



Have Sword, Will Travel

By Lys Toryn

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

Every would-be hero has to start somewhere. Do you have what it takes to follow the clues and help unearth a fabled lost treasure? For heroes of levels 1-5.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests

or the like come along to finish the combat and save the PCs.

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

"Have Sword, Will Travel" is not part of any series. It is an introductory event intended to provide new players with background information on the city of Amthydor and the NPCs that can be found there.

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

Deacon is a courageous yet naïve young lad of eleven years. His late grandfather was a brave but unsuccessful adventurer who filled the boy's head with tales of secret treasure and heroic battles. Deacon dreams of being just like him, succeeding where his grandfather failed. The boy even has a treasure map that was left to him by his grandfather. Deacon's parents refuse to listen to his dreams of finding the treasure, believing that the map is a fake and the stories just fantasies that the old man made up.

Deacon is ill-equipped for the life of an adventurer, but is determined never the less to pursue glory and treasure. When the PCs meet him outside of the Fraternity of Venturers he is the subject of laughter and derision from a number of more experienced adventurers returning from or departing on their current assignments.

He is happy to enlist experienced heroes (the PCs) to join him on his treasure hunt. He will even offer to share a portion of the treasure (after expenses, of course). Deacon will need to be equipped prior to setting out. While the PCs may give him their additional equipment, the intention of this event is that they should visit local craftsmen to obtain weapons, armor and protective items. If the PCs offer to equip Deacon themselves, make sure that the players understand that they must *give* him the items permanently (destroy the certs), not simply loan them to him during the scenario.

While Deacon lacks sufficient financial resources to obtain suitable equipment, he is willing to offer a share of the treasure to those merchants and craftsmen who are willing to take the risk of providing him with gear and supplies 'on credit'.

Even though this event does provide opportunities for combat, the primary focus of the scenario is on role playing and exposing the players to information on the city of Amthydor.

Introduction – As the PCs arrive at the Fraternity of Venturers looking for work, they witness a young boy, armed with a wooden sword and

wearing an out-of-date padded vestment, being chided for his plans of becoming a heroic adventurer. If the PCs befriend him he will tell them about his treasure map and enlist them to join his grand adventure.

Encounter 1: Deacon will need to be properly equipped for his career as a famous adventurer. There are a number of renowned craftsmen in Amthydor who may be amenable to an exchange of their wares for a share of the treasure. The most prominent locations (and the ones detailed here) are –

Encounter 1A - Dolmur Brothers Smithy, Lydaeic and Gaieic Dolmur. Dwarven brothers specializing in armor for 'Small' humanoids.

Encounter 1B - Grendel's Armory.

Grendel. Known for his high quality armor for 'Medium' and 'Large' humanoids.

Encounter 1C - League of Thaumaturgical Studies (LoTS). The Amthydoran wizard guild and the center of magical experimentation and study in the Protectorate. Potions, scrolls, rings, wands and wondrous items.

Encounter 1D – Quorum of Faith (QoF)

The multi-faith religious council that oversees faith-based charities and encourages inter-faith cooperation in Amthydor. Potions, scrolls, rings, wands and wondrous items.

Encounter 1E - Rylden's Forge

Veradaine Rylden. Famed for her outstanding blades of all sizes, from the smallest dagger to lethal great swords.

Encounter 1F - Reeve's Bowery

Talmor Reeve. Rumored to be an unacknowledged relation of House Kailin, known for his exquisitely crafted bows and crossbows.

Encounter 1G - Korbec

Korbec Torval. A skilled linguist, calligrapher and scribe. He is an authority on codes, forgery and languages.

Encounter 2: Mattis, a collector and financier from Jaderspur, has overheard talk of Deacon's treasure map, and once the PCs have visited two of the locations detailed in **Encounters 1A – 1F** he will approach them with the offer of his own.

Encounter 3: A day and a half of travel brings the PCs to the ruins of a small stone fortification and their next clue.

Encounter 4: Mattis' men, who have been following the PCs at a distance, will take this opportunity to ambush the party and take over the search.

Encounter 5: The PCs must puzzle their way through one last obstacle before locating the treasure and returning with their prize to Amthydor.

Conclusion A – Deacon's map has indeed led to a treasure beyond measure, and even after sharing with the merchants and craftsmen who helped to outfit the boy, the PCs return to Amthydor significantly wealthier than when they left it.

Conclusion B – For the crime of theft, the PCs may choose between the permanent loss of their right hand or two years imprisonment.

Conclusion C – For the cold-blooded murder of a young boy, the PCs are executed and their remains placed in the prison vaults.

INTRODUCTION – ONE MAN'S TRASH IS ANOTHER MAN'S TREASURE

The PCs begin the scenario in the Adventurers' District, in the midst of preparations for the upcoming Venturers' Hiring Fair. If the PCs have previously traveled together then they may also begin the adventure together. If not, they just happen to be in the same place at the same time.

The Fraternity of Venturers is abuzz with activity in preparation for the upcoming Venturers' Hiring Fair. The fair provides a venue where prospective employers can witness demonstrations of ability by those looking for work, where adventurers and mercenaries seeking long term or permanent employment can show off their skills, and where craftsmen catering to the adventuring community have the opportunity to display their wares. Message boards posted on

the side of the building are covered with rapidly filling lists of names, as the Protectorate's adventurers register to participate.

There is a steady stream of men and women coming and going from the three story granite and marble building, and many people are stopping to sign up on the lists outside. There are lists for Employers and for Attendees seeking Permanent, Short Term Temporary and Long Term Temporary employment. There is also a list of craftsmen and merchants who will be present selling weapons (**Rylden's Forge** and **Reeve's Bowery**), armor (**Grendel's Armory** and the **Dolmur Brothers' Smithy**), magic items (**The League of Thaumaturgical Studies** and the **Quorum of Faith**) and other adventure-related goods. The PCs may sign up if they wish, though they will be busy elsewhere and unable to attend.

Several rough looking men standing next to the message wall form a living barricade, blocking a young boy from approaching. The men gesture at the lad's narrow shoulders, his oft-patched padded vestment and the wooden sword shoved through his rope belt. Laughing loudly, they shoo him away. The youth's shoulders slump in defeat and he turns and hurries away, oblivious to their taunting laughter, stopping only when he reaches the shadowed corner of a nearby building.

The laughter is not intentionally mean, but it is clear that the boy is confused and hurt by the reaction of the grown-ups. Comments include

- *'Come back when you can carry a real sword'*,
 - *'You're not even a decent mouthful for the monsters'*,
 - *'Don't forget your blanket so you can hide from the beasties'*,
 - *'There's no night lights in the mountains'*
- and so on. Be creative.

Being adventurers, and decent people, the PCs should approach the boy to ask him what the matter is and offer to help.

The boy sags against the wall and slides slowly down to the ground, his wooden sword resting across his knees. He wipes his eyes with the back of his hand, sniffing several times and talking

softly to no one in particular. "I'll show them. I'll find it and I'll be a famous adventurer. Then they'll wish that they'd been nice to me. They'll try to be my friends and ask to see the treasure, but I won't let them."

When the PCs do approach Deacon and start to talk to him, he will wipe his eyes again, give one last sniffle and climb to his feet, the wooden sword dangling from his hand to drag unheeded on the ground. For GM reference during the scenario, stats for Deacon are provided in **GM Aid #1**. In the event that the PCs actually want to confront the mercenaries who laughed at Deacon and wouldn't let him sign up, explain that they have left the area and are not critical to the success of this event.

As soon as the PCs ask what the problem is or show an interest in helping him, Deacon will share his story.

"They won't let me join up. They say I'm too young. They say that I don't know anything about what it takes to be an adventurer; that I have no skills and I'd be a lab...a liabib...liability to my companions." He raises the wooden sword slightly, gesturing at the weapon and at his well-worn padded vestment. "They said that I should just go back home and stick to playing games with my little friends." He stomps one foot in the dust as emphasis. "I CAN be an adventurer. Grandfather said so. He told me that if I was brave and clever and if I looked hard enough then I could find the secret treasure and be a great hero and I could buy mama anything she wants, even though she doesn't believe in adventures. I even have Grandfather's secret map that shows how to find the treasure."

The mention of a secret treasure map should get the characters' attention.

"THEY just laugh at me and treat me like a child, but I know that I can find the treasure and be able to buy mama everything that she wants. Grandfather's father searched his entire life for it and died poor and crazy. Grandfather got hurt and lost his legs in a rock fall looking for it. Mama and papa don't even believe that its real and they won't let me see Grandfather anymore, because they say all he does is fill my head with dreams and stories."

'THEY' are everyone from other children his own age to the group of men outside the Fraternity of Venturers who think that his grandfather is a crackpot and Declan is just a silly boy and a dreamer.

☛ **Tell us more about the map:**

"Grandfather gave it to me. He got it from his father, who got it from his father, who got it from his father... It shows the way to a priceless treasure guarded by fierce monsters."

The treasure is priceless, in a manner of speaking. It contains not only consumable wealth (gold, gems, etc) but, even more valuable to some, knowledge. Deacon doesn't know of there really are monsters, but he likes the idea that there might be.

☛ **Where is your grandfather?:**

"He's in Jadenpur. Mama won't let him come see me until he promises not to tell me anymore of his adventure stories."

Deacon's grandfather is out of reach of the PCs during this scenario.

☛ **Where are your parents?:**

He shuffles a toe in the dirt, not looking up. "They just want me to be like them, but I don't want to. They have all of my brothers and sisters to train, so they don't need me. If you tell them, they won't let me go."

If the PCs press him for additional information, he will reluctantly reveal that his family is the *Magnificent Flying Rozinis* acrobatic troupe. They belong to a traveling circus that regularly passes through Amthydor. Yes, he is running away from the circus.

☛ **Can we see the map?:**

"Are you going to help me?"

'Show us the map first' is not an acceptable answer. If the PCs answer 'no', or 'maybe', he will not show them the map and will look around nervously for a nice adult who might protect him from the big scary adventurers. He is afraid that if he shows them the map before they agree to help him that they will look for the treasure on their own and cut him out of the deal. Like many naïve

children, he believes that once the party agrees to help him they will keep their word and not try to double cross him. If the PCs answer ‘yes’ he will pull out (but not unfold) a darkened sheet of parchment, worn and creased from years of being folded and unfolded. More on the map in **Encounter 1**.

☞ **How can we help you?:**

“Well, every adventurer has to have trusty companions, right? I mean, you’re all adventurers and there are (insert number of PCs) of you, right. You could be my companions! You could teach me how to be an adventurer and we could find the treasure and then we’ll all be famous.”

The PCs want a reputation as heroes and brave adventurers. Here’s their chance.

☞ **What skills and abilities do you have?:**

Characters do not have an understanding of ‘class’, ‘level’, ‘skills’ and ‘feats’ the way that players do, so this question can take many forms.

“I can..I know how to..I...” An air of defeat envelops him. “I don’t know how to be an adventurer. I don’t know how to do anything. I don’t even have a real sword.”

This is an opportunity for players to influence the development of a recurring NPC in the Legends of the Shining Jewel Campaign. It is presumed that the PCs will guide Deacon as he begins his adventuring career. Because the PC do not define the components that make up a character in the same way that the players do, a certain suspension of disbelief will be required and the players will need to make some of these selections. If the players do not actively make these choices, Deacon will take his lead from the most persuasive, impressive or otherwise heroic PC. Deacon’s current stats, with some selections undecided, are provided in **Player Handout #1**.

☞ **What equipment do you have?:**

He shuffles one foot in the dirt, looking down at his patched practice padding and wooden sword. “I just have these, and when my papa finds out that I took them I’m gonna be in trouble. I don’t know what to get.” His mood sinks further as

something occurs to him that he hadn’t considered. “And how will we get it home?”

If the PCs ask Deacon if he has money he will admit that he does. He will not volunteer just how little coin he has unless they ask specifically (50 gp, mostly in copper and silver, from doing a lot of odd jobs and saving all of his gift money since he was 5). He does have enough coin to rent wagons to carry the treasure back. The PCs may drive the wagons if they wish. If not, and they hire teamsters, the men will be the adventurers sent by Mattis to steal the map in **Encounter 4**.

☞ **What’s in it for us?:**

“If you help me get the treasure you can have part of it.”

Naturally the PCs will want to know *how much* of a part they get. The amount is negotiable. Deacon will ask them what they think is fair, and will agree to a maximum party share of 50%, **after expenses**. The more that the PCs and Deacon promise to craftsmen in exchange for Deacon’s equipment, the less their final share will be (but the greater their final reward). This will show which characters are greedy and which are willing to take a little risk.

- If the PCs agree to join Deacon **GO TO Encounter 1 (page 6)**.
- If the PCs steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26)**.
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26)**.

ENCOUNTER 1 – I WILL GLADLY PAY YOU ON FOURTHDAY ...

Deacon has only a few coins that he has been able to save in the course of his short life. It is certainly not enough to buy the armor, weapons and other protective items that an adventurer would need. The PCs **can** equip him themselves by giving him their extra certified items, but they are not expected to do so. They may also, if they choose, pay for his new gear themselves using their own coin, but this is not required. The ideal solution, and one

that Deacon will volunteer once he realizes just how expensive proper armor, weapons and other items are, is for the sellers to give him the items now, on 'credit', in exchange for a percentage of the treasure that he is certain they will find. This percentage is from the total treasure, before the PCs get their share.

If the PCs do not make the suggestion themselves, Deacon will propose that they go someplace to talk, rather than standing in the middle of the street discussing the treasure map. There are a number of taverns nearby that cater to adventurers and have small private meeting rooms.

He carefully unfolds the map, laying it out on the table. "Grandfather gave this to me last year. When my mama found out she made my papa tell him not to come visit anymore. Grandfather told me that my great-great-great grandfather found the first clue to the treasure when he was traveling from the eastern kingdoms. He followed all of the clues until finally he found this map. His son looked for the treasure for a little while, but quit searching as soon as he found a wife and settled down. Great-grandfather followed the clues to Amthydor. Great-gran left him when he wouldn't stop searching and stay home and support his family. She took three of their children and went back to her family. Only my grandfather stayed. He looked too, especially after my gran died. But then he got hurt and couldn't look anymore. He wanted my papa to look, but mama said 'no'. Grandfather told me and my sisters stories about the treasure when we were little, before mama made him stay away. He said that the treasure was collected by robbers who attacked travelers, and then a bigger, meaner robber named Malovar killed the other thieves and took their treasure for himself. Then Malovar trapped a dragon to guard the treasure and its still there." Declan points to Amthydor at the map's center. "Grandfather told me that Amthydor was the key to getting the treasure. And there's a note on the back. Maybe you know what it means. Mama and papa won't help me figure it out." He turns the fragile sheet over and points to the faint writing hidden among the curling lines of the ornamental design bordering the back side of the map.

'When the eagle's crown is ablaze, the nameless guardian shall hold court in the scepter's shadow.'

The map is shown in **Player Handout #2**. The front of the map depicts a large area between Amthydor (south) and Jadenpur (north), bordered on the west by the Delambir Mountains and on the east by the shores of the Tasman Sea. Amthydor is represented by a drawing of a walled city set in front of an eagle with its wings spread. Anyone examining the map closely may attempt a **Perception** or **Linguistics** skill check **DC 30** to notice a series of tiny letters in and around the drawing (**G A A R L I O A D S**). Unscrambled they spell the name *Galodarias*. A +2 bonus for each PC successfully assisting applies to the roll. The **DC** is reduced by 2 for each day the PCs spend time examining the map. There is nothing to stop the PCs from paying someone else to unscramble the name. Korbec, a skilled NPC linguist, can be found in **Encounter 1g**. For a share of the treasure he can decipher the puzzle for the PCs (word gets around).

The map's reverse contains only an ornately drawn border of curling lines and entwined flowering ivy.

A number of skills may aid the PCs in deciphering the map. If the PCs don't have ranks in those skills that cannot be used untrained, or can't succeed on any of the skill checks needed to learn the information, Deacon will suggest asking someone else, such as a passing Legionnaire. While this won't get them the information for the highest DC, it will give them enough to get started on their way. Gathering information from NPCs to decipher the map requires one (1) hour and 5gp for each DC level worth of information that they are trying to obtain. For example: Obtaining the information from the **DC 20 Diplomacy or Knowledge (history or local)** skill check would require four hours and 20 gp.

Knowledge (history or local) or **Diplomacy** (to gather information)

- **DC 5 + ATL** The highest peak in this section of the Delambir Mountains is Eagle Peak, home to the giant eagles of Amthydor's Eagle Riders.

- **DC 10 + ATL** During certain times of the year the evening sun sets directly behind Eagle Peak, giving the impression that the summit (or crown) is wreathed in flames.
- **DC 15 + ATL** Three hours north of Amthydor, along the northern Crown Road, there is a tall spire of rock known to locals as the ‘Scepter’, for its resemblance to the scepter of office of the Lord Monarch. The shadow of the towering rock monolith stretches for miles just before sunset.
- **DC 20 + ATL** Malovar terrorized the Free Lands a thousand years ago, attacking caravans and burning entire villages to the ground. His treasure trove has never been found.
- **DC 25 + ATL** A powerful being is said to have been bound as a guardian over a vast treasure and imprisoned in darkness with its charge.
- *Augury* has a time limitation of one half hour. By the time the heroes are at a point in their search where the spell would reveal useful information, they won’t be needing it.
- The PCs may hire an NPC priest to cast *commune*, at a cost of 950 gp. They will be able to prepare a list of up to nine yes/no questions to be asked by the priest. There *is* a treasure. It *is* extremely valuable. There *are* risks involved in retrieving it. It is hidden between Amthydor and Jadenspur, in the low foothills of the mountains.
- For 305 gp the PCs may hire an NPC priest to perform a *divination* on their behalf. The way to the treasure is not without hazard, but the rewards are well worth the risk. If the divination is performed before the PCs visit **Encounter 2** they may receive a caution that the shortest path is often the most perilous.

Intelligence (ability check)

- **DC 10 + ATL** The highest peak in this section of the Delambir Mountains is Eagle Peak, home to the giant eagles of Amthydor’s Eagle Riders.
- **DC 15 + ATL** During certain times of the year the evening sun sets directly behind Eagle Peak, giving the impression that the summit (or crown) is wreathed in flames.

This is an opportunity for players to influence the development of a recurring NPC in the Legends of the Shining Jewel Campaign. It is presumed that the PCs will guide Deacon as he begins his adventuring career. Because the characters do not have an understanding of ‘class’, ‘feats’, ‘skills’ and ‘levels’ in the way that the players do, a certain suspension of disbelief will be required and the players will need to make some of these selections. If the players do not actively make these choices, Deacon will take his lead from the most persuasive, impressive or otherwise heroic PC. Deacon’s current stats, with some selections undecided, are provided in **Player Handout #1**.

Augury, commune and divination

Spells to gain insight into the hunt for the treasure are of limited use.

“You must know what I need to become a real adventurer, right? Swords and armor and magic stuff. Where do we start?”

Outfitting Deacon properly will take more than the few coins in his pouch. While the PCs can give him their extra stuff, or pay for his equipment with their own coin, that is not necessary. The merchants and craftsmen in **Encounters 1A – 1F** will be happy to equip the boy in exchange for a share of the treasure.

GM NOTE – In the *Legends of the Shining Jewel Campaign* PCs may freely purchase mundane non-magical equipment per the *LSJ Campaign Guide*. They may only purchase potions, divine scrolls and magical items through the *Shopping Spree, Bazaar* or *Mystical Marketplace*, per the rules governing these activities. In keeping with these rules, the merchants and craftsmen detailed in this scenario do not have enough equipment available to sell to the PCs. They have made a commitment to have items available for the hiring fair, and can only spare the pieces that Deacon will actually be using. They do not have extras.

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9)**.
- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10)**.

- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve’s Bowbery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**

ENCOUNTER 1A – DOLMUR BROTHERS SMITHY

Even though there are two craftsmen providing armor, the PCs will only be able to make a deal with one of them. Once a bargain is made, the other armorer will no longer have any equipment available.

Red-roofed shops, taverns and inns catering to Amthydor’s risk-seekers and would-be heroes line the busy streets of the Adventurers’ District. The ring of hammer against steel and anvil identifies the Dolmur Brothers’ Smithy even before the carefully lettered sign above the arched stone entrance. A stout dwarf, his neatly braided beard marking his age in early adulthood, sets aside the panel of flexible leather backing that he is laboriously covering in tight-fitting metal scales. “G’day to ye.”

This is Gaëic Dolmur, the younger of the two brothers. Because they naturally specialize in armor for the smaller races (dwarves, gnomes and halflings) his attention will naturally focus on PCs of those races. If the smallest person present is Deacon, he will assume that they are here for the boy.

“Welcome. If yer looking for the finest armor available for the short or stout ye’ve found it here. The right armor can save yer life. So what’ll it be? Chain? Banded? Splint? Perhaps plate?”

Deacon will look to the PCs for guidance. After all, they are the experienced adventurers here.

When the time comes to discuss payment, whether the PCs bring up the subject or Gaëic does, the idea of trading for a treasure share should take center stage –

“It’s quite a risk that yer asking us to take, trusting that there’s a treasure to be had, and that ye can find it. What’s to guarantee that ye won’t just leave the city with the fruits of our labor, and never make right on the bargain?”

Gaëic will make the deal, but the players should role play trying to convince him and negotiating his percentage (0%, 5% or 10%). Calling for a **Diplomacy** skill check may encourage them. The players don’t have to know that there is no DC and that it is a guaranteed deal.

“We’re always interested in unusual armor, magic or not, if there should be any in this treasure hoard. We would be willing to discuss a fair value and consider them to be a part of our portion of the total treasure.”

- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve’s Bowbery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1B – GRENDL’S ARMORY

Even though there are two craftsmen providing armor, the PCs will only be able to make a deal with one of them. Once a bargain is made, the other armorer will no longer have any equipment available.

Even with the sea breeze passing through the broad opening beneath the red tiled roof, the heat from the great forge that dominates Grendel’s Armory is almost unbearable. A tall muscular man with close cropped dark hair and sun-darkened skin strikes one last blow of his hammer against the piece of metal that he’s shaping before he turns to you. “You’ve the look of adventurers, and I’ve not met one yet that didn’t need the finest armor that gold could buy. What will it be today?”

This is Grendel. Because he specializes in armor for Medium and Large humanoids he won’t automatically assume that the party is there for Deacon unless all of the PCs are dwarves, gnomes or halflings. Deacon will defer to the PCs’ greater experience on which armor will be best for him.

The subject of payment will come up eventually, whether the PCs bring up the subject or Grendel does, and the idea of trading for a treasure share should be the logical solution –

“No offense intended, but you’ve little reputation to stand on, and there are no guarantees, either that there is a treasure or that you can return with it alive. If you were Noble Hearts¹, or Follies¹, it would be another matter. Don’t take me wrong, I know that everyone has to start somewhere and life is full of risks. I just need to know that this plan of yours isn’t just some wild dragon chase.”

Grendel will make the deal, but the players should role play trying to convince him and negotiating his percentage (0%, 5% or 10%). Calling for a **Diplomacy** skill check may encourage them. The players don’t have to know that there is no DC and that it is a guaranteed deal. There is a small but unlikely possibility that there may be a member of either the *Noble Hearts* or *Fiend’s Follies* at the table. If so Grendel will apologize for not

recognizing them and agree to the trade, though negotiating for the percentage is still required.

“Armor of all types is my trade, so if there’s any in this treasure of yours, magical or not, I would agree to accept some as part of my share of the total, at fair value of course.”

¹The *Noble Hearts of the Shining Jewel* and *Fiend’s Follies* are prominent PC adventuring companies registered with the *LSJ Campaign* and sanctioned to operate in the Amthydor Protectorate.

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve’s Bowery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1C – LEAGUE OF THAUMATURGICAL STUDIES

The League of Thaumaturgical Studies is the center of Arcane study and experimentation in Amthydor.

An apprentice leads you through the echoing halls of the League, at last pausing to knock on a thick oak door. At a muffled reply he opens the

door, admitting you to a comfortable study then closes the door and departs. The tall elf replacing a well-worn book on a shelf regards you for a moment. “Adventurers on the League’s doorstep are nothing new, but I’ve the impression that you aren’t the average adventurer. What is it about you that has poor Ekard rushing you to my door.”

This is Draven Silverleaf, a high elf and a ranking member of the League’s Chapter of the Ki-Rin (Evocation). Members of the League will quickly recognize him, and recall that he is himself a former adventurer. Once the PCs mention that they are there to purchase equipment for the boy, Draven will give them a look that clearly says he isn’t fooled.

“You’re a well grown lad, but a boy your age should be studying or helping his parents and spending a bit of free time with his friends. What does a child need with such things as you’re looking for?”

He knows about the map, of course, because such things simply cannot be kept a secret once more than one person knows. Draven has a few odds and ends available (coincidentally the same ones that Deacon needs) and he knows all about adventurers so he is willing to make a bargain. The players should still role play trying to convince him and negotiating his percentage (0%, 5%, 10% or 20%). Calling for a **Diplomacy** skill check may encourage them. The players don’t have to know that there is no DC and that it is a guaranteed deal.

“If you should come across items of an arcane or informational nature when you locate the treasure, particularly writings applicable to magical research, I would be pleased to name a fair value and consider them to be a part of the League’s portion of the total treasure.”

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**

- If the PCs want to visit Reeve’s Bowbery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1D – QUORUM OF FAITH

The Quorum of Faith is the council representing all of the religions permitted to host worship, offer charity and assistance and to recruit followers in Amthydor. The Quorum maintains a small centralized inter-faith office at the entrance to the Temple District.

Although not a temple or shrine itself, there is nevertheless a sense of sanctity surrounding the shared hall adjacent to the entrance to the Temple District. The building is the site of official Quorum meetings, and a natural first stop for those not dedicated to a particular faith or who are unfamiliar with the district. A woman hurries out, one hand drawing a small child along behind her, the other clutching a piece of parchment close to her chest. The boy looks back to wave to the priest standing in the doorway before running to keep up with his mother. As the pair exits through the district gate the priest regards you.

“Welcome to the Temple District. There are only three reasons that most adventurers come here, and since you don’t look injured and most people seeking divinations go directly to Destine’s temple...”

The man appears to be in his early forties, physically fit, with neatly trimmed brown hair flecked with silver and gray eyes. He is Staern Bladebreak, a priest of Galvandt, the god of

vigilance and protectors. He is also a former adventurer, so it isn't difficult for him to figure out why the PCs are here. Like others, he has already heard rumors of a boy with a treasure map. In a city filled with adventurers, news travels fast.

A share of the treasure should be the obvious solution once the subject of payment comes up.

“The Quorum needs every resource available to carry out its duty to aid the Protectorate. Such an uncertain endeavor would need to promise sufficient gain to justify the potential risk.”

Staern **will** agree to provide the requested equipment, on behalf of the Quorum, but the players should still role play trying to convince him and negotiating the Quorum's percentage (0%, 5%, 10% or 20%). Calling for a **Diplomacy** skill check may encourage them. The players don't have to know that there is no DC and that an agreement is automatic.

“Should this treasure trove contain items of a religious nature, particularly writings or sacred texts relevant to any of our member faiths, we would be glad to name a fair value and consider them to be a part of our portion of the total treasure.”

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit Grendel's Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit Rylden's Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve's Bowery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**

- If the PCs decide to steal Deacon's map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1E – RYLDEN'S FORGE

Veradaine Rylden is famous for her premier bladed weapons and exquisite bracelets and armbands. Her young appearance seems contrary to her vast experience and skill, but the quality of her work is unparalleled in the Free Lands.

The woman carefully binding the hilt of an ornate rapier with gold wire appears an unlikely candidate for Amthydor's most prominent bladesmith. Only her calloused hands and strong fingers betray her occupation. Deftly securing the final coil around the hilt she sets the blade aside. “What is your pleasure? Heavy blade or light? Power or style?”

This is Veradaine Rylden. Her specialty is bladed weapons, though she produces other melee weapons and some jewelry as well.

The subject of payment will come up eventually, whether the PCs bring up the subject or Rylden does, and the idea of trading for a treasure share should be the logical solution –

“My reputation is unquestioned. Yours is not yet made. The finest swordsmen on Raia have paid the ransom of nobles to carry one of my blades. I've fulfilled commissions from distinguished members of the Blades of Song and the Noble Hearts. If you don't have coin in your pouch, what do you offer in exchange for the blade that may save your life?”

Rylden will make the deal, but the players should role play trying to convince her and negotiating her percentage (0%, 5%, 10% or 20%). Calling for a **Diplomacy** skill check may encourage them. The players don't have to know that there is no DC and that it is a guaranteed deal. There is a small but unlikely possibility that there may be a member of the *Noble Hearts*² at the table. If so Rylden will offer a respectful nod and agree to the trade,

though negotiating for the percentage is still required.

“I specialize in blades, of course, and appreciate unusual work. If there happened to be anything of the sort among the treasure, I would be willing to accept some of them as part of my share of the total, at fair value of course.”

²The *Blades of Song* are a retired company of NPC adventurers who helped provide Amthydor critical information in a previous conflict with a rival nation. Their members include High Lady Alissa Wyndsong, the wife of the Lord Monarch. The *Noble Hearts of the Shining Jewel* are a prominent PC adventuring company registered with the *LSJ Campaign* and sanctioned to operate in the Amthydor Protectorate.

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Reeve’s Bowery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1F – REEVE’S BOWERY

Talmor Reeve specializes in missile weapons that are the envy of archers across the Free Lands.

Angular features hint at an elven ancestor and calloused fingers betray the man who greets you as a bowman. He sets aside the white feather that he is carefully trimming for fletching. “Good day to you. Which of my fine weapons will serve your need?”

This is Reeve. Rumored to be an unacknowledged relation of Amthydor’s elven noble House Kailin. Deacon will trust the PCs to decide what weapon is best for him.

Once the discussion turns to the subject of payment the idea of trading for a treasure share should be the first on the table –

“Any woodsman can use a bow, but mine elevate archery to an art form. The best are worth their weight in solid gold. What can one like yourselves, just setting out to make a name, offer for one?”

Reeve will bargain with the PCs and sell them a weapon, but the players should role play trying to convince him and negotiating his percentage (0%, 5%, 10% or 20%). Calling for a **Diplomacy** skill check may encourage them. The players don’t have to know that there is no DC and that it is a guaranteed deal.

“I’d take no offense if you wished to count some fine bows or other missile weapons from the hoard as a portion of my share of the full treasure. Materials and styles that I haven’t seen before are always of interest to me, and a weapon need not be enchanted for it to be effective.”

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**

- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve’s Bowbery **GO TO Encounter 1f (page 13).**
- If the PCs need an NPC to examine and decipher the map **GO TO Encounter 1g (page 14).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 1G – KORBEC THE LINGUIST

Korbec is an unassuming figure, and a soul of discretion. In his position as a scribe he is often privy to sensitive information, and he knows how to keep a secret. If the PCs are unable to decipher the name hidden in Deacon’s map (or just don’t see it), Korbec will unravel it’s meaning for them in exchange for a share of the treasure. Rumors fly in a city like Amthydor, and he already knows about the map, but he will let the PCs tell their story.

A thin, almost pale man sets aside a sheet of parchment as you enter, the ink on the page still glistening. He resettles a pair of wire rimmed half-spectacles on his nose with ink-stained fingers. “How may this humble master of words serve adventurers such as yourselves?”

This is Korbec. He specializes in codes, languages, forgery and all things writing-related. He will need to examine the map closely in order to be able to help the PCs.

Korbec unfolds the map almost reverently, careful of the aged parchment. “Give me an hour and I can tell you everything there is to know about this map, including what the artist had for breakfast on the day that he drew it. For a reasonable fee, of course.”

Korbec’s reasonable fee is 5% or 10% of the treasure. He knows exactly what the map is, and that the PCs will have a difficult time succeeding in obtaining the treasure without his help. Knowledge is power! He can even provide the information from the skill checks in **Encounter 1**, assuming that they agree to give him a share of the treasure.

If the party agrees to give Korbec a 10% share he will even reveal that almost a full day’s ride beyond the scepter, in line with its sunset shadow, are the ruins of an ancient defensive outpost.

- If the PCs want to visit the Dolmur Brothers Smithy **GO TO Encounter 1a (page 9).**
- If the PCs want to visit Grendel’s Armory **GO TO Encounter 1b (page 10).**
- If the PCs want to visit the League of Thaumaturgical Studies **GO TO Encounter 1c (page 10).**
- If the PCs want to visit the Quorum of Faith **GO TO Encounter 1d (page 11).**
- If the PCs want to visit Rylden’s Forge **GO TO Encounter 1e (page 12).**
- If the PCs want to visit Reeve’s Bowbery **GO TO Encounter 1f (page 13).**
- If this was the third craftsman visited by the party **GO TO Encounter 2 (page 14).**
- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 2 – A FRIENDLY OFFER

This encounter takes place once the PCs have visited two of the locations detailed in **Encounters 1A-1G** and are on their way to their next destination. Mattis is a collector and treasure hunter who prefers not to get his own hands dirty. He has made his fortunes by taking advantage of the ignorance and naivety of others and capitalizing on their efforts.

Stepping out into the street and turning in the direction of your next destination, you are hailed by a well dressed man making his way towards you through a collection wagons, riders and pedestrians. He falls into step with your group, speaking in a low voice. “Word travels fast around here, and once two people know something, it can’t be a secret anymore. I’ve heard about your map, and your search for the treasure, and I’d like to offer my help. I noticed that the young man here doesn’t have much in the way of equipment, and you’ll need the very best if you’re going to succeed.”

He extends a hand in greeting. “My name is Mattis. I’m something of an adventurer at heart, but I’m ashamed to say that the sight of blood makes me quite ill. I have to take my thrills vicariously, so to speak. I’ve become a bit of a financier and a collector. You need equipment for the lad. I can provide that. The boy has no money of his own, and word of that map of his is spreading fast. A share of the treasure is the best coin that he has. If you tell me what he needs, I’ll see that he has it. What’s more, I’ll get it for 10% less of the treasure than what the others would have charged you combined. I’ll even buy out any bargains that you’ve already made.” He pauses for a moment, considering. “Have you thought of how you’ll get your treasure home? I can even provide wagons and draft animals, though you’ll likely prefer to drive them yourselves.”

Thanks to a *potion of glibness* and an *amulet of nondetection* Mattis appears completely sincere and entirely honest.

The terms of Mattis’ bargain mean that if the craftsmen and merchants that have equipment that Deacon needs would have charged a combined total of 60% of the treasure, Mattis will provide all of the same equipment and only ask 50%.

If the PCs take Mattis up on his offer of wagons and teamster, the men that he sends will be the adventurers that he has hired to steal the map.

If the PCs refuse his offer Mattis will accept their decision with good grace and wish them the best. He was prepared for this eventuality and has

already arranged for another group of adventurers to trace the party and take the map and any treasure by force.

- If the PCs have finished equipping Deacon and are ready to follow the map **GO TO Encounter 3 (page 15).**
- If the PCs decide to steal Deacon’s map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 3 – A SHADOW OF A DOUBT

If the PCs move quickly they can reach the rock formation known as the Scepter in time for sunset on the same day that the adventure begins. If they linger over their investigation then they can easily reach it on the following day. There is no time limit in this scenario.

The setting sun glides silently behind the highest mountain, setting the peak ablaze and throwing stark shadows across the landscape. The towering spire of the scepter throws its image toward the sea.

The shadow is cast to the northeast, and there are plenty of other landmarks available to help keep the party on track once they know the proper direction to go. There is not enough daylight remaining for the PCs to continue far on this night, but they can set out again at first light after an evening’s rest. The party may set watches if they wish, and the GM should feel free to make the players nervous, but nothing will happen.

The day begins in a glorious blaze of color and the landmarks spotted the night before stand darkly against the dawn sky. The day grows warmer as you travel steadily onward, pausing now and again to take sight of landmarks and correct your course. The sun lowers gradually behind you, once again setting Eagle’s Peak aglow and sending the scepter’s shadow arrowing across the rocky ground.

On the peak of a steep hill overlooking the surrounding countryside, a tumble of rocky ruins stands like a watchful sentinel surveying its domain.

The jumbled ruins were once a border fortress from the early days of human settlement in the Free Lands, when monster attacks were an everyday occurrence. The ruins are not as broken as they first appear. There is *mirage arcana* effect in place surrounding the tumbled stones. PCs touching or otherwise interacting with the ruins and succeeding at a **Will** save **DC 21** will realize that at some point in the past sections of the walls were rebuilt and hidden behind an illusionary barrier. Each hour that the PCs directly interact with the ruins (as if searching) they may attempt a new **Will** save at **+2**. The bonus each hour stacks. Once one PC has pierced the illusion and mentions it to the others they may also attempt a new save at **+4**.

Once the PCs see their way clear of the illusion –

Though marked by time and with its current strength no match for what it once was, the rebuilt walls of the ancient fort stand guard over a winding passage leading deep into the earth. Years of dirt and debris, deposited by the breezes sweeping across the rocky plain, litter the rough hewn steps.

The passage through the rocks is 280 feet long, including several twists and turns. 60 feet in, as the last light visible from the entrance is obscured by a turn in the passage, a trap is waiting for anyone foolish enough to venture this far in.

ATL 1

Burning Hands Trap

Type magic; **Perception** DC 26; **Disable Device** DC 26

Effects**Trigger** proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11

Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

ATL 3

Electricity Arc Trap

Type mechanical; **Perception** DC 25; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

ATL 5

Flame Strike Trap

Type magic; **Perception** DC 30; **Disable Device** DC 30

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder)

ATL 7

Summon Monster VI Trap

Type magic; **Perception** DC 31; **Disable Device** DC 31

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*summon monster VI*, summons 1 Large fire elemental)

If the PCs hired teamsters (Mattis' agents), they will come rushing in, in response to the noise, and will attack 1 round after the PCs begin to heal themselves. If the attackers were not hired by the PCs then they will be several rounds away, and the party will have time for healing. If the PCs somehow manage to avoid setting off the trap, and do not disable it, the attackers may find themselves affected.

- If the PCs continue forward **GO TO Encounter 4 (page 17).**
- If the PCs decide to steal Deacon's map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 4 – WHAT’S YOURS IS OURS

Obsessed with the thought of legendary wealth, Mattis has decided that he wants the entire treasure for himself. He has sent another group of adventurers to get the map from the PCs by whatever means is necessary. It is possible that the PCs gave Deacon their own certified equipment or otherwise did not visit at least two of the available craftsmen and merchants. Even if that is the case, this encounter will still take place, because everyone knows about the map and Mattis will still send a team to retrieve it.

If the PCs accepted Mattis’ offer to hire wagons and teamsters, or if they hired teamsters themselves, then their attackers are already in their midst. If the PCs drove the wagons themselves then the attackers have been following at a safe distance, and will sneak into the ruins behind the PCs.

While the attackers are aware of the presence of the PCs, the party will need to succeed at a **Perception** check **DC 10 + ATL** to avoid being surprised.

There’s little opportunity to get your bearings as you leave the passage’s hazards behind you.

The attackers may or may not be familiar, depending upon whether or not the PCs needed drivers for their wagons. The attackers won’t offer to let the PCs walk away, but they also won’t kill them outright unless the party doesn’t know when to lay down and give up. If the PCs win, the men will reveal that they were hired by Mattis to learn the location of the treasure and then take the map and recover the treasure themselves.

“We should thank you for making this so easy on us. He’ll be quite pleased.”

Let the combat begin.

ATL 1**⚔ Anti-Adventurers, Rng2 (2)**

N Medium humanoid (half-orc)
Init +2; **Senses** darkvision 60 ft.; Perception +8
AC 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)
hp 23 (2d10+3)
Fort +3, **Ref** +3, **Will** +0
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee falchion +4 (2d4+2, 18-20/x2)
Ranged bolas +4 (1d4) (trip) or shortbow +4 (1d6, x3)
Space 5 ft.; **Reach** 5 ft.
Str 14, **Dex** 14, **Con** 12, **Int** 10 **Wis** 16, **Cha** 12
Base Atk +2; **CMB** +4; **CMD** 16
Feats Dodge
Skills Bluff +2, Intimidate +8, Knowledge (dungeoneering) +5, Perception +8, Sense Motive +5, Stealth +7, Survival +8; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ Favored Enemy human (+2)
Gear studded leather armor, falchion, bolas, short bow

⚔ Anti-Adventurers, Rog2 (2)

CN Medium humanoid (half-elf)
Init +3; **Senses** low-light vision; Perception +8
AC 17, touch 14, flat-footed 13; (+3 armor, +3 Dex, +1 dodge)
hp 16 (2d6+4)
Fort +1, **Ref** +6, **Will** +1
Defense Abilities evasion; **DR** nil; **Immune** magical sleep; **SR** nil
Spd 30 ft.
Melee elven curve blade +3 (1d10+1, 18-20/x3)
Ranged bolas +9 (1d4) (trip) or shortbow +4 (1d6, x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks sneak attack +1d6, bleeding attack +1
Str 13, **Dex** 17 **Con** 12, **Int** 12, **Wis** 12, **Cha** 13
Base Atk +1; **CMB** +2; **CMD** 16
Feats Dodge, Skill Focus (Stealth)^B
Skills Acrobatics +7, Bluff +5, Disable Device +7, Escape Artist +7, Intimidate +5, Perception +8, Stealth +11, Use Magic Device +5; **Racial Modifiers** +2 Perception

Languages Common, Elven

Gear studded leather armor, elven curve blade, bolas, short bow

Special Abilities trapfinding

⚔ Anti-Adventurer, Clr2 (Illudra) (1)

N Small humanoid (gnome)
Init +2; **Senses** low-light vision; Perception +4
AC 17, touch 13, flat-footed 15; (+4 armor, +2 Dex, +1 size)
hp 22 (2d8+6)
Fort +5, **Ref** +2, **Will** +5 (+7 vs illusion)
Defense Abilities +4 dodge bonus to AC vs giant type; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee flail +1 (1d8)
Ranged bolas +3 (1d4) (trip)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Domains Illusion, Trickery
Spell-Like Abilities (CL 2nd)
1/day – *dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*
Spells Known (CL 2nd)
1st-level (DC 13) — *cause fear*, *divine favor*, *disguise self**, *entropic shield*
0-level (DC 12) — *detect magic*, *light*, *resistance*, *stabilize*
Str 10, **Dex** 14, **Con** 14, **Int** 13, **Wis** 14, **Cha** 15
Base Atk +1; **CMB** +1; **CMD** 13
Feats Combat Casting
Skills Heal +6, Knowledge (religion) +6, Intimidate +2, Perception +4, Spellcraft +6; **Racial Modifiers** +2 Perception
Languages Common, Gnome, Sylvan
SQ channel energy (negative) 1d6 (DC 13)
Gear chain shirt, flail, bolas
Special Abilities
Blinding Ray (Su): As a standard action you may fire a blinding ray targeting a single foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your cleric level are dazzled for 1 round instead. Blind creatures are immune to this effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.
Copy Cat (Sp): *Pathfinder Core Rulebook* page 48

ATL 3**⚔ Anti-Adventurers, Rng4 (2)**

N Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10**AC** 17, touch 13, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)**hp** 41 (4d10+7)**Fort** +4, **Ref** +4, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** falchion +6 (2d4+2, 18-20/x2)**Ranged** bolas +6 (1d4) (trip) or shortbow +6 (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Spells Known** (CL 1st)1st-level (DC 14) — *entangle***Str** 15, **Dex** 14, **Con** 12, **Int** 10 **Wis** 16, **Cha** 12**Base Atk** +4; **CMB** +6; **CMD** 18**Feats** Dodge, Endurance^B, Point Blank Shot^B, Step Up**Skills** Bluff +4, Intimidate +8, Knowledge (dungeoneering) +7, Perception +10, Sense Motive +7, Stealth +9, Survival +10; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** Favored Enemy human (+2), Favored Terrain mountain (+2), Hunter's Bond (share favored enemy bonus)**Gear** studded leather armor, falchion, bolas, short bow, *oil of magic vestment* +1**⚔ Anti-Adventurers, Rog4 (2)**

CN Medium humanoid (half-elf)

Init +4 (+5); **Senses** low-light vision; Perception +10**AC** 18 (20), touch 15 (17), flat-footed 13; (+3 armor, +4 (6) Dex, +1 dodge)**hp** 32 (4d6+12)**Fort** +2, **Ref** +7 (9), **Will** +2**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** magical sleep; **SR** nil**Spd** 30 ft.**Melee** elven curve blade +5 (1d10+1, 18-20/x3)**Ranged** bolas +8 (10) (1d4) (trip) or shortbow +8 (10) (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +2d6, bleeding attack +2**Str** 13, **Dex** 18 (20) **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +3; **CMB** +4; **CMD** 19 (+21)**Feats** Dodge, Skill Focus (Stealth)^B, Step Up^B, Toughness**Skills** Acrobatics +9 (+11), Bluff +7, Disable Device +9, Escape Artist +9 (+11), Intimidate +7, Perception +10, Sense Motive +5, Stealth +13 (+15), Use Magic Device +7; **Racial Modifiers** +2 Perception**Languages** Common, Elven**Gear** studded leather armor, elven curve blade, bolas, short bow, *potion of cat's grace***Special Abilities** trapfinding, trap sense +1**⚔ Anti-Adventurer, Clr5 (Illudra) (1)**

N Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +7**AC** 20, touch 14, flat-footed 17; (+6 armor, +2 Dex, +1 size, +1 dodge)**hp** 49 (5d8+15)**Fort** +7, **Ref** +4, **Will** +7 (+9 vs illusion)**Defense Abilities** +4 dodge bonus to AC vs giant type; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** flail +3 (1d8)**Ranged** bolas +5 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Domains** Illusion, Trickery**Spell-Like Abilities** (CL 5th)1/day — *dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals***Spells Known** (CL 5th)3rd-level (DC 15) — *bestow curse*, *displacement**2nd-level (DC 14) — *hold person*, *invisibility**, *silence*, *spiritual weapon* (*longsword*)1st-level (DC 13) — *cause fear*, *divine favor*, *disguise self**, *entropic shield*, *shield of faith*0-level (DC 12) — *detect magic*, *light*, *resistance*, *stabilize***Str** 10, **Dex** 14, **Con** 14, **Int** 13, **Wis** 15, **Cha** 15**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Combat Casting, Improved Initiative, +1, Dodge**Skills** Heal +7, Knowledge (religion) +7, Intimidate +5, Perception +7, Spellcraft +7; **Racial Modifiers** +2 Perception**Languages** Common, Gnome, Sylvan

SQ channel energy (negative) 3d6 (DC14)

Gear chainmail, flail, bolas

Special Abilities

Blinding Ray (Su): As a standard action you may fire a blinding ray targeting a single foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your cleric level are dazzled for 1 round instead. Blind creatures are immune to this effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

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ATL 5**‡ Anti-Adventurers, Rng7 (2)**

N Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60 ft.; Perception +13**AC** 19, touch 13, flat-footed 16; (+6 armor, +2 Dex, +1 dodge)**hp** 68 (7d10+13)**Fort** +5, **Ref** +5, **Will** +2**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft. (40 ft.)**Melee** falchion +10 (2d4+3, 18-20/x2)**Full Attack** falchion +10/+5 (2d4+3, 18-20/x2)**Ranged** bolas +9 (1d4) (trip) or shortbow +9 (1d6, x3)**Full Attack** bolas +9/+4 (1d4) (trip) or shortbow +9/+4 (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Spells Known** (CL 4th)2nd-level (DC 15) — *cure light wounds*1st-level (DC 14) — *entangle, longstrider***Str** 15, **Dex** 14, **Con** 12, **Int** 10 **Wis** 16, **Cha** 12**Base Atk** +7; **CMB** +9; **CMD** 21**Feats** Combat Reflexes, Dodge, Endurance^B, Lunge, Point Blank Shot^B, Precise Shot^B, Step Up**Skills** Bluff +7, Intimidate +8, Knowledge (dungeoneering) +10, Perception +13, Sense Motive +10, Stealth +12, Survival +13; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** Favored Enemy human (+4), Favored Enemy magical beast (+2), Favored Terrain mountain (+2), Hunter's Bond (share favored enemy bonus), Woodland Stride**Gear** studded leather armor, falchion, ~~oil of magic weapon +1~~, bolas, short bow, ~~oil of magic vestment +3~~**‡ Anti-Adventurers, Rog6 (2)**

CN Medium humanoid (half-elf)

Init +4 (+5); **Senses** low-light vision; Perception +12**AC** 19 (21), touch 16 (18), flat-footed 13 (14); (+3 armor, +4 (6) Dex, +1 dodge, +1 natural)**hp** 46 (6d6+18)**Fort** +3, **Ref** +8 (10), **Will** +3**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** magical sleep; **SR** nil**Spd** 30 ft.**Melee** elven curve blade +5 (1d10+1, 18-20/x3)**Ranged** bolas +9 (10) (1d4) (trip) or shortbow +9 (10) (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +3d6, bleeding attack +3, slow reactions**Str** 13, **Dex** 18 (20) **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +4; **CMB** +5; **CMD** 20 (+22)**Feats** Combat Reflexes, Dodge, Skill Focus (Stealth)^B, Step Up^B, Toughness**Skills** Acrobatics +11 (+13), Bluff +10, Disable Device +11, Escape Artist +11 (+13), Intimidate +7, Perception +12, Sense Motive +8, Stealth +15 (+17), Use Magic Device +9; **Racial Modifiers** +2 Perception**Languages** Common, Elven**Gear** studded leather armor, elven curve blade, bolas, short bow, ~~potion of barkskin +1~~, ~~potion of eat's grace~~**Special Abilities** trapfinding, trap sense +2**‡ Anti-Adventurer, Clr7 (Illudra) (1)**

N Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +9**AC** 21, touch 15, flat-footed 17; (+6 armor, +2 Dex, +1 size, +1 dodge, +1 natural)**hp** 66 (7d8+21)**Fort** +8, **Ref** +5, **Will** +8 (+10 vs illusion)**Defense Abilities** +4 dodge bonus to AC vs giant type; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** flail +5 (1d8)**Ranged** bolas +7 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Domains** Illusion, Trickery**Spell-Like Abilities** (CL 5th)1/day — *dancing lights, ghost sound* (DC 13), *prestidigitation, speak with animals***Spells Known** (CL 7th)4th-level (DC 16) — *confusion**, *unholy blight*3rd-level (DC 15) — *bestow curse, displacement**, *prayer*2nd-level (DC 14) — *hold person, invisibility**, *silence, sound burst, spiritual weapon (longsword)*1st-level (DC 13) — *cause fear, divine favor, disguise self**, *entropic shield, protection from good, shield of faith*

0-level (DC 12) — *detect magic, light, resistance, stabilize*

Str 10, Dex 14, Con 14, Int 13, Wis 15, Cha 15

Base Atk +4; CMB +4; CMD 16

Feats Combat Casting, Dodge, Improved Channel, Improved Initiative

Skills Heal +7, Knowledge (religion) +7, Intimidate +7, Perception +9, Spellcraft +9; **Racial Modifiers** +2 Perception

Languages Common, Gnome, Sylvan

SQ channel energy (negative) 4d6 (DC18)

Gear chainmail, flail, bolas, ~~*potion of barkskin +1*~~

Special Abilities

Blinding Ray (Su): As a standard action you may fire a blinding ray targeting a single foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your cleric level are dazzled for 1 round instead. Blind creatures are immune to this effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

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ATL 7**⚔ Anti-Adventurers, Rng9 (2)**

N Medium humanoid (half-orc)

Init +2; **Senses** darkvision 60 ft.; Perception +15**AC** 19 (22), touch 13, flat-footed 16 (19); (+6 armor, +2 Dex, +1 dodge)**hp** 86 (9d10+17)**Fort** +6, **Ref** +6, **Will** +3**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft. (40 ft.)**Melee** falchion +13 (2d4+4, 18-20/x2)**Full Attack** falchion +13/+8 (2d4+4, 18-20/x2)**Ranged** bolas +11 (1d4) (trip) or shortbow +11 (1d6, x3)**Full Attack** bolas +11/+6 (1d4) (trip) or shortbow +11/+6 (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Spells Known** (CL 6th)2nd-level (DC 15) — *barkskin*, *cure light wounds*1st-level (DC 14) — *entangle*, *longstrider*, *summon nature's ally I***Str** 16, **Dex** 14, **Con** 12, **Int** 10 **Wis** 16, **Cha** 12**Base Atk** +7; **CMB** +10; **CMD** 22**Feats** Combat Reflexes, Dodge, Endurance^B, Lunge, Point Blank Shot^B, Precise Shot^B, Stand Still, Step Up**Skills** Bluff +9, Intimidate +10, Knowledge (dungeoneering) +12, Perception +15, Sense Motive +10, Stealth +14, Survival +15; **Racial Modifiers** +2 Intimidate**Languages** Common, Orc**SQ** Favored Enemy human (+4), Favored Enemy magical beast (+2), Favored Terrain mountain (+4), Favored Terrain urban (+2), Hunter's Bond (share favored enemy bonus), Swift Tracker, Woodland Stride**Gear** studded leather armor, falchion, ~~*oil of magic weapon* +1~~, bolas, short bow, ~~*oil of magic vestment* +3~~**⚔ Anti-Adventurers, Rog8 (3)**

CN Medium humanoid (half-elf)

Init +4 (+5); **Senses** low-light vision; Perception +14**AC** 21 (23), touch 16 (18), flat-footed 13 (16); (+3 armor, +4 (6) Dex, +1 dodge, +3 natural)**hp** 60 (8d6+24)**Fort** +3, **Ref** +9 (11), **Will** +3**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** magical sleep; **SR** nil**Spd** 30 ft.**Melee** elven curve blade +8 (1d10+4, 18-20/x3)**Full Attack** elven curve blade +8/+3 (1d10+4, 18-20/x3)**Ranged** bolas +9 (10) (1d4) (trip) or shortbow +9 (10) (1d6, x3)**Full Attack** bolas +9/+4 (10) (1d4) (trip) or shortbow +9/+4 (10) (1d6, x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +4d6, bleeding attack +4, slow reactions**Str** 14, **Dex** 18 (20) **Con** 12, **Int** 12, **Wis** 12, **Cha** 13**Base Atk** +6; **CMB** +8; **CMD** 23 (+25)**Feats** Combat Reflexes, Dodge, Mobility, Skill Focus (Stealth)^B, Step Up^B, Toughness**Skills** Acrobatics +13 (+15), Bluff +12, Disable Device +13, Escape Artist +13 (+15), Intimidate +9, Perception +14, Sense Motive +10, Stealth +17 (+19), Use Magic Device +11; **Racial Modifiers** +2 Perception**Languages** Common, Elven**Gear** studded leather armor, elven curve blade, bolas, short bow, ~~*oil of magic weapon* +2~~, ~~*potion of barkskin* +3~~, ~~*potion of cat's grace*~~**Special Abilities** trapfinding, trap sense +2**⚔ Anti-Adventurer, Clr9 (Illudra) (1)**

N Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +11**AC** 23, touch 15, flat-footed 19; (+6 armor, +2 Dex, +1 size, +1 dodge, +3 natural)**hp** 84 (9d8+27)**Fort** +9, **Ref** +6, **Will** +9 (+11 vs illusion)**Defense Abilities** +4 dodge bonus to AC vs giant type; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** flail +6 (1d8)**Ranged** bolas +8 (1d4) (trip)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Domains** Illusion, Trickery**Spell-Like Abilities** (CL 5th)1/day — *dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals***Spells Known** (CL 9th)

5th-level (DC 17) — *false vision**, *flame strike*
4th-level (DC 16) — *confusion**, freedom of movement, *unholy blight*

3rd-level (DC 15) — *bestow curse*, dispel magic, *displacement**, *invisibility purge*, *prayer*

2nd-level (DC 14) — *hold person*, *invisibility**, *shatter*, *silence*, *sound burst*, *spiritual weapon (longsword)*

1st-level (DC 13) — *cause fear*, *divine favor*, *disguise self**, *entropic shield*, *protection from good*, *shield of faith*

0-level (DC 12) — *detect magic*, *light*, *resistance*, *stabilize*

Str 10, Dex 14, Con 14, Int 13, Wis 16, Cha 15

Base Atk +5; CMB +5; CMD 17

Feats Combat Casting, Dodge, Improved Channel, Improved Initiative, Selective Channel

Skills Heal +10, Knowledge (religion) +7, Intimidate +7, Perception +11, Spellcraft +11;

Racial Modifiers +2 Perception

Languages Common, Gnome, Sylvan

SQ channel energy (negative) 5d6 (DC18)

Gear chainmail, flail, bolas, *potion of barkskin* +3

Special Abilities

Blinding Ray (Su): As a standard action you may fire a blinding ray targeting a single foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your cleric level are dazzled for 1 round instead. Blind creatures are immune to this effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

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- If the PCs defeat their attackers and continue on **GO TO Encounter 5 (page 24).**
- If the PCs decide to steal Deacon's map and look for the treasure without him **GO TO Conclusion B (page 26).**
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26).**

ENCOUNTER 5 – EUREKA!

The PCs will have no further difficulties en route to the great chamber where Malovar concealed his stolen treasure, and imprisoned his guardian.

A polished black throne imbedded with brilliant gemstones dominates a large dais in the center of an arched chamber. Piles of coins, gems, weapons, ornamental objects and myriad other treasures cascade across the floor. An immense serpentine form covered in black and gray scales wraps around the throne, the upper body resting on the carved seat, the hooded head rising up to regard you steadily.

PCs succeeding on a **Knowledge (dungeoneering)** skill check **DC 15** will recognize the creature as a guardian naga, though its color is clearly wrong and it is not behaving in a benevolent manner. The creature cannot answer the PCs' questions, and asks one of its own.

A combination of menace and grief seems to emanate from the creature. After a moment of some internal struggle the human-like face focuses on you and it speaks in a hoarse whisper. "Who am I?"

This is Galodarias, a guardian naga lured here and trapped by Malovar centuries ago. The binding has stripped Galodarias of his name, and with it his power to free himself. If the PCs cannot name him in 10 rounds he will lose his internal struggle to resist Malovar's order and attack. A **Sense Motive** skill check **DC 15** will allow the PCs to realize that he has no desire to attack them but is somehow being forced to do so.

ALL ATLS

✂ **Galodarias, Guardian Naga (1)** [See *Pathfinder Bestiary* p212 for complete description]

LG Large aberration

Init +6; **Senses** darkvision 60 ft.; Perception +23

AC 24, touch 15, flat-footed 18 (+6 Dex, +9 natural, -1 size)

hp 136 (12d8+60)

Fort +9, **Ref** +12, **Will** +12

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Speed 40 ft.

Melee bite +13 (2d6+7 plus poison)

Ranged spit +14 touch (poison)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known (CL 9th)

4th (5/day)—*divine power, greater invisibility*

3rd (7/day)—*cure serious wounds, dispel magic, lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *lesser restoration, see invisibility, scorching ray*

1st (7/day)—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*

0 (at will)—*daze* (DC 14), *detect magic, light, mage hand, open/close, ray of frost, read magic, stabilize*

Str 21, **Dex** 23, **Con** 20, **Int** 16, **Wis** 19, **Cha** 18

Base Atk +9; **CMB** +15; **CMD** 31 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Eschew Materials^B, Improved Trip, Lightning Reflexes

Skills Bluff +16, Diplomacy +16, Knowledge (arcana) +18, Perception +23, Sense Motive +20, Spellcraft +18, Stealth +17

Languages Celestial, Common

SQ nil

Gear treasure hoard

Special Abilities

Poison (Ex) Bite—injury or spit—contact; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer.

Cleric spells are considered arcane spells for a guardian naga.

Spit (Ex) A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

If the PCs have deciphered Galodarias' name and speak it aloud –

The guardian roars in triumph, a ripple of agony rolling through the serpentine grey body. As the convulsions pass down the creature's length, the grays and blacks are replaced with resplendent golds, blazing reds and brilliant oranges.

Galodarias regards you serenely. "My suffering is ended and the compulsion which forced my service is broken. All may now be set aright and the proper order restored. Take with you these trinkets if you will, but know that the greatest wealth lies not in possessions. Return them from whence they came if you can, and keep them if you cannot. Make haste away from here for with the dawn will come a new beginning."

Galodarias will say no more, but will drop into a contemplative trance.

When the PCs reach the surface they will find six wagons and burden beasts, even if they did not bring them. The beasts will move without any prodding, and will stay on the road. The PCs are free to return to Amthydor at their leisure, taking the treasure with them.

If the PCs remain overnight to see what happens at dawn, the ruined stones will begin to move, rising into the air one by one to form a great floating castle, with clouds for ground and expansive gardens of statuary, bubbling fountains and bright gardens. There is no means available for the PCs to reach the castle 500 feet in the air, unless they are able to fly themselves.

If the PCs fail to name Galodarias and defeat him –

The creature's body flails one last time before collapsing with a heavy thud across the throne. A blinding flash of golden light fills the chamber, consuming the corpse and leaving a lingering

glow on the ceiling and walls. A faint whisper fills the chamber. "I am freeeeeeeee."

The PCs may exit at their leisure, taking with them all of the treasure that they can carry by whatever means they have available.

- If the PCs succeed in freeing Galodarias **GO TO C (page 26) Conclusion A**
- If the PCs decide to steal Deacon's map and look for the treasure without him **GO TO Conclusion B (page 26)**.
- If the PCs kill Deacon and take his map for themselves **GO TO Conclusion C (page 26)**.

CONCLUSION A – FINDERS, KEEPERS

The PCs have successfully recovered Malovar's lost treasure, and make their way back to Amthydor with their prize.

Wheels creak and burdened beasts strain against their harness as the laden wagons make slow progress south towards Amthydor. Never has there been a more welcome sight as the open gates of the city coming into view. Deacon is more subdued than any time in your acquaintance, but you have a feeling that his craving for adventure is in no way lessened, only tempered and matured. Outriders from the Legion spur their mounts out to meet you, flanking your party for the last stage of the journey and assisting in securing your prize. There are stories to tell, and shares to be paid, but with your new found wealth you are well on your way to making a name for yourselves in the Shining Jewel.

THUS ENDS "HAVE SWORD, WILL TRAVEL"

TIME UNIT COST: 10 TU

CONCLUSION B – AN EQUAL AND OPPOSITE REACTION

The black-garbed Warden reads aloud the charges and the verdict of the Tribunal ...Guilty. There is a quiet murmur of approval as sentence is pronounced. For the crime of theft you are to be permitted to choose your punishment – two years imprisonment, or the permanent loss of your right hand. The choice is yours.

The period of imprisonment is 730 TUs. If this option is chosen, the log sheet entry for this game must show the expenditure of all remaining TUs for the current year, the entire 365 TUs for next year, and the balance deducted from the 365 TUs for the year after. The PC remains out of play until two (2) years from the date that the scenario is played. All TU and GP costs associated with metaorgs and other activities must be paid for the two years of imprisonment or the character will have to begin the membership process for these organizations and activities again at the beginning. If a PC instead chooses to lose a hand, his or her right hand will be cut off. No character (non-player or player) will restore the severed appendage, as the punishment for doing so is to share in the PC's punishment themselves. A PC choosing this punishment may no longer use a two-handed weapon, including bows. Crossbows may still be used, at double the loading time. Because there was a bargain in place for the PCs to have a share of the treasure, PCs receiving this punishment may still receive the rewards from **Encounter 4** and **Encounter 5**. They do not receive any other reward.

THUS ENDS "HAVE SWORD, WILL TRAVEL"

TIME UNIT COST: 30 TU (Loss of Right Hand) or 730 TU (Imprisoned)

CONCLUSION C – FINAL JUDGEMENT

Discourage the PCs from killing Deacon if you can. Murder is a serious crime in Amthydor, and players unfamiliar with organized campaigns like *Legends of the Shining Jewel* and its alignment restrictions may tend toward inappropriate actions. If the players absolutely insist on following this

course of action, thank them for playing and take their characters. They won't be needing them anymore, though they are welcome to start new PCs and try again. Enough witnesses will come forward, priests will speak with Deacon's spirit and evidence will be found to connect the party to his murder. The PCs will be tried, judged and found guilty of murder, a capital offense. Their possessions will be seized for reparations and they will be publicly executed at the **Way's End**, an area in the Port District with a large platform and scaffold where executions take place.

The solemn beat of the drums rolls into silence as the procession comes to a halt on the platform of the Way's End. The crowd gathered around the scaffold is solemn, witness to Amthydor's judgment. The Warden reads aloud the charges and the sentence of the Court. A black hood covers your head from behind, obscuring your view of the proceedings, and the noose is settled into place around your neck. The bindings around your wrists and ankles are tightened, and a single drum begins a steady beat. A deep male voice intones a prayer to Meneon for the peace of the soul. As the last word fades away, the drummer strikes a final beat and the platform beneath your feet drops away...

PCs executed for Deacon's murder are permanently out of play. However, in the event that they might somehow be cleared in the future, their certs, character sheet and player contact information should be sent to the LSJ Campaign Staff. Contact the campaign staff at lsj-coord@theshiningjewel.com for instructions. PCs experiencing this conclusion receive no reward for the scenario.

THUS ENDS "HAVE SWORD, WILL TRAVEL"

TIME UNIT COST: Permanently Out of Play

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
If the PCs take a chance and share the treasure, rather than taking the easy way and giving Deacon their extra certified items or buying his gear themselves	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	700	950	1400	2000

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

TREASURE SUMMARY

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

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

Encounter 4

- **Mundane Equipment**, Per mercenary defeated Sale value: 100 gp

You have returned triumphant with Malovar's treasure. You may choose what form your share of the reward takes (coin, gems or even magic items, in any combination) as follows –

Encounter 5

- **Treasure Share**, 1 per PC (Value: varies, Caster Level: see above, Tradable: Yes, Rarity: Common, Legality: Legal).

Party's Treasure Share* (% , max 50%) _____
 x 200 gp = Individual Share Value
 _____gp

*The party's treasure share is [100 minus the total % promised to craftsmen and merchants] and then divided by 2.

If the PC's share contains magic items, the total value may not exceed individual share value. Magic items must be from the list of items available for purchase from the **Mystical Marketplace**. Caster level for magic items is the minimum to create. The value of the item claimed from Malovar's treasure hoard may be up to 150% of the gp limit imposed per the 'Item Level Limit on Purchase' rule. Arcane scrolls may be chosen.

Coin _____ (Log sheet entry # _____)

Gems _____ (Log sheet entry # _____)

Magic item(s) _____

Conclusion A

The PCs only receive rewards from those merchants and craftsmen that they successfully made bargains with to exchange a share of the treasure for Deacon's equipment.

- **A Little Something Extra – Dolmur Brothers' Smithy**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

Dwarven brothers Lydaic and Gaic Dolmur were so well pleased with your bargain that they have arranged for a small 'thank you'. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 25% discount on the purchase of a single shield or suit of armor for a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

10% Share 50% discount on the purchase of a single shield or suit of armor for

a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 7,500 gp.

The armor must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level Limit on Purchase' rule applies to this armor. This discount does not apply to item creation. This discount may not be combined with any other discount.

Armor Description _____

- **A Little Something Extra – Grendel's Armory**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

Master Armorsmith Grendel was so well pleased with your bargain that he has arranged for a small 'thank you'. The extent of his appreciation is based upon what percentage share of the treasure he was promised in exchange for his assistance.

5% Share 25% discount on the purchase of a single shield or suit of armor for a Medium or Large humanoid or barding for a Medium or Large mount. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

10% Share 50% discount on the purchase of a single shield or suit of armor for a Small (or smaller) humanoid or barding for a Medium (or smaller) mount. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 7,500 gp.

The armor must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level

Limit on Purchase' rule applies to this armor. This discount does not apply to item creation. This discount may not be combined with any other discount.

Armor Description_____

- **A Little Something Extra – League of Thaumaturgical Studies**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

The League of Thaumaturgical Studies was so well pleased with your bargain that they have arranged for a small 'thank you'. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 10% discount on the purchase of a single magic item (potion, ring, rod, arcane scroll, staff, wand or wondrous item). The maximum value of this discount is 1,000 gp.

10% Share 25% discount on the purchase of a single magic item (potion, ring, rod, arcane scroll, staff, wand or wondrous item). The maximum value of this discount is 5,000 gp.

20% Share 50% discount on the purchase of a single magic item (potion, ring, rod, arcane scroll, staff, wand or wondrous item). The maximum value of this discount is 15,000 gp.

The item must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level Limit on Purchase' rule applies to this item. This discount does not apply to item creation. This discount may not be combined with any other discount.

Item Description_____

- **A Little Something Extra – Quorum of Faith**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

The Quorum of Faith was so well pleased with your bargain that they have arranged for a small 'thank you'. The extent of their appreciation is based upon what percentage share of the treasure they were promised in exchange for their assistance.

5% Share 10% discount on the purchase of a single magic item (potion, ring, rod, divine scroll, staff, wand or wondrous item). The maximum value of this discount is 1,000 gp.

10% Share 25% discount on the purchase of a single magic item (potion, ring, rod, divine scroll, staff, wand or wondrous item). The maximum value of this discount is 5,000 gp.

20% Share 50% discount on the purchase of a single magic item (potion, ring, rod, divine scroll, staff, wand or wondrous item). The maximum value of this discount is 15,000 gp.

The item must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level Limit on Purchase' rule applies to this item. This discount does not apply to item creation. This discount may not be combined with any other discount.

Item Description_____

- **A Little Something Extra – Rylden's Forge**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal) 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

Master Weaponsmith Veradaine Rylden was so well pleased with your bargain that she has arranged for a small 'thank you'. The extent of her appreciation is based upon what

percentage share of the treasure she was promised in exchange for his assistance.

❑ **5% Share** 10% discount on the purchase of a single melee weapon. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 1,000 gp.

❑ **10% Share** 25% discount on the purchase of a single melee weapon. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

❑ **20% Share** 50% discount on the purchase of a single melee weapon. Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 10,000 gp.

The melee weapon must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level Limit on Purchase' rule applies to this weapon. This discount does not apply to item creation. This discount may not be combined with any other discount.

Melee Weapon Description_____

- **A Little Something Extra – Reeve's Bowery**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

Master Bowyer Talmor Reeve was so well pleased with your bargain that he has arranged for a small 'thank you'. The extent of his appreciation is based upon what percentage share of the treasure he was promised in exchange for his assistance.

❑ **5% Share** 25% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Enchantments, special materials or Greater Masterwork quality are

available. The maximum value of this discount is 1,000 gp.

❑ **10% Share** 25% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 2,500 gp.

❑ **20% Share** 50% discount on the purchase of a single ranged weapon (bow, composite bow or crossbow only). Enchantments, special materials or Greater Masterwork quality are available. The maximum value of this discount is 10,000 gp.

The ranged weapon must be of a type eligible for purchase through the Mystical Marketplace, but you do not need to wait for the Marketplace to obtain it. The gp 'Item Level Limit on Purchase' rule applies to this weapon. This discount does not apply to item creation. This discount may not be combined with any other discount.

Ranged Weapon Description_____

- **A Little Something Extra – Korbec the Linguist**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

Linguist and scribe Korbec Torval was so well pleased with your bargain that he has arranged for a small 'thank you'.

❑ **5% Share** Korbec will tutor you for 60 TUs in languages, codes, handwriting analysis and forgery. At the end of this time *Linguistics* becomes a class skill for you.

❑ **10% Share** Korbec will tutor you for 60 TUs in languages, codes, handwriting analysis and forgery. At the end of this time *Linguistics*, *Craft (calligraphy)* and *Profession (scribe)* become class skills for you. Furthermore, you gain *Skill Focus (Linguistics)* as a bonus feat.

Log Sheet Entry # for TUs paid _____

Conclusion B

- **Let the Punishment Fit the Crime**, 1 per guilty PC (Value: n/a, Caster Level: n/a, Tradable: No, Rarity: Uncommon, Legality: Legal).

You have been found Guilty of the crime of theft. You are permitted to choose your punishment –

Two (2) years imprisonment

The period of imprisonment is 730 TUs. If this option is chosen, the log sheet entry for this game must show the expenditure of all remaining TUs for the current year, the entire 365 TUs for next year, and the balance deducted from the 365 TUs for the year after. The PC remains out of play until two (2) years from the date that the scenario is played. All TU and GP costs associated with metaorgs and

other activities must be paid for the two years of imprisonment or the character will have to begin the membership process for these organizations and activities again at the beginning.

Date scenario played _____

Loss of right hand

If a PC instead chooses to lose a hand, his or her right hand will be cut off. No character (non-player or player) will restore the severed appendage, as the punishment for doing so is to share in the PC's punishment themselves. A PC choosing this punishment may no longer use a two-handed weapon, including bows. Crossbows may still be used, at double the loading time.

PLAYER HANDOUT #1

Deacon

⚔ Deacon (age 11), Human Paragon 1

CG Medium humanoid (human)

Init +2; **Senses** Perception +5

AC 14, touch 13, flat-footed 11; (+1 armor, +2 Dex, +1 dodge)

hp 10 (1d8+2)

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

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

Spd 30 ft.

Melee wooden practice sword +1 (1d2-1)

Ranged sling +2 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats Dodge, <feat to be determined>

Skills Bluff +1, Diplomacy +1, Escape Artist +2, Handle Animal +5, Knowledge (dungeoneering) +6, Linguistics +6, Perception +5, Ride +2, Sense Motive +5. Stealth +2, Survival +1, Use Magic Device +5

Languages Common

SQ nil

Gear Padded practice armor, wooden practice sword. Additional or upgraded equipment to be determined

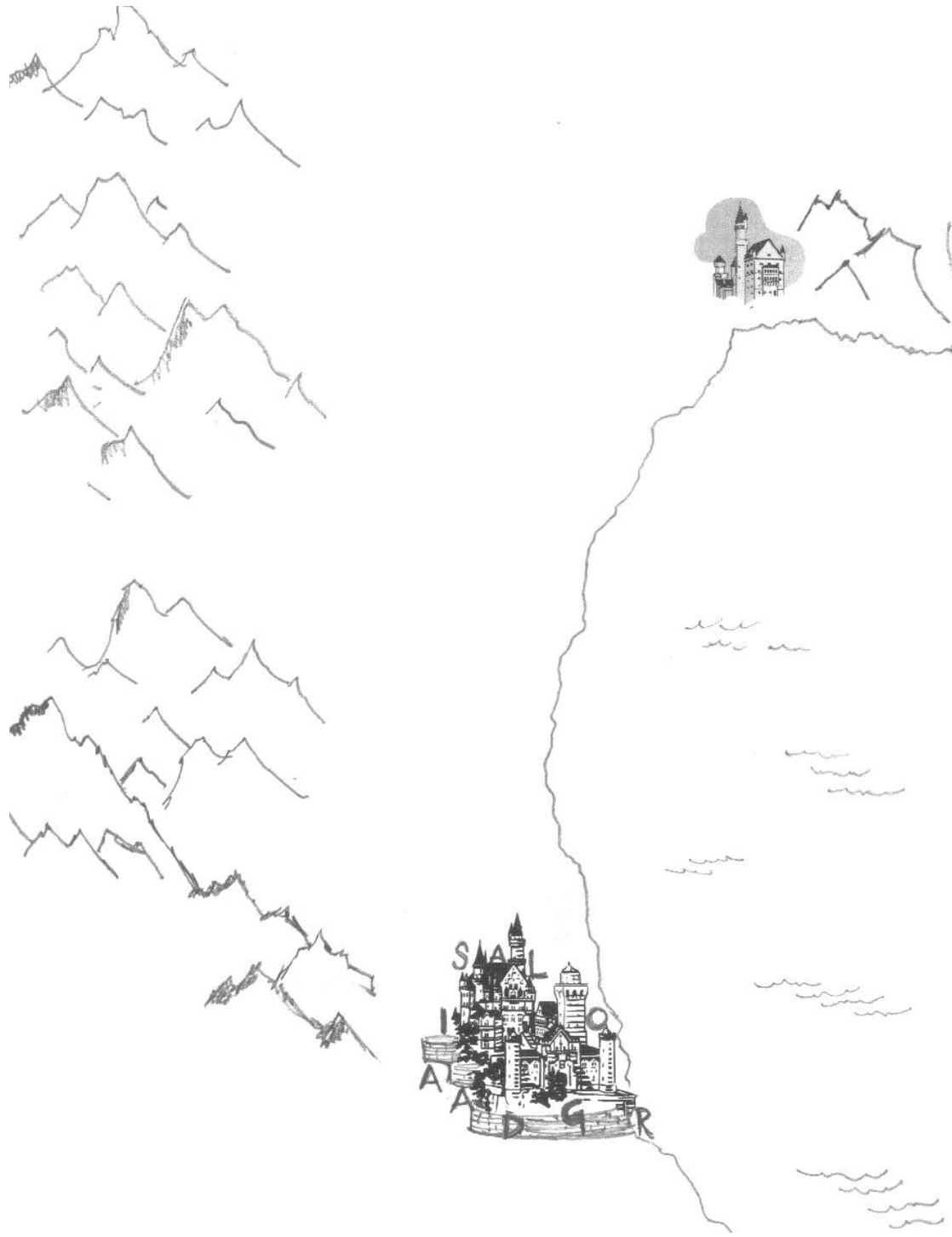
Special Abilities nil

Deacon's education as an adventurer is only just beginning. Variable aspects of his current (1st) level, as well as the class for his upcoming 2nd level will need to be determined. As players, you may influence these decisions through your PCs and their interactions with Deacon. Your GM will record this information as part of the **Critical Event Summary**.

- Upgrade current (practice) equipment, if desired
- One 1st level feat to be determined. This should be a feat possessed by one or more of the PCs, who can then help Deacon realize his natural potential or 'train' him to use this natural ability.
- Two (2) additional Human Paragon class skills to be determined (Handle Animal, Knowledge (dungeoneering), Linguistics, Perception, Ride, Sense Motive, Survival and Use Magic Device already selected). These skills should be ones that one or more of the PCs already have as class skills, allowing them to train Deacon in them.
- 2nd level class to be determined (scenario end)

PLAYER HANDOUT #2

Deacon's Map



GM PLAY AID #1

Deacon

⚔ Deacon (age 11), Human Paragon 1

CG Medium humanoid (human)

Init +2; **Senses** Perception +5

AC 14, touch 13, flat-footed 11; (+1 armor, +2 Dex, +1 dodge)

hp 10 (1d8+2)

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

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

Spd 30 ft.

Melee wooden practice sword +1 (1d2-1)

Ranged sling +2 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +0; **CMB** +1; **CMD** 13

Feats Dodge, <feat to be determined>

Skills Bluff +1, Diplomacy +1, Escape Artist +2, Handle Animal +5, Knowledge (dungeoneering) +6, Linguistics +6, Perception +5, Ride +2, Sense Motive +5. Stealth +2, Survival +1, Use Magic Device +5

Languages Common

SQ nil

Gear Padded practice armor, wooden practice sword. Additional or upgraded equipment to be determined

Special Abilities nil

Deacon's education as an adventurer is only just beginning. Variable aspects of his current (1st) level, as well as the class for his upcoming 2nd level will need to be determined. The players may influence these decisions through their characters and PCs' interactions with Deacon. You will need to record this information as part of the **Critical Event Summary (GenCon 2011)** and conventions before December 31st 2011).

- Upgrade current (practice) equipment, if desired
- One 1st level feat to be determined. This should be a feat possessed by one or more of the PCs, who can then help Deacon realize his natural potential or 'train' him to use this natural ability.
- Two (2) additional Human Paragon class skills to be determined (Handle Animal, Knowledge (dungeoneering), Linguistics, Perception, Ride, Sense Motive, Survival and Use Magic Device already selected). These skills should be ones that one or more of the PCs already have as class skills, allowing them to train Deacon in them.
- 2nd level class to be determined (scenario end)

GM PLAY AID #2

Merchants and Craftsmen with Available Equipment

Dolmur Brothers Smithy

- **5% Share** Greater Masterwork +1 Armor or Greater Masterwork +1 Shield (+1 to AC, Armor check penalty reduced by 2, +1 hardness, +5 hit points). No special materials.
- **10% Share** Greater Masterwork +2 Armor or Greater Masterwork +2 Shield (+2 to AC, armor check penalty reduced by 2, +1 hardness, +5 hit points). No special materials

Grendel's Armory

- **5% Share** Greater Masterwork +1 Armor or Greater Masterwork +1 Shield (+1 to AC, Armor check penalty reduced by 2, +1 hardness, +5 hit points). No special materials.
- **10% Share** Greater Masterwork +2 Armor or Greater Masterwork +2 Shield (+2 to AC, armor check penalty reduced by 2, +1 hardness, +5 hit points). No special materials

Rylden's Forge

- **5% Share** Masterwork Melee Weapon (+1 to hit). No special materials.
- **10% Share** +1 Melee Weapon. No special materials
- **20% Share** +2 Melee Weapon or +1 Melee Weapon with a +1 value special ability. No special materials

Reeve's Bowery

- **5% Share** Masterwork Bow or Crossbow (+1 to hit). No special materials.
- **10% Share** +1 Bow or Crossbow. No special materials
- **20% Share** +2 Bow or Crossbow or +1 Bow or Crossbow with a +1 value special ability. No special materials

League of Thaumaturgical Studies

- **5% Share** One item, with a maximum value of 4,000 gp
- **10% Share** Up to two items, maximum single item value 10,000 gp, maximum combined value 15,000 gp
- **20% Share** Up to four items, maximum single item value 16,000 gp, maximum combined value 50,000 gp

Quorum of Faith

- **5% Share** One item, with a maximum value of 4,000 gp
- **10% Share** Up to two items, maximum single item value 10,000 gp, maximum combined value 15,000 gp
- **20% Share** Up to four items, maximum single item value 16,000 gp, maximum combined value 50,000 gp

Korbec the Scribe

- **5% Share** **Encounter 1** Skill Check DCs 20 and lower. Deciphered name.
- **10% Share** **Encounter 1** Skill Check DCs [All]. Deciphered name. Location of the ruins.

See **GM Play Aid #3** for a list of available items and equipment.

GM PLAY AID #3

Magic Items Available to Equip Deacon

Armor Equipment Chapter 6 *Pathfinder Core Rulebook*, magical enhancements Chapter 15

Weapons Equipment Chapter 6 *Pathfinder Core Rulebook*, magical enhancements Chapter 15

Rings

Energy Resistance (Minor)	12,000 gp
Feather Falling	2,200 gp
Force Shield	8,500 gp
Protection +1	2,000 gp
Protection +2	8,000 gp

Wands

Cure Light Wounds (1 st level caster)	750 gp
Cure Moderate Wounds (3 rd level caster)	4,500 gp
Magic Missiles (1 st level caster)	750 gp
Fireballs (5 th level caster)	11,250 gp

Wondrous Items

Amulet of mighty fists +1	5,000 gp
Amulet of natural armor +1	2,000 gp
Amulet of natural armor +2	8,000 gp
Belt of giant strength +2	4,000 gp
Belt of incredible dexterity +2	4,000 gp
Belt of mighty constitution +2	4,000 gp
Belt of physical might +2	10,000 gp
Blessed book	12,500 gp
Boots of speed	12,000 gp
Bracers of armor +1	1,000 gp
Bracers of armor +2	4,000 gp
Bracers of armor +3	9,000 gp
Brooch of shielding	1,500 gp
Cloak of resistance +1	1,000 gp
Cloak of resistance +2	4,000 gp
Efficient quiver	1,800 gp
Headband of alluring charisma +2	4,000 gp
Headband of inspired wisdom +2	4,000 gp
Headband of vast intelligence +2	4,000 gp
Headband of mental prowess +2	10,000 gp
Ioun stone, clear spindle	4,000 gp
Ioun stone, dusty rose prism	5,000 gp
Ioun stone, deep red sphere	8,000 gp
Ioun stone, incandescent blue sphere	8,000 gp
Ioun stone, pale blue rhomboid	8,000 gp
Ioun stone, pink rhomboid	8,000 gp
Ioun stone, pink and green sphere	8,000 gp
Ioun stone, scarlet and blue sphere	8,000 gp
Ioun stone, dark blue rhomboid	10,000 gp
Pearl of power, 1st-level spell	1,000 gp
Pearl of power, 2nd-level spell	4,000 gp
Periapt of wound closure	15,000 gp
Phylactery of faithfulness	1,000 gp
Robe, monk's	13,000 gp
Rope of climbing	3,000 gp
Scabbard of keen edges	16,000 gp
Scarab, golembane	2,500 gp

CRITICAL EVENT SUMMARY: HAVE SWORD, WILL TRAVEL

Convention: _____ **Date:** _____

1. How did the PCs deal with Deacon? (Circle one)

- Befriended him then walked away Befriended him and joined his adventure
 Took his map and left him alive Took his map and killed him

2. How did the PCs equip Deacon? (Circle one)

- Made him use what he already had Bargained with craftsmen to trade a share of the treasure
 Bargained with Mattis Gave him their spare equipment Bought him gear with their own gold

3. What was Deacon's status at the end of the event?

- Killed by the PCs Killed by the enemy Killed by the enemy but raised Alive and unhurt

4. What craftsmen, merchants and organizations were promised a share of the treasure in exchange for equipping Deacon? (Circle all that apply)

- None Dolmur Brothers Grendel LoTS Korbec the Linguist
 Veradaine Rylden Talmor Reeve Quorum of Faith

5. What percentage of the treasure was promised to each craftsman, merchant or organization helping to equip Deacon? (Circle all that apply)

Dolmur Brothers	5%	10%	--
Grendel	5%	10%	--
Veradaine Rylden	5%	10%	20%
Talmor Reeve	5%	10%	20%
LoTS	5%	10%	20%
Quorum of Faith	5%	10%	20%
Korbec, NPC Linguist	5%	10%	--

6. What path (character class) did the PCs encourage Deacon to follow? (Circle one)

- Barbarian Bard Cleric (deity) _____ Druid Fighter
 Monk Paladin Ranger Rogue Sorcerer Wizard

7. What equipment did Deacon receive?

- Melee Weapon _____ Armor _____ Wondrous Item _____
 Missile Weapon _____ Other _____ Other _____

8. Which feat and class skills did the PCs select for Deacon to complete his 1st level?

- Feat _____ Class Skill _____ Class Skill _____

9. Did Deacon and the PCs successfully retrieve the treasure? Yes No

10. What was Galodarias' status at the end of the scenario? (Circle one) Free Killed by the PCs Still imprisoned

11. 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: HAVE SWORD, WILL TRAVEL

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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