



The Jokes on You

By David Samuels

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

You were summoned to the Dauntless Dolphin for the start of another possible adventure. The summons did not go into specifics, other than to say those without a sense of humor should not show up. A Role-playing intensive scenario. For heroes of levels 1-6

(Updated July 2011)

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LEGAL TEXT

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

"*The Jokes on You*" is not part of any series.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

Gurge, one of the city's adventurers, and the fiancé of Lady Tiffany Brandywine is looking for a way to endear himself to her family. Lady Tiffany is a member of noble house Krimpach, the noble house known more for pranks and practical jokes than anything else. Gurge figured that if he could provide the house with a new joke, prank, puzzle, or pun they might have a more favorable opinion of him.

Gurge knows that in order for him to have a chance of coming up with a new prank or joke he's going to need some help. Gurge figured that seasoned adventurers, those that have been in the city for a while, might have not have a fresh perspective so he's recruiting some of the city's newer adventurers.

After speaking with one of his "friends" Bialtor Doogen, the owner of the Dauntless Dolphin Inn and Tavern, about the use of his establishment as a meeting place to hire adventurers, Gurge had another reason to hire them. Bialtor Doogen had seen many adventurers pass through the doors of his establishment over the years in their search for adventure, and defense of the city. Bialtor decided that he wanted to do something to show the city's adventuring community how much he appreciates them, while at the same time welcome some of the city's newer adventurers.

While Gurge hired groups of adventurers to perform his assigned task, Bialtor would fix up the Dolphin for a party to honor them. The party would be a secret, and all involved in its assembly would be sworn to secrecy.

When the group returned to the Dolphin to meet with Gurge and receive their payment, they would learn the "other" reason for their mission.

Introduction – PCs will meet with Gurge at the Dauntless Dolphin and will learn what their mission is.

Encounter 1: Hall of Venturers.

Encounter 2: Jade Palace.

Encounter 3: Gilded Cage

Encounter 4: League of Thaumaturgical Studies.

Encounter 5: Temple

Encounter 6: Society of Entertainers and Providers

Encounter 7: Opportunity Knocks.

Encounter 8: Diamond Legion

Encounter 9: Elmo's Apothecary

Encounter 10: Kwella's One Stop Herb Shop

Encounter 11: Dauntless Dolphin Inn and Tavern

Conclusion: PCs head back to the Dauntless Dolphin to meet with Gurge.

PRELUDE A

(If you have experienced adventurers at your table please omit the words in parentheses)

You traveled around the city going about your business when you heard him. The voice was not clear at first, and you had to ask some questions, but it seems as if someone wants to meet you at some place known as the Dauntless Dolphin Inn and Tavern. The crier said that the person wanting to meet you offered to buy you breakfast. Perhaps this could be about a job?

- If the PCs head to the Dauntless Dolphin Inn and Tavern **GO TO the Introduction (page 4).**
- If the PCs don't want to head to the Dauntless Dolphin Inn and Tavern **GO TO Prelude B (page 4)**

PRELUDE B

A young child walks up to you, “Are you an adventurer? I need to find 4-7 adventurers and get them to go to the Dauntless Dolphin. There is a man there that’s trying to hire people. That’s all I know, so if you want to get more information, you need to go to the Dauntless Dolphin and speak with him. It seems like this is definitely about a job?”

- If the PCs head to the Dauntless Dolphin Inn and Tavern **GO TO the Introduction (page 4)**.
- If the PCs don’t want to head to the Dauntless Dolphin Inn and Tavern, the module is over for them **GO TO Conclusion B (page 20)**

INTRODUCTION

You travel through the streets of Amthydor, often referred to as the Shining Jewel of Raia, until you reach the Port District and can see your destination, the Dauntless Dolphin Inn and Tavern. You head that way and upon reaching the Dauntless Dolphin have a moment to observe your surroundings before you enter to meet with the person springing for breakfast. The tavern’s yellow roof is slanted over the bar. The shingle hanging out in front of the door depicts a Swimming Dolphin intent on its target. Bubbles are painted to the side of the creature.

Inside, the tavern walls are decorated with various bits of nautical equipment. Over the bar is a stern wheel, above the door an astrolabe. On other portions of the wall are belaying pins, nets, ropes with grappling hooks and other such memorabilia. There are about a dozen tables scattered across the common room, with half of them filled. The bartender is busy putting glasses away.

The bartender and owner is Bialtor Doogen, a former sailor in the Amthydoran navy. He served many years through many campaigns and other duties out at sea. Approximately ten years ago, he retired from the navy and bought this business to

keep in touch with all of his sailor friends. His thick arms are covered with scars, and there are several on his face. For each of those scars, he has at least three stories, each even more imaginative than the other, to tell those in increasing states of drunkenness.

Which of them is the truth, though, is hard to tell; especially with the exuberance with which Bialtor tells the stories. Bialtor will always tell the stories if asked, mostly because he loves the sound of his own voice as much as the sound of a good party. He will sing and dance even as he tries to serve his customers. Fortunately for his customers, his service is much better than his singing and dancing.

Bialtor is a tall man, almost six foot tall, with blonde hair that has mostly fallen out and a blonde beard. He has a tattoo of a hippocampus on his left arm. He will make flirtatious comments to any pretty lady who walks into the place, but he will limit it to comments.

If the PCs ask, he will point them to a young looking male gnome that’s sitting at a table with other individuals and several empty chairs. When the PCs are ready to make their presence known continue.

After speaking with the bartender, you approach the gnome that hired you. The gnome looks up as you approach and motions for you to be seated. “Thank you for coming. My name is Gurge, well Regurgitate – but that’s a story for another day, and I need your help. I’m engaged to marry a young noble woman, but I need a way to convince her family that I’m worthy and that’s where you come in”

He will pause and allow the PCs to ask questions

☛ **Your name is Regurgitate? / Why would anyone name their child Regurgitate?:**

“My mother named me that because that’s what she did the first time she saw me after giving birth to me.”

☛ **What do you need us to do?:**

“My fiancé is a member of Noble House Krimpach. House Krimpach is known for being a family of pranksters and practical jokers. I’m not a noble, so I feel that I need to find a way to prove my worthiness to them. As I said before that’s where you come in.”

put her in a position where she has to choose between her family and me.”

☛ **Her family doesn’t like you?:**

“I think that they tolerate me because of her. I’d like for them to have a better opinion of me, because I care so deeply about her.”

A Sense Motive DC 5 check will reveal that he seems to be holding something back. If the PCs should call him on it please read the following.

☛ **So you’re hiring us to do the work and you’ll take the credit?:**

“One of my friends, Chimeralys Kailin, who is a noble, married someone who wasn’t worthy and brought shame to his house. I will not bring shame to House Krimpach.”

“That’s usually how being an adventurer works, but this case is different. I’m going to let them know that I hired people to help me do this. I’m hoping that they’ll see how serious I am about wanting to make a good impression on them.”

☛ **What sort of pranks?:**

“There have been reports of people falling into a pit filled with pudding, people getting hit in the face with different flavored pies, people’s skin and hair changing color.”

☛ **Wouldn’t you be better off being yourself?:**

“I’m a lowly adventurer and she’s a noble woman with class.”

☛ **Who is your fiancé?:**

“She is Lady Tiffany Brandywine. She is the niece of the head of house Krimpach.”

☛ **How much are you willing to pay us?:**

“Spoken like a true adventurer. I’m willing to pay you the standard adventurer’s rate of 25 gold pieces each. I’m willing to adjust that based on the amount of pranks, puns and jokes that you come up with, and whether they’re good.”

☛ **You still haven’t explained what you need us to do:**

“I’m thinking that since she is a member of the noble family that’s known for their pranks and practical jokes that I would need to find a way to impress them with humor. I’d like you to help me come up with some jokes, pranks or puns that I can use to impress them.”

☛ **Are clichés, riddles, puzzles, or funny stories acceptable?:**

“As long as they’re funny, any of those should work.”

☛ **If you’re the one trying to impress your fiancé’s family, shouldn’t you be the one coming up with the jokes, pranks or puns?:**

“I’m an adventurer, and I’ve learned what my strengths and weaknesses are. I know when I’m in over my head.”

☛ **Are there any conditions on this task?:**

“Sort of, I know that these types of things require inspiration so I’ve come up with a list of places for you to visit to get that inspiration.”

Please pass them Player Handout 1

☛ **But if this is too difficult for you, maybe you shouldn’t be marrying the woman?:**

“I love her and she loves me. While I know that should be enough, I’m smart enough to know that if her family doesn’t like me, our marriage would have little chance of success. I will never

☛ **Do we need to visit those places? / Can we come up with what you want on our own?:**

“You do not need to go to any of those places, but if the submissions that you come up with aren’t good, you won’t be paid as much. The choice is yours.”

☛ **Are there people that we need to see at those places?:**

“There isn’t a specific person that you need to see.”

☛ **Do we need to bring anything back to prove that we went there?:**

“No.”

☛ **How long do we have to do this?:**

“Four hours.”

☛ **Where do we meet??:**

“We will meet back here in 4 hours, at which point I’ll evaluate what you brought me and then pay you.”

☛ **Where should we start?:**

If you’re going to be going to the places on the list, you may do them in whatever order you feel like, as long as you manage to come up with what I asked for.”

When the PCS are ready to leave, please read the following

“I need you to promise me that you won’t use my name. I don’t want house Krimpach finding out about this until I can present them with the material that you collect. I’m also asking that you not visit House Krimpach because I don’t want to use their jokes and stories to impress them.”

A Sense Motive DC 5 check will reveal that he’s being truthful.

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Jade Palace **GO TO Encounter 2 (page 8).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
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- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**

- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella’s One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo’s Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 1: FRATERNITY OF VENTURERS.

GM NOTE: If the PCs are curious about the exploits of the other adventurers they will hear stories of adventurers: defending the city from both undead and dragons, dealing with normally docile animals that turned wild, battling spell-casting giants and elementals, fighting wars against undead and elves. Feel free to embellish the details.

You travel through the streets of the city heading to your destination when you see 2 men fighting in the street. Before you have a chance to react, a group of Legionnaires shows to diffuse the situation. After taking statements from the 2 combatants, as well as some of the witnesses, the legionnaires warn the combatants and then send them off on their way.

If the PCS should approach the Legionnaires, the officers will be polite, and will show respect to the PCS by adding sir or ma’am depending on whether the PCS they’re answering is male or female

You head to the Hall of Venturers, proceeding through the streets of the Adventurer’s District until you arrive at your destination After waiting in line for approximately thirty minutes listening to other adventurers sharing stories of their exploits you are escorted into a room with a desk covered with papers and enough chairs for your group. The human woman in her early 40’s that that escorted you to this room mentioned that her name was Dorinda, and that Melton Dadderhoff, the head of the Fraternity of Venturers and her boss, would be with you shortly

After the last of you has entered the room and taken a seat Dorinda closes the door and the pile of papers begins moving. The papers quickly part revealing a middle-aged man who takes a look at you and says “Welcome to the Hall of Venturers. What sort of job are you looking for?”

☛ **We’re not looking for a job, we’ve already got one. Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

“Yes, but why do you need to know.”

☛ **We’ve been hired (by a gnome named Gurge) to obtain them can you help us?:**

“Yes, but first I need you to help me out with something. I need a message delivered to Opportunity Knocks.”

☛ **What is Opportunity Knocks?:**

“It is located in the Poor District and its primary function is to help the residents there better themselves.”

☛ **What is the message for them?:**

“We’re willing to work with them to provide job training for the people of that district. Will you deliver the message?”

☛ **You expect us to do this for free?:**

“No. I’m willing to pay you 25 gold each. Its more than the going rate for messengers, but you’re not typical messengers and this message needs to get there.”

If the PCs should agree Dadderhoff will continue

“There are always stories of strange things happening in Amthydor, but now that you’ve put me on the spot, I’m having trouble remembering one.

I recall this one story of a young bard, from the Society of Entertainers and Providers, that was giving a performance for the Lord Monarch and his family got flustered and flubbed his lines. Instead of performing the song that the Lord Monarch commissioned to be performed for Lady

Alyssa for their anniversary, the young bard sang the song dedicated to Lady Jocelyn instead. Neither the Lord Monarch, nor Lady Alyssa was amused by his performance.”

☛ **What’s funny about that?:**

“Sorry, I forgot that you said funny. I don’t know that I’ve got any stories that might be considered funny then.

☛ **What about the jokes/riddles?:**

1) Why is the rooster up at Dawn? He heard that the early bird catches the worm and didn’t want to oversleep

2) What did the woman tell the medusa about her rigid (stoned) fiancé? No, he is not glad to see you

3) Why did the chicken cross the road? To get away from the adventurers chasing him as, he was out of spells.

☛ **What about the clichés?:**

“1) No use crying over spilt milk

2) Time heals all wounds

3) If you want something done right, do it yourself

4) The road to hell is paved with good intentions.

☛ **What about the puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

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ENCOUNTER 2: JADE PALACE.

The Jade Palace is run by a Daiguon man named Fan Ye Wu and is quite popular, serving meals native to Daiguo. Read the following boxed text as they reach the restaurant.

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguo, it has a reputation for being very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties gnaw at your stomachs and make your mouth water.

All food prices are 25% higher than those listed in the *Core Rulebook I* due to the excellent service and the exotic food.

A Daiguon man comes up to you and introduces himself. "I am Fan Ye Wu. Welcome to the Jade Palace. How might I help you?"

- ☞ **We've been hired to obtain puns, clichés, riddles, funny stories, and puzzles. Can you help us?:**

"Yes, let me think for a moment. I could give you puns, riddles or clichés, but I need you to do something for me first.

- ☞ **What sort of help?:**

"I need you to pick up some herbs and spices from Kwella's One Stop Herb Shop."

- ☞ **What do the herbs cost?:**

"They've already been paid for."

- ☞ **Which ones are they?:**

"I forget. We tend to buy our herbs from both Kwella's and Elmo's Apothecary, usually alternating which herbs we buy from each.

- ☞ **Does that mean that there might be a package of herbs and such with Elmo?:**

"I suppose it is possible."

- ☞ **You expect us to do this for free?:**

"No, I'm willing to pay you 25 gold each to do this for me."

- ☞ **Do you know where Kwella's One Stop Herb Shop is located?:**

"It's located in the Adventurers District."

- ☞ **Do you know where Elmo's Apothecary is located?:**

"It's located in the Merchants District."

- ☞ **Do you know whether Kwella, or Elmo might know any puns, stories, etc...?:**

"You'd need to ask them."

- ☞ **Are Kwella and Elmo both human?:**

"No, Kwella is a human woman, while Elmo on the other hand is a male gnome."

- ☞ **Do you know any pranks?:**

"Thankfully no"

- ☞ **Why do you say that?:**

"Pranks are almost always done at someone else's expense."

- ☞ **What about the jokes/riddles?:**

1) *What do dogs and trees have in common? Answer bark (Dogs bark and trees have bark)*
 2) *How do you make seven even? Remove the s*
 3) *How do you get one from none? Remove the n.*
 4) *Why didn't the chicken enter combat? He was a chicken*

- ☞ **What about the clichés?:**

1) *No ifs, ands, or buts about it*
 2) *It's a no brainer*

- 3) *No pain, no gain*
 4) *Necessity is the mother of invention*

☛ **What about the puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

☛ **Do you know any puzzles or stories?:**

“I don’t know any puzzles, but several years ago there was an incident with our cat. The cat required approval of all dishes that we served at the Jade Palace, and if he didn’t care for one of the dishes he’d let us know.

The cat would also do tricks, and one of his favorite was that he figured out how to lock us out. He wouldn’t let us inside until we acknowledged the fact that he was in charge. “

☛ **Do you still have the cat?:**

“No, we had to give him away as we couldn’t afford to keep buying dishes to replace those he’d expressed his displeasure on. “

☛ **Is there anything else that you can tell us?:**

“Please have some food before you set out.”

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ENCOUNTER 3: GILDED CAGE

REMINDER: TONE THIS DOWN AS NEEDED!

You stand in the plush waiting area of the Gilded Cage, the most exclusive and popular fest hall in Amthydor. A large oak desk rests beside the front door, staffed by an attractive human receptionist. The accoutrements of the main parlor hint at the wealth of its customers. The room is filled with plush couches and comfortable divans. Tables along the wall are adorned with bowls of fruit, plates of cheese, pâté, and crackers, bottles of wine, and other, more exotic appetizers. Hand-rolled cigars on a silver platter are left for the enjoyment of those who waiting. Against another wall is a small stage, no wider than fifteen feet across, reserved for performing musicians. You see a strange device with projections that appear to be shaped like four red dragon heads sending incense smoke lazily into the air. You spy a barely discernable whirlwind, no larger than your head, swirling in the air near the center of the room. To the side, a large silver stairway leads up to the second floor, presumably to ballrooms, studies, or private suites.

Despite the wondrous furnishings surrounding you, the main attraction of the Gilded Cage is without question the staff. Stunningly attractive humans, elves and half elves of both genders can be seen passing through as you wait for your patron to make her appearance, wearing a variety of costumes and even more varying degrees of dress. Occasionally one of the workers comes to collect a customer, and they disappear into the upstairs parlors or stroll along the outside grounds. You also see guards stationed about the parlor and grounds, wearing form-fitting breastplate with gladiator-style golden helmets. A voluptuous, well-endowed red-haired receptionist smiles at you in greeting and asks if you have an appointment.

REMINDER: TONE THIS DOWN AS NEEDED!

If anyone asks, the strange smoke device is an incense clock, developed by the gnomes of [Lantan] to dispense incense at predetermined

intervals. The swirling air is an air elemental of the smallest size, charged with keeping the room cool, circulating the incense and capturing any errant cigar smoke. It is serving of its own free will, and not in violation of the city's eternal ban on slavery. Should anyone wish to set up an appointment with one of the ladies or gentleman in residence for whatever reason, they can set an appointment. Rates are 50 gp for a two-hour block of time, but worth every copper

! **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"Yes, but why are you asking."

We've been hired (by a gnome named Gurge) to obtain them, can you help us?:

"Sure, which of them do you want?"

Can we get those riddles?:

*"1) When is a man, not a man? When he's a woman
2) I'm at the end of your face, present in every era, and the eyes have it. What am I? The letter e
3) Why did the girl throw the butter out the window? She wanted to see the butterfly"*

What about the clichés?:

*"1) There's a sucker born every minute
2) What's good for the goose is good for the gander
3) Beauty is only skin deep
4) Look before you leap"*

Do you know any stories?:

"Off the top of my head no, wait a minute. Okay I've got one. Nileena Quinn, one of the Cage's hardest working employees was accused of treason several years ago. Well, she and some of the city's adventurers were accused of treason."

What happened?:

"The Legion allowed the adventurers 24 hours to investigate and find evidence to clear their names, which they did."

Isn't that unusual? / The Legion allowed people suspected of treason to conduct their own investigation to find evidence to clear themselves, that seems rather unusual?:

"Yes, but from what I heard the adventurers were prominent citizens that had saved the city numerous times so they received a small boon."

Does the Legion typically do that?:

"No, it was highly unusual, and from what I understand hasn't been done again."

What about the puns?:

Please give the PCS the next available group of 5 puns from GM Play Aid #1

Anything else that you can tell us?:

"No"

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- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 4: LOTS

GM NOTE: If the PCS should attempt to solve the logic puzzle on their own, but are at a loss for how to do so, they may make an INT check with a bonus equal to their Intelligence enhancement bonus. They get an additional +2

modifier for having a WIS of 12+ in addition to the high Intelligence score.

DC 10 gets them a clue how to solve it, while DC 20 gets them the actual solution.

You travel through the streets of the city heading to your destination when you see 2 men fighting in the street. Before you have a chance to react, a group of Legionnaires shows to diffuse the situation. After taking statements from the 2 combatants, as well as some of the witnesses, the legionnaires warn the combatants and then send them off on their way.

If the PCs should approach the Legionnaires, the officers will be polite, and will show respect to the PCs by adding sir or ma'am depending on whether the PCs they're answering is male or female

☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"I'm sorry (sir/ma'am) but I really don't have the time to spend trying to come up with jokes, riddles, puns or cliché, as we've got a city to protect. If you want to stop by the Diamond Legion branch I could confer with some of the other officers and perhaps get some for you (sir/ma'am)."

When the PCs are ready to continue to the League of Thaumaturgical studies please continue.

You continue onward to the Academy District and proceed through the district until you reach the campus of the League of Thaumaturgical Studies. After arriving at the campus you make your way to the main building and upon entering the building are met by a junior member dressed in brown robes. "Welcome to the League of Thaumaturgical Studies. My name is Salomar, how can I help you?"

☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"I know a story, as well as some puns, clichés as well as a logic puzzle, why do you need to know."

☛ **We've been hired (by a gnome named Gurge) to obtain them, can you help us?:**

"Sure, which do you want first, the puns, clichés, or logic puzzle?"

☛ **Can you tell us the story now?:**

"One of the League's members had a misstep when demonstrating a new spell to some of his colleagues. He had accidentally transposed 2 key ingredients for the spell, and when he went to cast it in front of his peers disaster happened. I don't remember what the spell was supposed to do, but this member and each of his assembled peers had their skin color turned bright pink. To further compound things, it took almost a day before the Leagues councilors were able to negate the effect."

☛ **How do you create a logic puzzle?:**

"A logic puzzle is created by first figuring out the information that you wish the solver to match. For example if I were doing a puzzle on some of the councilors of the League, which I did, I'd want the solver to match the chapter and vest color of those councilors I selected."

Please give the PCS Player Handouts 6 and 7

You then need to create the clues that let the solver arrive at the solution you want. It is important to note that you should try solving your puzzle, to make sure that your clues work, before giving it to other people

Now look at the first line of the puzzle that I gave you "The 5 councilors are Dinalta - who wears brown vest, the dragon chapter councilor, the gargoyle chapter councilor, Zilenze Shadowdancer, and the ki-rin chapter councilor."

Based on that clue you know the following:
1. Neither Dinalta, or Zilenze are the dragon, gargoyle or Ki-rin councilors
2. Dinalta wears the brown vest.

Now let's look at the second line of that puzzle "The silver vest does not belong to Salindy, the rhakshasa councilor nor Ariach Trajan."

If the PCS do not point out that the silver vest does not belong to Salindy, the rhakshasa councilor or Ariach the priest will point that out.

☛ **What is the League of Thaumaturgical Studies?:**

“The League of Thaumaturgical Studies, sometimes referred to as LoTS, is a non-teaching institution in Amthydor, whose members have dedicated their lives to the study and practice of the arcane arts. The League members seek to expand the understanding or arcane magic in all of its varied forms.”

☛ **Varied forms?:**

“The traditional wizardry, the power of bardic music, the innate power of sorcery, and the enchantment of items of power are all varied forms of magic.”

☛ **What about the jokes/riddles?:**

“1) Why did the chicken cross the road? He was trying to escape from the spell casting familiar chasing him
2) Why did the chicken cross the road? He was trying to escape the anti-magic field that he was in.
3) Why did the chicken cross the road? What does it matter, he crossed it already so it’s time to move on

☛ **What about the clichés?:**

“1) Behind every man is a good woman
2) Its always darkest before the Dawn
3) Beauty is in the eye of the beholder
4) a rolling stone gathers no moss”

☛ **What about the puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**

- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella’s One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo’s Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 5: TEMPLES

GM NOTE: If the PCS should attempt to solve the logic puzzle on their own, but are at a loss for how to do so, they may make an INT check with a bonus equal to their Intelligence enhancement bonus. They get an additional +2 modifier for having a WIS of 12+ in addition to the high Intelligence score. DC 10 gets them a clue how to solve it, while DC 20 gets them the actual solution.

You travel through the streets of the city heading to your destination when you see 2 women fighting in the street. The women are pulling each other’s hair and scratching at each other. Before you have a chance to react, a group of Legionnaires shows to diffuse the situation. After taking statements from the 2 combatants, as well as some of the witnesses, the legionnaires warn the combatants and then send them off on their way.

If the PCs should approach the Legionnaires, the officers will be polite, and will show respect to the PCs by adding sir or ma’am depending on whether the PCs they’re answering is male or female

☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

“I’m sorry (sir/ma’am) but I really don’t have the time to spend trying to come up with jokes, riddles, puns or cliché, as we’ve got a city to

protect. If you want to stop by the Diamond Legion branch I could confer with some of the other officers and perhaps get some for you (sir/ma'am)."

When the PCs are ready to continue to the temple please continue.

Regardless which temple the PCs head to, they'll get the same information

You head through the streets of the city continuing on your way to the temple that you seek. As you reach the temple, you see several people leaving the premises after having done their prayers. An acolyte greets you at the entrance "Welcome to the temple of (insert name of temple the PCs have chosen to go to). How may we help you?"

☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"I know stories, but they're not funny. I know some puns and clichés, why do you need to know."

☛ **We've been hired (by a gnome named Gurge) to obtain them, can you help us?:**

"Several years ago, an election was held for Patriarch of the Quorum of Faith. While the candidates were trying to sway the voters, a valuable tome, was stolen while under Amthydor's protection. The theft when revealed caused a group of elves from the Mystwood to declare war on Amthydor. It was that declaration of war on Amthydor that led to the creation of the drow by Ardra."

☛ **What is the Quorum of Faith?:**

"The Quorum of Faith is a grouping of individual faiths working fostering a common goal; the spiritual and physical well-being of Amthydor's citizens and guests. The Quorum was originally composed of 5 faiths: Destine, Emerys, Galvandt, Peliron, and Sorena. Throughout the years the number has swelled. I can provide you with a list of all the temples and shrines in the Quorum."

Please pass the PCS Player Handout 4.

☛ **What about the jokes/riddles?:**

"I can't think of any of those, but I do have a puzzle – a logic puzzle. I can even teach you how to create your own logic puzzle out of the list of temples from either the Quorum f Fait, or the deities worshipped."

Please pass them Player Handouts 3 and 5

☛ **How do you create a logic puzzle?:**

"A logic puzzle is created by first figuring out the information that you wish the solver to match. For example if I were doing a puzzle on some of the gods, which I did, I'd want the solver to match the portfolios and symbols of those deities I selected."

You then need to create the clues that let the solver arrive at the solution you want. It is important to note that you should try solving your puzzle, to make sure that your clues work, before giving it to other people"

Now look at the first line of the puzzle that I gave you "The 4 elemental deities are Aurelian, the deity of earth, Zara, and the deity of water. Mordana and Ardra are not elemental deities." Based on that clue you know the following: Ardra and Mordana are not one of the elemental deities and that Aurelian and Zara are not the elemental deities of earth and water."

Now let's look at the second line of that puzzle "The deity with the image of Raia as a symbol is not Aurelian, the deity of death, nor Zara." What does that tell you?"

If they don't answer that neither Aurelian nor Zara are the deity of death, and that the image of Raia is not the symbol of Aurelian, Zara, nor the deity of death, then the priest will point that information out to them.

☛ **What about the clichés?:**

"(I) There's a sucker born every minute"

- 2) *What's good for the goose is good for the gander*
 3) *Beauty is only skin deep*
 4) *Look before you leap*"

☛ **What about the puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 6: SOCIETY OF ENTERTAINERS AND PROVIDERS

You head through the Services District until you reach the Society of Entertainers and Providers. When you arrive and enter the building, you are met by a human woman in her early 20'. She is wearing exquisitely crafted diamond studded leather armor. "My name is Merlaine, How can I help you?"

- ☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"I do, but that's an unusual request, is there a reason that you're asking?"

- ☛ **We've been hired (by a gnome named Gurge) to obtain them, can you help us?:**

"Let's see. Two medusas walk into a bar. Now I don't know how familiar you are with medusas, their gaze can turn a man to stone. Anyhow, the medusas walk into a bar and as expected everyone turns to stone. Well, everyone turns to stone except for a young human woman who promptly thanks the medusas. "You have no idea how happy I am to see you" the woman told the medusas.

The medusas puzzled by her comment said "but we just turned your companion to stone, why are you happy to see us?" The woman replied "I didn't say that he was happy to see you, I said that I was happy to see you. With my companion turned to stone I can finally get a word in. I can also get better service now that everyone else has been turned to stone."

If the PCS wish additional stories, please feel free to make them up based on your own playing experiences.

- ☛ **What is the Society of Entertainers and Providers?:**

"The Society of Entertainers and Providers, called SoEP by some people is an organization of performers that serves as Amthydor's "Bardic Guild. The Society hosts fundraisers to benefit charitable organizations."

- ☛ **Do you know any puns?:**

Yes, but you must promise not to reveal where you got them.

She will wait for the PCs to agree before sharing the puns with them. Please give the PCS the next available group of 5 puns from GM Play Aid #1

- ☛ **Do you know any riddles?:**

Yes, but you must promise not to reveal where you got them.

<Riddle>Which came first, the chicken or the egg?

<Answer> It doesn't matter, both tasted really good.

<Riddle>Why did the chicken cross the road?

<Answer> He was out of spells.

<Riddle> Where do elephants go to die?

<Answer> I don't know, I've never met a dead elephant.

If they want additional riddles, please feel free to create them.

☛ **Could you provide us with a good puzzle?:**

"No. A good puzzle is something that you need to come up with.

☛ **What about the clichés?:**

"Most clichés are derived from things learned over a lifetime such as:

- 1) A fool and his money are soon parted
- 2) Turnabout is fair play
- 3) It's always darkest before the dawn
- 4) Don't put all your eggs in one basket
- 5) Don't count your chickens before they hatch."

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
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- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**

- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 7: OPPORTUNITY KNOCKS

After speaking briefly with the guards at the gate, as you enter the Poor District, it doesn't take you long to find the newest charity created to assist the poor. Opportunity Knocks is located just past the gates to the Poor District in what was once a pile of rubble leftover from the war with the undead. The building is rather large and painted a bright yellow. There are flowers and shrubs planted around the building adding a pleasant aroma to the area. A vegetable garden is in the back and several men and women are busy tending the soon to be ripe plants. A flyer is posted to the left of the entrance listing the hours that the building is open.

Entering the building you find a female half-ogre tending to two young children with scraped knees. The half-ogre looks at you "welcome to Opportunity Knocks" My name is Irdana, how may I help you?"

☛ **What is the purpose of this place?:**

"Opportunity Knocks is designed to help the inhabitants of this district better themselves We teach them job and life skills."

☛ **We're here to deliver a message from the Fraternity of Venturers:**

"What sort of message?"

☛ **Dadderhoff said that he'll be finding jobs for people here:**

"That's wonderful. Thank you!"

☛ **Do you need volunteers here?:**

"We can always use volunteers here. Please stop by later and we can work out a schedule"

☛ **Do you know any puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

🗣 **Do you know any riddles?:**

Unfortunately not, I do know a puzzle.

Please give the PCs Player Handout 9

If the PCS should attempt to solve the puzzle on their own, but are at a loss for how to do so, they may make an INT check with a bonus equal to their Intelligence enhancement bonus. They get an additional +2 modifier for having a WIS of 12+ in addition to the high Intelligence score.

DC 10 gets them an understanding of the key, while DC 20 gets them the actual solution. They may also make a Linguistics DC 10+ATL check with the above bonuses.

🗣 **What about the clichés?:**

I don't know any."

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
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- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 8: DIAMOND LEGION

You travel through the streets of the city and arrive at your destination, the Diamond Legion office. The building appears clean and well

maintained. When you head inside the two officers at the desk ask how they may help you.

If the PCs should mention meeting with legionnaires earlier, the officer that they're speaking to will mention that he was told to expect them. The Legionnaires will be polite and will show respect to the PCs by adding sir or ma'am depending on whether the PCs they're answering is male or female

🗣 **Do you know any riddles, jokes, puns or clichés that you can share with us?:**

Please give them the next 5 puns from GM Play Aid #1

<Question> This is a 3 part riddle - You are a respected member of the Diamond Legion. While on routine patrol, you made multiple arrests: 2 people for disorderly conduct, 1 for attempted murder, 1 for vagrancy, 2 for robbery, and 1 for assault.

1) How many people were arrested?

2) How many different crimes were committed?

3) What was the name of the arresting officer?

<Answers> 1) 7, 2) 5, 3) insert name of PC (although Hugh will work as well)

Are there any stories that you can share with us?:

The officers look at each other somewhat sheepishly and one of them begins talking. "Once when we were patrolling the Royal Way, a grandmother came up to us and said that she saw a cat ran up a tree. Now this wasn't any tree mind you, it was a 100' 200 year old elk tree that was planted when the Palace was built.

The 2nd officer says "I climbed all the way up that tree to find that it wasn't a cat, just a young tabreen girl that wanted a better view of the birds in the area."

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**

- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 9: KWELLA'S ONE STOP HERB SHOP

If the PCS should attempt to come up with the words on their own, but are unable to do so, they may make an INT check with a bonus equal to their Intelligence enhancement bonus. They get an additional +2 modifier for having a WIS of 12+ in addition to the high Intelligence score.

DC 10 gets them 5 words of 3 letters or more for one of the words

DC 15 gets them 5 words of 3 letters or more for three of the words

DC 20 gets them 5 words of 3 letters or more for all of the words

Located in the Adventurers' District, Kwella's One Stop Herb Shop is easy to find, a two story building made out of a reddish wood. Entering, you find a many wooden canisters and boxes holding a variety of dried and fresh herbs, and other things that are not quite herbs. A woman at the back of the shop beckons to you as you enter. "Welcome. I am Kwella. How may I help you today?"

☞ **We're here to pick up the order for the Jade Palace?:**

"Ah, one moment and I'll get it. I was wondering, since you're here if you would be willing to help me?"

☞ **What sort of help?:**

"I have customers that like puzzles, and one of the favorites involves taking a word and seeing how many other words you can find in that word. Would you be willing to help me make sure that the words that I chose would provide enough of a challenge for my audience? What I need you to do, is to look at the 7 words that I've given you and see how many of them you can find at least 5 words of 3 letters or more for."

☞ **Are you expecting us to do this for free?:**

"I'm willing to pay you. In fact let's make it interesting, I'll pay you 25 gold coins each if you can find 5 words of 3 letters or more for all 7 of the words I've given you. If you can find 10 words of 3 letters or more for at least 5 of the words, I'll pay you an additional 25 gold coins each."

Once the PCS agree, Kwella will give them the sheet with the seven words. (Please pass them Player Handout 2)

☞ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"I've got a couple clichés, puns and riddles I'm willing to share."

☞ **What are the riddles?:**

*" <Question> What comes next in the sequence 1, 2, 6, 15, 31?
<Answer> 56 (31+5 squared)
+1 squared=2, 2+2 squared =6, 6+3 squared - 15, 15+4 squared =31, 31+5 squared =56.
<Question> why is the letter T like an island?
<Answer> Its in the middle of water*

☞ **What about the clichés?:**

" 1) Mind your Ps and Qs

- 2) *The show must go on*
- 3) *There's safety in numbers*
- 4) *If at first you don't succeed, try, try again*".

☛ **What about the clichés?:**

Please give the next 5 puns from GM Aid 1

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 10: ELMO'S APOTHECARY

If the PCS should attempt to solve the puzzle on their own, but are at a loss for how to do so, they may make an INT check with a bonus equal to their Intelligence enhancement bonus. They get an additional +2 modifier for having a WIS of 12+ in addition to the high Intelligence score.

DC 10 gets them a clue on how to solve the puzzle, while DC 20 gets them the actual solution.

You follow the directions that you were given through the Merchants District to Elmo's Apothecary. Stepping inside the building you find a disturbing sight. A male gnome is lying on the

floor in a pool of blood, open vials and spilled herbs litter the floor of the store.

A Heal DC 5 check will reveal that he is breathing, he's just unconscious and that the pool of blood is not his. Any type of healing given to him will revive him

If the PCS revive Elmo, please continue

The gnome opens his eyes and tries to sit up. "Hello, I'm Elmo. Welcome to my shop. Please excuse the mess.

☛ **What happened here?:**

"Some men came into my shop and said if I didn't pay money to the Black Arrows bad things would happen to my shop."

☛ **You didn't pay them?:**

"No. I'm not going to pay a criminal to protect me against criminal acts."

☛ **Are you okay?:**

"I'll be fine."

☛ **What are you going to do now?:**

"I'm going to report this to the Diamond Legion and they'll take care of it."

☛ **Can the Diamond Legion do anything to help with this?:**

"Yes, they're very efficient at protecting us."

☛ **Do you know any jokes, riddles or puzzles?:**

"I don't know any jokes, or riddles – but as you can see I do have a puzzle Can you help me figure out which herbs go in which vial?"

☛ **Do you expect us to do this for free?:**

"No, I'll pay you 25 gold each for your help."

- Once the PCS agree, If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**

- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to the Dauntless Dolphin **GO TO Encounter 11 (page 19)**

ENCOUNTER 11: DAUNTLESS DOLPHIN INN AND TAVERN

You head back to the Dauntless Dolphin to meet with Bialtor. He seems a little surprised to see you back so soon. "Welcome back. How can I help you?"

- ☛ **Do you know any funny stories, riddles, jokes, puns or clichés that you can share with us?:**

"Yes, so this is in relation to Gurge's situation. I've got some riddles, stories clichés, and puns that I can share"

- ☛ **Let's start with the story? / Can we get the stories?:**

*"As you might surmise, the Dauntless Dolphin Inn and Tavern has seen its share of adventuring clientele. Important meetings have been held, here and the Dauntless Dolphin has been the launching point for exciting adventures."
In fact several years ago when someone attempted to frame Alexander Breng, the former High Warrior, of treason the Dauntless Dolphin played a big part in what was going on.
We also had an incident about 1 /2 years ago where children were in control of the city, and the Dauntless Dolphin played an instrumental part in returning things to normal as the final conflict occurred here.*

- ☛ **Can we get those riddles?:**

"<Question> When is the mind like a rumpled bed?"

<Answer> When it hasn't been made up

<Question> If it takes 10 men 10 days to dig a hole, how many days will it take 20 men to dig a half a hole

<Answer> none, you can't dig a half a hole

- ☛ **What about the clichés?:**

"1) Watch out for that first step

2) Age is a state of mind over matter, if you don't mind it doesn't matter"

- ☛ **What about the puns?:**

Please give the PCS the next available group of 5 puns from GM Play Aid #1

- ☛ **Anything else that you can tell us?:**

"I can't think of anything else. Now if you'll excuse me, I need to set up for a party that will be here later"

A Sense Motive DC 5 check will indicate that he is telling the truth.

- If the PCs want to head to the Fraternity of Venturers **GO TO Encounter 1 (page 6).**
- If the PCs want to head to the Gilded Cage **GO TO the Encounter 3 (page 9).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 4 (page 10).**
- If the PCs want to head to one of the temples **GO TO Encounter 5 (page 12).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 6 (page 14).**
- If the PCs want to head to Opportunity Knocks **GO TO Encounter 7 (page 15).**
- If the PCs want to head to the Diamond Legion **GO TO Encounter 8 (page 16).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 9 (page 17).**
- If the PCs want to head to Elmo's Apothecary **GO TO Encounter 10 (page 18).**

CONCLUSION

You head back to the Dauntless Dolphin Inn and Tavern to meet with Gurge. When you open the door you can't help but notice that the place is decorated for a party. Gurge sees you and motions for you to come in.

We'll have to keep this brief Bialtor has a party scheduled here in a couple minutes so we'll need to be out of here pretty quickly. Thank you again for undertaking this mission. I look forward to hearing what you've come up with.

Gurge will wait for the PCS to finish providing him with their lists of jokes, riddles etc...

After listening to your report, Gurge looks at you and says "Thank You, I think that these will give me something to go on. Hopefully they will help.

Gurge says "I want to apologize to you. I told Bialtor that I was hiring adventurers to help me come up with things to impress Lady Tiffany's family. Bialtor suggested that I find a way to keep you busy so that he could plan a party. The adventurers of this city don't get thanked nearly enough for what they do, so this is your party.

Bialtor and his staff emerge from the kitchen carrying trays of food which they place on the table. "Please enjoy with my compliments"

THUS ENDS "JOKES ON YOU"

TIME UNIT COST: 5 TU

CONCLUSION B

You chose to ignore the call of adventure this day. It's not known how many times one can ignore potential offers of employment before those offers just aren't there.

THUS ENDS "JOKES ON YOU"

TIME UNIT COST: 1 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

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

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

TREASURE SUMMARY

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

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

Encounter 1

- 25gp each from Dadderhoff

Encounter 2

- 25gp each from Jade Palace

Encounter 9

- 25 or 50 gp each from Kwella based on number of words found

Encounter 10

- 25 gp each from Elmo

Conclusion

- 25 gp each from Gurge
- **Master of Puzzles (1 per PC)**
Through your actions in this adventure, you have developed an affinity for puzzle solving. This affinity manifests itself in the form of a +2 insight bonus to skill checks made to solve puzzles.
(Value: Priceless, Caster Level: NA, Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

➤ **Lift Your Glass Up (1 per PC)**

In appreciation for your helping a friend of his, Bialtor Doogen has arranged for you to receive a year of free drinks at the Dauntless Dolphin. (Value: Priceless, Caster Level: NA, Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

➤ **Start of something Special (1 Per PC)**

In appreciation for your help Gurge has spoken to Melton Dadderhoff and arranged something special for you. The next time that you are hired by Melton Dadderhoff, or representatives of the Fraternity of Venturers you will receive double the final compensation that your group is paid. This benefit is personal, and does not apply to PCS without this cert.

(Value: Priceless, Caster Level: NA, and a potion of cure light wounds
Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

➤ **Potion of Healing (1 per PC)**

As thanks Gurge has arranged for you to receive a potion. The type of potion depends on ATL played.
[] ATL 1-3 Potion of Cure Light wounds, Value 50gp, Caster Level 1
[] ATL 5-7 Potion of Cure Moderate Wounds, Value 300gp, CL 3
(Value: Varies, Caster Level: Varies Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

PLAYER'S HANDOUT #1

Fraternity of Venturers

Jade Palace

Society of Entertainers and Providers

Temple (any)

Gilded Cage

League of Thaumaturgical Studies

Diamond Legion

PLAYER'S HANDOUT #2

Belladonna

Cinnamon

Foxglove

Garlic

Mandrake

Oregano

Rosemary

PLAYER HANDOUT 3

Deity	Symbol	Portfolio	Favored Weapon
Ardra	Image of Raia	Goddess of life	Unarmed strike
Aurelian	A cloud	God of air	Bolas
Ayla	Tree	Goddess of flora	Quarterstaff
Belatrix	2 bloody crossed swords	Goddess of conflict	Longsword
Briana	Deers head with antlers	Goddess of fauna	Punching dagger
Cerion	Sheaf of wheat	God of agriculture	Scythe
Cyrene	A wave	Goddess of water	Trident
Destine	Open book inside crystal ball	Goddess of knowledge	Quarterstaff
Dymora	Hand with long red fingernails holding a damaged heart in its palm	Goddess of temptation	Whip or short sword
Elianna	2 hands holding a heart in front of a mirror	Goddess of love	Shortbow
Emerys	Abstract arcane symbol	God of magic	Dagger
Galvandt	2 eyes overlooking a tower	God of vigilance	Halberd
Glissande	Comedy/tragedy masks	Goddess of art	Rapier
Graala	Medusas head	God of monsters	Claws or spiked gauntlet
Hyperion	Eagles head profile inside an oval	God of nobles	Rapier or greatsword
Illudra	Double-headed gold coin	Goddess of tricksters	Dagger
Kalek	An anvil	God of crafts	Warhammer
Karios	Bare, gnarled tree	God of corruption	Suckle
Kohr	Lightning strike	God of destruction	Battleaxe or greataxe
Krayve	Skeletal wolf with bloody fangs	God of hunger	Short sword
Lohm	Mountain with an open cave mouth	God of earth	Heavy pick
Lucor	Gold coin	God of wealth	Longsword
Meneon	Crescent moon	God of the moon	Chakram
Mordana	Skull in a black oval	Goddess of death	Scimitar
Oblivion	Full solar eclipse	God of darkness	Scimitar
Peliron	Balanced scales	God of justice	Greatsword
Pietos	An open palm	God of mercy	Unarmed strike
Sorena	A sunburst	Goddess of light	Morningstar
Suulthah	Coiled cobra	God of evil	Kama
Zara	3 balls of fire in a triangle	Goddess of fire	Falchion

PLAYER'S HANDOUT #4

Temple/Shrine	Deity	High Priest
Quorum of Faith Temples and Shrines		
Hall of Prosperity	Ardra	High Priestess Bamiya Dolester
Grove	Ayla	High Druid Elran
Grove	Brianna	High Druidess Rycine Nighfeather
House of Abundance	Cerion	High Sheperdress Myriah Starflower
Fountain of Serenity	Cyrene	Essential Servant Pergamea
Hall of Enlightenment	Destine	High Priest Epirotes
House of Sensation	Dymora	Mistress Jade
House of the Rose	Elianna	High Priest Remond Lucerne
Hall of Mysteries	Emerys	Lady of Mystery Lilyra
Tower of Vigilance	Galvandt	High Guardian Laestra Adiran
Dome of the Arts	Glissande	High Priestess Felice Morningstar
Highlord's Cathedral	Hyperion	Highborn Tameron Slidell
Crafter's Hall	Kalek	Wonderer Querq Krimpach
Golden Pavilion	Lucor	High Priest Arbill Crythien
The Moonlight Pavilion	Meneon	High Priestess Delenia Lunasole
House of Judgment	Peliron	Jalinor the Just
Lady's Radiant Hall	Sorena	High Priest Alyn Taeger
Non Quorum of Faith Temples and Shrines		
Hall of the Four winds	Aurelian	High Priestess Zyrinna
House of Fortune	Illudra	High Priest Keevon Swiftsure
Stone Hall	Lohm	High Priest Boren at the shrine
House of Mercy	Pietos	High Priestess Reva
The Sacred Hearth	Zara	High Priestess Berashna at shrine

PLAYER HANDOUT #5

The 6 deities are: Zara, Mordana, Ardra, Lohm, Aurelian, and Cyrene.

The portfolios are: air, earth, life, water, death, and fire.

The symbols are: a wave, a cloud, 3 balls of fire in a triangle, a skull in a black oval, a mountain with an open cave mouth, the image of Raia

1. The 4 elemental deities are: Aurelian, the deity of water, Zara, and the deity of earth. Mordana and Ardra are not elemental deities.
2. The deity with the image of Raia as a symbol is not Aurelian, the deity of death, nor Zara.
3. Cyrene's symbol is neither the image of Raia, the mountain with an open cave mouth, nor the skull in a black oval.
4. As one would expect. The elemental deities have symbols relating to their particular elements, while the deity of life's symbol is not a skull.
5. Ardra's symbol is the image of Raia, and alphabetically she comes just before the deities of air and water, neither of whom are fourth alphabetically

Deity	Portfolios						Symbols					
	life	death	Air	Earth	fire	Water	Raia	cloud	A wave	mountain	skull	3 balls of fire
Ardra												
Aurelian												
Cyrene												
Lohm												
Mordana												
Zara												
Symbol												
Image of Raia												
A cloud												
A wave												
Mountain												
Skull												
3 balls of fire												

PLAYER'S HANDOUT #6

Chapter	Councilor	Vest Color
Cat	Avril Oakhand	Light Gray
Chimera	Rory Ninatil	White
Dragon	Ebron Dorn	Silver
Gargoyle	Salindy Stonesmith	Dark Grey
Basilisk	Dinalta	Brown
Lillend	Yves Laroux	Maroon
Ki-rin	Ariach Trajan	Midnight Blue
Phoenix	Lucinia, the protector	Gold
Rhakshasa	Zilenze Shadowdancer	Crimson
Rook	Dugan "Scary" Heartarrow	Black
Sphinx	Daniel	Green
Will-o-wisp	Trucas	Yellow

PLAYER'S HANDOUT #7

The chapters are: Basilisk, Dragon, Gargoyle, Ki-rin, Rhakshasa

The councilors are: Ebron Dorn, Salindy Stonesmith, Dinalta, Ariach Trajan, Zilenze Shadowdancer

The vest colors are brown, crimson, dark grey, midnight blue, silver

1. The 5 councilors are Dinalta – who wears brown vest, the dragon chapter councilor, the gargoyle chapter councilor, Zilenze Shadowdancer, and the ki-rin chapter councilor.
2. The silver vest does not belong to Salindy Stonesmith, the rhakshasa chapter councilor nor Ariach Trajan.
3. Salindy Stonesmith, who wears the grey vest, is neither the dragon or Ki-rin councilor
4. Ebron Dorn is not the Ki-rin councilor and neither of them wear the grey vest.
5. Neither the blue nor brown vests go to the Rhakshasa or dragon councilors.

Councilor	Chapter					Vest Color				
	Basilisk	Dragon	gargoyle	Ki-rin	Rhakshasha	Brown	Crimson	Dark grey	Midnight blue	silver
Dinalta										
Dorn										
Stonesmith										
Shadowdancer										
Trajan										
Zara										
Vest Color										
Brown										
Crimson										
Dark Grey										
Midnight Blue										
Silver										

PLAYER'S HANDOUT #8

M	S	I	S	I	H	T	K	C	A	B	D	N	A	
Y	L	E	E	N	O	Y	R	E	V	E	N	E	T	
F	S	S	E	B	N	O	I	T	U	T	I	H	S	
U	E	T	E	R	U	T	N	E	V	D	T	W	S	
N	S	R	R	K	S	F	O	R	A	A	S	T	Y	
I	A	O	S	O	E	w	E	L	H	E	N	R	A	
W	Y	N	N	O	G	T	I	L	I	V	O	A	S	
O	S	G	E	L	A	I	S	H	D	E	C	E	R	
N	I	W	E	S	S	E	R	E	D	R	Y	H	E	
T	T	I	D	Y	S	E	M	N	E	Y	T	F	R	
S	C	L	T	A	W	L	A	E	N	O	R	O	U	N
T	A	L	O	H	A	V	E	A	H	E	A	E	T	O
O	N	E	D	A	N	D	B	E	B	R	A	V	N	W
P	T	B	E	D	O	N	E	A	N	A	D	V	E	S
U	N	T	I	L	T	H	I	S	B	A	T	T	L	E

PLAYER HANDOUT #9

2623522137692298 1926522 2318212122922137 8161815158
181323185182362615 23228189228, 261323 876252512913 41815158
87267188718242615152 811222616181320, 719222'922 82224121323 712 13121322
261323 71922 252623 20628 2218719229 9613 129 26922 23121322.

PLAYER HANDOUT #10

Vial Color	Trim					Herb/spice				
	Blue	Orange	Red	Silver	Yellow	Cinnamon	Foxglove	Lavender	Rosemary	Thyme
Blue										
Green										
Green										
Orange										
Red										
Herb/Spice										
Cinnamon										
Foxglove										
Lavender										
Rosemary										
Thyme										

1. No vial has the same color trim
2. Lavender is not in the green vial
3. Thyme is not in a vial with any blue
4. Foxglove is in a green vial
5. The red vial, which has blue trim, does not contain Lavender or Cinnamon
6. Cinnamon is in the orange trimmed vial, not the orange vial, while the red vial does not contain thyme
7. The blue vial has yellow trim, and contains the lavender
8. The silver trimmed vial, which isn't green, contains the thyme

GM PLAY AID #1

A backward poet writes inverse.
A boiled egg in the morning is hard to beat.
A chicken crossing the road is poultry in motion.
A dog gave birth to puppies near the road and was cited for littering.
A gossip is someone with a great sense of rumor.
A hangover is the wrath of grapes.
A lot of money is tainted - It taint yours and it taint mine.
A man's home is his castle, in a manor of speaking.
A plateau is a high form of flattery.
A successful diet is the triumph of mind over platter.
Alarms: What an octopus is.
An invisible man marries an invisible woman. The kids were nothing to look at either.
Atheism is a non-prophet organization.
Bakers trade bread recipes on a knead-to-know basis.
Dancing cheek-to-cheek is really a form of floor play.
Do you want some cheese to go with your whine?
Every calendar's days are numbered.
He often broke into song because he couldn't find the key.
I wondered why the ball kept getting bigger. Then it hit me.
If you don't pay your exorcist, you get repossessed.
No matter how much you push the envelope, it will still be stationery.
Practice safe eating - always use condiments.
Reading whilst sunbathing makes you well red.
Sea captains don't like crew cuts.
She was engaged to a boyfriend with a wooden leg but broke it off!
She was only a whisky-maker's daughter, but he loved her still.
Shotgun wedding: A case of wife or death.
The short fortune-teller who escaped from prison was a small medium at large.
Time flies like an arrow. Fruit flies like a banana.
Two hats were hanging on a hat rack in the hallway. One hat said to the other, 'You stay here; I'll go on a head.'
Two peanuts walk into a bar, and one was a salted.
Two silk worms had a race. They ended up in a tie.
What do you call a fish with no eyes?... A fish.
What's the definition of a will? (It's a dead giveaway.)
When a clock is hungry, it goes back four seconds.
When two egotists meet, it's an I for an I.
When you dream in color, it's a pigment of your imagination.
With her marriage, she got a new name and a dress.
You feel stuck with your debt if you can't budge it

GM PLAY AID #2

Belladonna: all, anal, and, bad, bade, bald, ball, ban, bead, bell, bend, blade, bland, bled, blend, blond, bode, bold, bond, bone, dell, doll, lad, land, lane, lead, lean, lend, loan

Cinnamon: aim, can, canon, coin, con, inn, main, man, manic, moan

Foxglove: ego, flex, flog, foe, fog, fool, fox, gel, goo, goof, glove, leg, log, love,

Garlic: ail, air, arc, car, crag, grail, lag, liar, rag, rail, ,

Mandrake: ade, amen, and, are, arm, dame, dark, darken, dear, drake, mad, made, mar, make, mare, mark, marked, mead, rad, rake, read, ream, red

Oregano: age, ago, are, ear, eon, era, gear, gone, goon, gore, groan, nag, nor, oar, one, orange, ore, organ, rag, rang, range,

Rosemary: are, arm, arms, army, man, mane, many, ram, rams, ray, rays, ream, reams, rose, rosy, seam, sear, smear, yam, year, yes,

GM PLAY AID #3

Deity	Symbol	Portfolio	Favored Weapon
Ardra	Image of Raia	Goddess of life	Unarmed strike
Aurelian	A cloud	God of air	Bolas
Cyrene	A wave	Goddess of water	Trident
Lohm	Mountain with an open cave mouth	God of earth	Heavy pick
Mordana	Skull in a black oval	Goddess of death	Scimitar
Zara	3 balls of fire in a triangle	Goddess of fire	Falchion

GM PLAY AID #4

Key

A - 26	F - 21	K - 16	P - 11	U - 6	Z - 1
B - 25	G - 20	L - 15	Q - 10	V - 5	
C - 24	H - 19	M - 14	R - 9	W - 4	
D - 23	I - 18	N - 13	S - 8	X - 3	
E - 22	J - 17	O - 12	T - 7	Y - 2	

2623522137692298 1926522 2318212122922137 8161815158
181323185182362615 23228189228, 261323 876252512913 41815158
87267188718242615152 811222616181320, 719222'922 82224121323 712 13121322
261323 71922 252623 20628 2218719229 9613 129 26922 23121322.

Adventurers have different skills
Individual desires, and stubborn wills
Statistically speaking, they're second to none
And the bad guys either run or are done.

GM PLAY AID #5

Chapter	Councilor	Vest Color
Dragon	Ebron Dorn	Silver
Gargoyle	Salindy Stonemith	Dark Grey
Basilisk	Dinalta	Brown
Ki-rin	Ariach Trajan	Midnight Blue
Rhakshasa	Zilenze Shadowdancer	Crimson

GM PLAY AID #6

M	S	I	S	I	H	T	K	C	A	B	D	N	A	
Y	L	E	E	N	O	Y	R	E	V	E	N	E	T	
F	S	S	E	B	N	O	I	T	U	T	I	H	S	
U	E	T	E	R	U	T	N	E	V	D	T	W	S	
N	S	R	R	K	S	F	O	R	A	A	S	T	Y	
I	A	O	S	O	E	w	E	L	H	E	N	R	A	
W	Y	N	N	O	G	T	I	L	I	V	O	A	S	
O	S	G	E	L	A	I	S	H	D	E	C	E	R	
N	I	W	E	S	S	E	R	E	D	R	Y	H	E	
T	T	I	D	Y	S	E	M	N	E	Y	T	F	R	
S	C	L	T	A	W	L	A	E	N	O	R	O	U	N
T	A	L	O	H	A	V	E	A	H	E	A	E	T	O
O	N	E	D	A	N	D	B	E	B	R	A	V	N	W
P	T	B	E	D	O	N	E	A	N	A	D	V	E	S
U	N	T	I	L	T	H	I	S	B	A	T	T	L	E

Message 1 - Start with the highlighted letter and go clockwise - Everyone always looks for a hidden message, well here it is.

Message 2 – Start with the letter above the highlighted letter and go counter clockwise
 Adventurers need to have a hearty constitution, be strong willed and be brave of heart. When everyone else says it can't be done, an adventurer says stand back this is my fun. I won't stop until the battles won.

GM PLAY AID #7

Vial Color	Trim					Herb/spice				
	Blue	Orange	Red	Silver	Yellow	Cinnamon	Foxglove	Lavender	Rosemary	Thyme
Blue	X	X	X	X	Y	X	X	Y	X	X
Green	X	X	Y	X	X	Y	X	X	X	X
Green	X	Y	Y	X	X	X	Y	X	X	X
Orange	X	X	X	Y	X	X	X	X	X	Y
Red	Y	X	X	X	X	X	X	X	Y	X
Herb/Spice										
Cinnamon	X	Y	X	X	X					
Foxglove	X	X	Y	X	X					
Lavender	X	X	X	X	Y					
Rosemary	Y	X	X	X	X					
Thyme	X	X	X	Y	X					

1. No vial has the same color trim
2. Lavender is not in the green vial
3. Thyme is not in a vial with any blue
4. Foxglove is in a green vial
5. The red vial, which has blue trim, does not contain Lavender or Cinnamon
6. Cinnamon is in the orange trimmed vial, not the orange vial while the red vial does not contain thyme
7. The blue vial has yellow trim, and contains the lavender
8. The silver trimmed vial, which isn't green, contains the thyme

Herb/Spice	Trim	Vial
Cinnamon	Orange	Green
Foxglove	Red	Green
Lavender	Yellow	Blue
Rosemary	Blue	Red
Thyme	Silver	Orange

CRITICAL EVENT SUMMARY: THE JOKE'S ON YOU

Convention: _____ Date: _____

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

1. Which of the following did the PCS visit? (Circle all that apply)

- Jade Palace LoTS SoEP Diamond Legion
- Kwella's One Stop Herb Shop Elmo's Apothecary

2. Did the PCs come up with any jokes riddles or funny stories on their own?

Yes No

If yes, please list the idea _____

3. 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: THE JOKES ON YOU

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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