4 (1d8) **Fort** +2, **Ref** +4, **Will** +1 **Spd** 30 ft,



climb 30 ft

**Melee** bite +4 (1d3-4)

**Space** 2.5 ft; **Reach** 0 ft

**Str** 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5 **Base**

**Atk** +0; **CMB** +0; **CMD** 6 **Feats** Weapon Finesse

**Skills** Acrobatics +10, Climb +10, Perception +5;

**Racial Modifiers** +8 Acrobatics

You have found a new friend. She has a special fondness for mangos.

(Value: 1 gp Tradable: Yes, Caster Level: n/a,

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"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ85"Depths of Legend" <input type="checkbox"/> Have the mark of Rendeth

## PLAYER'S HANDOUT #2



## PLAYER'S HANDOUT #3



# 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
LSJ85 "Depths of Legends	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Have mark of Rendath	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

# CRITICAL EVENT SUMMARY: TEARS FROM ZARA FALL

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 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto: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: TEARS OF ZARA FALL

**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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