



Mewling Around Town

By Jonathan Johnson

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

When someone is accused of a crime they didn't commit, the Diamond Watch investigates. When it is one of their own, they ask for help.
For heroes of levels 1-5.

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CREDITS

Author Jonathon Johnson
Editor(s) Nancy Lee Clark
Plots Coordinator . . David Samuels & Eric V. Clark
lsj-plots@theshiningjewel.com
Playtesters. (Names)

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

This module is a stand-alone module.

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 151 of the *LSJ Campaign Guide*. If this is a player’s first module, this fee is waved.

ADVENTURE BACKGROUND

There is a recently naturalized Tabreen (cat race) that joined the Diamond Watch who has been accused of stealing from the people of the city. The PCs job is to determine his guilt in the situation.

Introduction – The PCs are called to Diamond Watch outpost in the Merchants’ District by Captain Bailey Collins. They get called into Officer Prothero’s office where they meet her and Chucktricleus (Chuckie the Tabreen). They find out that he found a bag of trinkets that lying among what appeared to be garbage. He was going to take it into the legion when something told him that it was garbage and that he should take it home. After that, an anonymous tip was given to the Diamond Watch that states that Chuckie has some trinkets he didn’t buy and upon investigation, the Diamond Watch discovered the loot in his room. The PCs are instructed that the League of Thaumaturgical Studies might have an idea of whether or not there is a spell that might have been used. They might want to visit the Temples’ District where the Temple of Destine to see if they have been able to determine any information. They might want to talk to Opalla Grumman at Grumman’s Bakery where the bag was found. They might want to go to the Wolf’s Den in the Port District where Chuckie has a room.

Encounter 1: At the League of Thaumaturgical Studies, they are greeted by a mage practicing a spell. He tells them that there are many spells that can be used to convince someone to do something or even confuse them into doing something they wouldn’t normally do and unless they are reached in time, it is impossible to know if a spell was used but had worn off.

Encounter 2: The Temple of Destine has a cryptic clue told to them from Destine upon their divinations.

Encounter 3: Grumman’s Bakery is located in the Services’ District. Opalla Grumman tells the PCs that when she took out the trash earlier in the morning, there weren’t any strange bags out there.

Encounter 4: The Wolf’s Den is busy with groups of people all enjoying the best beers in town. The bartender verifies that Chuckie has a room there. The PCs can go up to Chuckie’s room and investigate, but they’ll find nothing.

Encounter 5: The PCs get jumped by a group of thugs who are with Humans for Amthydor who warn them not to keep investigating. After 5 rounds of combat, the Diamond Watch shows up to save the PCs and arrests the thugs.

Epilogue – Under interrogation of the thugs, they find out that the trinkets were ones they bought and they set up the whole ordeal to try to scare off a non-human.

INTRODUCTION – THE SET UP

There has been a rash of attacks on non-humans in the city lately.

You are walking through the Merchants’ District minding your own business. You look into some of the windows of the various shops. You see some nice clothing in one shop, some delicious treats in another and some trinkets with the seal of Amthydor and shirts printed with the sayings, “I traveled all the way to Amthydor and all I got was this lousy shirt” and “Not a Ninja” in another window. You are looking in the window of a book store when a young elven girl in tattered clothes with a paper badge that says “Honorary Diamond Watch” with the badge number of 1 comes up to you and says, “Officer Prothero wants to talk to you. She’s at the Diamond Watch Headquarters in the Merchants’ District.”

If the PCs don’t go to Officer Prothero’s office, skip to the Epilogue.

If the PCs choose to go to Officer Prothero’s office, continue with the following:

You go to Diamond Watch headquarters and are greeted by a 5’ 9” lupaari with grey fur and a long snout, and brown eyes. He says, “Hello, I’m Officer Fidossius. How may I help you?”

Wait for the PCs to tell you that they were sent to see Officer Prothero before continuing:

He continues, "Ah yes, he's been expecting you." He leads you into a waiting room.

Give the PCs an opportunity to introduce themselves if they've never met.

You are greeted by a human female 6 feet tall, balding, shaved head, with broad shoulders and a bit of a gut. She leads into an adjoining "office" and she invites you to have a seat as she sits in a chair on the other side of the desk. You see a tabreen male handcuffed to another chair. She says, "Hello, I'm Officer Prothero. I've called you here to help with an investigation. Chucktricleus..." The tabreen chimes in, "Call me Chuckie." Officer Prothero continues, "Um yes, Chuckie here was found with a bag full of trinkets in his room at the Wolf's Den in the Port District that were reported to not be purchased by him. We don't know who made the report. Chuckie told us that he had found the bag with the trash at Grumman's Bakery in the Merchants' District. He claimed that he was going to turn them in as evidence to be investigated, but something came over him. He said that a voice in his head said that it was okay to keep them because they were trash, so he did. Given that he is a member of the Diamond Watch, we don't want to seem as though we are currying favor for him, but the circumstances seem a bit less than normal. So we've asked you to investigate this incident for us. Are you willing to help?"

☛ Why us?

"Officially, we try to keep things like this in house, but when it has to do with one of our own, we ask trusted adventurers to help out. Unofficially, we are bound by a strict set of rules of investigation and we find that adventurers can get more information from their investigations, be it because nobody wants to be snitches or otherwise."

☛ How much do we get paid?

"[100 x ATL] each."

She won't agree to more.

☛ Any clues?

"We have asked the temple of Destine in the Temples' District to try to scry using the trinkets as a focus. We have asked the League of Thaumaturgical Studies to research any spells that might've been used. You might want to talk to Opalla Grumman at Grumman's Bakery in the Services' District. You can always search Chuckie's room in the Wolf's Den in the Port District or talk to the bartender there."

☛ Can we go into Chuckie's Room?

"You can go in with this writ of investigation. It says that you are investigating this matter and will give you admittance into his room. It doesn't give you permission to go into the Nobles' District or any other banned parts of the city." She hands you a piece of paper.

☛ Has a spell been used on him?

"We tried to detect magic on him, but we didn't see anything."

☛ You told Officer Prothero that something came over you. What came over you?

Chuckie responds, "I picked up the sack and was about to take it to Diamond Watch Headquarters and submit it into evidence when I heard a voice in my head saying that it was garbage and I could keep it. In the country that I was born, that is acceptable behavior, so I took it home."

☛ Have you ever heard that voice in your head before?

"The weird thing is, no. I just thought I'd made up a new one." Chuckie answers.

I'm including Chuckie's stat block so that you know what kind of person he is and how to portray him. He's not the brightest crayon in the box, so play it up.

All ATLs

☛ Chuckie

LG Male Tabreen

Init +3; Senses darkvision 60 ft.; Perception +4

AC 18, touch 13, flat-footed 15; (+3 Dex, +1 natural, +4 armor)
 hp 10 (1d10+3)
 Fort +4, Ref +3, Will -2
 Defense Abilities nil; DR nil; Immune nil; SR nil
 Spd 40 ft.
 Melee longsword +3 (1d8+1)
 Ranged nil
 Space 5 ft.; Reach 5 ft.
 Special Attacks nil
 Spell-Like Abilities none
 Spells Known none
 Str 12, Dex 16, Con 14, Int 9, Wis 7, Cha 13
 Base Atk +1; CMB +3; CMD 15
 Feats Alertness, Weapon Focus (longsword)
 Skills Perception +4, Sense Motive +0
 Languages Tabreen and Common
 SQ nil
 Gear nil
 Special Abilities Keen Senses, Sound Sensitivity
 Keen Senses: Tabreen receive a +2 bonus to sight, sound- and touch-based Perception checks.
 Sound Sensitivity: Tabreen are particularly sensitive to loud sounds, and suffer an increased vulnerability to sonic attacks (+50% damage).

When the PCs decide they are ready to go, read the following:

Officer Prothero says as you are on your way out the door, "Good bye and good luck."

- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 1 (page 5).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2 (page 6).**
- If the PCs want to go to Grumman's Bakery **GO TO Encounter 3 (page 6).**
- If the PCs want to go to the Wolf's Den, **GO TO Encounter 4 (page 7).**
- After the PCs have finished gathering information around town, **GO TO Encounter 6 (page 12).**

ENCOUNTER 1 – THE PINCH

The League of Thaumaturgical Studies is a guild for spell casters.

You enter the main hall of the League of Thaumaturgical studies. It appears much bigger

on the inside than the outside. You see groups of casters practicing shooting thin blue rays at targets along one wall. In another section, there is a round table where a heated discussion of the pros and cons of opening up permanent portals to other cities. One mage shoots a lightning bolt at a target and destroys it. The target reassembles itself. The human caster looks at his hand and shakes off a stray spark saying, "I don't think I'll ever get used to that." He looks up and sees you and walks over saying, "Hi, I didn't see you walk in here. My name is Jimmy Berman. I'm just practicing today while waiting for something more interesting to present itself. How can I help you?"

☛ Do you know of any spells that can make someone do something that they normally wouldn't do?

"Yes, there are several spells. It could be anything from a simple charm person spell to a suggestion spell to a dominate person spell. If the person isn't too adverse to the idea, a charm person spell will do the trick. A suggestion spell is stronger and so long as it doesn't cause the person to hurt himself or his friends will work well. If you need the person to do something against their will, you'd use a dominate person spell."

☛ Is there any way to tell if someone was under a spell?

"If a detect magic spell was used soon enough after the spell was cast, it might tell us that a spell was used and the spell type."

☛ Can you come back to Diamond Watch headquarters in the Merchants' District to see if he's under a spell?

"The Diamond Watch would've already used one of their casters to check. If they weren't able to tell, there is no way I can either."

When the PCs have finished asking questions, read the following:

Jimmy turns to [the smartest looking PC] and says, "I wish I could help you more, but there isn't much I can do. I hope you can solve this conundrum." With that, he bids you adieu.

- If the PCs want to go to the Temple of Destine **GO TO Encounter 2 (page 6).**
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ENCOUNTER 2 – THE TWIST

The Quorum of Faith is the set of temples allowed in city. The PCs are often sent to the Temple of Destine since she is the Goddess of Knowledge.

The temple of Destine is a large temple with followers praying at pews, some followers are begging at the base of the statue for help, and some just talking and debating amongst one another. An elven priestess walks toward you and says, “Hello, I’m Delandra. May I help you?”

Answer the PCs questions about the investigation only after they show her the writ.

🗨 **What can you tell us about the trinkets?**

“There were no residual spell components on them. They are completely mundane. They total in value of nearly 2 gold pieces. Our scrying efforts have led us to nothing. Our other divinations gave us this riddle. Maybe you can heads or tails of this.”

Give the PCs **Player’s Handout 1**.

🗨 **Do you know what it means?**

“No clue. Destine speaks in mysterious ways. And unfortunately, I can’t always interpret them.”

When the PCs have finished asking questions, read the following:

Delandra says, “Destine will help guide you where you are going, you just have to have faith. If you find something else, let me know and maybe I can cast more spells to aid you. Have a blessed day.”

- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 1 (page 5).**
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ENCOUNTER 3 – THE GOODS

Grumman’s Bakery is located in the Services’ District.

You approach Grumman’s Bakery in the Services’ District. Even before entering the door, you smell the wonders of a great bakery. Your mouths water at the smell. Within, you see several display areas which may have held pastries and bread during the day. Now what remains are a few stale donuts in one bin. Several shelves line a wall, holding some chocolates and mints from far off places. A counter is on the far wall next to a staircase going up. Behind the counter, you see a woman in her late forties to early fifties, with greying brown hair. She says, “Welcome to Grumman’s, the best bakery in town. My name is Opalla. How can I help you?”

🗨 **What can you tell me about Chuckie?**

“He’s a tabreen that comes in periodically for a loaf of bread or a sweet roll. This morning, he came in for a muffin.”

🗨 **Was he acting strange?**

“No. He was in a good mood, but I don’t know why.”

🗨 **Did you see the bag of trinkets?**

“No. If I’d have seen them, I’d have probably taken them myself.”

🗨 **What are your hours of operation?**

“I’m here baking from the wee hours in the morning until the bakery opens at 5:30. Most of the first batch of goods is gone by noon and we

bake all day to restock for the evening rush. I generally don't get to leave until everything is cleaned up and prepped for the next day at about 8. It's a lot of work, but I enjoy putting smiles on everyone's faces."

When the PCs have finished asking questions, read the following:

Opalla says, "If that is all, I must get back to work. I'm sorry I couldn't help you further. If you come up with more questions, you are welcome back. And remember that we have the best doughnuts in town. They are made with the finest honey glaze. Mmmmm mmmm."

- If the PCs want to go to the League of Thaumaturgical Studies **GO TO Encounter 1 (page 5).**
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ENCOUNTER 4 – THE SQUEEZE PLAY

The Wolf's Den is a common meeting place in Amthydor. It is located in the Port District.

The front room is 40 feet by 30 feet. It's damp from vigorous cleaning. You see a group of elves in robes at one table. There is a group of dwarves at another table being loud and rambunctious. There is a table of humans rivaling the dwarves for volume. There is a table of Lupari and Tabreen regaling in stories of the home land.

If the PCs go to the talk to any of the tables, they are ignored.

If the PCs go to the bartender, read the following:

The bartender says, "Welcome to the Wolf's Den, the favorite watering hole in all of Amthydor. The name's Jack. What can I do you for?"

Jack won't answer any questions about the case until they show him the writ. He'll just respond to the questions with "I'm not at liberty to talk about that to unauthorized personnel."

☛ **What can you tell me about Chuckie?**

"He's a tabreen that rents a room upstairs."

☛ **Was he acting strange?**

"No. He was in a good mood, but I don't know why."

☛ **Did you see him with the bag of trinkets?**

"I saw him carrying a bag but I had no idea what was in it. There are a couple of Diamond Watch officers watching his room. If you want to investigate, be my guest."

☛ **Can we talk to your brew master?**

"No. He was downstairs brewing all morning. He's been so busy trying to compete with Bailtor over at the Dauntless Dolphin, he hardly leaves the basement. It's like his dungeon, but he has great pride in what he does. It's his home away from home and some nights, just his home."

If the PCs go up to the room, read the following:

There are two guards standing watch outside of what you can only assume to be Chuckie's room. One is a human male and the other is a gnome female. As you approach, the gnome says, "Halt! What is your business here?"

Until the PCs show the guards their writ of investigation, the guards will not answer questions or let them pass. After the PCs show the guards the writ, answer the questions.

☛ **What can you tell me about Chuckie?**

"He's a tabreen that rents a room here. He is a recent addition to the Diamond Watch and Amthydor."

☛ **Can we inspect the room?**

“You can if you wish. I’ll be out here guarding the door.”

Read the following:

The room is disheveled. The bed is upturned and the drawers emptied out onto the floor, as though it was searched before. The guards tell you that was done by the Diamond Watch trying to find any other potentially stolen goods.

With a successful **Perception (sight) DC 10 +ATL** a note crumpled up under the bed. Hand the PCs Player Handout 2.

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ENCOUNTER 5 – THE BEAT

Chuckie’s beat is a patrol around the Merchant’s District. He walks down the main streets ducking his head into all of the alleyways and stopping in to check on the merchants at least once a week, sometimes more often if there are tantalizing aromas emanating from the shop. Along the beat, there are many side streets and alleys and countless shops. Among the busiest, you find Grumman’s Bakery, The Bait and Tackle Seafood Shop, The Amber Castle, Jack of All Trades General Store, The Hammer Throw Weapons Shop, and Steele’s Shields and Armor Emporium. In one of the alleys, a group of kids are playing Heroes and Villains, a spinoff of the popular kids game Diamond Watch and Thieves.

If the PCs want to go to **Grumman’s Bakery**, **GO TO Encounter 3 (page 6).**

If the PCs want to go to the **Bait and Tackle Seafood Shop**, read the following

You enter the Bait and Tackle Seafood Shop. It is filled to the gills with people lining up to the right to order from the seafood counter. They are lining up to the left to order from the takeout counter. There are 10 tables in the dining room with four chairs around each. All of the chairs are full and there are people eating out of their takeout boxes with their bare hands. Most of the tables have conversations going ranging from work to family life. Some of the tables have people in finer dress clothes sitting with people in rags. On the walls is a nautical theme including an old anchor, some old life preservers with the names of various ships, part of a life boat with the name LMS Booty on the side, paintings of ships at sea and lighthouses, and a couple of wood-carved fish that turn and sing when someone walks by.

If the PCs want to make a **DC 5+ATL Knowledge(history)** check, they can determine that the ships names on the life preservers we sunk in the harbor during the undead invasion.

The patrons will acknowledge the PCs but not know who Chuckie is. If the PCs want to talk to the employee behind the takeout counter, answer the following questions:

☛ **Do you know who Chuckie is?**

“He’s a tabreen that works for the Diamond Watch. He comes in here at least once a week and orders the tuna surprise. He loves the secret spices we put in it.”

☛ **Do you know anything about the bag of trinkets he found?**

“What bag of trinkets? I haven’t heard of anything like that. Is that why he hasn’t come in today? What a shame. He’s a great guy. A bit on the slow side, but a great guy.”

If the PCs want to go to **The Amber Castle**, read the following:

Upon going into The Amber Castle, you are stopped at the foyer. It is decorated with Orange walls and silver lettering and accents. There are paintings of silver dragons dancing all along the walls. You are greeted by a teenage Daiguonese girl who walks out from behind a podium in an orange silk robe adorned with silver Daiguonese characters. She is carrying ornate paper menus that say The Amber Castle. She says, "Welcome to the Amber Castle. My name is Fung Su Huey. How many will be dining today?"

If the PCs want to make a DC 5+ATL Linguistics check, they can determine that the Daiguonese characters say "Amber Palace", "Peace", and "Love".

The patrons will acknowledge the PCs but not know who Chuckie is. If the PCs want to talk to the employee that greeted them, answer the following questions:

🗣️ **Do you know who Chuckie is?**

"Is he the Tabreen that works for the Diamond Watch? He doesn't like to eat here. He muttered something about our food being 'Too close to home' and 'Canned labels' or something like that."

🗣️ **Do you know anything about the bag of trinkets he found?**

"I know nothing of trinkets. You want to eat now? Best Daiguonese food in the Merchant's District! But you must eat food, not paper lanterns or menus. I heard of one guy who ate EVERYTHING at the Jade Palace once. He's not welcome here."

If the PCs make a DC 15+ATL bardic knowledge or **Knowledge: Local DC 10+ATL**, Andoen Farwanderer once needed to make a distraction while at the Jade Palace in the Services District. He figured that the best way to accomplish this was to eat everything he could. This included paper lanterns, menus, candles, chop sticks, plates, etc. You name it, he ate it. Since that day, he, nor his friends, are allowed anywhere near the Jade Palace even though he paid for the damages. In fact, anytime someone from the Jade Palace sees him,

they scream "IT'S ALL YOU CAN EAT! NOT CAN YOU EAT ALL!"

If the PCs want to go to **Jack of All Trades General Store**, read the following:

As you enter the Jack of All Trades General Store, the walls are made out of hard oak shingles. There are shelves upon shelves made of cherry wood filled to the brim with various items. Each aisle is clearly labeled with red glowing letters at their ends. One is labeled "Adventuring Gear". Another one is labeled "Cooking Supplies". This goes on and on. Near the front door are several people working on sales receipts for their long lines of patiently awaiting customers. There is a tall, slender, pale-skinned elf standing by the door with an orange, pumpkin-shaped hat on. He's dressed in a black suit with a white dress shirt on underneath. He has a nametag on his left breast that says "Jack". He approaches you saying in a gruff voice, "Jack's the name and selling goods is the game. Can I help you find something?"

If the PCs want to make a DC 5+ATL Perception check, they can find mundane adventuring equipment at normal book prices.

The patrons will acknowledge the PCs but not know who Chuckie is. The employees are too busy doing their jobs to be helpful. If the PCs want to talk to Jack, answer the following questions:

🗣️ **Do you know who Chuckie is?**

"He's that cat folk Diamond Watch member, ain't he. He helped catch a couple of would-be five-finger discounters. Boy's got some sharp eyes and he's quick too. Thank goodness he was here doing his normal check on the store. Might've cost me a few gold pieces otherwise."

🗣️ **Do you know anything about the bag of trinkets he found?**

"What bag o' trinkets? I ain't had nothin' stoled from me thanks to that there boy. If it came from my store, it was all paid for. You say he found 'em somewhere, huh? I'd reckon that he's tellin' the truth. Boy ain't smart enough to steal, but he's quick enough to catch a thief."

If the PCs want to go to the **Hammer Throw Weapons Shop**, read the following:

After going into the Hammer Throw Weapons Shop, it appears that it could be renamed the 'Blunt Weapons Shop'. There shop is in a blood red theme. The walls appear to be splattered with blood and there appears to be puddles of blood on the floor. In the background, loud, deep, music, almost what one might think the music that metal would listen to if it had ears. Along the walls of this small shop are bludgeoning weapons of all sorts. There are sections for maces, throwing hammers, aspergillums, sledge hammers, normal work hammers, and blunt arrows. Behind the counter, a 6'6" tall, green-skinned half-ogre with black hair and eyes bangs on drums to the beat of the music. The patrons seem mostly interested in dancing to the free concert. The half-ogre stops banging on the drums when he notices that you've come up to see him. He shouts in an almost falsetto voice, "Welcome to the Hammer Throw Weapons Shop. My name is Tin Ali. Can I interest you in some hammers? They are the highest quality merchandise that money can buy."

Have the PCs make a **DC 5+ATL Will** save to recognize that the puddles and splatters of blood are an illusion.

If the PCs want to make a **DC 5+ATL Appraise** check on any of the merchandise to find out that they are all mundane quality and can be purchased at normal prices. If the PCs fail, they can buy them at masterwork quality prices, but they are still just mundane quality.

The patrons will acknowledge the PCs but not know who Chuckie is. If the PCs want to talk to Tin Ali, answer the following questions:

🗨️ **Do you know who Chuckie is?**

"He's the little kitty that keeps asking me to turn down my music. But I've checked into it and during normal business hours, I can have it up as loud as I want. There is nothing he can do about it."

🗨️ **Do you know anything about the bag of trinkets he found?**

"I've been here all day. I got no clue what you're talking about."

If the PCs want to go to the **Steele's Shields and Armor Shop**, read the following:

Steele's Shields and Armor Shop is a clean, well-organized shop. There is a place for everything and everything is in its place. The shields are organized by type of material, by size, by shape, by quality, and by color. The same could be said for the various types of armors. The walls are painted different colors depending on the type of armor. There are blue walls behind the shields. There are red walls behind the light armors. There are green walls behind the medium armors. There are yellow walls behind the heavy armors. Coming out from a back room, a 3 foot tall gnome carries a large steel shield and places it in the bin with the other large steel shields. He looks up and says in a baritone, "Starnius Tiberius Elivius Eandarvius Landarnius Enginius at your service. You may call me Steele. May I interest you in some new armor?"

If the PCs want to make a **DC 5+ATL Craft(Armor)** check to determine that the quality of the armor is mundane, it just has a marvelous shine on it. If the PCs want to buy mundane armor, they can. If they make the check, it's at normal price. If they fail the check, they will pay an additional 10% for the aesthetics.

The patrons will acknowledge the PCs but not know who Chuckie is. If the PCs want to talk to Steele, answer the following questions:

🗨️ **Do you know who Chuckie is?**

"Chucktricleus? How is the old chap? I haven't talked to him for a few days now."

🗨️ **Do you know anything about the bag of trinkets he found?**

"I wish I could help you find out what happened. But alas, I've been stuck in my shop trying to get things ready for the next run on arms. People got scared with that disaster in Jadenpur. I made a

killing off of the panic. The Diamond Watch tried to limit the prices to prevent price gouging, but I still sold out of everything in a matter of hours.”

If the PCs want to make a DC 5 Knowledge(history) or bardic knowledge check, they can hear that recently a meteor struck the city of Jadenpur. Leading up to the meteor strike, martial law was put in place to limit price gouging and keep the growing population safe.

If the PCs want to go to the **children playing in the alley**, read the following:

There are four children playing Heroes and Villains in the alley. There is a small, halfling boy with short, brown hair and soft blue eyes. There is a little elven girl with grey skin, long, flowing silver hair, and black eyes. There is a dwarven lad with neck-length black hair and deep brown eyes. The fourth child is a lupaari girl with short blonde hair and green eyes. Once they see you approach, the children all scamper except for the lupaari girl. She stands in a defensive posture and says, “My name is Liliana. What do you want? Our mommies said we could play here. It’s a public street. You can’t make us leave.”

If the PCs want to make a DC 5+ATL sense motive check, they’ll notice that Liliana is nervous and ready to run at any instance.

The other children will stay hidden in fear. If the PCs want to talk to Liliana, answer the following questions:

☛ **Do you know who Chuckie is?**

Upon hearing his name, Liliana begins to relax. She says, “Chuckie? How is he? He usually comes to play with us every day. We haven’t seen him since yesterday though. Can we see him? Can he come out to play?”

☛ **Do you know anything about the bag of trinkets he found?**

“What are you talking about. What bag of trinkets? I bet it’s those Humans for Amthydor thugs. They’re always picking on us and trying to

get us to run home and cry. They’re just a big bunch of meanies!”

If the PCs want to make a DC 5+ATL Knowledge(local) check, they can hear that over the past few years a group called “The Humans for Amthydor” have been attacking any non-human in the city that they can get their hands on. Some of them have been arrested, but they have connections and good lawyers that keep getting them off with light or no sentences.

ENCOUNTER 6 – THE FALL

As you leave [enter last location visited], you are more confused than ever. Suddenly, you see in the distance a child run into an alley screaming, “Help, they’re after me.”

If the PCs don’t follow, continue to **Conclusion B**.

If the PCs do follow, continue with the following:

As you turn around the corner. The alley is 20 feet wide and the walls of the buildings are 20 feet tall. The child runs past a couple of people in chain shirts and wielding longswords. There is also person in leather armor carrying two short swords. The child turns around and says, “Get ‘em boys!” More people join in and close in behind you.

The Diamond Watch will show up after 5 rounds of combat thanks to the boy yelling as he rounded the corner.

ATL 1

⚔ **Human Fighter 4 (# of PCs):**

CN Medium humanoid

Init +3; **Senses** Perception +7

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

hp 44 (4d10+16)

Fort +7, **Ref** +4, **Will** +2 (+1 vs. Fear)

Defensive Abilities Bravery +1

Speed 30 ft.

Melee long sword +8 (1d8+6/19–20)

Reach 5 ft.

Str 19, **Dex** 16, **Con** 16, **Int** 7, **Wis** 8, **Cha** 7

Base Atk +4; **CMB** +8; **CMD** 21

Feats Dodge; Iron Will; Quick Draw; Weapon

Focus (long sword); Weapon Specialization (long sword)

Skills Perception +7,

Languages Common

Combat Gear Chain shirt, long sword

Special Abilities Armor Training 1

✠ **Human Rogue 4 (2):**

CN Medium humanoid

Init +4; **Senses** Perception +6 (Trap Sense +1)

AC 17, touch 15, flat-footed 12 (+2 armor, +4 Dex, +1 Dodge)

hp 36 (3d8+12)

Fort +3, **Ref** +8, **Will** +0

Defensive Abilities Evasion

Speed 30 ft.

Melee short sword +7 (1d6+1/19–20)

Special Attacks Short sword +7 (1d6+1/19–20 +2d6 Sneak Attack +2 bleed)

Reach 5 ft.

Spells Known (Save DCs 12 + spell level)
Prestidigitation (3/day)

Str 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 9, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 18

Feats Dodge; Trapfinding; Uncanny Dodge; Weapon Finesse;

Rogue Talents Bleeding Attack; Minor Magic (Prestidigitation)

Skills Acrobatics +11; Appraise +9; Bluff +5; Disable Device +11; Disguise +5; Escape Artist +11; Perception +7; Sense Motive +6; Sleight of Hand +11; Stealth +11; Use Magic Device +5

Languages Common, Dwarven, Elven

Combat Gear Leather Armor, short sword

✠ **Human Sorcerer 4 (1):**

CN Medium humanoid

Init +0; **Senses** Perception +1

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dodge)

hp 20 (4d6+4)

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

Defensive Abilities 20% miss chance (Blur)

Speed 30 ft.

Melee short sword +0 (1d6-2/19–20)

Reach 5 ft.

Bloodline Destined

Spell Like Abilities Touch of Destiny (8/day)

Spells Known (Save DCs 15 + spell level) *Cantrips* (at will): Detect Magic, Light, Prestidigitation, Ray of Frost, Read Magic; *1st Level* (8/day (1 used Blur)): Alarm, Charm Person, Mage Armor, Magic Missile; *2nd Level* (4/day (1 used)) Blur

Str 8, **Dex** 10, **Con** 10, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +1; **CMB** -1; **CMD** 9

Feats Dodge; Eschew Materials; Magical Aptitude;

Skills Bluff +12; Fly +6; Knowledge (Arcana) +9; Spellcraft +11; Use Magic Device +14

Languages Common, Abyssal, Celestial

Combat Gear short sword

Special Abilities

Bloodline Arcana: Whenever you cast a spell with a range of “personal,” you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Touch of Destiny (Sp): At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

ATL 3

✠ **Human Fighter 6 (# of PCs):**

CN Medium humanoid

Init +3; **Senses** Perception +9

AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 Dodge)

hp 66 (6d10+24)

Fort +9, Ref +7, Will +3 (+2 vs. Fear)

Defensive Abilities Bravery +2

Speed 30 ft.

Melee long sword +11/+6 (1d8+7/19–20)

Special Attack Power Attack (long sword) +9/+4 (1d8+11/19–20)

Reach 5 ft.

Str 19, Dex 16, Con 16, Int 7, Wis 8, Cha 7

Base Atk +6; CMB +10; CMD 23

Feats Dodge; Iron Will; Lightning Reflexes; Quick Draw; Weapon Focus (long sword); Weapon Specialization (long sword); Power Attack

Skills Perception +9,

Languages Common

Combat Gear Breast Plate, long sword

Special Abilities Armor Training 1, Weapon Training (blades, heavy 1)

⚔ Human Rogue 6 (2):

CN Medium humanoid

Init +4; Senses Perception +8 (Trap Sense +2)

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 Dodge)

hp 54 (6d8+18)

Fort +4, Ref +9, Will +3

Defensive Abilities Evasion, Uncanny Dodge

Speed 30 ft.

Melee short sword +8 (1d6+2/19–20)

Special Attacks Short sword +8 (1d6+2/19–20 +3d6 Sneak Attack +3 bleed)

Reach 5 ft.

Spells Known (Save DCs 12 + spell level)

Prestidigitation (3/day); True Strike (2/day)

Str 14, Dex 18, Con 14, Int 15, Wis 9, Cha 7

Base Atk +3; CMB +4; CMD 19

Feats Dodge; Iron Will; Trapfinding; Weapon Finesse; Weapon Focus (Weapon Training Rogue Talent)

Rogue Talents Bleeding Attack; Major Magic (True Strike); Minor Magic (Prestidigitation); Weapon Training

Skills Acrobatics +13; Appraise +11; Bluff +7; Disable Device +13; Disguise +7; Escape Artist +13; Perception +8; Sense Motive +8; Sleight of Hand +13; Stealth +13; Use Magic Device +7

Languages Common, Dwarven, Elven

Combat Gear Chain Shirt, short sword

⚔ Human Sorcerer 6 (1):

CN Medium humanoid

Init +0; Senses Perception +1

AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dodge, +4 Shield)

hp 30 (6d6+6)

Fort +4, Ref +2, Will +6

Defensive Abilities 20% miss chance (blur)

Speed 30 ft.

Melee short sword +2 (1d6-1/19–20)

Reach 5 ft.

Bloodline Destined

Spell Like Abilities Touch of Destiny (8/day)

Spells Known (Save DCs 15 + spell level) *Cantrips* (at will): Detect Magic, Light, Prestidigitation, Ray of Frost, Read Magic, Resistance; *1st Level* (8/day (2 used)):

Alarm, Charm Person, Mage Armor, Magic Missile, Shield; *2nd Level* (6/day (2 Used Blur and Cat's Grace)):

Blur, Cat's Grace; *3rd Level* (4/day) Suggestion

Str 8, Dex 10 (14), Con 10, Int 14, Wis 12, Cha 20

Base Atk +3; CMB +2; CMD 14

Feats Dodge; Eschew Materials; Great Fortitude; Magical Aptitude;

Skills Bluff +14; Fly +8; Knowledge (Arcana) +11; Spellcraft +13; Use Magic Device +16

Languages Common, Abyssal, Celestial

Combat Gear short sword

Special Abilities **Bloodline Arcana:** Whenever you cast a spell with a range of “personal,” you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack

Touch of Destiny (Sp): At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

ATL 5**⚔ Human Fighter 8 (# of PCs):**

CN Medium humanoid
Init +7; **Senses** Perception +11
AC 20, touch 14, flat-footed 16 (+6 armor, +3 Dex, +1 Dodge)
hp 88 (8d10+32)
Fort +12, **Ref** +7, **Will** +3 (+2 vs. Fear)
Defensive Abilities Bravery +2
Speed 30 ft.
Melee long sword +13/+8 (1d8+8/19–20)
Special Attack Cleave (long sword) +13 (1d8+8/19/20; Power Attack (long sword) +10/+5 (1d8+13/19-20); Cleave with Power Attack (long sword) +10 (1d8+13/19-20)
Reach 5 ft.
Str 20, **Dex** 16, **Con** 16, **Int** 7, **Wis** 8, **Cha** 7
Base Atk +8; **CMB** +13; **CMD** 26
Feats Cleave; Dodge; Great Fortitude; Improved Initiative; Iron Will; Lightning Reflexes; Quick Draw; Weapon Focus (long sword); Power Attack; Weapon Specialization (long sword)
Skills Perception +10,
Languages Common
Combat Gear Breast Plate, long sword
Special Abilities Armor Training 2, Weapon Training (blades, heavy 1)

⚔ Human Rogue 8 (2):

CN Medium humanoid
Init +8; **Senses** Perception +11 (Trap Sense +2)
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 Dodge)
hp 72 (8d8+24)
Fort +4, **Ref** +10, **Will** +4
Defensive Abilities Evasion; Uncanny Dodge; Improved Uncanny Dodge
Speed 30 ft.
Melee short sword +11/+6 (1d6+2/19–20)
Special Attacks Short sword +11/+6 (1d6+2/19–20 +4d6 Sneak Attack +4 bleed)
Reach 5 ft.
Spells Known (Save DCs 12 + spell level)
 Prestidigitation (3/day); True Strike (2/day)
Str 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 10, **Cha** 7
Base Atk +6; **CMB** +8; **CMD** 22
Feats Dodge; Improved Initiative; Iron Will; Stand Up (Rogue Talent); Trapfinding; Weapon Finesse; Weapon Focus (Weapon Training Rogue Talent); Resiliency

Rogue Talents Bleeding Attack; Major Magic (True Strike); Minor Magic (Prestidigitation); Weapon Training
Skills Acrobatics +15; Appraise +13; Bluff +9; Disable Device +15; Disguise +9; Escape Artist +15; Perception +11; Sense Motive +11; Sleight of Hand +15; Stealth +15; Use Magic Device +9
Languages Common, Dwarven, Elven
Combat Gear Chain Shirt, short sword

⚔ Human Sorcerer 8 (1):

CN Medium humanoid
Init +2; **Senses** Perception +1
AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dodge, +4 Shield)
hp 40 (8d6+8)
Fort +4, **Ref** +4, **Will** +9
Defensive Abilities nil
Speed 30 ft.
Melee short sword +3 (1d6-1/19–20)
Reach 5 ft.
Bloodline Destined
Spell Like Abilities Touch of Destiny (8/day)
Spells Known (Save DCs 15 + spell level) *Cantrips* (at will): Acid Splash, Detect Magic, Ghost Sound, Light, Prestidigitation, Ray of Frost, Read Magic, Resistance; *1st Level* (8/day (2 used)): Alarm, Charm Person, Mage Armor, Magic Missile, Shield, Trueshield; *2nd Level* (7/day (2 Used (Cat's Grace and Blur))): Blur, Cat's Grace, Mirror Image, Scorching Ray; *3rd Level* (6/day): Suggestion, Fireball; *4th Level* (4/day): Greater Invisibility
Str 8, **Dex** 10 (14), **Con** 10, **Int** 14, **Wis** 12, **Cha** 21
Base Atk +4; **CMB** +3; **CMD** 13
Feats Dodge; Eschew Materials; Great Fortitude; Lightning Reflexes; Magical Aptitude;
Skills Bluff +16; Fly +10; Knowledge (Arcana) +14; Spellcraft +16; Use Magic Device +19
Languages Common, Abyssal, Celestial
Combat Gear short sword
Special Abilities
Bloodline Arcana: Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.
Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack.
Touch of Destiny (Sp): At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

ATL 7**⚔ Human Fighter 10 (# of PCs):**

CN Medium humanoid
Init +7; **Senses** Perception +11
AC 25, touch 14, flat-footed 16 (+9 armor, +3 Dex, +1 Dodge, +2 shield)
hp 110 (10d10+40)
Fort +13, **Ref** +8, **Will** +4 (32 vs. Fear)
Defensive Abilities Bravery +3
Speed 30 ft.
Melee long sword +17/+12 (1d8+9/19–20)
Special Attack Great Cleave (long sword) +17 (1d8+9/19–20; Power Attack (long sword) +14/+9 (1d8+14/19–20); Great Cleave with Power Attack (long sword) +14 (1d8+14/19–20)
Reach 5 ft.
Str 20, **Dex** 16, **Con** 16, **Int** 7, **Wis** 8, **Cha** 7
Base Atk +10; **CMB** +15; **CMD** 28
Feats Cleave; Dodge; Great Cleave; Great Fortitude; Greater Weapon Focus (long sword); Improved Initiative; Iron Will; Lightning Reflexes; Quick Draw; Weapon Focus (long sword); Power Attack; Weapon Specialization (long sword)
Skills Perception +12,
Languages Common
Combat Gear Full Plate, long sword, heavy steel shield
Special Abilities Armor Training 2, Weapon Training (blades, heavy 2, close 1)

⚔ Human Rogue 10 (2):

CN Medium humanoid
Init +8; **Senses** Perception +13 (Trap Sense +3)
AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 Dodge)
hp 90 (10d8+30)
Fort +5, **Ref** +11, **Will** +5
Defensive Abilities Improved Evasion; Uncanny Dodge; Improved Uncanny Dodge
Speed 30 ft.
Melee short sword +12/+7 (1d6+2/19–20)
Special Attacks Short sword +12/+7 (1d6+2/19–20 +5d6 Sneak Attack +5 bleed)
Reach 5 ft.
Spells Known (Save DCs 12 + spell level) Prestidigitation (3/day); True Strike (2/day)
Str 14, **Dex** 18, **Con** 14, **Int** 15, **Wis** 10, **Cha** 7
Base Atk +7; **CMB** +8; **CMD** 22

Feats Dodge; Improved Initiative; Iron Will; Stand Up (Rogue Talent); Trapfinding; Weapon Finesse; Weapon Focus (Weapon Training Rogue Talent); Resiliency
Rogue Talents Bleeding Attack; Fast Stealth; Improved Evasion; Major Magic (True Strike); Minor Magic (Prestidigitation); Weapon Training
Skills Acrobatics +16; Appraise +14; Bluff +10; Disable Device +16; Disguise +10; Escape Artist +16; Perception +12; Sense Motive +12; Sleight of Hand +16; Stealth +16; Use Magic Device +10
Languages Common, Dwarven, Elven
Combat Gear Chain Shirt, short sword

⚔ Human Sorcerer 10 (1):

CN Medium humanoid
Init +2; **Senses** Perception +1
AC 19, touch 11, flat-footed 18 (+4 armor, +1 Dodge, +4 Shield)
hp 40 (8d6+8)
Fort +4, **Ref** +4, **Will** +9
Defensive Abilities nil
Speed 30 ft.
Melee short sword +4 (1d6-1/19–20)
Reach 5 ft.
Bloodline Destined
Spell Like Abilities Touch of Destiny (8/day)
Spells Known (Save DCs 15 + spell level) *Cantrips* (at will): Acid Splash, Daze, Detect Magic, Ghost Sound, Light, Prestidigitation, Ray of Frost, Read Magic, Resistance; *1st Level* (8/day (2 used)): Alarm, Charm Person, Mage Armor, Magic Missile, Shield, Trueshield; *2nd Level* (7/day (2 Used (Cat's Grace and Blur))): Blur, Cat's Grace, Mirror Image, Scorching Ray; *3rd Level* (7/day): Fireball, Lightning Bolt, Suggestion; *4th Level* (6/day): Greater Invisibility; Charm Monster; *5th Level* (4/day) Teleport
Str 8, **Dex** 10 (14), **Con** 10, **Int** 14, **Wis** 12, **Cha** 21
Base Atk +5; **CMB** +4; **CMD** 14
Feats Dodge; Eschew Materials; Great Fortitude; Lightning Reflexes; Magical Aptitude;
Skills Bluff +18; Fly +12; Knowledge (Arcana) +15; Spellcraft +18; Use Magic Device +21
Languages Common, Abyssal, Celestial
Combat Gear short sword
Special Abilities
Bloodline Arcana: Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.

Fated (Su): Starting at 3rd level, you gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds (see Combat) and when you are otherwise unaware of an attack. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

It was Meant to Be (Su): At 9th level, you may reroll any one attack roll, critical hit confirmation roll, or level check made to overcome spell resistance. You must decide to use this ability after the first roll is made but before the results are revealed by the GM. You must take the second result even if it is worse. At 9th level you can use this ability once per day. At 17th level, you can use this ability twice per day.

Touch of Destiny (Sp): At 1st level, you can touch a creature as a standard action, giving it an insight bonus on attack rolls, skill checks, ability checks, and saving throws equal to 1/2 your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

After about a half a minute, several Diamond Watch members go around the corner. The lead officer yells, "HALT! LOWER YOUR ARMS!"

If the PCs continue fighting, go to Conclusion C

If the PCs stop fighting, continue reading:

The lead officer continues, "Jailen, I should've expected you'd be behind this. Luring adventurers into an alley to attack them... you are such a coward."

The boy chimes in, "Jasen, you could've joined us in ridding the city of the inferior races. Instead, you choose to ally yourself with them. If you sleep with the dogs, you'll get fleas."

The officer says, "Take these Humans for Amthydor scumbags to the precinct. That's as good of a confession as any. You guys must be the adventurers hired to clear Chuckie. Thank you. He's a true friend to me and to the city. Do you require any healing?" He tends to all of your wounds.

➤ **GO TO Conclusion A (page 15).**

CONCLUSION A

You are called into Officer Prothero's office where you find Officer Prothero behind her desk and Chuckie sitting on a chair. They both have big smiles on their faces. Officer Prothero says, "Thank you very much for your help. Those boys have more time on their hands and don't know what to do with it. Unfortunately, their parents can afford the best lawyers in town and I fear they'll get off with a slap on the wrist. But, not only have you saved an innocent man from being incarcerated, but you helped the Diamond Watch save face. You are a real credit to the city."

CONCLUSION B

You go back to Officer Prothero's office where you find Officer Prothero behind her desk and Chuckie sitting on a chair. They both have concerned looks on their faces. Officer Prothero says, "Thank you very much for your help. You weren't able to find any evidence to remove the suspicion from Chuckie. Perhaps we will be able to find something ourselves that we haven't found yet."

CONCLUSION C

You are arrested by the officers and taken to jail. You are charged with resisting arrest. Your lawyer is able to argue that you couldn't hear through the sounds of combat and get your sentence reduced to 100 hours of community service.

EPILOGUE

As you go about your business in the city, you hear rumors that the tabreen Diamond Watch officer was found to be innocent of the charges. There is another rumor that the boys who framed the officer were caught by a valiant and courageous group of adventurers. A final rumor you hear about this group of boys is that their lawyers were able to get them off on a technicality for a false report to the Diamond Watch because they reported that the Tabreen had items he didn't

buy, not that they were stolen. As for their attack on the group of adventurers that found them, they were able to get the sentence reduced to 150 hours of community service working in the soup kitchens in the city.

THUS ENDS “MEWLING AROUND TOWN”

FOR CONCLUSIONS A AND B: **TIME UNIT COST: 5 TU**

FOR CONCLUSION C: **TIME UNIT COST: 30 TU**

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Bonus 1: Captured or Killed Thugs	50	50	100	100
Bonus 2: Cleared the name of Chuckie	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	750	1000	1500	2100

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.

Bag of Chucky's Secret Stash

This bag of premium catnip acts as a lesser restoration potion when consumed. If a tabreen uses it they gain +4 cha -2 int and -2 wis until they make a successful fort save dc 18.

Belled Collar

This collar is designed to be worn by a humanoid creature, it is made of leather and has a small bell attached that jingles when you move. It gives a -2 to stealth when worn and the wearer has an alarm spell centered on them that gives a mental alarm when someone enters the area around them.

Bag of Origami Mice

This blue bag contains six folded paper mice. When the mouse is released from the bag and the command word, Cheesy, is spoken, the mouse turns into a mouse swarm, as per the rat

swarm, page 232 of the Pathfinder Bestiary, as summoned by a 15th level caster.

Cat's Luck Charm

This silver charm that is in the position of a cat ready to pounce on an unseen enemy. When attached to a bracelet or necklace, the charm grants a +2 luck bonus to all saving throws.

Cat Suit

This black and yellow striped, skin tight, cloth suit covers the wearer from the neck to the ankles. When worn, the suit grants a +10 bonus to stealth check and ensures the wearer will always land on her feet no matter how she falls. She does not receive any reduction in damage from the fall.

Kitty Ear Headband

This stretchy headband has two cat ears perked up on top. These ears grant the wearer Cat's Grace as per the spell for 10 rounds a day. These rounds do not have to be consecutive.

PLAYER'S HANDOUT #1

When one is hidden,
Another is found,
Among the bushes,
Or on the ground.

If it is theirs,
Given for nought,
Then their claims,
Should be forgot.

Take what was theirs,
Keep what is yours,
For in the end,
It evens the scores.

PLAYER'S HANDOUT #2

Dear Mama,

I love it here in Amthydor.

Most of the people here are so nice. I found a bakery that I like with the best breads. I've made so many friends. There are some mean kids in town. But, don't worry. They can't make me sad.

Love,

Chuckie

CRITICAL EVENT SUMMARY: MEWLING AROUND TOWN

Do not return after January 1, 2014

Convention: _____ **Date:** _____

1. How did the heroes treat Chuckie? (Circle whichever applies)

Refused to talk to him Hostile Accepted him Befriended him

2. How did the heroes deal with the cry for help?

Followed the boy into the alley Ignored him

3. Did the heroes survive until the Diamond Watch arrived? Yes No

4. Did the heroes defeat the thugs before the Diamond Watch arrived? Yes No

5. Did the heroes discover the link between the thugs and who left the bag? Yes No

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

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

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



ROSTER OF HEROES: MEWLING AROUND TOWN

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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