



Pegasi, Doggies and Elementals

(Unicorn Series - Part 2)

By Nancy Lee Clark

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

A strange message, a quick trip and a babysitting job. How hard can it be to keep two small children out of trouble? Part two of the Unicorn series. Although previous play of Unicorns, Puppies and Dragons would be helpful, it is not required for enjoyment in this adventure. A Legends of the Shining Jewel adventure for levels 1-7.

(Updated July, 2012)

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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

"*Pegasi, Doggies and Elementals*" is Part 2 of the Unicorn Series. It is best to play in Part 1 (**LSJ102 "Unicorns, Puppies and Dragons"**) 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 the previous adventure, **LSJ 102 Unicorns, Puppies and Dragons**, adventurers found a young boy, Barton, who was causing mischief in the marketplace. Barton was stranded in Amthydor after the attack on the city in **LSJ 96 Strike One-Swing and a Miss**, **LSJ 97 Strike Two-Foul Ball** and **LSJ 98 Strike Three-Caught Looking**. During the attack, his aunt and uncle, Ember and Colton, were killed and Barton was on his own. While the adventurers were taking Barton home, they encountered several factions that are after Barton's unique talent. Barton is able to manipulate magic to make life-like illusions. The illusions last until he loses interest and forgets about them, at which point they just disappear.

Introduction – While enjoying lunch at the Dragon's Flagon, a popular eatery near the market, the PC receives a cookie and a piece of paper. The paper explains what is going on and the cookie, once broken, is the means of transportation.

Encounter 1: Summary of events of this encounter. Include notes of things the GM should make sure not to forget, such as special information, items, etc.

Encounter 2: Summary for encounter 2.

Encounter 3+: Summarize key events, NPCs, and information for all Encounters. If there are optional encounters, note them as **Encounter X (Optional)**.

Epilogue – List possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

INTRODUCTION – (TITLE OPTIONAL)

After an uneventful morning of taking care of the non-adventuring portions of life- laundry, shopping, training- you decided to try the new meal at the Dragon's Flagon. You've heard people all over the city raving about the auroch roast covered in a Brinza cheese, wild mushrooms

and Lovisterre white wine sauce. Besides the roast, you have heard that the Flagon had amazing chocolate cookies and the Dragon's Flagon stout is the best in the city. At least that's what you've heard.

Aurochs are a herd beast in the Bestiary (p. 174). Brinza cheese is a Russian cheese similar to feta. Lovisterre is a country in the Central Kingdoms known for their white wine.

As you start to leave after enjoying your lunch, which lived up to the hype, you see a chocolate cookie next to your mug with a piece of paper under it. What do you do?

If the PC looks at the paper and played **LSJ102 Unicorns, Puppies and Dragons**, give them **Player's Handout 1**.

If the PC looks at the paper and has not played **LSJ102 Unicorns, Puppies and Dragons**, give them **Player's Handout 2**.

If the PC eats the cookie without looking at the paper, continue here:

As you bite into the cookie, you realize there is something odd about it. As you sink your teeth into the cookie and close your eyes to savor the delicious, chocolaty goodness, you open your eyes and discover you are no longer in the Dragon's Flagon and you aren't really sure where you are.

GO TO Encounter 1 (page 3).

ENCOUNTER 1 – TITLE

Once the cookie has been broken, you feel a cool breeze with a slight salty scent sweep over you. You look around and see you are standing in the middle of a stone circle surrounded by white, sandy beach. Looking back across the water, you don't see any land or ships. There are a couple of birds in the sky, apparently sea gulls though one is much too colorful to be a gull. A parrot

perhaps? Looking inland, you see a tropical paradise of flowering bushes, palm, banana and coconut trees. A path wide enough for two people side by side leads through the plants further inland. As you take this all in, you are aware of the others who have arrived at the same location as you.

This is a good time for character introductions. Being early afternoon, there is no real way for the PCs to figure out where they are.

As you look around and try to figure out a plan of action, you see someone coming down the path. The woman is about five and a half feet tall with flaming red hair. As she moves towards you, her clothes appear to be living fire, dancing around her and moving with the breeze, but never in a way that would be immodest. Her bare feet make no noise as she approaches you. She looks you over and smiles. The smile reaches to her emerald eyes and you swear there is an actual sparkle in her eyes.

“Greetings. My name is Ember. Thank you for coming. Please follow me where we can be more comfortable and we can get acquainted.”

She leads you down the path a couple of hundred yards into the tropical foliage before reaching a large clearing. In the center of the clearing is a large fire pit with a long table and two benches with a bell on a pole at the end of the table. Around the edges of the clearing are seven buildings. She leads you to the third one on the left and knocks on the door as she motions you to enter.

Once inside, you see you are in a sitting room that would be the envy of many in the Nobles’ District of Amthydor. A wall of glass windows and doors line the back wall with a Diagon rug covering the floor. A couch that looks long enough for a half ogre to lie down on without touching the ends is against the left wall and the right wall is covered in bookshelves with two chairs and lamps sitting in front of it. A low table sits in front of the couch. A crystal chandelier graces the ceiling in the center of the room.

Entering from the door to the right is a human male with brown hair and a neatly trimmed goatee. He’s dressed in a fine tunic and leggings of blue and gold. “Ah Ember! You’re back. Great!”

If anyone has played *LSJ102 Unicorns, Puppies and Dragons*, continue here:

He walks over and shakes hands with you and smiles as he greets you by name, “In case you forgot, my name is Laemtao. It is so good to see you.” If there are PCs who didn’t play LSJ102, “Please introduce me to your friends.”

If no one has played *LSJ102 Unicorns, Puppies and Dragons*, continue here:

He walks over and shakes hands with you and smiles as he greets you by name, “My name is Laemtao and I am the reason you are here. Please, tell me who you are and what you do.”

After introductions, continue here:

“I’m glad you’re able to help us out with this. We really need your help. Why don’t you have a seat and I’ll get some refreshments?” He exits the room and returns a moment later carrying a large silver tray covered in cookies, pastries, juices, tea and coffee. He sets it on the table and pours himself a cup of coffee with a dollop of cream. He picks up a couple of cookies and sits down in one of the chairs. “Please, help yourself. I recommend you do it fast. The kids will be back soon and no one can make sweets disappear like them.”

Laemtao takes a bite of his cookie followed by a sip of tea, “The reason we contacted you was we need a babysitter for Chloe and Barton. Chloe is my daughter and is eighteen months, Barton’s my son and is almost seven. Now, some of you know that Barton has some special abilities that have started manifesting themselves while he sleeps. The rest of our adventuring group will be going after ingredients for a potion to keep this under control.” He picks up another cookie, “I could

continue, but I remember from my active adventuring days, my employers gave me info I could care less about and not the important stuff. So, I'll leave it to you. Any questions?"

Ember stands up before you can start asking, "I'm going to go check on preparations. We should be ready soon," she says as she leaves the room.

"Thanks Ember."

🗨 **How much?:**

He chuckles, "That's one I should have already covered. I can pay you 500gp x ATL, or I can provide you with items that would be worth as much or more. Your choice. What'll it be?"

🗨 **What kind of stuff?:**

"Well, I'm not completely sure, but it will be worth as much as the gold, if not more."

In other words, he isn't going to show the certs until the module is finished.

🗨 **What kind of special abilities?:**

"Barton can manipulate magic and make solid items out of it. I don't know how he's been doing it. We've been studying it since his birth and have no answers. And for some reason, Chloe has a similar ability."

🗨 **What is Chloe's ability?:**

"She enhances his creations. She changes the colors or makes them fly, whatever she thinks is fun."

🗨 **What preparations are you making?:**

"The ingredients for the potion to curtail his abilities until we understand them better are rare and will be very hard for us to gather. In our retirement, we would prefer to hire adventurers and send them for this, but we are afraid it will be hard enough for us at our expertise. We don't know anyone we would trust to do this and live to tell about it."

🗨 **Where are we?:**

"You're on an island in the Tasman Sea. It isn't going to show up on any of your maps. We spend quite a bit of money and energy to make sure no one finds this place."

🗨 **How long do you expect to be gone?:**

"We shouldn't be gone for more than a week, two at the most."

🗨 **What do we do if you don't return?:**

"In the main house is an envelope with instructions on where Barton and Chloe will need to go and what needs to be done with the island and such. Nanaia has a daughter in school in Corothia on the mainland. She has further information on what to do. You would need to get the kids to her. Here's hoping it doesn't come to that."

Knowledge (Geography) DC 10: The Sovereign Kingdom of Corothia is the location of a world renowned war college, Forstil Academy.

When the PCs are done with their questions, continue here:

"One other thing of importance," Laemtao is interrupted by a scream from outside, "What the..." he yells as he heads to the door.

If the PCs are going to go outside, have them roll **initiative**. When the third PC goes out the door, Go to Encounter 2.

ENCOUNTER 2 – TITLE

As PC who is third through the door *steps outside, s/he is greeted by a large splash of water that completely drenches him/her. The sight that greets you is not what would normally be expected. A purple Pegasus swoops down while a pink haired, blue skinned female halfling throwing a bucket of water at an orange Pegasus with a blue haired, pink skinned male halfling. A small boy sits behind the female halfling while an even smaller girl sits behind the male halfling.*

Laemtao shakes his head and calls out through gritted teeth, "Get down here now."

The female halfling looks at the male one, "He is so not fun," she says with a heavy sigh. "Better bring 'em down Barton."

"Gotcha, Aunt Cleo." The boy says as the Pegasii land. He looks to the little girl, "Chloe, let 'em go."

The little girl scrunches up her face and the Pegasii disappear. The four passengers float to the ground.

Barton seems to slide down on the air and lands with a spin, "Hey Dad! How's it goin'?"

Laemtao looks at the boy, "Barton, go to your room and take Chloe with you. I have to have a word with Aunt Cleo and Uncle Peyton."

Barton takes the little girl's hand and starts for the house, "Come on Chloe. Dad's going to use his burnt dinner words again." As he gets close to PC who got drenched, he stops, "Sorry Sir/Ma'am." He waves his hand and everything is completely dry again.

Now that everyone is on the ground, you can get a good look at the children. The boy, Barton, has blonde hair and blue eyes that remind you of multifaceted sapphire which sparkles like the sun on dew covered lawn. The girl, Chloe, has curly blonde hair that frames her face with emerald eyes much like her brother's.

As you stand there watching the two children float into the house, you hear a pop and see a short, beautiful woman with long blonde hair, perfect skin and a body that seems to have difficult staying contained in a set of blue-green wizard robes that bring out the color of her eyes. She kisses Laemtao on the cheek, "We're ready. Ember will gather everyone. Are these the sitters?"

Laemtao replies, "Yes dear. This is my wife, Glinda. Please, introduce yourself."

After introductions, hand the PCs **Player's Handout 3**.

She hands you a piece of paper. "This is the kid's schedule. Try to keep them on it. I know that is difficult to do, but please try."

As you stand there, Ember rings the bell and people start gathering around the circle. The two halflings, Peyton and Cleo, come skipping out of the first building to the left. A human male comes out of the next building over wearing full plate mail. The next building has human in the full plate with the holy symbol of a cleric of Galvandt, an elven male and female in green tunic and pants and an elf in robes with a holy symbol of Ayla join the others. As everyone gathers round, the center building's door open and a female elf walks towards the gathering. She looks like a walking armory with 6 rapiers, a bastard sword and two staves strapped to her. She surveys the group and turns to Glinda and Laemtao, "Go get your gear and say your good-byes. We gotta go."

Glinda and Laemtao nod and head into their house. The female with armor looks you over, "You're the baby sitters? Good luck. Those two can be a handful. I think I would rather go where we are going than stay here with those two."

🗨️ **Who are you?:**

"I'm Nanaia and these are the Horde. We were a retired adventuring group from Jaderspur. The halflings are Peyton and Cleo, the guy in plate is Colton, the two elves holding hands are Johanna and Dallas, the one in plate with the holy symbol is Orim Youghtaw. The elf in robes is Tree Hugger."

🗨️ **Where are you going?:**

"From what the wiggly fingers tell me, Hell, the Abyss and Pyrroth. Oh and some gnome village that I've never heard of. I'm pretty sure that will be the scary part."

🗨️ **You don't like gnomes?:**

“Gnomes are fine. I just don’t like large quantities of any type or group. Not a real people person, if you know what I mean.”

☛ **Do you know anything else important about the kids ?:**

“A couple of different groups have tried to grab the boy. Pyrrothians and D’Garans have attempted to kidnap him, but I believe some of you might have saved him.”

When the PCs are done with questions, continue here:

Laemtao and Glinda come out decked for battle with Laemtao in full plate and Glinda wearing midnight blue robes. Glinda has Barton wrapped around her while Chloe is wrapped around Laemtao. Laemtao and Glinda unwrap the children from them and hand them off to two of the PCs.

“Alright team, circle up!” Nanaia calls out to the gathered group.

Once formed into a circle, Glinda looks to you and the children, “Take care of my babies. We’ll be back soon!” With that there is a crash and pop and the group is gone.

As you look at Barton and Chloe, tears pour down their faces. Barton wipes his tears and tries to smile, “Can we have cookies for a snack now?”

- If the PCs want to Make a Snack **GO TO Encounter 3 (page 7).**
- If the PCs want to Explore the Island **GO TO Encounter 4 (Page 8).**
- If the PCs want to Visit the Shrine **GO TO Encounter 5 (Page 10).**
- If the PCs want Play Games with the Children **GO TO Encounter 7 (page 14).**

ENCOUNTER 3 – MAKE A SNACK

Entering the house, Barton leads you through the sitting room you were in earlier down a portrait filled hall to the end of the house. You enter a kitchen the likes of which is normally seen in a lord’s manor house or the like. There are 4 ovens, a stove top that is ten feet across, cabinets everywhere. An island sits in the middle of this with a sink and stools along one side. Barton climbs on to one of the stools while Chloe levitates herself up to another one.

“Can we have cookies for snack?” Barton asks.

Barton will gladly point out where the cookies are, but if the PCs want to make him anything else, he suddenly doesn’t know where anything is. He will point out the icebox which contains cold milk, grape juice and beer.

He will attempt to convince the PCs that he drinks the beer all of the time. If the PCs give him and/or Chloe beer, have them make **Fortitude DC 15**. If they fail, the children will be sickened and throw up on the character whose bright idea it was to give them the beer.

Remember, Barton is a very smart child who is pushing the limits of the adults around him. Chloe will mimic her brother, but she doesn’t have his vocabulary. See GM Aid 1 for further details on the two kids.

For the results of the cooking attempt, see **GM Aid 2** for the results.

- If the PCs want to Explore the Island **GO TO Encounter 4 (Page 8).**
- If the PCs want to Visit the Shrine **GO TO Encounter 5 (page 10).**
- If the PCs want Play Games with the Children **GO TO Encounter 7 (page 14).**
- If the PCs have done at least two of these or you are running short on time, **GO TO Encounter 8 (page 16).**

ENCOUNTER 4 – EXPLORE THE ISLAND

If Barton doesn't get a snack, he will make references to it every few minutes and continuously complain how he is starving to death. Remember, Barton is a very smart child who is pushing the limits of the adults around him. Chloe will mimic her brother, but she doesn't have his vocabulary. See GM Aid 1 for further details on the two kids.

Barton leads you down a path between the main house and the smaller house on the left. As you follow the trail, Chloe stops whenever she sees a squirrel. Apparently, she is talking to them.

Knowledge Nature DC 5: Rabbits, ducks, geese, squirrels, deer, foxes, wolves, etc. are not residents of tropical islands. The monkeys, chimpanzees, lizards and peacocks seem to be native.

Knowledge Nature DC 10: These animals should not be living together like this without bloodshed.

Knowledge Nature DC 15: There are species of these animals from all over Raia.

Spellcraft DC 5: Chloe isn't casting a spell to chat with the squirrels, but they do seem to understand her.

☛ **Is she talking to the squirrels? Are you talking to the squirrels?:**

Barton looks at you like you are a little slow in the head, "Duh! Of course she's talking to the squirrels. Doesn't everyone? I don't know why she bothers. They never have anything good to say. All they care about is where the best nuts are."

Chloe stomps her foot and glares at Barton, "Nu-uh. They say stuff. They just don't like you! Thhhhhppptttt!" She sticks out her tongue at Barton and he starts changing skin color to green.

Barton looks down and sees this and says, "Oh yeah!" Now, Chloe is a bright purple.

At this point, the PCs may want to stop them, but they may not. If left alone, it will end here. If the PCs tell them to stop, keep note of who said that. Barton and Chloe will target them later for some hijinks.

☛ **Where did these animals come from?:**

Barton says, "Uncle Tree Hugger brought most of them here, though Mommy and Daddy brought a couple of the rabbits. I'll show them to you when we get to the rabbit play area."

☛ **Where did these animals come from?:**

Barton tells you as you continue to walk along, "Uncle Tree Hugger tells them to. He says if they don't get along, he'll send them back to where they came from. Some of them were in not so nice places so it makes sense for them to be good here and not go back to wherever. He's said the same thing about Chloe and I, but Mommy won't let him send us back to where we came from. It's a big joke to them, but I don't get it."

When they are done with questions, continue here:

As you continue along the trail, Barton ducks under a branch, "C'mon! The beach is over here." As you follow him, he scurries along and ends up on a stretch of pure white sand broken up by a few black, jagged rocks along the water line. There is a pit with a spit over it closer to the tree line.

"This is where we go swimming and build sandcastles and stuff. My Mommy will sometimes roast a pig on the spit. I think it's yummy, but Chloe says it's yucky."

Chloe, who is apparently attempting to talk to a starfish, looks up, "It is yucky! It was lookin' at me!"

Barton elbows PC name, "Girls, am I right?"

Knowledge Nature DC 5: It is currently low tide.

Perception DC 10: There are some crates behind the pit amongst the trees.

🗨️ **What are the crates?:**

Barton looks at the crates, “Those are lobster and crab traps. Daddy and Uncle Colton go out in the boat and catch crabs and stuff. They also go fishing. We have all that junk back at the house.”

When they are done at the beach, continue here:

Barton takes the lead again and heads past the crates and back into the trees. After another 15 minutes or so, the path opens up into a 30 foot clearing filled with rabbits munching on clover and carrots.

Perception DC 10: There are roughly 30-40 rabbits in the clearing.

Barton walks through the rabbits which don’t seem to be threatened at all by his or your appearance. He points to two rabbits, “Those are the ones my Mommy and Daddy brought here. They were Aunt Cleo’s first pets. Their names are Barl and Syblix. Syblix is the girl.”

Perception (Sight) DC 10: These two rabbits have unusual markings that are pretty close to identical.

Knowledge Religion DC 5: The markings on their back appear to be the holy symbol of Oblivion.

Knowledge Arcana DC 15: These could be polymorphed people.

Speak with Animals: They seem to be smarter than a normal rabbit, but there are no traces of any human-ness in them.

Detect Magic: There is a very faint trace of transmutation magic on them.

Handle Animal DC 15: These two rabbits appear to be at least 20 years old, if not older.

Handle Animal or Knowledge Nature DC 10: All of these rabbits appear to be related to the two special rabbits.

Chloe picks up one of the rabbits and brings it to PC name not used before. “Bunny sick. Can you make it better? His name is Snowy.” She hands you a black rabbit.

Handle Animal or Knowledge Nature DC 10: The rabbit appears to be in labor and is having an issue with it.

Healing DC 20 or Handle Animal DC 15: The PC can help the rabbit deliver the babies. If the PC has ranks in both, reduce the DC by 5. For this challenge, the PCs can work together to meet the DC, but the reduction only occurs if one PC has ranks in both skills.

GM Note: Chloe has no idea where babies come from and Barton has a limited understanding. Chloe will ask questions until the PCs explain to her that Snowy is not a boy and she is having babies. This is a prime time for Chloe to go into Why mode and ask Why after every statement the PCs make.

Once the babies have been delivered, continue here:

With the arrival of the three new baby rabbits, Chloe throws her arms around whichever PC did most of the work for the delivery. She giggles and points to one of the babies, “We’ll name this one after you!” She turns toward the other rabbits in the clearing and seems to tell them something. All of the rabbits stop doing whatever they were doing and look at her. When she is done making squeally noises, the rabbits all flatten their ears and then raise them again. She turns back to you, “Okay, the bunnies can go back to the house with us now. The other bunnies said it was okay.”

Chloe will fully expect the PCs to bring the bunnies back to the house and help her set up a nest for them, preferably in her room, but she will settle for in the garden patch behind the house.

Continue here:

Back at the house with the rabbits settled in the place agreed upon above, Barton sits on the couch kicking the table. When he notices you paying attention to him, he kicks the table harder, "Can we have dinner now?"

If the PCs haven't been to Encounter 3 for a snack, go there now and see GM Aid 2.

➤ **GO TO Encounter 6 Bed Time (page 12).**

ENCOUNTER 5 – VISIT THE SHRINE

If Barton doesn't get a snack, he will make references to it every few minutes and continuously complain how he is starving to death. Remember, Barton is a very smart child who is pushing the limits of the adults around him. Chloe will mimic her brother, but she doesn't have his vocabulary. See GM Aid 1 for further details on the two kids.

Barton leads you down the path between to the right of the main building, as he walks along the path, he says, "My Mommy and Daddy are retired adventurers. All of the people who live here were part of their group. Since everyone followed a different god, they built a shrine to everyone's god. It's pretty cool."

After another 10 minutes or so of walking, you hear a loud screeching noise and a glob of something stinky hits Pick a PC who hasn't been chosen before to have something to happen to them. The monkeys seem to be overly agitated about something.

Perception (Sight) DC 10: There are about a dozen monkeys on and in the shrine. They are flinging poo at anyone who comes near.

Knowledge Nature 15: While throwing poo is a common thing among monkeys, for them to do this to this degree has to have a reason behind it.

If PCs move in to see what is going on, continue here:

As you get closer to the shrine, the monkeys become even more agitated. Chloe is making noises at them, but it doesn't seem to calm them any. She turns to whichever PC held her when her mother left, "Monkeys say Big Monkey is hurt. He needs help, but they are afraid you'll hurt him more."

Let the PCs come up with a way to quiet the monkeys such as **Handle Animal DC 10+ATL**, *Speak with Animals*, etc. If they just try to move in, the monkeys will attack.

If anyone does anything to hurt the monkeys, Barton and Chloe will start using *hold person DC 20*. They will cast this until anyone who is hurting the monkeys is stopped.

ALL ATLS

Monkeys (10+ ATL)

N Tiny animal

Init +2; **Senses** low-light vision; Perception +5

Defense

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

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

Offense

Speed 30 ft., **climb** 30 ft.

Melee bite +4 **melee** (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

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

Base Atk +0; **CMB** +0; **CMD** 6

Feats Weapon Finesse

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

Once the PCs get past the monkeys, continue here:

Making your way through the monkeys to the entrance to the shrine, you see a larger than normal monkey lying on the floor with what appears a piece of wood piercing his side.

Chloe can translate here or the PCs can use *Speak with Animals*. Adapt the following answers as needed. Unless otherwise stated, answers are from Big Monkey.

🗨️ **How did you get hurt?:**

“Climbing tree. Branch broke. Fell on branch. Came here. Monkey Friend not here.”

🗨️ **Who is Monkey Friend?:**

Chloe says, “Monkey Friend is what Big Monkey calls Uncle Tree Hugger.”

🗨️ **Why did the other monkeys attack?:**

“Where we from, we get kill by humans. You no live here. We not know if you killer.”

Heal DC 10+ATL: The stick has pierced the lung. It can be removed, but it could kill him.

Heal DC 15+ATL: The stick can be removed and the bleeding stopped. It will take him a couple of weeks to heal to full.

Big Monkey is down 15 hit points. If the points are not magically healed, continue here:

Chloe looks at you and the bandages around Big Monkey, “He has to come home with us. He’s hurt.”

If the PCs agree, she will levitate Big Monkey back to her house and want to set it up in her room. She will be willing to compromise and set up a place for him in the garden.

If he is magically healed, continue here:

Once the monkeys are cleared from the shrine, you see the true majesty of the building. The pentagon shaped building is at least 30 feet high and has an altar on each wall of the twenty feet long walls to a different diety. The first one is to Sorena and has a sun that appears to be made out of pure gold. The second wall looks to be made of a tree trunk with green vines covering it. The third wall bears a ebony tower with two eyes that appear to be made of sapphires overlooking it. The fourth wall is a shimmering midnight blue with arcane symbols inscribed in silver and gold on it. The fifth wall has a double headed coin. The center of the temple is open with a map of

Raia on the floor apparently composed of semi-precious stones and is currently covered in blood. The ceiling looks to be open to the sky.

Knowledge Religion DC 5: The altars are to Sorena, Ayla, Galvandt, Emerys and Illudra.

Perception 10+ATL: There must be something clear covering the opening that is the ceiling. A leaf landed on it and blew off despite there being no breeze at the moment.

If the PCs don’t suggest cleaning up the blood, Barton will. Continue here:

Barton looks at you and asks, “Don’t cha think ya should clean up the blood?”

🗨️ **Why don’t you clean it up?:**

“I don’t have a bucket and Mommy and Daddy told me not to do magic in here.”

🗨️ **Why did they tell you not to do magic in here?:**

“I don’t know.”

Sense Motive DC 12: He knows exactly why.

Diplomacy DC 10+ATL: Will persuade him to tell the truth.

Intimidate DC 10+ATL: Will get him to tell the truth, but he will resent it and will do anything he can to pick on that person.

🗨️ **What did you do?:**

“Mommy said I didn’t show proper respect, just ‘cause I was walking on the ceiling. When she told me to stop, I moved the walls so they didn’t line up with the altars. I couldn’t figure out how to undo it. That’s why I can’t do magic in here.”

Chloe can use magic to clean it up, but she is too busy talking to the monkeys. If no one is keeping track of her, she will climb the tree and be in the tops of the trees with the monkeys.

PCs can use *Prestidigitate* to clean up the blood by magic or they can use water and cloth.

When the PCs are ready to leave and no one has stated they are keeping track of Chloe, continue here:

As you start to leave, you discover Chloe is not in sight.

Perception (Sight or Hearing) DC 10+ATL: The PC locates Chloe swinging from a tree branch with the four monkeys.

Continue here once she is spotted:

Looking around, you find Chloe with four monkeys in a tree about 30 feet or so above the ground. It takes you a few seconds to realize that your eyes aren't deceiving you and she really is hanging from her tail that she didn't have when you headed to the clearing.

If the PCs demand she come down to them, she will be very stubborn and tell them no.

If the PCs send Barton after her, she will use her tail to swing from tree to tree. She is much better at this than he is and she will lead him on a chase for 20 minutes.

If the PCs try to climb up to her, an **Acrobatics DC 10+ATL check** is required to climb up to her. Once the PC reaches her, she will let go and float to the ground, laughing the whole way.

If the PCs kept track of her, continue here:

With Chloe and Barton in hand, you realize it is starting to get dark. Barton looks at you, "Can we have dinner now? I'm hungry."

➤ **GO TO Encounter 6 Bed Time (page 12).**

ENCOUNTER 6 – BED TIME

Once back at the house and dinner procured, Barton looks at you, "So, how about we play some cards or something?"

Chloe scowls at him, "No, bath time. Then story time."

What do you do?

If the PCs go to give Barton a bath, continue here:

You take Barton into the tub room. It has a stone floor and a sunken tub in the middle of the floor that is about six feet across and about four feet deep with a ledge to sit on going all around it. There is a red handle and a blue handle at one end and another handle that has three wiggly lines on it. Across the room, there are shelves with towels and a smaller tub with the same red and blue handles on it. This tub is on a pedestal and comes about waist high on most humans.

Barton refuses to take a bath. He will use any means necessary not to take a bath. If PCs encountered him in *LSJ102 Unicorns, Puppies and Dragons*, they know he will, willing take a bath when he feels like he is dirty. Otherwise, he will fight them including putting a shield around himself so the water won't touch him. Let the PCs use some creativity or means of outsmarting him. To settle things if no other way is found, **Diplomacy, Intimidate or Bluff DC 15+ATL** will convince him to take a bath.

If the PCs go to give Chloe a bath, continue here:

You take Chloe into the tub room. It has a stone floor and a sunken tub in the middle of the floor that is about six feet across and about four feet deep with a ledge to sit on going all around it. There is a red handle and a blue handle at one end and another handle that has three wiggly lines on it. Across the room, there are shelves with towels and a smaller tub with the same red and blue handles on it. This tub is on a pedestal and comes about waist high on most humans. She heads over to the smaller tub and does something that you aren't quite sure what, but she is in the tub, naked. "Water!"

Chloe happily plays in the tub with her duckies and cups. When it is time for her to get out is

when the trouble begins. “No get out!” She cries with a pout. She then disappears.

Perception (Sight) DC 5: The PC can see where she is standing in the water. Whenever the PCs try to grab her, she runs to the other end and giggles. To get her out of the tub, a **Touch Attack AC 12** will succeed in getting her out.

After both kids are done with the bath, continue here:

After baths and story time, both children settle down to sleep. Barton looks at you as you go to leave his room, “Do you think my Mommy and Daddy are okay?” He seems genuinely worried.

Give the PCs a chance to comfort him. He’s a smart kid, but he is willing to believe any lie that his told about his parents at this point.

Allow the PCs to set up watches, but nothing happens. Continue here:

The night passes uneventfully except for a thunderstorm that passed over the island. It did no damage and both kids slept through it without even a murmur. The next morning, Barton and Chloe are on their best behavior. There are no arguments about making their beds, eating breakfast, brushing their hair and teeth or anything. Absolutely nothing is amiss. So why does it feel like something is about to happen?

Perception (Listen) DC 10+ATL: Barton whispers to Chloe, “Watch this! I did this in the city and it was great fun!”

Whether anyone makes the Perception check or not, continue here:

Barton and Chloe trot outside as a herd of doggies come running into the house. The doggies are more of puppies of all colors, red, green, brown, black, white and blue and various sizes, from little terriers to larger future hunting dogs. You see even more in the clearing.

*Chloe claps her hands and giggles. Some of the puppies near her have taken flight using their ears to change directions.
What do you do?*

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

To chase the puppies, use the following stats:

ALL ATL’S

⌘ Puppies (101)

Init +2 (+2 Dex.)

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

hp 4 (1/2d8)

Speed 40

Trip This is the puppies only form of “attack”.

CMB 4 **CMD** 15

To move in the mud, use the following:

To Run: Reflex DC 10+ATL

To Walk: Reflex DC 5+ATL

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

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

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

Chloe will randomly make puppies fly. She particularly likes making them swoop in to take hats off of the PCs.

Barton is having fun rolling in the mud, playing with the puppies.

Whenever you or the PCs get bored with this or the PCs make Barton stop, continue here:

Barton and Chloe are both covered in mud and look extremely pleased with themselves. Barton

looks you over and wrinkles up his face, "That was a blast! We should do this more often!"

If asked, Barton can't make the puppies permanent because his Mommy said so.

- If the PCs want to Explore the Island **GO TO Encounter 4 (Page 8).**
- If the PCs want to Visit the Shrine **GO TO Encounter 5 (Page 10).**
- If the PCs want to Play Games with the Children **GO TO Encounter 7 (page 14).**
- If the PCs have done at least two of these or you are running short on time, **GO TO Encounter 8 (page 16).**

ENCOUNTER 7 – PLAY GAMES WITH THE CHILDREN

- If the PCs want to play Save the Princess **GO TO Encounter 7A (page 14).**
- If the PCs want to play Water Fight **GO TO Encounter 7B (page 15).**
- If the PCs want play Pegasi races **GO TO Encounter 7C (page 15).**

GM Note: Chloe and Barton are used to playing with Peyton and Cleo, the two halflings. They have no preference on what to play. They are just excited to have more people to play with them.

ENCOUNTER 7A SAVE THE PRINCESS

Barton leads you down to the beach. "We have to choose sides. Chloe's the littlest, so she gets to go first to choose. Her team will try to get to the top of the tower to rescue her while my team will be trying to stop them."

Chloe will start with whoever held her when her mother left first and Barton will choose whoever held him. From there, let that PC choose the next team member until both teams are formed.

Once that is done, continue here:

Barton looks at his team, "Okay, remember, no lethal damage. We have to be careful here." He turns to Chloe, "Go ahead and get ready."

Chloe wiggles her nose and is suddenly standing there in a beautiful green princess gown with a cone shaped hat with a lighter green scarf blowing in the breeze from the top of the hat.

"Ready, Chloe?" She nods agreement and he moves his hand in a swirl and the sand forms up under Chloe and climbs into the sky 60 feet high with Chloe standing on the top of the smooth walled tower. "Let the games begin!" Barton calls out.

Have one member of each team roll initiative. From there, go back and forth until one team succeeds. Let the players use their imagination on how to get to the top of the tower and how to stop them. Chloe and Barton will be glad to conjure things to help, but won't do anything to actually make it easy. So, there won't be any ladders to the top of the tower.

If someone has the Portable Stairs from **LSJ102 "Unicorns, Puppies and Dragons"**, Barton will call foul and demand they not use objects that make it that easy. If the PCs insist, he will move the staircase 40 feet out into the ocean and leave it there until the PCs agree not to "cheat".

Some ideas on what Barton and Chloe will do:

Barton will change the material to something slick to make it hard to climb while Chloe will create hand-holds into the wall to make it easier.

Barton will create a crossbow that shoots beanbags and Chloe will cast shield to protect the PCs.

Let the PCs use their imagination! This should be fun!

When you or the PCs get bored or one team succeeds, continue here:

With much laughter, Chloe floats down from the tower, "This was fun! What else can we play?"

Barton looks at you and says, "It was fun, but I'm hungry. Can we go eat lunch/dinner?" (as appropriate)

"This is great! I'm hungry!" Barton cheers, "Let's go eat! I want sausage and mashed potatoes!"

ENCOUNTER 7B WATER FIGHT

If Chloe's team wins, continue here:

Barton leads you into the clearing. "Okay, we choose up teams! Chloe gets to go first."

"Yeah us!" Chloe cheers, "I want macaroni and cheese!"

Chloe will start with whoever held her when her mother left first and Barton will choose whoever held him. From there, let that PC choose the next team member until both teams are formed.

ENCOUNTER 7C PEGASSI RACES

Barton proceeds to conjure two fountains, one with green liquid the other with purple. "Okay, my team uses the green and Chloe's uses the purple. The first team to completely drench the other team wins. Each team gets to conjure one item for each member of the team and you have to fill it up at the fountain. The winning team gets to pick out what we are having for dinner. Let's go!"

"Okay," Barton calls out, "Here are the rules. Chloe and I will each create a pegasi. Each team member will climb up behind us, one at a time. We will then fly to the clearing, grab a rabbit and bring it back. The team member will get off the Pegasus, hand the rabbit to the next member who will then mount up and take the rabbit back. We repeat this until everybody has gone and either picked up a rabbit or dropped one off. Chloe's the youngest, so she gets to choose her team member first. Besides, she'll need the help."

Have one member of each team roll initiative. From there, go back and forth by team until one team succeeds. The way to win is to score 3 successful touch attacks on a person to soak them. Once they are soaked, they are out. Each person gets one attack and each team gets one attack each round. Use each PCs BAB and Dexterity only.

Chloe will start with whoever held her when her mother left first and Barton will choose whoever held him. From there, let that PC choose the next team member until both teams are formed. Have one player from each team roll for team initiative.

Let the PCs figure out what they want for their item to fill and use for the fight. For this fight, **Barton has a 14 Touch AC and an attack roll of +3 and Chloe has a 12 Touch AC and an attack roll of +2.** These include their dexterity modifiers.

The way this works is like a board game. There are ten spaces to the rabbit sanctuary and ten back to the clearing. A **Ride check** is required for to move. For each increment of 5, the Pegasus moves one space. Using a battle mat will help visualize this.

Once the fight is over, continue here:

Example: Player 1 rolls a 12 with a +5 ride skill for a total of 17. The Pegasus will move 3 spaces.

With the fight over, team Barton/Chloe as appropriate are victorious!

GM Note: Anyone caught cheating by trying to knock someone off or casting spells or anything will be retaliated against by Barton and Chloe.

If Barton's team wins, continue here:

Once the challenge has been resolved, continue here:

“That was so much fun!!!” Chloe starts levitating in excitement. “Can we do it again?”

- If the PCs want to Explore the Island **GO TO Encounter 4 (Page 8).**
- If the PCs want to Visit the Shrine **GO TO Encounter 5 (page 10).**
- If the PCs want Play Games with the Children **GO TO Encounter 7 (page 14).**
- If the PCs have done at least two of these or you are running short on time, **GO TO Encounter 8 (page 16).**

ENCOUNTER 8– TITLE

The last five days have passed uneventfully. You mastered the kitchen and have even gotten the children to take baths without any shenanigans. This is turning out to be a dream assignment. The fifth night on the island makes you realize why adventurers were wanted for a babysitting job. It is still early evening, around 10 bells or so, when you hear a rumble in the clearing. As you look outside, you see earth and fire elementals forming in the clearing. Each elemental is over forty feet tall and seems intent on destruction.

Barton is having a nightmare. He encountered these creatures when Amthydor was overrun by them in *LSJ 96 Strike One: Swing and a Miss*. Although they have the statistics of normal elementals, in his mind they were much bigger than normal ones.

GM Note: If the PCs try to wake up Barton, he will panic. He will create double the number of creatures as are originally created. All of the creatures will last for 1d10+ATL rounds after he is awoken.

The creatures will set out to destroy the other buildings in the clearing, but leave Barton’s alone for the most part.

GM Note: Chloe will wake up on the fourth round of combat. If no one thinks to take care of her, she will go in and wake up her brother, but she knows

how to do it so he won’t be panicked. He will understand what is going on and dismiss the creatures at the end of the fifth round of combat.

If the PCs do anything to help or protect Chloe, she will use her powers to keep the creatures at bay and assist PCs to destroy them. If someone tells her that ice would help, she will create ice, etc. She will also create creatures to combat the elementals if the PCs are being defeated. At that time, those elementals will stop fighting the PCs, but will be fighting Chloe’s 40 foot water bunnies and the like. That portion of the combat will end as the PCs fight ends.

GM Notes: These elementals are from his memory. He has no way to know about elemental traits. Those have been left off as well as DR because of this.

ATL 1**Medium Earth Elemental (2)**

N Medium outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremor sense 60 ft.; Perception +7

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)
hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2,

Knowledge (planes) +2, Perception +7, Stealth +3

Medium Fire Elemental (2)

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

Statistics

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative, Mobility, Weapon FinesseB

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

ATL 3**Large Earth Elemental (2)**

N Large outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +11

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6,

Perception +11, Stealth +5

Large Fire Elemental (2)

N Large outsider (elemental, extraplanar, fire)

Init +9; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +11, **Will** +4

Immune fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee 2 slams +12 (1d8+2 plus burn)

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

Special Attacks burn (1d8, DC 16)

Statistics

Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Improved InitiativeB, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5,

Perception +11

ATL 5**Huge Earth Elemental (2)**

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

Defense

AC 19, touch 7, flat-footed 19 (–1 Dex, +12 natural, –2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

Huge Fire Elemental (2)

N Huge outsider (elemental, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft.; Perception +13

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, –2 size)

hp 85 (10d10+30)

Fort +9, **Ref** +14, **Will** +5

Immune fire

Weaknesses vulnerability to cold

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 17)

Statistics

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

ATL 7**Greater Earth Elemental (2)**

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +16

AC 21, touch 7, flat-footed 21, (–1 Dex, +14 natural, –2 size)

hp 136 (13d10+65)

Fort +13, **Ref** +3, **Will** +8

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +21 (2d10+10)

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

Special Attacks earth mastery

Statistics

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

Greater Fire Elemental (2)

N Huge outsider (elemental, extraplanar, fire)
Init +12; **Senses** darkvision 60 ft.; Perception +16

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, –2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +16, **Will** +6

Immune fire

Weaknesses vulnerability to cold

Speed 60 ft.

Melee 2 slams +19 (2d8+7 plus burn)

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

Special Attacks burn (2d8, DC 20)

Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +22; **CMD** 41

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

ATL 9

Elder Earth Elemental (2)

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

Elder Fire Elemental (2)

N Huge outsider (elemental, extraplanar, fire)
Init +13; **Senses** darkvision 60 ft.; Perception +19
AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)
hp 152 (16d10+64)
Fort +14, **Ref** +19, **Will** +7
Immune fire
Weaknesses vulnerability to cold
Speed 60 ft.
Melee 2 slams +23 (2d8+8 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d10, DC 22)
Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 46
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance
Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

Once the fight is over, continue here if the PCs woke up Barton:

Barton steps into the clearing and looks around sheepishly. "I'm really sorry. I didn't mean to do this. I can fix everything in the morning. Is that okay?"

As you look around the clearing, you see buildings have been burnt and roofs have been broken. There is quite a bit of damage, but nothing looks like it will suffer any further from being left over night.

Once the fight is over, continue here if the PCs had help from Chloe and her creatures:

Chloe looks up at you, "Again!!!" She laughs and claps her hands.

If no one stops her, she will create another Water Bunny. She will dismiss it once she is told to, but she will pout about it.

Barton steps into the clearing and looks around sheepishly, yawning and rubbing sleep from his eyes. "I'm really sorry. I didn't mean to do this. I can fix everything in the morning. Is that okay?"

As you look around the clearing, you see buildings have been burnt and roofs have been broken. There is quite a bit of damage, but nothing looks like it will suffer any further from being left over night.

Once the fight is over, continue here if the PCs defeated everything on their own:

Barton steps into the clearing and looks around yawning and rubbing sleep from his eyes. "Hey! What happened here? Did you guys play battle monsters and not invite me?"

Give the PCs a chance to explain then continue here:

Barton looks around sheepishly, “I’m really sorry. I didn’t mean to do this. I can fix everything in the morning. Is that okay?”

As you look around the clearing, you see buildings have been burnt and roofs have been broken. There is quite a bit of damage, but nothing looks like it will suffer any further from being left over night.

After whichever one of these is appropriate, go to Encounter 9

ENCOUNTER 9 – TITLE

Most of the next day is spent with Barton fixing the damage from the night before. “I’m really sorry about this. I don’t mean to do it.” He tells you as he conjures the broken wall back into place.

As you move inside to begin the discussion on what to make for dinner, a loud crash and pop can be heard from the beach. Barton and Chloe both yell, “They’re home!” and go charging out the door.

Yet the children don’t move far from the doorway. Looking out, you see the group who left are back, but they don’t look like they did when they left. Each person is burnt, bloody and bruised. Their pristine clothes and armor all look like they have been on the losing side of a war. The elf in full plate cuddles the apparently lifeless body of the female elf in his arms. The cleric of Galvandt has all he can do to hold the druid up and keep his guts from pushing out further. Even the two halflings, who seemed irrepressible before they left, are swaying on their feet. The male halfling looks like he has acid burns on the entire right side of his body. Ember is cradled in the arms of the other male human. Her left leg has a bone sticking out and her right leg is at an odd angle.

Laemtao turns toward the house, he opens his mouth to speak and starts to collapse before any words can come out. Glinda conjures a disc that

he falls back on and glides him toward the house. She has a difficult time doing this while holding herself upright on a makeshift crutch.

Barton and Chloe are crying as they rush forward after the initial shock. Barton takes over the disc from his mother while Chloe levitates her mother into the house.

Give the PCs a chance to help out any way they want to. The returning party is in very bad shape and from the looks of it some of them may be close to dying.

The elf with all the swords is using one of her staves to keep upright. “If you can help the others, please do. I could use a hand to the table, if you would be so kind.”

Heal DC 5+ATL: The druid (Tree Hugger) is the closest to dying, followed by the Ember, the male halfling (Peyton), the male elf (Dallas) and the female elf (Nanaia) who asked for help to the table. The others are all severely injured, but not life threatening. The female elf in the male elf’s arms is dead.

As you help with the healing, Nanaia, the elf with the swords explains, “Those damn gnomes. They screwed over some group of mercenaries who brought in their friends. We got caught in the crossfire. We had just left Hell and were out of healing and pretty much everything. The damn village was under attack. We had to fight our way in. It was ugly. Fortunately, we got the stuff they needed and even made the gnomes deal with the mercenaries fairly. Unfortunately, they didn’t have any spare healing and we had to get out of there quick. I managed to get a cease fire, but I doubt it will last for very long. The head gnome is an idiot and thinks you can sell mercenaries fake potions. Stupid.”

“Can you do us one last favor? Keep track of the kids tonight. We should be okay in the morning once everyone has a chance to rest and get back their spells. You’ve really helped us out just by stabilizing everyone. We owe you one.”

She stands up and manages to get her balance, "I'm going to bed. See you in the morning." She slowly and carefully walks to the main house.

As you gather your thoughts, Barton comes outside dragging Chloe with him, "Mommy and Daddy are sleeping. They need to rest, but Chloe wants to stay with them. Can you explain to her what is going on?"

Chloe will listen and nod her understanding.

"So, why don't we leave them alone? Can we go to the beach? That way we won't bug them." Chloe says taking the hand of the PC that held her when her mother left.

She hands you each a cookie. "Break the cookie and you will be back in Amthydor. Thanks for your help again. Be safe."

THUS ENDS "PEGASSI, DOGGIES AND ELEMENTALS"

TIME UNIT COST: 5 TU

CONCLUSION

Having spent the night at the beach in a very nice sand castle created by Barton and Chloe, you make your way back to the clearing. You see Laemtao and Glinda sitting at the table by the fire pit. Both look remarkably better than the night before. Chloe and Barton dash over to their parents and after much hugging and tears, the children scamper into the house.

Laemtao smiles at you, "Thanks for taking such great care of the kids. We got all of the stuff for the potion so things will be quieter around here for quite a while." He flicks his fingers and a bag materializes in his hands. He hands it to one of the PCs. "There are 6 unique items in there, one for each of you and 6 other items that will help you out along the way. As for the doggies, I think it is a great idea. It may keep the kids out of mischief."

About then, Chloe and Barton come out of the house with their arms full. "Daddy and Mommy said that you saved us and we should always offer payment to those who protect us. We don't have any money so take these gifts of ours." They thrust the stuff in the arms to them.

Ember comes out of her house at this point and walks over to you, "Thanks again for the help."

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
Bonus 1: Don't eat the cookie without reading the note	50	50	100	100	100
Bonus 2: Help heal the NPCs when they return	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	750	1000	1500	2100	3200

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.

Conclusion: Ioun Stone of Partying

When this mirrored ball is placed over your head and starts spinning, a variety of strobe lights start flashing from the top and music with a heavy bass starts playing. Anyone within 15 feet, including the person that it is spinning over, must make a **DC 14 Will save** or be dazed for 1-4 rounds.

Value 2000	Tradable Yes
Caster Level 5	Rarity Rare
Legality Legal	Real Value 0

Bagpipes of Blowing Bubbles

When these are played not only does music come out, but bubbles also come out of the pipes. If a natural 20 is rolled on the perform check, the bubbles will be plaid.

Value 2000	Tradable Yes
Caster Level 5	Rarity Rare
Legality Legal	Real Value 0

Replenishing Picnic Basket

This basket contains plates, bowls, silverware, Glasses for 8 and a 20 foot by 20 foot red and white checked blanket. The following items are in the basket: 1 bottle red wine, 1 bottle white wine, 2 bottles of fizzy grape juice, 2 cut-up fried Chickens, 8 foot long ham and cheese sandwiches, 3 pounds of macaroni salad, 3 pounds of potato salad, 2 dozen deviled eggs, 1 large watermelon and 1 gallon of vanilla ice cream. When the user is finished with the basket, replacing the non-food or beverage items causes

the basket to refill. Until all of these items are in here, the basket will not replenish.

Value 2000	Tradable Yes
Caster Level 5	Rarity Rare
Legality Legal	Real Value 0

Portable Recliner

The small black box, when activated by the command word Relaxation, it unfolds into a large, leather covered over-stuffed chair. When the lever is pulled, the foot rest pops up and back reclines. Pushing the buttons on the lever activates the heat and massage function. The chair is big enough for 2 medium creatures if they are close together.

Value 2000	Tradable Yes
Caster Level 5	Rarity Rare
Legality Legal	Real Value 0

Bunny Shield

This +2 medium metal shield becomes +3 when rabbits are in danger and has the face of a bunny rabbit and 2 floppy ears on top. Whenever there are hostile vulpine, lupine or canine creatures within 30 feet, the ears on the shield perk up and stand straight up in the air.

Value 8,315	Tradable Yes
Caster Level 12	Rarity Rare
Legality Legal	Real Value 0

Never-ending roll of bathroom tissue

This 5 inch wide paper is extremely thin and soft. It is incredibly absorbent and appears to be quilted together. It is perforated in 5 inch squares

and can absorb a gallon of liquid with 1500 squares. It is extremely difficult to write on this. Once it is completely saturated, it will start to dissolve.

Value 2000	Tradable Yes
Caster Level 5	Rarity Rare
Legality Legal	Real Value 0

Pop-up Book of the Undead

This book contains 15 undead creatures. When the book is open, a paper version of the creature pops up. If the tabs are pulled, the creature will move and the noise “rawr” will sound.

The book provides accurate visual depiction of the 15 undead creatures listed in the Pathfinder Bestiary 1. This provides the owner with a plus 1 bonus to identifying these undead creatures.

Value 50	Tradable Yes
Caster Level 1	Rarity Uncommon
Legality Legal	Real Value 0

Spray Bottle of Obedience

This small bottle has a nozzle that when the trigger is pulled squirts a 1 inch wide spray of water. It will shoot up to 5 feet. It is always full of water and cannot be opened to change the contents.

This bottle provides a +5 bonus to Intimidate checks against Tabreen, Luparri, cats, dogs and small children.

Value 50	Tradable Yes
Caster Level 0	Rarity Uncommon
Legality Legal	Real Value 0

Ducky Water Wings

These rubber bands look like large, yellow ducks wearing little sailor suits. They size to fit anyone up to large size. When inflated and placed on each arm, the wearer gains a +10 to swim checks. Both bands must be worn to receive any kind of bonus. It requires a Constitution Check of DC 15 to blow up the duckies.

Value 50	Tradable Yes
Caster Level 0	Rarity Uncommon
Legality Legal	Real Value 0

Coloring Book and Box of 96 Crayons

This 25 page book features circus acts and scenes. When a picture is completely colored in, the picture starts to move. Once the book is closed, the picture clears so it can be colored again.

Value 50	Tradable Yes
Caster Level 3	Rarity Uncommon
Legality Legal	Real Value 0

Stuffed Bear

This 18 inch tall brown bear provides a +10 vs fear checks when clutched tightly around the neck. It also provides pleasant dreams when held in this fashion while sleeping.

Value 50	Tradable Yes
Caster Level 3	Rarity Uncommon
Legality Legal	Real Value 0

A Little Red Wagon

This red wooden wagon is 3 feet long with 4 inch sides and removable wooden planks on the sides that extend another 12 inches. This wagon will not tip over regardless of terrain and will hold up to 100 pounds. Pulling the wagon decreases the puller’s speed by 5 feet.

Value 50	Tradable Yes
Caster Level 3	Rarity Uncommon
Legality Legal	Real Value 0

Thank you gift

In appreciation of your babysitting prowess, The Horde has provided you one of the following:

Ring of protection +2

Amulet of Natural Armor +2

Ring of Feather Fall

Value 8000	Tradable Yes
Caster Level Varies	Rarity Common
Legality Legal	Real Value 0

PLAYER'S HANDOUT #1

Dear Friend,

Once before you helped us by returning Barton to us and we need your help again. Please gather any gear you feel you might need and break the cookie as quickly as you can. This transportation will only work for the next hour. After that, we will have to find others to help us. You will be brought to us. If you are bringing any animals, make sure you are touching them when you break the cookie.

You will be compensated for your time and efforts. Please keep this quiet as we do not know who might still be looking for us. Please hurry!

We greatly appreciate this.

See you soon,

Ember

PLAYER'S HANDOUT #2

Dear Friend,

I am offering you a chance for employment. Please gather any gear you feel you might need and break the cookie as quickly as you can. You will be brought to us. If you are bringing any animals, make sure you are touching them when you break the cookie. This transportation will only work for the next hour. After that, we will have to find others to help us.

You will be compensated for your time and efforts. Please hurry!

We greatly appreciate this.

See you soon,

Ember

PLAYER'S HANDOUT #3

Morning routine

Wake up

Breakfast- do not let them have any candy, cakes or cookies for breakfast

Barton and Chloe need to make their beds, get dressed and brush their teeth and hair.

The children are allowed to play until lunch. They are not allowed to do the following:

Change the color of any people, buildings or animals without their permission.

Create creatures without adult supervision.

Create creatures larger than the clearing.

Animate inanimate objects without permission.

Do anything to anyone else without permission.

Lunch- They can have a cookie, piece of cake or pie or candy only if they eat their vegetables.

After lunch, Chloe and Barton need to take naps. Chloe should sleep for at least two hours. Barton may not sleep, but he isn't allowed up to play for an hour. He can read his books, but not leave his bed.

After nap time, the children can play and have a snack. Try to limit the sweets or you will never be able to get them to bed.

After dinner, the children are to take a bath and put on jammies. They get a story before they go to sleep, but nothing scary and, for your own safety, no monster stories.

PLAYER'S HANDOUT #3 Continued

The children have not had a nap today. If you would like them to go to sleep early, they can skip the nap today.

As for disciplining them, please follow these rules:

1. Tell them to stop
2. Tell them they will get a time out if they don't stop
3. Put them in the time out chair in the living room for no longer than 30 minutes for Barton and 10 minutes for Chloe
4. If they are doing something that is life-threatening, feel free to give them a swat on the butt. Do not get carried away. I would hate to have to return the punishment when I get back.

The children know where everything is and can show you. There is plenty of food for everyone for at least a month.

If Barton has a nightmare, do not wake him up. This will panic him and can cause tragic results.

Please do not go into the other homes. They are protected by spells and traps. Since we didn't have time to tune them to you, they will go off and possibly kill you. We have removed all of the traps and spells on the house except for the alarm spell. It will go off if anyone enters the house after midnight. The command to shut it off is "Excelsior".

If we don't return in two weeks, then go into Nanaia's house. There is a packet with instructions.

Take care of our little wizards. They mean the world to us.

Glinda

PLAYER'S HANDOUT #3 Continued

P.S. Here are the things you should be able to find in the icebox and cabinets in the kitchen. There are fresh apples and peaches on the trees along the garden and the tomatoes and corn should be ripe too. Barton can also show you where the fishing equipment is kept if you want to go fishing or such.

Ham	Macaroni	Milk
Beef loin	Cheese	Juice
Pork chops	Chicken	Beer
Breakfast sausage	Cabbage	Wine
Smoked Sausage	Broccoli	
Eggs	Spinach	
Flour	Bread	
Potatoes	Cookies	
Carrots	Chocolate Cake	
Cherry Pie	Sugar	
Yeast	Grapes	
Peas	Bacon	
Green Beans	Corn	

Various spices in the cabinet over the stove

GM AID #1 Barton

Barton, Human Male
Age 6 ³/₄

Strength 8	Will +5
Dexterity 14	Fortitude +1
Constitution 12	Reflex +2
Intelligence 20	
Wisdom 12	
Charisma 18	

Hit Points 30
Spell Resistance 35
Armor Class-Varies depending on what he is doing.

Spell like abilities:

Barton can cast any spell he's ever seen, so basically any spell that has any type of visible effect. He can cast baneful polymorph, but it only lasts 2d10 rounds. He can create anything he has ever seen and it generally lasts until he makes it go away.

Base save for spells is 10+Spell Level+7. If it is any kind of alteration spell, there is no saving throw.

GM AID #2 Chloe

Chloe, Human Female
Age 18 months

Strength 6	Will +5
Dexterity 12	Fortitude +1
Constitution 12	Reflex +1
Intelligence 20	
Wisdom 10	
Charisma 18	

Hit Points 15
Spell Resistance 35
Armor Class-Varies depending on what he is doing.

Spell like abilities:

Barton can cast any spell he's ever seen, so basically any spell that has any type of visible effect. He can cast baneful polymorph, but it only lasts 2d10 rounds. He can create anything he has ever seen and it generally lasts until he makes it go away.

Base save for spells is 10+Spell Level+7. If it is any kind of alteration spell, there is no saving throw.

GM AID #3 Cooking Results

If PCs have ranks in Profession Cook or Craft Baking, allow them to use the skill for this check. Otherwise, have the PC in charge of cooking roll it untrained. Use the chart below for the results.

0-5

Green slop that looks like it came out of the back end of a horse and smells the same. The children will not eat it.

6-10

Recognizable as food, but doesn't taste like food. It tastes like raw and burnt. The children will not eat it.

11-15

Food that looks, smells and tastes like food. The children will eat this.

16-20

Really good food-everything comes out perfect. The children will eat this.

21+

The food comes out at gourmet quality, but the children won't eat it.

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



ROSTER OF HEROES: <TITLE>

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.

All potions and scrolls available for purchase are at minimum caster level.

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

* 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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