



# Fool's Paradise

(Part 2 of the Jester Unemployed Series)

**By David P Santana**

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

The mysterious Jester has made his presence felt in Amthydor and proved he is nobody's fool. Now will the heroes enter a fool's paradise? A one round adventure for characters 1 to 8. Part 2 of no series in particular.

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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

"*Fool's Paradise*" is Part 2 of the Jester Unemployed series. It is best to play in Part 1 (**LSJ89 "Nobody's Fool"**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

## LIFESTYLE IN LSJ

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

## ADVENTURE BACKGROUND

In *Nobody's Fool* the heroes encountered the maniacal killer known as the Jester. While the villain they caught was not the real Jester, the real Jester is still on the loose. One of his supposed supporters, Black Alice, was released after having her charges dropped for lack of evidence.

In truth, Captain Abraham Carter has had her tagged with a device in hopes of tracking her to the Jester. After a few weeks, she had finally stopped moving about half a day's ride outside the Amthydor Protectorate at a town called Paradise.

### Introduction

The PCs are contacted by a Captain Abraham Carter. Captain Carter will meet with the PCs in an in outside of the city. He will inform the PCs that Black Alice has been tracked to a location outside the Amthydor Protectorate. He will ask the PCs to track her to her location and try to gather information on the whereabouts of Phule Krimpach.

### Encounter 1 The Road Ahead

Traveling through the new frontier, the PCs will encounter Vasily Kornakov, a caravan merchant being besieged by swamp kobolds. After driving them off, he will thank the PCs and offers to travel with the on the road. His next stop, the town of Paradise.

### Encounter 2 At the Paradise

The town of Paradise sits about a day's ride from the new borders of the protectorate. The town appears to be a sleepy settlement that boasts a ferry and a caravan stop to points east. The PCs tracer leads them to the Paradise as well. PCs will encounter the station manager and handlers here before entering the town proper.

### Encounter 3 Paradise Garage

PCs will have the opportunity to explore the town as detailed here. Most of the townsfolk are retired circus entertainers and loyal to The Jester.

### Encounter 4 At the Inn

PCs will eventually go to the inn, either to get rooms or following the tracer. The inn is run by a

gnome who gave Phule Krimpach a son. PCs will be able to gather info, acquire rooms and ask after Black Alice.

### Encounter 5 Go Ask Alice

Depending on how the PCs got here will determine Alice's reaction. She is well aware she was being followed and waited at the inn for the tracer to get to her. She knows where the Jester might be locally and has already set a trap for them beyond the city.

### Encounter 6 The Ferry

Unknown to Alice, the Jester has set a death trap of his own and left the area. If the PCs take the ferry across the river, Jester set a timed box of Alchemists Fire in place of a bench set in the center of the ferry. When the ferry hits mid river, the box will explode sending Alchemists fire on every one near it and setting the ship ablaze.

### Encounter 7 Savage Flora

If PCs fly over the river or otherwise forage across, the nearby banks is patrolled by Druid who is a friend of the Jester. He has set several carnivorous plants which will harass or attack the PCs.

### Encounter 8 It's Dark in There

PCs will reach the alleged hideout of the Jester. They will need to scout and infiltrate the cave.

### Encounter 9 Hey Rube!

PCs will face members of the Paradise community set up to take them down.

### Encounter 10 Double Cross

Black Alice will make good her escape as well as leaving the tracer behind.

### Encounter 11

PCs may return to Paradise to deal with Phule Krimpachs son. They may end up bring child and mother or neither.

### Conclusion

PCs return to Amthydor to report and deliver what they found.

## **INTRODUCTION**

The PCs who played Nobody's Fool and possesses the certificate A Blank Sheet receive Player handout 1. For everyone else read the following (paraphrase for those people who live on a boat, a pallet, up a tree, etc):

***Another fine day in Amthydor greets you with a knock on your door. As you answer, you find no one there. But there is a note affixed to your door.***

The note detects as magical and the school is illusion. Dispelling the magic dispels the words and the module is over for that person. Opening the note reveals a script lettering writing itself. It reads

*Greetings,  
I ask of your assistance with an important matter for Amthydor. It is important that you come and meet with me at warehouse eleven in the Harbor District at 12 bells today. Don't speak of this to anyone for security measures.  
Captain Abraham Carter,  
Chameleon Diamond Legion*

PCs who have met Captain Carter will remember him. Otherwise, the name is unknown to everyone else. If the letter is shown to anyone else it will appear as squiggly lines. Legionnaires asked about Captain Carter will know of the name, but will never have met him personally and will be unable to describe him. PCs that come with anyone else outside of cohorts, will find the warehouse a maze (as per the maze spell) and will not find Captain Carter.

When the PCs are ready to go, continue.

***Warehouse 11 is a nondescript building, similar to 10 and 12 on either side. Simple wooden boards make up the walls, and a sturdy looking wooden door sits as part of two larger wooden door used for wagons to gain access.***

Assuming the PCs did not violate the note, they find the door unlocked.

***Entering the warehouse, you find yourselves in a corridor going down the length of the warehouse. Blue continual fires light the corridor from sconces.***

The blue light acts as a true seeing spell. A wizard is scrying the area making sure the PCs belong there. It also reveals disguises and invisible things entering the area. The effect is powerful enough to pierce non detection spells, but not higher level spells such as *mind blank*.

***Reaching the back of the hallway, you see a door to the left. It opens to a simple 20 by 20 room. The center of the room holds a large table with several maps and scrolls on it. A large map shows Amthydor and the protectorates hang on the back wall. Several continual light torches light the room. A rather tall man stands against the opposite wall you came in. He is clean cut, his black hair is cut short and in military style. His blue eyes hold a fire that practically pierces you as you enter. He wears gray breeches, a gray doublet and a gray beret. His Diamond Legion uniform is adorned with the insignia of a blank gray badge.***

***"I am glad you finally arrived," he says smirking.***

***"You may not know me, but I have made note of you. As the note I sent you states, my name is Captain Abraham Carter, Diamond Legion, Chameleon sub-division. I have been tasked in finding the man they call the Jester. Some of you may be familiar with his killing spree of the great bards a few months ago.***

***"Since then, we have been using our resources in finding him, and we may have caught a break. But now, as with all matters of security, I must ask each of you to swear not to reveal any of what I am to tell you."***

He waits for the PCs to swear to it before continuing. He will assure any PC who asks that this will not violate any other oath they have as long as it does not violate Amthydor's security. This is also an opportunity for players to change PCs. Captain Carter will tell the departing PC not to breathe a word of what had been said so far, and will send for a person from the 'B' list.

"Well, now that that is settled, let's continue." He unrolls a map on the table. "As you may know, Amthydor's protectorate has expanded to twice the size in recent weeks. Now a four days ride reaches the end of our current boundaries. About a five day ride from Amthydor is a village called Paradise. Paradise is a minor crossroad town which boasts both a caravan stop and a ferry to cross the great river. While not exactly a prosperous town, it has kept its autonomy."

Recently, we had set loose one of the Jester's accomplices with a tracking device on her, in hopes she would lead us to the Jester. Three days ago, the tracker stopped moving. It has stopped in Paradise. It was decided that considering the Jester's abilities, that we would send out a team of adventurers to apprehend him and bring him back to Amthydor to face justice. Are there any questions?

The PCs should be loaded with questions. The ones he will answer are:

**How much will you pay us?:**

"It shouldn't matter. This is important to Amthydor. But since pay is important to you I will pay each of you (50 gp x ATL) for capturing and returning with the Jester."

This pay is meaningless, since the PCs won't encounter the Jester.

**Who is the Jester?:**

"The Jester is a lunatic who is bound to get revenge against citizens of Amthydor. His real name is Phule Krimpach, once a noble son of House Krimpach. He had been exiled from Amthydor for his bizarre and evil performances and vowed revenge twenty years ago.

Recently he sent his agent to kill the bards who had banned him from being a bard in the city. We believe he also will go after members of his house hence why I am asking you to apprehend him."

**Who is this person you are tracking?:**

"She calls herself Black Alice, a bard of some ability. We had charged her and her group with

assault, but she is only a Jester sympathizer and couldn't connect her to the murders."

**What are you using as a tracker?:**

"It is a magical device that emits a pulse of energy that is picked up by this rod (he hands the PCs the rod). This should help you find her when you are close."

**Does she know that she is being tracked?:**

"Yes, as part of her release she was outfitted with the tracker so that we could track her movements as she led us to the Jester."

**What sort of agreement did you have with her?:**

"After spending time in jail related to an assault on some of the city's adventurers she was released on the condition that she leads us to the Jester. If she doesn't than she knows that she will be brought back to jail to finish her sentence."

**What does she look like?:**

"She is a gnome woman who prefers to dress in simple dark purple leathers. Due to her wavy black hair which has a streak of pink running through, and the black diamond tattoo over her right eye she would stand out in any crowd."

**Can you teleport us there?:**

"I do not have access to resources to get you teleported there. I can provide you with a description of our outpost to teleport yourself to. Otherwise, I have fast horses available to you."

**Do you know anything about Paradise?:**

"Unfortunately not. It was a small unimportant village until the ferry was built within the past few years."

**Who do you work for (who are you really)?:**

"I work for the safety and protection of the city, by whatever means necessary. That is what chameleons are about."

☞ **Why don't you send the chameleons to Paradise?:**

*“As a chameleon, I also determine who is best to accomplish a mission. It was determined that adventurers fit the bill on this one.”*

Once the PCs have had their fill of questions, Captain Carter will order one of his men to arrange for horses for the PCs (if needed) and hand them directions and a description of the outpost. PCs can find their own ways to teleport, turn in a favor or simply ride out. If the PCs return to the warehouse before leaving, they will find it empty.

- Once they are ready to continue **GO TO Encounter 1** (page 6)

### **ENCOUNTER 1: THE ROAD AHEAD**

PCs will begin past the outpost and on the road.

*The outpost left behind you had been surprised at your arrival, but ready to handle your immediate needs and soon had you on your way. Now a day later as your road has been joined by other roads does your journey begin in earnest.*

Have the PCs make a **Perception (listen) DC 15 check** to hear a combat ahead. If the PCs succeed, they can act in the surprise round. In either case continue.

*As you come up a ridge line you see a lone wagon being attacked by kobolds! A lone man is holding them off, but not for long!*

The man is Vasily Kornakov, a merchant caravaner from Corothia headed to points east. He had been making his way to Paradise when the swamp kobolds swarmed up around him. The swamp kobolds set a trap ahead of this caravan, causing the front wheel to be caught and broken. Each kobold has a tanglefoot bag and are not afraid to use them.

### **ATL 1**

#### **☞ Kobolds (8)**

**LE** Small humanoid(Reptilian)

**Init** +1; **Senses** darkvision 60 ft; Perception +5

**AC** 15, touch 12, flat-footed 14; (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 4 (1d8)

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

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

**Weakness** Light Sensitivity

**Spd** 20 ft

**Melee** spear +1 (1d6-1)

**Ranged** sling +1 (d3-1)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

**Base Atk** +1; **CMB** -1; **CMD** 10

**Feats** Skill Focus: Perception

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5

**Languages** common, draconic

**SQ** crafty

**Gear** spear, sling, 10 sling stones, leather armor, tanglefoot bag

**Special Abilities** nil

**ATL 3****\ Kobold Rogue (6)****LE** Small humanoid(Reptilian)**Init** +1; **Senses** darkvision 60 ft; Perception +5**AC** 16, touch 13, flat-footed 14; (+2 armor, +1 Dex, +1 natural, +1 size, +1 dodge)**hp** 12 (3d8)**Fort** +2 **Ref** +4, **Will** -1**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Weakness** Light Sensitivity**Spd** 20 ft**Melee** spear +3 (1d6)**Ranged** sling +2 (d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack (1d6), rogue talent: Mobility**Spell-Like Abilities** nil**Spells Known** none**Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8****Base Atk** +2; **CMB** +1; **CMD** 11**Feats** Skill Focus: Perception, Dodge, Mobility**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5**Languages** common, draconic**SQ** crafty**Gear** masterwork spear, sling, 10 sling stones, leather armor, tanglefoot bag**Special Abilities** nil**ATL 5****\ Kobold Rogue 3 (6)****LE** Small humanoid(Reptilian)**Init** +1; **Senses** darkvision 60 ft; Perception +5**AC** 16, touch 13, flat-footed 14; (+2 armor, +1 Dex, +1 natural, +1 size, +1 dodge)**hp** 24 (5d8)**Fort** +3 **Ref** +4, **Will** 0**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Weakness** Light Sensitivity**Spd** 20 ft**Melee** spear +3 (1d6)**Ranged** sling +2 (d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack (2d6), rogue talent : Mobility, bleeding attack, uncanny dodge**Spell-Like Abilities** nil**Spells Known** none**Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8****Base At** +3 **CM**+2; **CMD** 13**Feats** Skill Focus: Perception, Dodge, Mobility, Spring Attack**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5**Languages** common, draconic**SQ** crafty, trap sense +1**Gear** masterwork spear, sling, 10 sling stones, leather armor, tanglefoot bag**Special Abilities** nil**ATL 7****\ Kobold Rogue (6)****LE** Small humanoid(Reptilian)**Init** +1; **Senses** darkvision 60 ft; Perception +8**AC** 17, touch 13, flat-footed 15; (+3 armor, +1 Dex, +1 natural, +1 size, +1 dodge)**hp** 36 (7d8)**Fort** +4 **Ref** +5 **Will** +1**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Weakness** Light Sensitivity**Spd** 20 ft**Melee** spear +4 (1d6)**Ranged** sling +3 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** sneak attack +3d6, rogue talent : Mobility, bleeding attack, minor magic (Daze DC11) uncanny dodge,**Spell-Like Abilities** nil**Spells Known** none**Str 10, Dex 13, Con 10, Int 12, Wis 9, Cha 8****Base At** +4 **CM**+3; **CMD** 14**Feats** Skill Focus: Perception, Dodge, Mobility, Spring Attack**Skills** Craft (trapmaking) +6, Perception +, Stealth 8**Languages** common, draconic**SQ** crafty, trap sense +2**Gear** masterwork spear, sling, 10 sling stones, studded leather armor, tanglefoot bag**Special Abilities** nil

## ATL 9

### \ Kobold Rogue 5 (8)

**LE** Small humanoid(Reptilian)

**Init** +1; **Senses** darkvision 60 ft; Perception +8

**AC** 17, touch 13, flat-footed 15; (+3 armor, +1 Dex, +1 natural, +1 size, +1 dodge)

**hp** 36 (7d8)

**Fort** +4 **Ref** +5 **Will** +1

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

**Weakness** Light Sensitivity

**Spd** 20 ft

**Melee** spear +5 (1d6+1)

**Ranged** sling +4 (1d3+1)

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

**Special Attacks** sneak attack +3d6, rogue talent : Mobility, bleeding attack, minor magic (Daze DC11) uncanny dodge,

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 12, **Dex** 13, **Con** 10, **Int** 12, **Wis** 9, **Cha** 8

**Base At** +5 **CM**+4; **CMD** 15

**Feats** Skill Focus: Perception, Dodge, Mobility, Spring Attack

**Skills** Craft (trapmaking) +6, Perception +, Stealth 8

**Languages** common, draconic

**SQ** crafty, trap sense +2

**Gear** masterwork spear, sling, 10 sling stones, studded leather armor, tanglefoot bag

**Special Abilities** trapfinding

Once the PCs dispose of the kobolds, Vasily is grateful for their help. He will offer them some food and drink. He will explain he is a cloth merchant from Corothia who was running late with a shipment, which is why he was traveling alone. He will welcome the company as he is going through Paradise and can offer information on the place.

Things Vasily knows:

- The population of Paradise is a small community of about 200 people
- There is an inn run by a female gnome called Suzebelle the inn's name is Paradise's Rest.
- There is a major ferry, caravan stop at Paradise. It was built and is owned by a mysterious owner.

- The ferry crosses the Tradepost River reducing the travel time around it by two days.
- He doesn't know much more about the town except they have a small logging and some fur trade. A few small farms supply the town with its food.
- Paradise is an independent town, not part of any nation.

Once the PCs ask all the questions they want, move on to Encounter 2.

## ENCOUNTER 2: AT THE PARADISE

*Coming around a bend, through the trees, you see a valley open up before you. A small town spreads off to the left of the road. To the right, there is a small caravan way station and a ferry boat. Looking further you see a wide river marked at the edges by marsh like swampland.*

*The way keeper is a friendly, jovial fellow who helps Vasily with his wagon and sends runners to tend to the horses. Vasily thanks you for the company, but expects to be leaving on the ferry the very next morning. From now, the town of Paradise sits before you .*

## ENCOUNTER 3: PARADISE GARAGE

Paradise is a close knit community of about 200 people, but are used to the occasional travelers. With many of them former Performers, they are also used to be looked at. Several locations can be visited by the PCs and are detailed below

### 3A BLACKSMITH

*The sounds of hammering come out of the stall which houses the blacksmith. As you enter, the smell of hot iron and silver are not as strong as expected. A tall, bald Human stands next to an anvil. His most striking feature is his perfectly shaped handlebar mustache which holds its own in the heat from the furnace.*

**Gregor Stoute-** the town's blacksmith is a tall human of wide shoulder and broad back. The former circus strongman sports a handlebar



mustache, although his head is bald. Phule brought him to Paradise to escape the circus life. Now he pounds iron into horseshoes and tools, while pursuing his other fascination which is fishing.

Gregor is indifferent to the PCs as he goes about his work. He will feign ignorance of Phule or Black Alice, even though he is one of the combatants in the final combat.

Otherwise, he isn't very talkative. If PCs engage him in business, he will gladly take commission for up to masterwork weapons or armor at book value, giving a week for completion. In any case, the PCs will not be able to collect.

### **3B. GREEN GROCER**

*Several small stalls stand outside of this one story building, holding fruits and vegetables of varying size, shape and color. A stout man with a shock of red hair and penetrating eyes is the proprietor. He smiles at you as you approach.*

**George Arragan** - the green grocer. The former beast trainer plies his trade, selling the produce grown by nearby farmers. While he bought his way out of the circus, he owes his life to Phule for saving him from a gang of robbers on the road. While personably jovial, he is quick to action if necessary, and so is his jaguar, who can usually be seen lounging within his stall.

PCs can make a perception check DC 15 to see the jaguar in the back corner of the stalls.

### **3C. THE WOODCUTTER**

*As you approach this wooden building, you hear a whack whack sound coming from the back. As you approach, you see what appears to be a man tied to a post with several daggers in him. About 30 paces from him, a man is flinging daggers while blindfolded. As another dagger sinks in with a hack, some straw flies out of the body.*

*He suddenly stops, asks 'who is there' and slips off the blindfold.*

**Phillips Redoubt** -the town woodsman. This ranger oohed his former trade on the road as a master dagger thrower. He had spent some time traveling with Phule before settling down in

Paradise. When not hunting for pelts or preparing wood for lumber or fireplace, he can be found behind his wood shop, practicing his knife throwing.

### **3D. GENERAL STORE**

*This stand alone wooden building seems recently whitewashed. A sign above the front of the building reads simply 'General Store'. A few sacks of grain and a wheelbarrow are the only items outside. Entering the building, you find several rows of shelves filled with all sorts of useful items you would find in a general store. Along one wall are several trays of dirt marked seedlings, and a few baskets with bundled herbs. From above you, you hear a female voice, can I help you folks?"*

*Sliding down on a rope , a black haired slender half-elf lands before you. Her well worn leathers hugging her body close, she moves and smiles gently at you.*

**Alison Steele**- the owner and operator of the general store is a former high wire artist. She ran from the circus and joined up with Phule as a rogue. Now retired from adventuring, she runs the general store and herb shop. Still good at her skill, she also has an understanding about poisons and their uses. She won't sell any of the poisons she has access to. Any other item available in the Pathfinder Core Rulebook under 50 gp is available and at book value.

➤ PCs who want to go to the Blacksmith **GO TO Encounter 3A (page 9).**

➤ PCs who want to go to the Green Grocer **GO TO Encounter 3B (page 9).**

➤ PCs who want to go to the Wood Cutter **GO TO Encounter 3C (page 9).**

➤ PCs who want to go to the General Store **GO TO Encounter 3D (page 9).**

➤ PCs who want to go to the Paradise Inn **GO TO Encounter 4 (page 9).**

### **ENCOUNTER 4: PARADISE INN**

*The Paradise Inn is a two story well made building. The dark wood structure is offset by a*

*cherry wood roof and hanging flowerpots. Entering the large taproom, you find yourselves in a comfortable room. Several tables sit around the room. A half elven woman cleans away some dishes as you enter. A middle aged female gnome stands behind the bar while scolding a young gnome who rushes behind the bar and into the kitchen.*

The gnome is Suzebelle Amliore Krimpach. She doesn't usually use the Krimpach name since Phule told her it wasn't a well loved name where he comes from. The little gnome child is Amir Krimpach. Amir has never met his father and isn't aware of his father's notoriety. The half-elf is sally and she works for Suzebelle as waitress and room cleaner.

Suzebelle will not introduce herself as Krimpach. She is very personable and will assist the PCs in whatever they need. She is friendly and approachable. If asked, she will admit to being married to Phule Krimpach, though she hasn't seen him in a few years. If asked about Black Alice. She doesn't know who that is. But she does know an Alice who is staying upstairs in room 2B.

The PCs can take a table and order food or drinks (Handout #2). Rooms are also available if the PCs ask for them.

PCs can rush up the stairs to confront Alice or they can wait for Alice to come down. Since she is waiting for them, it's no surprise.

➤ When PCs are ready to deal with Alice, **GO TO Encounter 5 (page10).**

### **ENCOUNTER 5: GO ASK ALICE**

Read or paraphrase the following if they go upstairs to deal with Alice.

*As you approach her door, you hear a voice from the other side. "Come in."*

PCs may hesitate to open the door or they may pull it open. If they don't open the door, Alice will.

*As the door opens, you see a gnome woman dressed in simple dark purple leathers she stands out in any crowd. A black diamond is tattooed over her right eye. Her wavy black hair has a streak of pink running through it.*

Alice has been expecting the PCs for awhile. She knew the ankle bracelet was a beacon. She is set to lead the PCs into a trap.

1. Read or paraphrase the following if they wait for Alice

*You patiently wait for Alice to descend from her room. Eventually, soft footsteps descend the stairs. a gnome woman dressed in simple dark purple leathers she stands out in any crowd. A black diamond is tattooed over her right eye. Her wavy black hair has a streak of pink running through it. She looks you over from the bottom steps of the stairs and says, " well, took you long enough. Perhaps we should go upstairs and discuss this."*

Alice will refuse any demands or reasons to discuss this anywhere near Suzebelle. She will freely discuss this anywhere else the PCs want to go.

Things Alice knows (or will admit to). Methods of scrying the truth fail due to a *tattoo of non-detection* placed on her abdomen:

- She has been waiting for the PCs so she can lead them to the Jester's hideout as promised (*Bluff 42*). She is taking the PCs to a hideout, but not one the Jester uses).
- She isn't sure how many people will be there (truth, since not all the NPCs will be in the hideout depending on tier).
- There is a major ferry, caravan stop at Paradise. This will take them across the river and to the path to the hideout (truth).
- If asked, she won't lift a finger to fight the Jester, but will not interfere with the PCs (truth).
- As far as she knows, no one knows that she is there (*Bluff 42*). If the check is made, she will say some of the townsfolk did see her arrive).

- The hideout is a cavern about a mile from the other side of the river.

➤ When people are ready to Cross the River **GO TO Encounter 6 (page Z).**

### **ENCOUNTER 6: THREE HOUR TOUR**

*The ferry sets sail on time across the wide river. The pole handlers are diligent at their work. While peaceful and somewhat serene, the dark waters hide whatever is underneath. Several rows are centered on top of the ferry while below the carts and caravan wagons are stored. In addition to yourselves, Black Alice, and the crew there are 20 passengers.*

The time of day is unimportant, since the imp on board the ship is waiting for Black Alice to board. The river is about ¾ of a mile across. PC's can be comforted to have seats and a way to keep an eye on Black Alice. Use [Map #2] to determine where the PCs are on board. An imp has gone on board invisible with a floating disk of Alchemists fire. The imp is under contract to the Jester to complete this task and then depart. He hovers near the top of the deck. When the ship is halfway across, he will cancel the floating disk and fly away. The Alchemists fire will fall on anyone under it and splash damage as well. This will set the ship ablaze. The PCs must contend with the fire, the panicking people and the possibility of the ship sinking.

If the PCs take to fly across the river, they will see the ferry ablaze and have the choice of saving survivors or continuing on their way.

Alchemists fire by Tier:

ATL 1: 2 flasks

ATL 3: 3 flasks

ATL 5: 4 flasks

ATL 7+: 6 flasks

The fire does 2d6 points of damage with an additional d6 in the next round. Anyone hit with a falling flask can make a Reflex save Dc15 for half damage. Fire will spread two squares each round

that it remains unchecked. Normal means of putting out a fire will end the fire in a 5' square every round. If the fire isn't checked inn 5 rounds, the ship will start to turn into an inferno and will begin to sink. Anyone standing in a blazing square takes 1d6 point of fire damage. Crew have to try to stop the blaze in other areas of the ship and cannot help PCs with this blaze.

Passengers will react wildly and will try to get away from the blaze. PCs may need to calm them and keep them from the blaze. After 3 rounds of the fire blazing unchecked, they will start diving into the fast moving current.

The passengers will be under a panicked state and will need to be moved to frightened.

If the PCs can put the fire out and calm the passengers, the ship can limp the rest of the way to its destination. If not, PCs will have to swim to the opposite (closer) shore. Either way, PCs will eventually get to the other shore and the next encounter.

➤ When PCs land on shore **GO TO Encounter 7 (page Z).**

### **Encounter 7 Savage Flora**

Regardless of how the PCs get to shore, read the following.

*The dry shore and land opens up to the local lush flora of trees and bushes of all kinds. Areas of gentle tall grass waves in the wind close to the road.*

If the PCs are walking continue. If they are flying they can skip this encounter.

PCs can make a perception check DC 25 to hear the slithering vines approaching through the grass. Phraxas the town drunk is actually a plant Druid. He has been lying in wait since the last ferry to unleash assassin vines under his control. PCs will

not encounter him in this combat as he heads off to the cave after releasing his vines.

#### ATL 1

##### ✂ Assassin Vine

N Large Plant

**Init** +0; **Senses** blindsight 30 ft, low-light vision;; Perception +1

**AC** 15, touch 9, flat-footed 16; (+6 natural, -1 size)  
**hp** 30 (4d8+12)

**Fort** +7 **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, **plant traits** Immune to mind effecting effects, paralysis, poison, polymorph, sleep and stun.; **Resist** cold 10 and fire 10 **SR** nil

**Spd** 5 ft

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

**Str** 20, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (Can't be tripped)

**SQ** camouflage

**Special Abilities** nil

:

#### ATL 3

##### ✂ Assassin Vine (2)

N Large Plant

**Init** +0; **Senses** blindsight 30 ft, low-light vision;; Perception +1

**AC** 15, touch 9, flat-footed 16; (+6 natural, -1 size)  
**hp** 30 (4d8+12)

**Fort** +7 **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, **plant traits** Immune to mind effecting effects, paralysis, poison, polymorph, sleep and stun.; **Resist** cold 10 and fire 10 **SR** nil

**Spd** 5 ft

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

**Str** 20, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (Can't be tripped)

**SQ** camouflage

**Special Abilities** nil

#### ATL 5

##### ✂ Assassin Vine (3)

Assassin Vine

N Large Plant

**Init** +0; **Senses** blindsight 30 ft, low-light vision;; Perception +1

**AC** 15, touch 9, flat-footed 16; (+6 natural, -1 size)  
**hp** 30 (4d8+12)

**Fort** +7 **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, **plant traits** Immune to mind effecting effects, paralysis, poison, polymorph, sleep and stun.; **Resist** cold 10 and fire 10 **SR** nil

**Spd** 5 ft

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

**Str** 20, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (Can't be tripped)

**SQ** camouflage

**Special Abilities** nil

#### ATL 7

##### ✂ Assassin Vine (4)

Assassin Vine

N Large Plant

**Init** +0; **Senses** blindsight 30 ft, low-light vision;; Perception +1

**AC** 15, touch 9, flat-footed 16; (+6 natural, -1 size)  
**hp** 30 (4d8+12)

**Fort** +7 **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, **plant traits** Immune to mind effecting effects, paralysis, poison, polymorph, sleep and stun.; **Resist** cold 10 and fire 10 **SR** nil

**Spd** 5 ft

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

**Str** 20, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (Can't be tripped)

**SQ** camouflage

**Special Abilities** nil

## ATL 9

### ✂ Assassin Vines (5)

Assassin Vine

N Large Plant

**Init** +0; **Senses** blindsight 30 ft, low-light vision;; Perception +1

**AC** 15, touch 9, flat-footed 16; (+6 natural, -1 size)  
**hp** 30 (4d8+12)

**Fort** +7 **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, **plant traits** Immune to mind effecting effects, paralysis, poison, polymorph, sleep and stun.;

**Resist** cold 10 and fire 10 **SR** nil

**Spd** 5 ft

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle

**Str** 20, **Dex** 10, **Con** 16, **Int** --, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19  
(Can't be tripped)

**SQ** camouflage

**Special Abilities** nil

➤ When the PCs are ready to proceed  
**GO TO Encounter 8 (page Z).**

## Encounter 8: Its Dark In There

*The PCs finally get to the Jester's hideout. The Jester's group is already waiting since Black Alice alerted them when she came to town.*

*Coming through the woods, you eventually find yourselves near a rocky clearing against a high slope. A cave is partially obscured by the brush, though it is obvious that it is used by the markings of several boot prints going to and from it.*

Black Alice will insist this is the entrance. She will not go first, preferably hanging back, but if urged, will lead the party into the cave. The cave itself has a trap pit but simply disabled (DC 5) since it is only there to appear as if they are not being waited for.

**Several boxes line the wall of the entry cave. Food supplies and some simple goods are within the boxes.**

There is nothing of interest in this room except for the curtain to the next cave area. If the PCs pay little to no attention to Black Alice after the combat starts, she will slip back into here, leaving the now removed bracelet and a note.

## Encounter 9: Hey Rube!

*Passing through the curtain, you see a rather large cavern. There are several boxes and tables as well as a few torches lighting the area. Several of the townsfolk from paradise are here and they seem ready to attack you!*

**If the PCs ignore Black Alice, she will slip into the previous room or out of the cavern, leaving the now removed bracelet and a note.**

**Use Map #3**

## ATL 1

### ⚔ Phillip Redoubt

Male Human Ranger 3

CN Medium Humanoid (Human)

**Init** +3; **Senses** Perception +8

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 27 (3d10+3)

**Fort** +4, **Ref** +6, **Will** +3

**Spd** 30 ft.

**Melee** +1 Wolf Dagger\* +5 (1d4+2/19-20/x2) or  
+1 Wolf Dagger\* +3 (1d4+2/19-20/x2) and  
+1 Shortsword +1 (1d6+2/19-20/x2)

**Range** +1 Wolf Daggers\* +8 (1d4+2)

**Str** 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Deadly Aim -1/+2, Double Slice, Endurance, Quick Draw, Throw Anything

**Skills** Acrobatics +6, Bluff +1, Climb +7, Escape Artist +5, Handle Animal +5, Heal +7, Intimidate +5, Perception +8, Sense Motive +3, Spellcraft +5, Stealth +9, Survival +8, Swim +5

**Languages** Common, Elven

**SQ** Enemies: Humanoids (Elf) (+2 bonus) (Ex),  
Terrains: Forest (+2 bonus) (Ex), Track +1, Wild Empathy +3 (Ex)

**Combat Gear** Wolf Daggers x6\*, +1 Shortsword, Masterwork Studded Leather; cloak, boots

\* see Cert

**Special Abilities** Enemies: Humanoids (Elf) (+2 bonus) (Ex) +2 to rolls vs. Humanoids (Elf).

Quick Draw Draw a weapon as a free action.  
Throw at full rate of attacks.

Terrains: Forest (+2 bonus) (Ex) +2 to rolls vs. Forest.

### ⚔ Phraxus, Plant Druid

Male human druid 3

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +8

**AC** 16, touch 12, flat-footed 15; (+2 armor, +1 Dex, +1 Deflection)

**hp** 23 (3d8+3)

**Fort** +4 **Ref** +2, **Will** +6

**Spd** 20 ft

**Melee** Masterwork Scimitar +4 (1d6+1/18-20/x2)

**Ranged** sling +1 (d3)

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

**Special Attacks** Wooden Fists (6 rounds/day)

**Spell-Like Abilities** none

**Spells Known** Druid (3/2 DC 13 +1 Conjunction)

2 (2/day) Resist Energy, Barkskin, Tree Shape

1 (3/day) Produce Flame, Entangle (DC 14), Entangle (DC 14), ~~Pass without Trace~~

0 (at will) Stabilize, Flare (DC 13), Detect Magic, Guidance

**Str** 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 12

**Base Atk** +2; **CMB** -3; **CMD** 15

**Feats** Augment Summoning, Combat Casting, Spell Focus: Conjunction

**Skills** Acrobatics +0, Climb +3, Disguise +4, Escape Artist -1, Fly -1, Handle Animal +6, Heal +8, Intimidate +2, Perception +8, Ride +3, Sense Motive +4, Spellcraft +7, Stealth +2, Survival +10, Swim +5

**Languages** Aquan, Common, Druidic, Elven

**SQ** Druid Domain: Plant, Nature Sense (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +4 (Ex), Woodland Stride (Ex)

**Gear** Masterwork Scimitar, Masterwork Hide, Ring of Protection, +1, green cloak

**Special Abilities**

Druid Domain: Plant Granted Powers: You find solace in the green, can grow defensive thorns, and can communicate with plants..

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

### ✂ **Alistar, Druid**

Male human druid 3

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +6

**AC** 15, touch 11, flat-footed 14; (+4 armor, +1 Dex.)

**hp** 28 (3d8+3)

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

**Spd** 20 ft

**Melee** Masterwork Scythe +5 (2d4+3/20x4)

**Ranged** sling +2 (d3)

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

**Special Attacks** none

**Spell-Like Abilities** Nature Sense, Wild empathy

**Spells Known** Druid (4/3/2 DC 12 +1 Conjuraton)

2 (2/day) Flaming Sphere (DC 14), Align Fang

1 (3/day) Summon Nature's Ally I, Produce Flame, Charm Animal (DC 13)

0 (at will) Stabilize, Flare (DC 12), Light, Detect Magic

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

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Combat Casting, Spell Focus: Conjuraton, Spell penetration

**Skills** Acrobatics -1, Climb +6, Escape Artist -1, Fly +3, Handle Animal +5, Heal +8, Knowledge: Geography +7, Knowledge: Nature +10, Perception +6, Ride +3, Sense Motive +3, Spellcraft +8, Stealth -1, Survival +10, Swim +4

**Languages** Common, Druidic, Elven

**SQ** Animal Companion Link (Ex), Nature Sense (Ex), Share Spells with Companion (Ex)

**Gear** Masterwork Scythe, Masterwork Hide, green cloak

#### **Special Abilities**

Animal Companion Link (Ex) You have a link with your Animal Companion.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Nature Sense (Ex) A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Share Spells with Companion (Ex) Spells cast on you can also affect your Companion, if it's

Woodland Stride (Ex) Move through undergrowth at normal speed.

### ✂ **Gowel, Animal Companion**

NN Medium Animal

**Init** +4; **Senses** Low-Light Vision, Scent; Perception +2

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 23 (+3)

**Fort** +4, **Ref** +7, **Will** +3

**Spd** 40 ft.

**Melee** Bite (Lion) +4 (1d6+2/20/x2) and

Claw x2 (Lion) +4 x2 (1d4+2/20/x2) and

Rake x2 (Lion) +4 x2 (1d4+2/20/x2)

Str 14, Dex 18, Con 13, Int 2, Wis 15, Cha 10

**Base Atk** +2; **CMB** +4; **CMD** 18 (22 vs. Trip)

**Feats** Acrobatic, Improved Natural Armor

**Tricks:** Attack, Attack Any Target, Come, Defend, Down, Fighting, Heel, Stay, Track

**Skills:** Acrobatics +10, Fly +6, Intimidate +1, Swim +6 **Modifiers** +4 Stealth in Undergrowth

**Languages**

**SQ** Attack Any Evasion (Ex)

**Special Abilities** +4 Stealth in Undergrowth (Ex) You gain a bonus to Stealth Checks under the listed conditions.

**Evasion (Ex)** No damage on successful reflex save.

### ATL 3

#### ⚔ Phillip Redoubt

Male Human Ranger 3

CN Medium Humanoid (Human)

**Init** +3; **Senses** Perception +8

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 27 (3d10+3)

**Fort** +4, **Ref** +6, **Will** +3

**Spd** 30 ft.

**Melee** +1 Wolf Dagger\* +5 (1d4+2/19-20/x2) or  
+1 Wolf Dagger\* +3 (1d4+2/19-20/x2) and  
+1 Shortsword +1 (1d6+2/19-20/x2)

**Range** +1 Wolf Daggers\* +8 (1d4+2)

**Str** 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Deadly Aim -1/+2, Double Slice, Endurance, Quick Draw, Throw Anything

**Skills** Acrobatics +6, Bluff +1, Climb +7, Escape Artist +5, Handle Animal +5, Heal +7, Intimidate +5, Perception +8, Sense Motive +3, Spellcraft +5, Stealth +9, Survival +8, Swim +5

**Languages** Common, Elven

**SQ** Enemies: Humanoids (Elf) (+2 bonus) (Ex),  
Terrains: Forest (+2 bonus) (Ex), Track +1, Wild Empathy +3 (Ex)

**Combat Gear** Wolf Daggers x6\*, +1 Shortsword, Masterwork Studded Leather; cloak, boots

\* see Cert

**Special Abilities** Enemies: Humanoids (Elf) (+2 bonus) (Ex) +2 to rolls vs. Humanoids (Elf).

Quick Draw Draw a weapon as a free action. Throw at full rate of attacks.

Terrains: Forest (+2 bonus) (Ex) +2 to rolls vs. Forest.

#### ⚔ Gregor Stout

Male Human Fighter 3

CN Medium Humanoid (Human)

**Init** +2; **Senses** Perception +0

**AC** 19, touch 12, flat-footed 17 +6 armor, (+2 Dex, +1 natural)

**hp** 27 (3d10+3)

**Fort** +4, **Ref** +3, **Will** +1

**Defensive Abilities** Bravery +1

**Spd** 30 ft.

**Melee** Gauntlet (from Armor) +8 (1d3+5/20/x2) and Masterwork Greatsword +9 (2d6+7/19-20/x2)

**Str** 18/20, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +8 (+10 Tripping); **CMD** 20 (22 vs. Trip)

**Feats** Cleave, Combat Expertise +/-1, Combat Reflexes (3 AoO/round), Improved Trip, Power Attack -1/+2

**Skills** Acrobatics +3, Climb +10, Handle Animal +5, Intimidate +6, Ride +7, Survival +6, Swim +10

**Languages** Common, Elven

**SQ** Armor Training 1 (Ex)

**Combat Gear** Masterwork Greatsword, +1 Chainmail; Other Gear Amulet of Natural Armor +1, Belt of Giant Strength, +2



### ✧ Phraxus, Plant Druid

Male human druid 3

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +8

**AC** 16, touch 12, flat-footed 15; (+2 armor, +1 Dex, +1 Deflection)

**hp** 23 (3d8+3)

**Fort** +4 **Ref** +2, **Will** +6

**Spd** 20 ft

**Melee** Masterwork Scimitar +4 (1d6+1/18-20/x2)

**Ranged** sling +1 (d3)

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

**Special Attacks** Wooden Fists (6 rounds/day)

**Spell-Like Abilities** none

**Spells Known** Druid (3/2 DC 13 +1 Conjunction)

2 (2/day) Resist Energy, Barkskin, Tree Shape

1 (3/day) Produce Flame, Entangle (DC 14), Entangle (DC 14), ~~Pass without Trace~~

0 (at will) Stabilize, Flare (DC 13), Detect Magic, Guidance

**Str** 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 12

**Base Atk** +2; **CMB** -3; **CMD** 15

**Feats** Augment Summoning, Combat Casting, Spell Focus: Conjunction

**Skills** Acrobatics +0, Climb +3, Disguise +4, Escape Artist -1, Fly -1, Handle Animal +6, Heal +8, Intimidate +2, Perception +8, Ride +3, Sense Motive +4, Spellcraft +7, Stealth +2, Survival +10, Swim +5

**Languages** Aquan, Common, Druidic, Elven

**SQ** Druid Domain: Plant, Nature Sense (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +4 (Ex), Woodland Stride (Ex)

**Gear** Masterwork Scimitar, Masterwork Hide, Ring of Protection, +1, green cloak

#### **Special Abilities**

Druid Domain: Plant Granted Powers: You find solace in the green, can grow defensive thorns, and can communicate with plants..

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

### ✧ Alistar, Druid

Male human druid 3

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +6

**AC** 15, touch 11, flat-footed 14; (+4 armor, +1 Dex,)

**hp** 28 (3d8+3)

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

**Spd** 20 ft

**Melee** Masterwork Scythe +5 (2d4+3/20x4)

**Ranged** sling +2 (d3)

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

**Special Attacks** none

**Spell-Like Abilities** Nature Sense, Wild empathy  
**Spells Known** Druid (4/3/2 DC 12 +1 Conjunction)

2 (2/day) Flaming Sphere (DC 14), Align Fang

1 (3/day) Summon Nature's Ally I, Produce Flame, Charm Animal (DC 13)

0 (at will) Stabilize, Flare (DC 12), Light, Detect Magic

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

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Combat Casting, Spell Focus: Conjunction, Spell penetration

**Skills** Acrobatics -1, Climb +6, Escape Artist -1, Fly +3, Handle Animal +5, Heal +8, Knowledge: Geography +7, Knowledge: Nature +10, Perception +6, Ride +3, Sense Motive +3, Spellcraft +8, Stealth -1, Survival +10, Swim +4

**Languages** Common, Druidic, Elven

**SQ** Animal Companion Link (Ex), Nature Sense (Ex), Share Spells with Companion (Ex)

**Gear** Masterwork Scythe, Masterwork Hide, green cloak

#### **Special Abilities**

Animal Companion Link (Ex) You have a link with your Animal Companion.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Nature Sense (Ex) A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Share Spells with Companion (Ex) Spells cast on you can also affect your Companion, if it's

Woodland Stride (Ex) Move through undergrowth at normal speed.

### \ **Gowel, Animal Companion**

NN Medium Animal

Init +4; Senses Low-Light Vision, Scent; Perception +2

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 23 (+3)

Fort +4, Ref +7, Will +3

Spd 40 ft.

Melee Bite (Lion) +4 (1d6+2/20/x2) and

Claw x2 (Lion) +4 x2 (1d4+2/20/x2) and

Rake x2 (Lion) +4 x2 (1d4+2/20/x2)

Str 14, Dex 18, Con 13, Int 2, Wis 15, Cha 10

Base Atk +2; CMB +4; CMD 18 (22 vs. Trip)

Feats Acrobatic, Improved Natural Armor

Tricks: Attack, Attack Any Target, Come, Defend, Down, Fighting, Heel, Stay, Track

Skills: Acrobatics +10, Fly +6, Intimidate +1, Swim +6 Modifiers +4 Stealth in Undergrowth

Languages

SQ Attack Any Evasion (Ex)

Special Abilities +4 Stealth in Undergrowth (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Evasion (Ex) No damage on successful reflex save.

1 (2/day) Endure Elements, Pass without Trace Str 12, Dex 16, Con 13, Int 12, Wis 16, Cha 10

**Base Atk** +5; **CMB** +6; **CMD** 19

**Feats** Deadly Aim -2/+4, Double Slice, Endurance, Quick Draw, Throw Anything, Weapon Finesse

**Skills** Acrobatics +8, Bluff +4, Climb +9, Escape Artist +6, Fly +4, Handle Animal +6, Heal +8, Intimidate +7, Perception +11, Sense Motive +4, Spellcraft +5, Stealth +9, Survival +11, Swim +7

**Languages** Common, Elven

**SQ** Enemies: Humanoids (Dwarf) (+2 bonus) (Ex), Enemies: Humanoids (Elf) (+4 bonus) (Ex), Hunting Companions (3 rounds) (Ex), Terrains: Forest (+2 bonus) (Ex), Track +2, Wild Empathy +5 (Ex)

**Combat Gear** +1 Wolf Daggers (x6), +1 Shortsword, Masterwork Studded Leather;

**Special Abilities**

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies within 30' as move action.

### **ATL 5**

#### \ **Phillip Redoubt**

Male Human) Ranger 5

CN Medium Humanoid (Human)

**Init** +3; **Senses** Perception +11

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 43 (5d10+5)

**Fort** +5, **Ref** +7, **Will** +4

**Spd** 30 ft.

**Melee** +1 Wolf Dagger\* +9 (1d4+2/19-20/x2) or +1 Wolf Dagger\* +5 (1d4+2/19-20/x2) and +1 Shortsword +3 (1d6+2/19-20/x2)

**Range** +1 Wolf Daggers\* +12 (1d4+2)

**Spells** Ranger Spells Known (CL 2, 6 melee touch, 8 ranged touch):

### ✧ Gregor Stout

Male Human Fighter 5

CN Medium Humanoid (Human)

**Init** +2; **Senses** Perception +0

**AC** 19, **touch** 12, **flat-footed** 17 (+6 armor, +2 Dex, +1 natural)

**hp** 43 (5d10+5)

**Fort** +5, **Ref** +3, **Will** +1

**Defensive Abilities** Bravery +1

**Spd** 20 ft.

**Melee** +1 Greatsword +14 (2d6+9/19-20/x2)

**Special Attacks** Weapon Training: Blades, Heavy Str 19/21, Dex 14, Con 12, Int 13, Wis 10, Cha 10

**Base Atk** +5; **CMB** +10 (+12 Tripping); **CMD** 22 (24 vs. Trip)

**Feats** Cleave, Combat Expertise +/-2, Combat Reflexes (3 AoO/round), Great Cleave, Improved Trip, Power Attack -2/+4, Weapon Focus: Greatsword

**Skills** Acrobatics +3, Climb +12, Handle Animal +6, Intimidate +8, Ride +8, Survival +8, Swim +12

**Languages** Common, Elven

**SQ** Armor Training 1 (Ex)

**Combat Gear** +1 Greatsword, +1 Chainmail; Other Gear Amulet of Natural Armor +1, Belt of Giant Strength, +2

### ✧ Phraxus, Plant Druid

NE Male human druid 5

**Init** +1; **Senses** Perception +11

**AC** 17, **touch** 12, **flat-footed** 16; (+3 armor, +1 Dex, +1 Deflection)

**hp** 37 (5d8+5)

**Fort** +5 **Ref** +2, **Will** +7

**Spd** 20 ft

**Melee** Masterwork Scimitar +5 (1d6+1/18-20/x2)

**Ranged** sling +1 (d3)

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

**Special Attacks** Wooden Fists (6 rounds/day)

**Spell-Like Abilities** none

**Spells Known** Druid (DC 13 +2 vs. Conjunction)

3 (2/day) Plant Growth, Sleet Storm, Call Lightning (DC 16)

2 (3/day) Resist Energy, Barkskin, Tree Shape, Summon Swarm

1 (4/day) Faerie Fire, Produce Flame, Entangle (DC 14), Entangle (DC 14), Pass without Trace

0 (at will) Stabilize, Flare (DC 13), Detect Magic, Guidance

**Str** 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 12

**Base Atk** +3; **CMB** -4; **CMD** 16

**Feats** Augment Summoning, Combat Casting, Druid Weapon Proficiencies, Greater Spell Focus: Conjunction, Spell Focus: Conjunction

**Skills** Acrobatics +4, Climb +3, Disguise +5, Escape Artist -1, Fly -1, Handle Animal +7, Heal +8, Intimidate +3, Perception +11, Ride +3, Sense Motive +6, Spellcraft +8, Stealth +2, Survival +12, Swim +6

**Languages** Aquan, Common, Druidic, Elven

**SQ** Druid Domain: Plant, Nature Sense (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +4 (Ex), Woodland Stride (Ex)

**Gear** Masterwork Scimitar, +1 Hide, Ring of Protection, +1, green cloak

#### **Special Abilities**

Druid Domain: Plant Granted Powers: You find solace in the green, can grow defensive thorns, and can communicate with plants.

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells

Nature Sense (Ex) A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

### ✂ **Alistar, Druid**

Male human druid 5

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +

**AC** 15, touch 11, flat-footed 14; (+4 armor, +1 Dex.)

**hp** 44 (5d8+3)

**Fort** +6 **Ref** +2, **Will** +7

**Spd** 20 ft

**Melee** Masterwork Scythe +6 (2d4+3/20/x4)

**Ranged** sling +2 (d3)

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

#### **Special Attacks**

**Spell-Like Abilities** Nature Sense, Wild empathy

**Spells Known** (4/3/2 DC 12; +1 conjuration

3 (2/day) Protection from Energy, Poison (DC 16)

2 (3/day) Flaming Sphere (DC 15), Summon Nature's Ally II, Align Fang

1 (4/day) Summon Nature's Ally I, Produce Flame, Charm Animal (DC 14), Calm Animals (DC 14)

0 (at will) Stabilize, Flare (DC 13), Light, Detect Magic

**Str** 15, **Dex** 13, **Con** 14, **Int** 14, **Wis** 17, **Cha** 10

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Combat Casting, Natural Spell, Spell Focus: Conjunction, Spell penetration

**Skills** Acrobatics -1, Climb +6, Escape Artist -1, Fly +3, Handle Animal +5, Heal +8, Knowledge: Geography +7, Knowledge: Nature +10, Perception +6, Ride +3, Sense Motive +3, Spellcraft +8, Stealth -1, Survival +10, Swim +4

**Languages** Common, Druidic, Elven

**SQ** Animal Companion Link (Ex), Nature Sense (Ex), Share Spells with Companion (Ex)

**Gear** Masterwork Scythe, Masterwork Hide, green cloak

#### **Special Abilities**

**Animal Companion Link (Ex)** You have a link with your Animal Companion.

**Combat Casting** +4 to Concentration checks to cast while on the defensive.

**Nature Sense (Ex)** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Share Spells with Companion (Ex)** Spells cast on you can also affect your Companion, if it's **Woodland Stride (Ex)** Move through undergrowth at normal speed.

**Wild Shape (1/day) (Su), Wild Shape (Beast Shape I: Small - Medium animal)**

### ✂ **Gowel, Animal Companion**

NN Medium Animal

**Init** +4; **Senses** Low-Light Vision, Scent; **Perception** +2

**AC** 19, touch 14, flat-footed 14 (+4 Dex, +5 natural)

**hp** 37 (+5)

**Fort** +5, **Ref** +8, **Will** +3

**Spd** 40 ft.

**Melee** Bite (Lion) +5 (1d6+2/20/x2) and

Claw x2 (Lion) +5 x2 (1d4+2/20/x2) and

Rake x2 (Lion) +5 x2 (1d4+2/20/x2)

**Str** 14, **Dex** 18, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +3; **CMB** +5; **CMD** 19 (23 vs. Trip)

**Feats** Acrobatic, Improved Natural Armor,

**Tricks:** Attack, Attack Any Target, Come, Defend, Down, Fighting, Heel, Stay, Track

**Skills:** Acrobatics +10, Fly +6, Intimidate +1, Swim +6 **Modifiers** +4 **Stealth in Undergrowth Languages**

**SQ** Attack Any Evasion (Ex)

**Special Abilities** +4 **Stealth in Undergrowth (Ex)** You gain a bonus to Stealth Checks under the listed conditions.

**Evasion (Ex)** No damage on successful reflex save.

**ATL 7****\ Phillip Redoubt**

Male Human Ranger 7

CN Medium Humanoid (Human)

**Init** +3; **Senses** Perception +13**AC** 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 natural, +1 deflection)**hp** 59 (7d10+7)**Fort** +6, **Ref** +8, **Will** +5**Spd** 30 ft.**Melee** +2 Wolf Dagger +12/7 (1d4+2/19-20/x2) and +1 Shortsword +9/+4 (1d6+2/19-20/x2)**Range** +2 Wolf Dagger +15/+11 (1d4+3/19-20/x2)**Spells** Ranger Spells Known (CL 4, 8 melee touch, 10 ranged touch):

2 (1/day) Barkskin

1 (2/day) Endure Elements, Pass without Trace

**Str** 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 16, **Cha** 10**Base Atk** +7; **CMB** +8; **CMD** 22**Feats** Combat Reflexes (4 AoO/round), Deadly Aim -2/+4, Double Slice, Endurance, Quick Draw, Throw Anything, Two-weapon Fighting, Weapon Finesse**Skills** Acrobatics +10, Bluff +4, Climb +11, Escape Artist +7, Fly +4, Handle Animal +8, Heal +8, Intimidate +9, Perception +13, Ride +7, Sense Motive +4, Spellcraft +6, Stealth +10, Survival +13, Swim +9**Languages** Common, Elven**SQ** Enemies: Humanoids (Dwarf) (+2 bonus) (Ex), Enemies: Humanoids (Elf) (+4 bonus) (Ex), Hunting Companions (3 rounds) (Ex), Terrains: Forest (+2 bonus) (Ex), Track +3, Wild Empathy +7 (Ex), Woodland Stride (Ex)**Combat Gear** +2 Wolf Daggers x6 \*, +1 Shortsword, +1 Studded Leather; **Other Gear** Amulet of Natural Armor +1, Ring of Protection, +1**Special Abilities**

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies within 30' as move action.

**\ Gregor Stout**

Male Human Fighter 7

CN Medium Humanoid (Human)

**Init** +2; **Senses** Perception +0**AC** 20, touch 12, flat-footed 18 (+7 armor, +2 Dex, +1 natural)**hp** 59 (7d10+7)**Fort** +6, **Ref** +4, **Will** +2**Defensive Abilities** Bravery +2**Spd** 30 ft.**Melee** +1 Greatsword +15/+10 (2d6+9/19-20/x2) and Gauntlet (from Armor) +12/+7 (1d3+5/20/x2)**Special Attacks** Weapon Training: Blades, Heavy **Str** 19/21, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10**Base Atk** +7; **CMB** +12 (+14 Sundering+16 Tripping); **CMD** 24 (26 vs. Sunder26 vs. Trip)**Feats** Cleave, Combat Expertise +/-2, Combat Reflexes (3 AoO/round), Great Cleave, Greater Trip, Improved Sunder, Improved Trip, Power Attack -2/+4, Weapon Focus: Greatsword**Skills** Acrobatics +3, Climb +10, Escape Artist +0, Fly +0, Handle Animal +8, Intimidate +10, Ride +6, Stealth +0, Survival +10, Swim +12**Languages** Common, Elven**SQ** Armor Training 2 (Ex)**Combat Gear** +1 Greatsword, +1 Chainmail; **Other Gear** Amulet of Natural Armor +1, Belt of Giant Strength, +2

## \ Alison Steele

Female Half-Elf Rogue 7

NE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-Light Vision; Perception +12

**AC** 24 touch 17, flat-footed 17 (+5 armor, +2 shield, +3 Dex, +1 natural, +2 Deflection, +1 dodge)

**hp** 51 (7d8+7)

**Fort** +3, **Ref** +8, **Will** +2

**Defensive Abilities** Evasion, Trap Sense +2, Uncanny Dodge; Immune sleep; Resist Elven Immunities

**Spd** 30 ft.

**Melee** Dagger of Venom +2 (1d4+2/19-20/x2 plus poison)

**Ranged** +2 Crossbow, Hand +2 (1d4+2/19-20/x2 plus poison)

**Special Attacks** Bleeding Attack +4, Sneak Attack +4d6

**Str** 12, **Dex** 16, **Con** 12, **Int** 16, **Wis** 10, **Cha** 13

**Base Atk** +5; **CMB** +6 (+8 Disarming); **CMD** 20 (22 vs. Disarm)

**Feats** Catch Off-Guard, Combat Expertise +/-2, Dodge, Improved Disarm, Improved Feint, Rogue Weapon Proficiencies, Skill Focus: Craft: Alchemy (Adaptability)

**Skills** Acrobatics +13, Appraise +10, Bluff +9, Climb +7, Craft: Alchemy +11, Diplomacy +9, Disable Device +12, Disguise +10, Escape Artist +11, Fly +4, Heal +1, Intimidate +7, Knowledge: Nature +6, Perception +12, Ride +4, Sense Motive +6, Sleight of Hand +13, Stealth +16, Survival +4, Swim +7, Use Magic Device +8

**Languages** Common, Draconic, Elven, Giant, Goblin

**SQ** Elf Blood, Ledge Walker (Ex), Trapfinding +3

**Combat Gear** Dagger of Venom, +2 Crossbow, Hand, Masterwork Bolts, Crossbow (50), +2 Shadow Studded Leather, +1 Arrow Catching Buckler; Other Gear Amulet of Natural Armor +1, Ring of Protection, +2

### **Special Abilities**

Poison Use giant Wasp Poison Type: Poison/Injury; Save: Fort DC18, Frequency: 1/round for 6 rounds

Effect: 1d2 Dex damage; Cure: 1 save. This poison is coated on the crossbow and has two doses in the dagger of venom.

## **\ Phraxus, Plant Druid**

**NE** Male human druid 7

**Init** +1; **Senses** Perception +12

**AC** 18, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 natural, +1 deflection)

**hp** 51 (7d8+7)

**Fort** +6 **Ref** +3, **Will** +8

**Spd** 20 ft

**Melee**+1 Scimitar +7 (1d6+2/18-20/x2)

**Ranged** sling +1 (d3)

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

**Special Attacks** Wooden Fists (6 rounds/day)

**Spell-Like Abilities** none

**Spells Known** Druid (DC 13 +2 vs. Conjunction)

4 (1/day) Command Plants (DC 17), Freedom of Movement

3 (3/day) Plant Growth, Contagion (DC 16), Sleet Storm, Call Lightning (DC 16)

2 (4/day) Resist Energy, Barkskin, Tree Shape, Heat Metal (DC 15), Summon Swarm

1 (5/day) Faerie Fire, Produce Flame, Entangle (DC 14), Entangle (DC 14), Endure Elements, Pass without Trace

0 (at will) Stabilize, Flare (DC 13), Detect Magic, Guidance

**Str** 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 17, **Cha** 12

**Base Atk** +5; **CMB** -6; **CMD** 18

**Feats** Augment Summoning, Combat Casting, Druid Weapon Proficiencies, Empower Spell, Greater Spell Focus: Conjunction, Spell Focus: Conjunction

**Skills** Acrobatics +6, Climb +7, Disguise +6, Escape Artist -1, Fly -1, Handle Animal +8, Heal +9, Intimidate +5, Perception +12, Ride +3, Sense Motive +6, Spellcraft +9, Stealth +2, Survival +13, Swim +8

**Languages** Aquan, Common, Druidic, Elven

**SQ** Druid Domain: Plant, Nature Sense (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +4 (Ex), Woodland Stride (Ex)

**Gear** Masterwork Scimitar, +1 Hide, Ring of Protection, +1, green cloak

### **Special Abilities**

Bramble Armor (7 rounds/day) (Su) Foes striking you take 1d6+3 damage.

Druid Domain: Plant Granted Powers: You find solace in the green, can grow defensive thorns, and can communicate with plants.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants..

Trackless Step (Ex) You do not leave a trail as you move through natural surroundings.

Wild Shape (2/day) (Su) Shape shift into a different creature one or more times per day.

Wild Shape (Beast Shape II: Tiny - Large animal) You may use your Wild Shape ability to become an animal.

Wild Shape (Elemental Body I: Small elemental) You may use your Wild Shape ability to become an elemental.

## ✂ Alistar, Druid

Male human druid 7

NE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +9

**AC** 15, touch 11, flat-footed 14; (+4 armor, +1 Dex.)

**hp** 60 (7d8+14)

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

**Spd** 20 ft

**Melee** Masterwork Scythe +8 (2d4+3/20/x4)

**Ranged** sling +6 (d3)

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

### Special Attacks

**Spell-Like Abilities** Nature Sense, Wild empathy

**Spells Known** (4/5/3/1 DC 12; +1 conjuration

4 (1/day) Flame Strike (DC 17)

3 (3/day) Protection from Energy, Poison (DC 16), Contagion (DC 16)

2 (4/day) Flaming Sphere (DC 15), Summon Nature's Ally II, Fog Cloud, Align Fang

1 (5/day) Summon Nature's Ally I, Faerie Fire, Produce Flame, Charm Animal (DC 14), Calm Animals (DC 14)

0 (at will) Stabilize, Flare (DC 13), Light, Detect Magic

Str 15, Dex 13, Con 14, Int 14, Wis 17, Cha 10

**Base Atk** +5; **CMB** +7; **CMD** 18

**Feats** Combat Casting, Natural Spell, Spell Focus: Conjunction, Spell penetration, Greater Spell Focus (conjunction)

Climb +10, Diplomacy +2, Fly +4, Handle Animal +9, Heal +9, Knowledge: Geography +8, Knowledge: History +3, Knowledge: Local +4, Knowledge: Nature +13, Perception +9, Ride +7, Sense Motive +6, Spellcraft +9, Stealth +4, Survival +11, Swim +4

**Languages** Common, Druidic, Elven

**SQ** Animal Companion Link (Ex), Nature Sense (Ex), Share Spells with Companion (Ex)

**Gear** Masterwork Scythe, Masterwork Hide, green cloak

### Special Abilities

Animal Companion Link (Ex) You have a link with your Animal Companion.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Nature Sense (Ex) A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Share Spells with Companion (Ex) Spells cast on you can also affect your Companion, if it's

Woodland Stride (Ex) Move through undergrowth at normal speed.

Wild Shape (2/day) (Su) Shape shift into a different creature one or more times per day.

Wild Shape (Beast Shape II: Tiny - Large animal.

Wild Shape (Elemental Body I: Small elemental)



### **\ Gowel, Animal Companion**

NN Large Animal

Init +3; Senses Low-Light Vision, Scent; Perception +2

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

hp 58 (+18)

Fort +5, Ref +8, Will +3

Spd 40 ft.

Melee Bite (Lion) +10 (1d6+2/20/x2) and

Claw x2 (Lion) +10 x2 (1d4+2/20/x2) and

Rake x2 (Lion) +10 x2 (1d4+2/20/x2)

Space 10 ft; Reach 5 ft

Special Attacks: Grab, Pounce

Str 24, Dex 17, Con 17, Int 2, Wis 15, Cha 10

Base Atk +4; CMB +12 (+16 Grappling);

CMD 19 (29 vs. Trip)

Feats Acrobatic, Improved Natural Armor,

Tricks: Attack, Attack Any Target, Come, Defend, Down, Fighting, Heel, Stay, Track

Skills: Acrobatics +10, Intimidate +3, Stealth -1, Swim +11  
Modifiers +4 Stealth in Undergrowth

Languages

SQ Attack Any Evasion (Ex)

Special Abilities +4 Stealth in Undergrowth (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Evasion (Ex) No damage on successful reflex save.

Grab (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

## ATL 9

### ⚔ Phillip Redoubt

Male Human Ranger 9

CN Medium Humanoid (Human)

**Init** +3; **Senses** Perception +15

**AC** 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 deflection)

**hp** 84 (9d10+18)

**Fort** +8, **Ref** +9, **Will** +6

**Defensive Abilities** Evasion

**Spd** 30 ft.

**Melee** +2 Wolf Dagger\* +14/+9 (1d4+3/19-20/x2) and +2 Shortsword +12 (1d6+3/19-20/x2)

**Range** +2 Wolf Dagger +15/+11 (1d4+3/19-20/x2)

**Spells** Ranger Spells Known (CL 6, 10 melee touch, 12 ranged touch):

2 (2/day) Barkskin, Spike Growth (DC 15)

1 (3/day) Summon Nature's Ally I, Endure Elements, Pass without Trace

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

**Base Atk** +9; **CMB** +10; **CMD** 24

**Feats** Combat Reflexes (4 AoO/round), Deadly Aim -3/+6, Double Slice, Endurance, Quick Draw, Throw Anything, Two-weapon Fighting, Weapon Finesse, Weapon Focus: Dagger

**Skills** Acrobatics +12, Bluff +5, Climb +12, Escape Artist +8, Fly +5, Handle Animal +9, Heal +9, Intimidate +11, Perception +15, Ride +7, Sense Motive +4, Spellcraft +7, Stealth +12, Survival +15, Swim +10

**Languages** Common, Elven

**SQ** Enemies: Humanoids (Dwarf) (+2 bonus) (Ex), Enemies: Humanoids (Elf) (+4 bonus) (Ex), Hunting Companions (3 rounds) (Ex), Swift Tracker (Ex), Terrains: Forest (+4 bonus) (Ex), Terrains: Mountain (+2 bonus) (Ex), Track +4, Wild Empathy +9 (Ex), Woodland Stride (Ex)

**Combat Gear** +2 Wolf Daggers (x6), +2 Shortsword, +1 Studded Leather; **Other Gear** Amulet of Natural Armor +2, Ring of Protection, +1

### **Special Abilities**

Hunting Companions (3 rounds) (Ex) Grant half favored enemy bonus to allies within 30' as move action.

### ⚔ Gregor Stout

Male Human Fighter 9

LN Medium Humanoid (Human)

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

**AC** 22, touch 12, flat-footed 20 (+8 armor, +2 Dex, +2 natural)

**hp** 75 (9d10+9)

**Fort** +7, **Ref** +5, **Will** +3

**Defensive Abilities** Bravery +2

**Spd** 30 ft.

**Melee** +2 Greatsword +22/+18 (2d6+14/17-20/x2) or Gauntlet (from Armor) +16/+11 (1d3+6/20/x2)

**Special Attacks** Weapon Training: Blades, Heavy, Weapon Training: Flails

**Str** 20/22, **Dex** 14, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +10; **CMB** +16 (+18 Disarming+18 Tripping); **CMD** 28 (30 vs. Disarm 30 vs. Trip)

**Feats** Cleave, Combat Expertise +/-3, Combat Reflexes (3 AoO/round), Great Cleave, Greater Weapon Focus: Greatsword, Improved Critical: Greatsword, Improved Disarm, Improved Trip, Lunge, Power Attack -3/+6, Weapon Focus: Greatsword

**Skills** Acrobatics +1, Climb +12, Escape Artist -2, Fly -2, Heal +2, Intimidate +12, Perception +2, Ride -2, Sense Motive +3, Survival +10, Swim +13

**Languages** Common, Dwarven

**SQ** Armor Training 2 (Ex)

**Combat Gear** +2 Greatsword, +1 Splint Mail; **Other Gear** Amulet of Natural Armor +2, Belt of Giant Strength, +4

## ✂ Alison Steele

Male Half-Elf Rogue 9

NE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-Light Vision; Perception +12

**AC** 27, touch 17, flat-footed 23 (+6 armor, +3 shield, +3 Dex, +1 natural, +3 deflection, +1 dodge)

**hp** 65 (9d8+9)

**Fort** +4, **Ref** +9, **Will** +3

**Defensive Abilities** Evasion, Improved Uncanny Dodge (Lvl >=13), Trap Sense +3; Immune sleep;

**Resist** Elven Immunities

**Spd** 30 ft.

**Melee** Dagger of Venom +3/-2 (1d4+2/19-20/x2)

**Ranged** +2 Crossbow, Hand +3 (1d4+2/19-20/x2)

**Special Attacks** Bleeding Attack +5, Sneak Attack +5d6

**Str** 12, **Dex** 17, **Con** 12, **Int** 16, **Wis** 10, **Cha** 13

**Base Atk** +6; **CMB** +7 (+9 Disarming); **CMD** 24 (26 vs. Disarm)

**Feats** Catch Off-Guard, Combat Expertise +/-2, Dodge, Improved Disarm, Improved Feint, Mobility, Rogue Weapon Proficiencies, Skill Focus: Craft: Alchemy (Adaptability)

**Skills** Acrobatics +15, Appraise +11, Bluff +10, Climb +8, Craft: Alchemy +13, Diplomacy +11, Disable Device +15, Disguise +10, Escape Artist +11, Fly +4, Heal +1, Intimidate +7, Knowledge: Nature +8, Linguistics +8, Perception +12, Ride +5, Sense Motive +8, Sleight of Hand +15, Stealth +18, Survival +4, Swim +9, Use Magic Device +8

**Languages** Common, Dark Folk, Draconic, Dwarven, Elven, Giant, Goblin

**SQ** Elf Blood, Ledge Walker (Ex), Rogue Crawl (Ex), Trapfinding +4

**Combat Gear** Dagger of Venom, +2 Crossbow, Hand, Masterwork Bolts, Crossbow (50), +3 Shadow Studded Leather, +2 Arrow Catching Buckler; Other Gear Amulet of Natural Armor +1, Ring of Protection, +3

### Special Abilities

Poison Use giant Wasp Poison Type: Poison/Injury; Save: Fort DC18, Frequency: 1/round for 6 rounds

Effect: 1d2 Dex damage; Cure: 1 save. This poison is coated on the crossbow and has two doses in the dagger of venom.

### ✂ **Phraxus, Plant Druid**

**NE** Male human druid 9  
**Init** +1; **Senses** Perception +14  
**AC** 20, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +1 deflection)  
**hp** 65 (9d8+9)  
**Fort** +7 **Ref** +4, **Will** +9  
**Spd** 20 ft  
**Melee** ++1 Scimitar +8/+3 (1d6+2/18-20/x2)  
**Ranged** sling +6 (d3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Wooden Fists (6 rounds/day)  
**Spell-Like Abilities** none  
**Spells Known** Druid (DC 13 +2 vs. Conjunction)  
5 (1/day) Stoneskin, Wall of Thorns  
4 (2/day) Command Plants (DC 17), Freedom of Movement, Flame Strike (DC 17)  
3 (4/day) Quench, Plant Growth, Contagion (DC 16), Sleet Storm, Call Lightning (DC 16)  
2 (5/day) Resist Energy, Barkskin, Tree Shape, Heat Metal x2 (DC 15), Summon Swarm  
1 (5/day) Faerie Fire, Produce Flame, Entangle (DC 14), Entangle (DC 14), Endure Elements, Pass without Trace  
0 (at will) Stabilize, Flare (DC 13), Detect Magic, Guidance  
**Str** 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 17, **Cha** 12  
**Base Atk** +6; **CMB** -7; **CMD** 19  
**Feats** Augment Summoning, Combat Casting, Druid Weapon Proficiencies, Empower Spell, Greater Spell Focus: Conjunction, Natural Spell, Spell Focus: Conjunction  
**Skills** Acrobatics +6, Climb +8, Disguise +8, Escape Artist -1, Fly -1, Handle Animal +10, Heal +10, Intimidate +5, Perception +14, Ride +3, Sense Motive +6, Spellcraft +9, Stealth +8, Survival +15, Swim +8  
**Languages** Aquan, Common, Druidic, Elven  
**SQ** Bramble Armor (9 rounds/day) (Su), Druid Domain: Plant, Nature Sense (Ex), Resist Nature's Lure (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +10 (Ex), Wild Shape (3/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body II: Small - Medium elemental), Wild Shape (Plant Shape I: Small - Medium plant creature), Woodland Stride (Ex)

**Gear** +1 Scimitar, +2 Hide; Other Gear Amulet of Natural Armor +2, Ring of Protection, +1, green cloak

### **Special Abilities**

Bramble Armor (7 rounds/day) (Su) Foes striking you take 1d6+3 damage.  
Druid Domain: Plant Granted Powers: You find solace in the green, can grow defensive thorns, and can communicate with plants.  
Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants..  
Wild Shape (2/day) (Su) Shape shift into a different creature one or more times per day.  
Wild Shape (Beast Shape II: Tiny - Large animal) You may use your Wild Shape ability to become an animal.  
Wild Shape (Elemental Body I: Small elemental) You may use your Wild Shape ability to become an elemental.

### ✂ **Alistar, Druid**

Male human druid 9  
**NE** Medium Humanoid (Human)  
**Init** +1; **Senses** Perception +2  
**AC** 15, touch 11, flat-footed 14; (+4 armor, +1 Dex,)  
**hp** 76 (9d8+18)  
**Fort** +8 **Ref** +4, **Will** +10  
**Immunity** Poison  
**Spd** 20 ft  
**Melee** Masterwork Scythe +9/+4 (2d4+3/20/x4)  
**Ranged** sling +8/+3 (d3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** Nature Sense, Wild empathy  
**Spells Known** (5/5/4/3/1 DC 13; +1 conjuration)  
5 (1/day) Wall of Fire  
4 (3/day) Ice Storm, Dispel Magic, Flame Strike (DC 18)  
3 (4/day) Protection from Energy, Summon Nature's Ally III, Poison (DC 17), Contagion (DC 17)  
2 (5/day) Flaming Sphere (DC 16), Summon Nature's Ally II, Chill Metal (DC 16), Fog Cloud, Align Fang  
1 (5/day) Summon Nature's Ally I, Faerie Fire, Produce Flame, Charm Animal (DC 15), Calm Animals (DC 15)

0 (at will) Stabilize, Flare (DC 14), Light, Detect Magic

Str 15, Dex 13, Con 14, Int 14, Wis 18, Cha 10

**Base Atk** +6; **CMB** +8; **CMD** 19

**Feats** Combat Casting, Combat Reflexes Natural Spell, Spell Focus: Conjunction, Spell penetration, Greater Spell Focus (conjunction)

Climb +10, Diplomacy +2, Fly +4, Handle Animal +9, Heal +9, Knowledge: Geography +8, Knowledge: History +3, Knowledge: Local +4, Knowledge: Nature +13, Perception +9, Ride +7, Sense Motive +6, Spellcraft +9, Stealth +4, Survival +11, Swim +4

**Languages** Common, Druidic, Elven

**SQ** Animal Companion Link (Ex), Nature Sense (Ex), Share Spells with Companion (Ex)

**Gear** Masterwork Scythe, Masterwork Hide, green cloak

### **Special Abilities**

**Animal Companion Link (Ex)** You have a link with your Animal Companion.

**Combat Casting** +4 to Concentration checks to cast while on the defensive.

**Nature Sense (Ex)** A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

**Share Spells with Companion (Ex)** Spells cast on you can also affect your Companion, if it's **Woodland Stride (Ex)** Move through undergrowth at normal speed.

**Wild Shape (3/day) (Su)** Shape shift into a different creature one or more times per day.

**Wild Shape (Beast Shape III: Diminutive - Huge animal)** You may use your Wild Shape ability to become an animal.

**Wild Shape (Elemental Body II: Small - Medium elemental)** You may use your Wild Shape ability to become an elemental.

**Wild Shape (Plant Shape I: Small - Medium plant creature)** You may use your Wild Shape ability to become a plant creature.

### **⚡ Gowel, Animal Companion**

NN Large Animal

Init +4; Senses Low-Light Vision, Scent; Perception +2

AC 24, touch 13, flat-footed 20 (+4 Dex, -1 size, +11 natural)

hp 76 (+24)

Fort +9, Ref +10, Will +4

Spd 40 ft.

Melee Bite (Lion) +13 (1d6+2/20/x2) and

Claw x2 (Lion) +13 x2 (1d4+2/20/x2) and

Rake x2 (Lion) +13 x2 (1d4+2/20/x2)

Space 10 ft; Reach 5 ft

Special Attacks: Grab, Pounce

Str 26, Dex 18, Con 17, Int 2, Wis 15, Cha 10

Base Atk +6; CMB +15 (+1 Grappling); CMD 29 (33 vs. Trip)

Feats Acrobatic, Improved Natural Armor, Improved Natural Armor, Improved Natural Attack: Bite (Lion), Multiattack (Multiattack / Extra Attack)

Tricks: Attack, Attack Any Target, Come, Defend, Down, Fighting, Heel, Stay, Track  
Skills: Acrobatics +10, Intimidate +3, Stealth -1, Swim +11  
Modifiers +4  
Stealth in Undergrowth

Languages

**SQ** Attack Any Evasion (Ex)

**Special Abilities** +4 Stealth in Undergrowth (Ex) You gain a bonus to Stealth Checks under the listed conditions.

**Evasion (Ex)** No damage on successful reflex save.

**Grab (Medium) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

If the PCs survive the combat, and allowed Black Alice to escape, they will find the bracelet that Black Alice wore and a note that reads:

***I have done as I promised; I took you to his hideout. No one said I had to take you to HIM!***  
**TA TA**  
**Black Alice**

If the PCs managed to hold on to Alice, they don't get the note.

➤ If the PCs go to talk to Suzebelle **GO TO Encounter 10 (page Z).**

- If the PCs don't talk to Suzebelle **GO TO Conclusion C (page Y).**
- If the PCs fall to the Jester's People **GO TO Conclusion D**

### **Encounter 10: Return to Paradise**

PCs may decide to return to Paradise to talk Suzebelle and son to return with them to Amthydor.

*Returning to the Paradise Inn, the main room is quiet. Only Suzebelle , standing by the bar, and a man finishing his meal.*

If the PCs met him, they will recognize George Arragan - the green grocer. While he owes his life to Phule, he is not part of Phule's entourage. He has taken to personally watch out for Suzebelle and her son as a personal honor and will fight anyone who tries to hurt her. A Perception check DC 25 will detect his leopard nearby.

PCs would need to convince her that her son is a Krimpach and that they are safer in Amthydor among the child's family. PCs may persuade her with a Diplomacy check of DC 20 if they use reason with her.

If the PCs threaten her or attempt to intimidate her or force her to leave, George Arragan will step in to defend her. She will step between the party and him and will accept to go to the city as long as George goes as her defender.

If the PCs fail to convince her to leave, she will remain in Paradise with her son.

- If the PCs convince Suzebelle to go to Amthydor **GO TO Conclusion A (page 26).**
- If the PCs try to intimidate or force Suzebelle to go **GO TO Conclusion B (page Y).**
- If the PCs leave Suzebelle in Paradise **GO TO Encounter 4 (page X).**

### **Conclusion A**

If the PCs convince Suzebelle to go to Amthydor, read the following:

*Suzebelle, listening to reason, agrees to go with you to Amthydor. The man finishing the meal stands up and says, "you will not travel alone, Suzebelle Krimpach. I and my companion shall go as your defender." George Arragan and hi Leopard stride forward, insisting he will go with her peacefully.*

*Reaching Amthydor a few days later, you bring Suzebelle into the hands of House Krimpach and report to the Diamond Legion.*

*The Diamond Legion thanks you for recovering stolen property from among te items you found, and graciously thanks you for a job well done. They have no knowledge of a Captain Carter and will take a report to investigate, but nothing further comes from this.*

### **Conclusion B**

If the PCs try to intimidate Suzebelle to go to Amthydor, read the following:

*Suzebelle, refuses to listen to threats and force The man finishing the meal stands up and says, "you will not travel , Suzebelle Krimpach. I and my companion shall fight this rabble for you!."*

*George Arragan and his Leopard rise from their table and approach you. Suddenly, the little gnome jumps in between the two you!*

*"No, I will not have any blood spilled here in Paradise. I will go with you, as long as George Araggon goes with me!"*

*Reluctantly, George accepts Suzebelle's request and will goes peacefully.*

*Reaching Amthydor a few days later, you bring Suzebelle into the hands of House Krimpach and report to the Diamond Legion.*

*The Diamond Legion thanks you for recovering stolen property from among the items you found, and graciously thanks you for a job well done. They have no knowledge of a Captain Carter and will take a report to investigate, but nothing further comes from this.*

### **Conclusion C**

If the PCs leave Suzebelle in Paradise, or don't try to talk to her read the following:

*Reaching Amthydor a few days later, you report to the Diamond Legion.*

*The Diamond Legion thanks you for recovering stolen property from among the items you found, and graciously thanks you for a job well done. They have no knowledge of a Captain Carter and will take a report to investigate, but nothing further comes from this.*

### **Conclusion D**

PCs are defeated by the villains

*Left for dead, you are found by the Green Grocer George Arragon, who nurses you to health and sends you on the next caravan to Amthydor. Upon arriving you report to Diamond Legion all you know. They thank you and file their reports. The day is lost, and the Jester is still out here somewhere.*

GO TO Epilogue B

### **Epilogue A**

*A few days later, you find a letter among your items. Upon touching it, it opens, and letters appear across it. It reads:*

*Even though you may not have found the Jester, you have flushed out one of his local hideouts. Already our people are hot on his*

*trail. If you are needed again in the future, I will be in contact.*

*Signed  
Captain Abraham Carter*

*As you finish reading the letter, the words vanish leaving nothing but a blank Sheet.*

### **Epilogue B**

*A few days later, you find a letter among your items. Upon touching it, it opens, and letters appear across it. It reads:*

*Even though you may not have found the Jester, you have found out one of his local hideouts. Already our people are hot on his trail. If you are needed again in the future, I will be in contact.*

*Signed  
Captain Abraham Carter*

*As you finish reading the letter, the words vanish leaving nothing but a blank Sheet.*

### **Epilogue C**

(If the PCs captured Black Alice and brought her back)

*The cell itself is only a 5' by 10' room. Its simple plastered walls are only broken up by a metal door with some bars over a small window in it. Black Alice frowns at it, thinking of several ways to take it apart. Then a little smile crosses her face. "All in due time, my dear Captain, all in due time..."*

THUS ENDS "FOOL'S PARADISE"

**TIME UNIT COST: 5 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>
Roleplaying XP Bonus	50	50	100	100	100
<b>Maximum Possible XP</b>	<b>650</b>	<b>900</b>	<b>1300</b>	<b>1900</b>	<b>3000</b>

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

## TREASURE SUMMARY

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

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

### **Encounter 1**

2 gp per Kobold killed.

### **Encounter 9**

If the PCs defeated the Jester's men, they receive the following by tier. All Items Marked Stolen is returned to their owners.

#### **ATL 1**

+1 Wolf Daggers x 6  
 +1 Short Sword  
 Masterwork Leather Armor  
 +1 Ring of Protection  
 Masterwork Scimitar  
 Masterwork Hide Armor

#### **ATL 3**

+1 Wolf Daggers x6  
 +1 Shortsword  
 Masterwork Leather Armor  
 Masterwork Greatsword  
 +1 Chain Mail  
 Belt of Giant Str +2 [Stolen]  
 Masterwork Scimitar  
 Masterwork Hide Armor  
 Ring of Protection +1

#### **ATL 5**

+1 Wolf Daggers x6  
 +1 Short Sword  
 +1 Greatsword  
 +1 Chainmail  
 Amulet of Natural Armor +1  
 Belt of Giant Strength +2 [Stolen]



Masterwork Scimitar  
+1 Hide Armor  
Ring of Protection +1

#### **ATL 7**

+1 Wolf Daggers x6  
+1 Studded leather Armor  
Amulet Natural Armor +1  
Ring of Protection +1  
+1 Greatsword  
+1 Chainmail  
Amulet of Natural Armor +2 [Stolen]  
Belt of Giant Strength +2 [Stolen]  
Dagger of Venom [Stolen]  
+2 Crossbow [Stolen]  
+2 Shadow Studded Leather +1 [Stolen]  
Arrow Catching Buckler +1  
Amulet of Natural Armor +1 [Stolen]  
Ring of Protection +2  
Masterwork Scimitar  
+1 Hide Armor  
Ring of Protection +1

#### **ATL 9**

+2 Wolf Daggers x6  
+2 Short Sword  
+1 Studded Leather  
Amulet of Natural armor +2  
Ring of Protection +1  
+2 Greatsword  
+1 Splint Mail  
Amulet of Natural Armor +1 [Stolen]  
Belt of Giant Str +4 [Stolen]  
Dagger of Venom [Stolen, illegal]  
+2 Crossbow [Stolen]  
+3 Shadow Studded Leather [Stolen]  
+2 Arrow Catching Buckler\*  
Amulet of Natural Armor +1 [Stolen]  
Ring of Protection +3 [Stolen]  
+1 Scimitar\*  
+2 Hide Armor\*  
Amulet of Natural armor +2\*  
Ring of Protection +2\*

#### **Encounter 10**

Gift of the Krimpachs

PCs who convinced Suzebelle to come to Amthydor receive this

To Be Determined

#### **Conclusion**

People who defeated the Jester's men receive a reward for returning stolen items.

50 gp x ATL given to them by the Diamond Legion.

#### **Certs:**

##### **Wolf Daggers x6**

This fine set of well balanced masterwork throwing daggers has their hilts decorated with wolf's heads. In the hands of a ranger, these daggers do one additional point of damage when thrown. If this set is ever broken up their magic is spent. The daggers are only useable by the owner, and the daggers cannot be used in melee combat. The daggers must be stored in a cedar wood box once every 24 hours. The cedar wood box has a wolf's motif on its top.

Bonuses below are when thrown by a ranger.

ATL 1- 7 Masterwork Wolf Daggers Value 410 gp

ATL 9 +1 Wolf Daggers Value 8250 gp

Rare Cannot be traded

##### **+1 Short Sword**

This Short Sword has a twirl in the handle that looks like a wisp of smoke.

ATL 1-7 Short Sword +1

ATL 9 Short Sword +2

##### **Leather Armor**

This Leather Armor is similar in design to D'Garran armor, dyed complete in red and black.

ATL 1 -3 Masterwork Leather Armor

ATL 5-9 +1 Studded Leather Armor

##### **Ring of Protection**

This ring is designed with a blue swirl around a ruby.

ATL 1- 5 Ring of Protection +1

ATL 7-9 Ring of Protection +2

ATL 7 +1 Arrow Catching Buckler 4160 gp  
ATL 9 +2 Arrow Catching Buckler 9160 gp

### **Greatsword**

This large weapon has a rust color that makes it look common. But the hard metal streaks of the hilt give it a special luster.

ATL 3 Masterwork Greatsword  
ATL 5-7 +1 Greatsword  
ATL 9 +2 Greatsword

### **Scimitar**

This scimitar has a dryad figure as its hilt with ivy entwining around her.

ATL 1-7 Masterwork Scimitar  
ATL 9 +1 Scimitar

### **Armor**

This well made armor has a similarity to armor built in Diango.

ATL 3-7 +1 Chain Mail  
ATL 9 +1 Splint Mail

### **Hide Armor**

This carefully treated hide armor appears to have a fine line of fur along its back

ATL 1-3 Masterwork Hide Armor  
ATL 5-7 +1 Hide Armor  
ATL 9 +2 Hide Armor

### **Amulet of Natural Armor**

This Amulet of Natural armor glows a slight green when worn.

ATL 5-7 Amulet of Natural Armor +1  
ATL 9 Amulet of Natural Armor +2

### **Arrow Catching Buckler**

This buckler is wrapped in a brown cover hiding concentric circles under it. This magical buckler attracts missile weapons to it. It has a +1 deflection bonus vs. missile weapons any missile weapon thrown or fired at a target within 5 feet of the shield wearer, it hits the shield wearer instead. This power can be activated or deactivated on command.

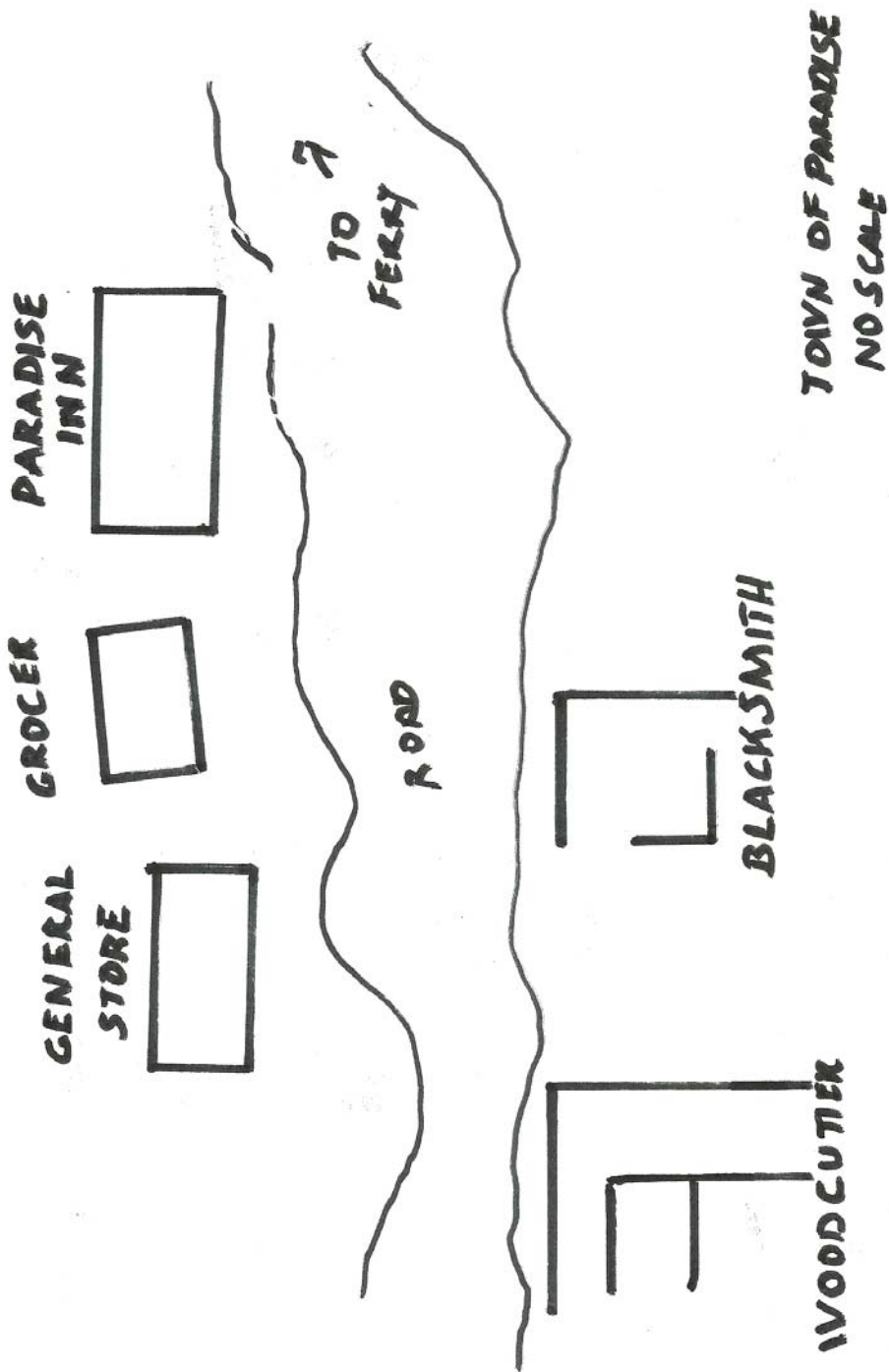
## Player Handout #1

*Greetings,*

*I ask of your assistance with an important matter for Amthydor. The task at hand involves the notorious person known as the Jester. You were quite capable the last time you assisted me and you should be able to help this time as well. It is important that you come and meet with me at warehouse thirteen in the Harbor District at 12 bells today. Don't speak of this to anyone for security measures.*

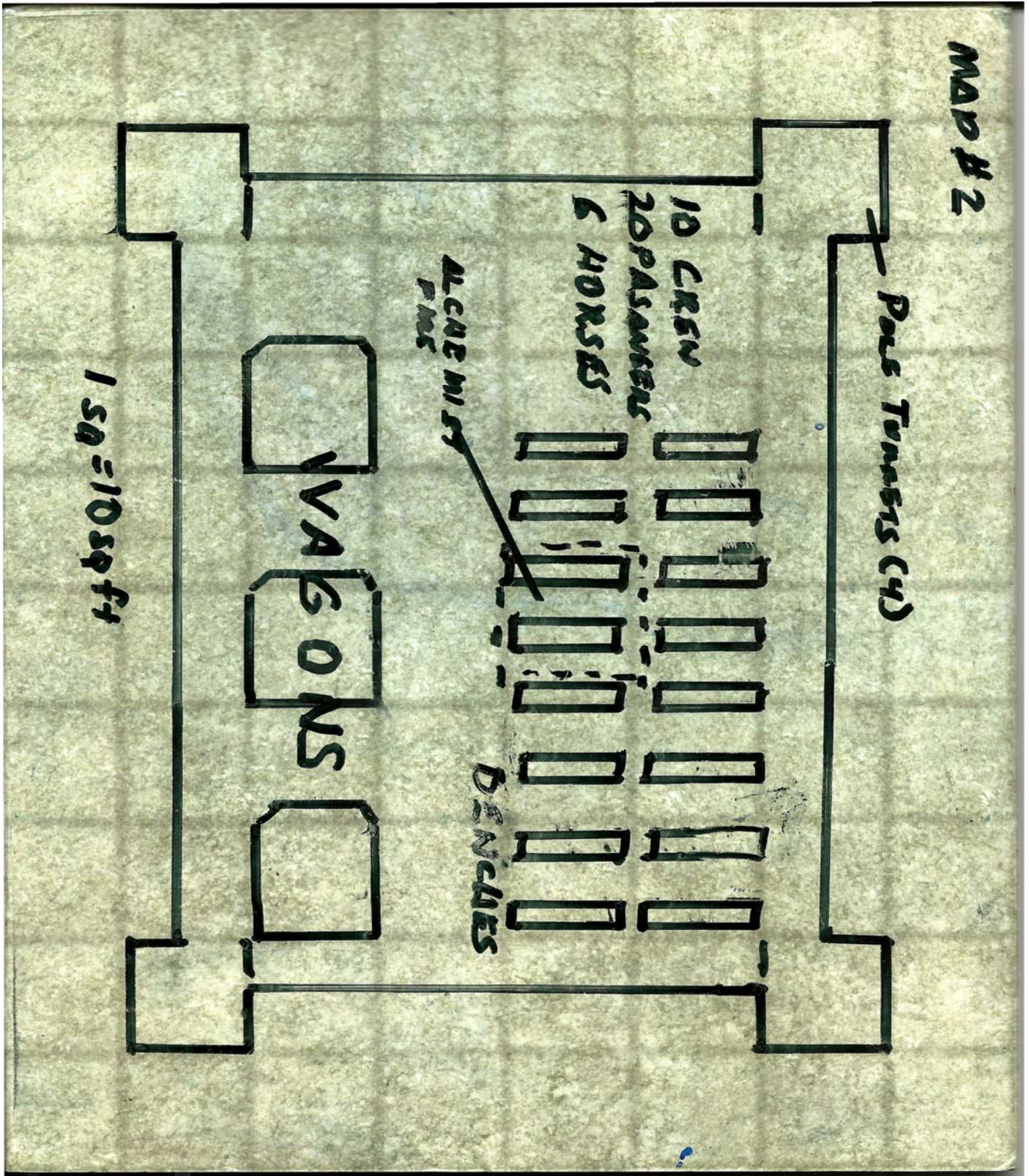
*Captain Abraham Carter,  
Chameleon Diamond Legion*

MAP #1

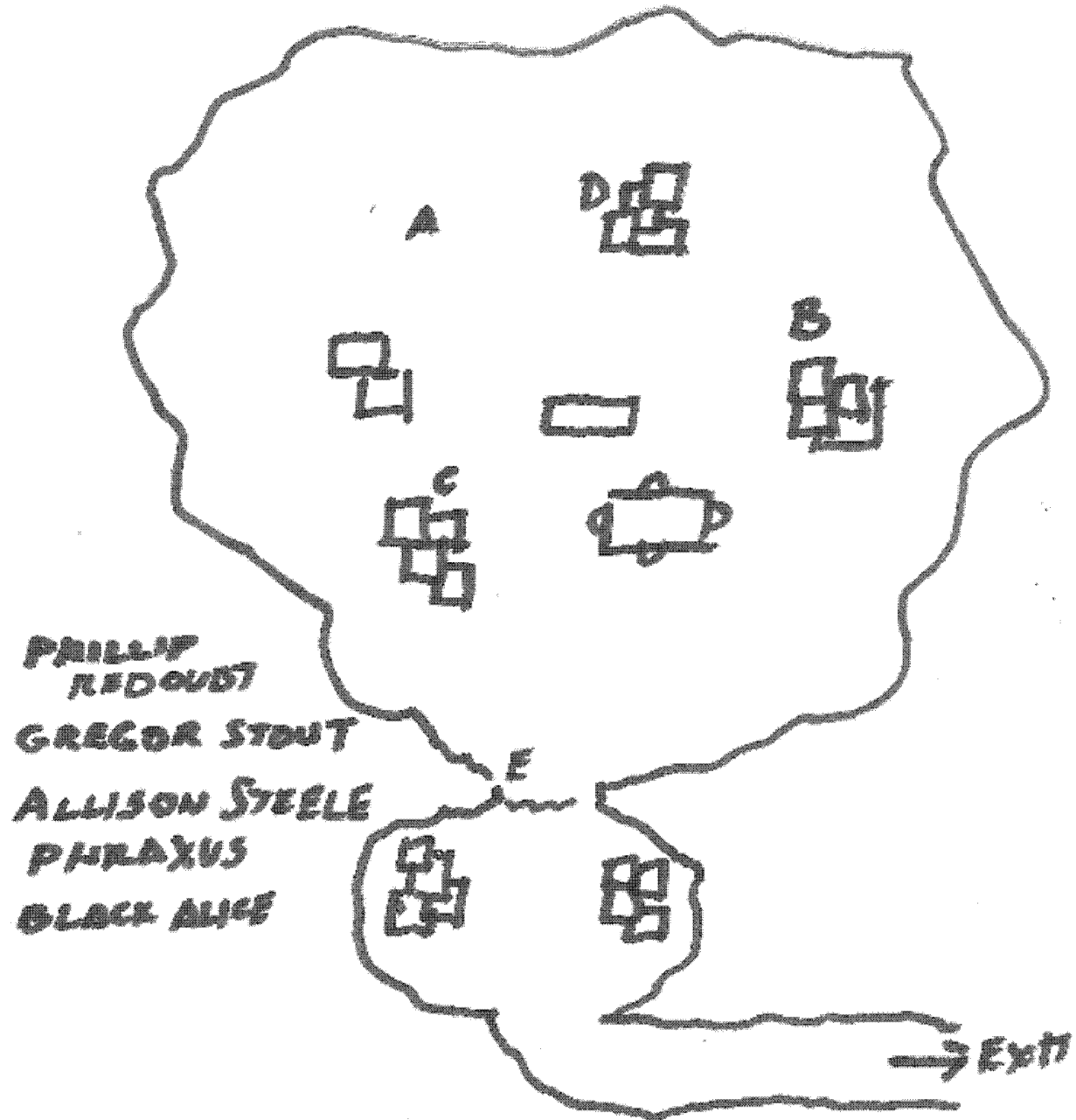


TOWN OF PARADISE  
NO SCALE

MAP #2



MAP #3  
The Cavern



# Appendix One

## Cast of Paradise

**Black Alice-** former circus performer turned bard is considered to be Phules lover, though Suzebelle thinks she is Phule's sister.

**Suzebelle Kripfach** - Owner and operator of Paradise Found Inn. Known to everyone as Suzebelle, this happy and pretty gnome has a five year old child Phule had taken her as his wife about five years ago, when he established the town of paradise. Now, it has been three years since they last saw Phule, but his leggy remains in the eyes of the child.

**George Arragan** - the green grocer. The former beast trainer plys his trade selling the produce grown by nearby farmers. While he bought his way out of the circus, he owes his life to Phule for saving him from a Gang of robbers on the road. While personably jovial, he is quick to action if necessary, and so is his jaguar, who can usually be seen lounging within his stall.

**Phillips Redoubt** - the town woodsman. This ranger oohed his former trade on the road as a master dagger thrower. He had spent some time traveling with Phule before settling down in Paradise. When not hunting for pelts or preparing wood for lumber or fireplace, he can be found behind his lumber mill, practicing his knife throwing.

**Gregor Stoute-** the town's blacksmith is a tall human of wide shoulder and broad back. The former circus strongman sports a handlebar mustache, although his head is bald. Phule brought him to Paradise to escape the circus life. Now he pounds iron into horseshoes and tools, while pursuing his other fascination which is fishing.

**Alison Steele-** the owner and operator of the general store is a former high wire artist. She ran from the circus and joined up with Phule as a rogue. Now retired from adventuring, she runs the

general store and herb shop. Still good at her skill, she also has an understanding about poisons and their uses.

**Phraxus** - Phraxus is the town drunk or so he appears. While widely accepted, he is the eyes and ears for Phule in Paradise. In reality, he is a plant based Druid who has some measure of skill.

### Other NPCs

**Amir Kripfach-** while only five years old, this gnome child is quite a handful for the busy Suzebelle. Amir does not know his father, having been too young when last he was here.

**Malin Anon** - The operator of the ferry Star's Reach. He has operated the ferry for ten years to some success until five years ago when the town of Paradise was built. With the establishment of a caravan route, he is now very prosperous and considering a second ferryboat.

# CRITICAL EVENT SUMMARY: FOOL'S PARADISE

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

1. Did the PCs befriend Vasily after the attack by the Kobolds?

Yes      No

2. How did the PCs tour the Town? (Circle whichever applies)

Gregor Stout	George Araggorn	Phillip Redoubt
Allison Steele	Phraxus	Paradise Inn

3. Did the PCs reveal the truth of Suzebelle Krimpach?

Yes      No

4. Did the PCs try to save people in the burning boat?                      Yes      No

5. Did the PCs fight the assassin vines?

Yes      No

6. Did Black Alice get away?                      Yes      No

7. Did the PCs convince Suzebelle to return to Amthydor?      Yes      No

8. Did the heroes force Suzebelle to return to Amthydor?      Yes      No

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

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).



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



## ROSTER OF HEROES: FOOLS' PARADISE

**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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