



Saving Pride

LSJ155

By Nancy Lee Clark

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

A Tabreen has come to Amthydor looking for adventurers to assist him in rescuing his pride from a mad scientist. Are you up to the challenge? LSJ module levels 5-11. A combat heavy module.

This module is a dungeon crawl. Combat effective characters are recommended.

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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. 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 an encounter, feel free to do what is necessary to assist the PCs to succeed. 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) AND THE POWER OF PCS

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.

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 “bat- tle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the in- structions say, the GM should let common sense rule the day (and the module)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things dur- ing 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*. If this is a player’s first time playing LSJ and an introduction mod- ule, he is not to be charged lifestyle. This is an encourage- ment for him to keep playing.

ADVENTURE BACKGROUND

A Tabreen author, Oscar, has come to Amthydor for inspiration for his next novel. His first one, *Love for All Seasons*, sold 200,000 copies in the Pride Lands. He is travelling with two other tabreens, Maya and Lomas. On their way through the Delambir Mountains, they were ambushed and Maya was captured. Lomas and Oscar were left for dead. When they came to, they continued on to Amthydor to find help to save their friend.

ADVENTURE SUMMARY

This should be a brief summary of each encounter.

Introduction – A disturbance in the marketplace.

Encounter 1- The PCs meet Lomas and Oscar and find out what they plan to do. Travel to the last place Maya was seen.

Encounter 2: Welcome party greets you and a fight ensues.

Encounter 3A: A barracks for obviously bigger crea- tures than already encountered.

Encounter 3B: The discovery of weird things afoot, including an Abohir.

Conclusion-Conclusion to mod.

Epilogue – List possible resolutions of the module with rewards and consequences depending

INTRODUCTION

Another day, another exciting day perusing Amthydor’s marketplace. A buzz of excitement is in the air due to a shipment of exotic items from Grihastha. Everyone seems anxious to see the unusual items like the turbans, saris, unusual designs of jewelry, boxes of an unusual wood called teak and new spices and vegetables. The unusually accented common is drawing many a confused look as well as requests for translating.

A new excitement seems to be gathering a crowd more to the middle of the square. A tabreen male with bright orange and dark black stripes stands on the back of a wagon of filled with the teak. The owner of the wagon is attempting to knock him off the stack, but the tabreen is incredibly agile and seems to always be in a different place than the stick the dark skinned human male is using to remove the annoyance.

The tabreen shouts to be heard over the crowd, “People of Amthydor, I am in need of your help! I went to your Hall of Venturers to hire assistance, but they would only pass on a portion of the reward I have to the persons who will actually undergo the danger. “

The man stops swinging the stick and leaves his wagon and the tabreen continues, “My litter mate, Maya, is being held captive in a keep in the Delambir Mountains. I am looking for able bodied associates to help me save her.”

He looks around and sees two Diamond Legionnaires returning with the stick wielder, “If you are interested, please join me at the Silver Fox Inn.” With that, he jumps down from the wagon and disappears into the crowd.

Perception (Vision) DC15 to see the tabreen stopping at the Diamond Legionnaires.

Perception (Listen) DC25 to hear the following:

“I am so sorry for creating a disturbance.” He turns to the upset merchant, “Here is fifty gold. Will that cover any issues?”

The merchant and the legionnaires appear to be appeased as the tabreen shakes their hands and leaves.

If the PCs are interested, go to Encounter 1. If not, the module is over for them. There are no second chances to follow along in this one.

ENCOUNTER 1

Located in the Services District Located in the Services District, the Silver Fox Inn is nestled between an import shop, The Land and Sea, and a hairstylist, Hair Today. As you start to enter the inn, you see the heavy oak door has the following carved very neatly into it:

Absolutely
NO Brawling
NO Profanity
NO Thieving

The Silver Fox Inn has a reputation of being a place for making deals on both sides of the law. A man, more than likely the proprietor, eyes you as you enter. He is a burly weathered man with dark eyes and a neatly trimmed dark beard. He hands a mug to the serving girl. She smiles and thanks him as she turns back to the mostly empty room. There is a table just inside of the door with a half-ogre, a half elf and a half orc who seem to be having some sort of argument but it appears to be peaceful. A lone tabreen sits at a table closest to the bar. There are several empty tankards on the table and the serving girl set another one down in front of him. She then comes over to you. With a smile, she says, “Welcome. Are you here for food, drinks, a room or all three?”

Perception (Vision) DC25 while this tabreen looks similar to the one in the Merchant's District, it is not the same one.

Once the PCs have stated why they are here, continue here.

"The only tabreen at the moment but he is very much in his cups, if you know what I mean. He has a companion that should be back shortly."

🗣️ **Do you know anything about them?**

"They got here late last night. From what the night server told me, they were pretty beat up. She got Reichen up and he sent her for a healer. She got one from Pietos, I think. Anyway, they took a room for the next couple of nights. That's about all I know."

🗣️ **Can we talk to Reichen?**

"Sorry, he is meeting with another tavern owner about tavern stuff. I don't know when he will be back."

🗣️ **Is it true about the owner being a were creature?**

"That would be a matter for you to discuss with him."

Detect Lycanthrope in the room will disclose that the bartender and the serving wenches are were creatures. They both detect as moderate strength.

The serving wench leaves as she is called over to the table in the corner. As she leaves you, another tabreen walks in and heads straight to the table where the other one is sitting. "Oscar, don't you think you've had enough?"

Oscar replies, "I can still see. Barkeep!" He waves his mug in the air.

The barkeeper looks to the other tabreen, who shakes his head no. He shakes his head in agreement and returns to his tasks.

Once the PCs approach, continue here:

The tabreen suddenly realizes you are there and stands. "My apologies. Are you the adventurers I am looking for?"

Once the PCs acknowledge this, continue here:

"Most excellent! I was afraid my minor run in with your local constabulary would deter you from coming here. Thank you for your attendance. If you will excuse me, I am parched. Would you like anything to drink or eat? It is on me as the saying goes."

He waves the serving girl over and she leaves the bar to join your table, "How can I help you?"

The tabreen smiles and she blushes, "I would like a tankard of your finest ale along with a bowl of that delightful stew I smell coming from your back room. Why don't you bring the same for each of my companions here?"

He looks to his friend Oscar and sees he is passed out on the table. "Let's skip anything for him."

She nods and darts away quickly. He turns back to you, "If you will excuse me for a moment, I have to deal with my pride mate. I will be right back." He picks up the passed out tabreen and throw him on his shoulder and carries him up the stairs and quickly returns. "I must apologize for my friend. He doesn't deal with setbacks very well." The server returns with the food and drinks and your host smiles at her, "Thank you my dear. I truly appreciate your kind and wonderful service." He hands her five gold pieces and says, "Please, keep the change."

After she blushes away, he turns back to you, "So, shall we begin? My name is Lomas. My friends and I were travelling the region attempting to find an inspiration for my friend, Oscar, so he could write his next great novel. His last one was a tremendous hit back home and he was hoping to have it published here. Since we were coming to Amthydor anyway, he suggested we travel the region. While we were camping north of the ruins of Jadenpur, when we were attacked. Oscar managed to hide in a tree and I attempted to fight them off while our pride mate, Maya, used her magic to defend herself."

She isn't very strong in her magic having just discovered her aptitude for it. The humans knocked me unconscious and when I came to, Maya was gone." He takes a drink and continues, "I retrieved Oscar and started tracking them. The trail ended at a keep in the Delambir Mountains. I attempted to enter the keep, but was deterred when I saw the guards. They looked like some sort of monkey, but larger. I knew it was a suicide mission to go in alone. I tried to find help along the way, but no one would assist us. We managed to find a Diamond Legion detachment and they were able to assist us in getting back quicker. And now you know what I am after. I need adventurers to help me infiltrate the keep and rescue Maya."

🗨️ How much?

"Ah, yes. I forgot about the mercenary aspect of hiring adventurers. I am able to pay you each 500 gold pieces in diamonds plus I will cover all expenses. Is that good?"

🗨️ How will we get there?

"If we travel at full speed, it should take us ten days to reach the keep by land. I have no idea how long it would take to get there by water, but I doubt we could find anyone willing to drop us in Jadenspur and truth be told, I heard the noises coming out of that place. I would not be willing to go through that way. If we could employ some teleportation magic, which I would be willing to pay for, that would of course speed things up. Do you have a resource that could do such a thing?"

If the PCs agree to this or can do it themselves, go to Encounter 1A.

🗨️ How long ago did this occur?

"Thanks to the Diamond Legion, we were able to arrive in Amthydor after only five days travel. Maya has been missing for seven days now. I could have travelled faster, but Oscar isn't the healthiest. He can't travel quickly. I have made arrangements for him to stay behind while we go."

🗨️ How soon do you want to leave?

"Since it is getting on in the day, I would think first light would be best. Does this work for you? Do you have a connection for us to travel by magic?"

🗨️ What can you tell us about the monkeys?

"They were bigger than the monkeys we are used to seeing. They were well over six feet tall and very muscular. I was impressed with their musculature."

🗨️ Why don't you stay behind?

"That is out of the question. I am the only one who knows where this keep is located. I am a highly trained and competent warrior. I am not like Oscar. I came along with him to protect him and Maya. If you are not willing for me to travel with you, then I will find others who are more accommodating."

- If the PCs agree to this or can do it themselves, **GO TO Encounter 1A.**
- If the PCs travel over land, **GO TO Encounter 1B (page Z).**

ENCOUNTER 1A

With a bit of difficulty, the caster is able to scout the area and get you relatively close. You arrive at small shack tucked into a valley in the Delambir Mountains that appears to be in the middle of nowhere.

Upon your arrival, two things happen. First, Lomas runs from the group to a small tree and begins expelling the contents of his stomach. As he wipes his mouth and takes a drink from his flask, he turns to return to your group when the second thing happens. Two dwarves come out of the shack with heavy crossbows pointed at you. The first dwarf yells in a heavy accent, "Youins don belon hier. Go away so ve don havta shoot ya."

This is not meant to be a combat or diplomacy check. These dwarves are crazy and just want the PCs to move along. Nothing will be gained by trying to talk to them. They are miners searching for gold and what the lot of the PCs to leave. They will not say this and will do everything they can to not shoot anyone. They are

5th level commoners and have no expertise with the weapons they are wielding. They have thirty hit points each and armor classes of 11.

- If the PCs move along, **go to Encounter 2.**

If the PCs fight, do not have them roll anything unless an initiative might save the dwarves. Otherwise just continue here:

It takes no effort to defeat the dwarves. After examining the shack and their belongings, it is obvious they were simply defending their hopeful claim. All of their possessions together were worth about 10 gold.

GM Note: Attacking the dwarves costs the PCs bonus experience points at the end of the module.

Hopefully, the good aligned characters will feel bad about this. Lomas will not give them bonus money at the end of the module. Make sure you use the proper conclusion.

- Move along, **go to Encounter 2.**

ENCOUNTER 1B

After ten days of travel, you have rediscovered the joys of sleeping and travelling in the rain, the cold and the heat. It has been an up and down route through, around and over the mountains, but you finally reach your destination.

- Move along, **go to Encounter 2.**

ENCOUNTER 2

You journey the last mile or so along a twisting, turning path that makes mountain goats a bit nauseous when they look over the edges on some of the turns. The path levels out and even at a range of two hundred feet, you can see two massive doors. You journey the last mile or so along a twisting, turning path that makes mountain goats a bit nau-

seous when they look over the edges on some of that appear to be made of stone. A chain hangs beside the doors, but there does not appear to be a way to open the doors from the outside.

Let the PCs make whatever rolls they want and use whatever tactics they like to reach the doors. There is no way to open the doors from the outside short of a *rock to mud* spell. Stone cunning will tell that this is dwarven made and the stone is at least a foot thick and made of granite. They can look for an alternate entrance, but there are none on this side of the mountain and they will have to travel over the mountain and down the other side to find a back way in that can also only be opened from the inside.

If they decide to pull the chain, continue here:

You hear nothing when you pull the chain, but in less than a minute, the door begins to open. Looking in, you see darkness that even darkvision won't penetrate.

Detect Magic with a **Knowledge Arcana DC 18** will reveal a there is an evocation spell in effect.

Let the PCs make whatever preparations they wish. Lomar will encourage the PCs to be ready with their Continue here:

Lomar looks into the darkness, "Though I can't see anything in there, I do smell something that is not right. It smells of the monkey men I spoke of earlier."

Again, let the PCs make any plans they have. They cannot dispel the darkness since it is a *Blacklight* spell, from the LSJ Guide with a *Permancy* spell behind it. It is ten feet deep and runs the width of the hallway. Confer with map **GM Aid 1.**

Once they decide on a course of action and continue here:

Making your way through the darkness isn't difficult. There is nothing to block your path and you emerge into a large stone hallway lit every ten feet by torches. You hear a loud thump behind you. The

hall is at least three wagons wide and the ceiling is equally as high. There are a pair of doors, much like the ones you just came through, twenty feet to your left.

Have the PCs roll a **Perception (Vision)** and compare the one roll against each of the creatures' individual **Stealth** rolls. This will determine which creatures have surprise and which don't. Continue here:

As you take in your surroundings, a creature drops from the thirty foot ceiling before and amid you. They are well over fifteen feet tall and stand upright with two pairs of arms. The creatures have a slightly elongated snout with sharp teeth gleaming against the leathery black face. The body is covered in a tawny colored fur. They make a howl that is part rage part pleasure as they move in for the attack.

Let the battle begin. Lomas will join the fight immediately.

☠ **ATL 5**

(Apelions) **Dire Ape Lion hybrids x 4**
N Large animal hybrid
Init +6; **Senses** low-light vision, scent; **Perception** +11

AC 22, touch 15, flat-footed 15; (+6 Dex, +7 natural, -1 size)
hp 70 (6d8+30)
Fort +8, **Ref** +8, **Will** +6
Speed 30 ft., climb 30 ft.
Melee bite +12 (1d8+7 plus grab), 4 claws +13 (1d8+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d8+7), pounce, rake (2 claws, +13 (1d8+7))
Str 25, **Dex** 22, **Con** 20, **Int** 8, **Wis** 16, **Cha** 6
Base Atk +6; **CMB** +14; **CMD** 24
Feats Iron Will, Improved Natural Armor, weapon focus (claws)
Skills Acrobatics +15, Climb +16, Perception +12, Stealth +12

☠ **ATL 7**

Dire Ape Lion x 4
N Large animal hybrid
Init +10; **Senses** low-light vision, scent; **Perception** +11
AC 22, touch 15, flat-footed 15; (+6 Dex, +7 natural, -1 size)
hp 70 (6d8+30)
Fort +8, **Ref** +8, **Will** +6
Speed 30 ft., climb 30 ft.
Melee bite +12 (1d8+7 plus grab), 4 claws +13 (1d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+7), pounce, rake (2 claws, +13 (1d6+7))
Str 25, **Dex** 22, **Con** 20, **Int** 4, **Wis** 16, **Cha** 6
Base Atk +6; **CMB** +14; **CMD** 24
Feats Iron Will, Improved Initiative, Improved Natural Armor, weapon focus (claws)
Skills Acrobatics +15, Climb +16, Perception +12, Stealth +12

When the fight is over, continue here:

With your battle over, you have time to continue your hunt for the missing tabreen. Lomas examines one of the bodies closely. "These are the monkey creatures that defeated me previously. I am in your debt for your assistance for vanquishing these creatures. Do you know what they are?"

Knowledge Nature DC 15 They appear to have characteristics of a dire lion and a dire ape.

Knowledge Nature DC 20 They appear to have characteristics of a dire lion and a dire ape that have been enhanced physically and mentally. Also, all genitalia are missing.

- If the PCs enter room 2, go to **Encounter 3A**.
- If the PCs continue down the hall, go to **Encounter 3B**.

ENCOUNTER 3A

Entering the room, you see a probable barracks. There are three sets of bunk beds on each wall. The beds are twenty five feet long and fifteen feet wide. In the center of the room are two tables, twenty feet square and five feet high, with eight chairs around the first one and four more elaborate chairs around the second one. Two pairs of three foot dice are in the middle of the table. In the very back of the room are lockers that contain large clubs and gigantic tunics and loin cloths.

Intelligence DC 14 to figure out that the items in this room, while being used by the creatures in the hall, are not sized for them, but for something much larger.

There is nothing else in the room for them to explore.

- If the PCs continue down the hall, go to **Encounter 3B**.

ENCOUNTER 3B

Continuing down the hall, it turns to the right with a pair of fifteen foot doors on the right. The halls are lit with torches every ten feet.

Detect Magic with a **Knowledge Arcana DC 17** will reveal a there is an evocation spell in effect, probably a *continual flame* spell.

Looking at the doors, they appear to work like the door at the front did, with a pull chain.

There are no traps or anything else on the doors. They can't hear anything from the other side.

If the PCs go in, continue here:

With a yank of the chain, the doors swing inward. The room is just over eighty feet wide and almost double that long. The air is very warm and moist and is only lit on near the door by the same style of torches. A pile of gold sits about ten feet from the open doors. The pile is five feet high and at least forty feet across.

If PCs ask, **Perception (Vision) 20** will reveal a creature behind the gold. **DO NOT PROMPT THE CHECK.**

Appraise DC 15 there appears to be close to a million gold. If the PCs attempt to go after the gold, the creature will attack.

Roll for initiative, then continue here:

A creature rises over the gold splattering it everywhere. It is unlike anything you have ever seen before. It has three eyes vertically in the center of its fish like head. Four tentacles surround the large mouth. The head is awkwardly attached to a blue scaled, reptilian body with six legs. It does not appear to be happy.

The PCs do have the ability to close the door and leave the creature alone. **Perception (Vision) DC15** to notice there is no way to open the doors from the inside.

☠ **All ATLS**

ABOHIR

N Huge magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +6

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 274 (16d10+96)

Fort +12, **Ref** +8, **Will** +11

Immune electricity

Speed 40 ft., climb 20 ft.

Melee bite +15 (2d6+9 plus grab) 4 tentacles +10 (1d6+6 plus slime)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-foot line, 7d6 electricity damage, Reflex DC 20 for half, usable every 1d4 rounds), constrict (2d6+9), rake (6 claws +14, 1d4+6), swallow whole (2d8+9 bludgeoning damage, AC 16, 10 hp), Mucus Cloud, All creatures adjacent to an abohir must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air. This continues until a successful saving throw is made.

Spell-Like Abilities (CL 16th)

At will—hypnotic pattern (DC 15), illusory wall (DC 17), mirage arcana (DC 18), persistent image (DC 18), programmed image (DC 19), project image (DC 20), veil (DC 19)

3/day—dominate monster (DC 22)

Str 24, **Dex** 12, **Con** 22, **Int** 15, **Wis** 18, **Cha** 18

Base Atk +10; **CMB** +18 (+22 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Weapon Focus (bite), Improved Initiative, Iron Will, Improved Natural Armor, Weapon Focus (tentacle)

Skills Bluff +11, Intimidate +14, Knowledge Arcana +13, Perception +14, Spellcraft +13, Climb +14, Stealth +5

Languages Common

SPECIAL ABILITIES

Grab (Ex) A abohir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the abohir can choose to rake the grappled target or swallow it whole.

Mucus Cloud All creatures adjacent to an abohir must succeed on a DC 20 Fortitude save each round or lose the ability to breathe air until a successful fortitude save is made. The save DC is Constitution-based.

Slime (Ex) A creature hit by an abohir's tentacle must succeed on a DC 20 Fortitude save or his skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

If the PCs do defeat the creature, they will discover there is only 20 gold and the rest is fool's gold.

Continuing to follow the hall, it makes a T. To the left, it goes about thirty feet and turns right. Ahead of you are a pair of the now familiar stone doors and another single door further to the right. The hall is lit with the torches.

- If the PCs go to the double door, **GO TO Encounter 3C.**
- If the PCs go to the single door, **GO TO Encounter 3D.**
- If the PCs go to the left, **GO TO Encounter 3E.**

ENCOUNTER 3C

Unlike the other double doors that you have seen, this one has a normal handle to open the door.

Let the PCs check for traps or whatever. There is nothing to hear in here and there are no traps. The doors are unlocked. Continue here:

Opening the door, you see stone boxes along the two side walls that are fifteen feet wide and running the seventy foot length of the room. The boxes are filled with dirt and a variety of plants. The center of the room is filled by a large table that is five feet high, fifteen feet wide and thirty five feet long. Along the back wall are another pair of doors.

Knowledge Nature DC 15 The plants growing in here are common food, carrots, potatoes, cabbages, cucumbers, pumpkins, tomatoes, beans and butternut squash. The plants are all healthy and slightly larger than normal.

Knowledge Arcana DC 18 Somehow, a *Daylight* spell is used to provide light for the plants.

Perception (Vision) DC 20 to see a staff lying on the table.

STAFF OF ILLUMINATION

Aura strong evocation; **CL** 15th 15 Charges

Slot none; **Price** 51,500 gp; **Weight** 5 lbs.

This staff is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Flare* (1 charge)
- *Daylight* (2 charges)
- *Sunburst* (3 charges)

There is nothing else to find in the room. When the PCs go to the doors at the back, continue here:

Once again, there are the stone doors, this time with handles. Opening the doors sends a cloud of stench around you. Looking inside, you see piles of manure.

This is the poop room. It is used as fertilizer for the plants in the previous room. There is nothing of interest in this room.

➤ If the PCs go to the single door,

GO TO Encounter 3D.

➤ If the PCs go to the left, **GO TO Encounter 3E.**

ENCOUNTER 3D

This room only has a single door but has the pull chain.

Again, after the searching and whatever, the PCs can open the door.

When they open the door, continue here:

As the door opens, a creature comes barreling out.

Reflex DC 15 to get out of the way of the creature that comes barreling out. If fail, take 2d6 points of trample damage.

Knowledge Arcana to identify the creature as a Peryton.

Continue here:

Looking at the creature, it looks like it is made up of the features of stags, wolves, and great birds of prey. It runs twenty feet or so and takes flight. Looking in the room you see another creature with the body of a lion and the heads of a blue dragon, goat and a lion. Blue reptilian wings grace its body. The creature makes a strange noise and the flying creature stops, lands and looks at you enquiringly.

The creature in the room makes noises coming out of all three heads simultaneously.

If the PCs speak Draconic, continue here:

“We are prisoners here. We are only wanting to escape. Do not hinder us and we will not hinder you.”

If no one speaks Draconic, continue here:

The creature looks at you and makes several noises. The one that began to fly away walks back toward you. It speaks in common, “We are prisoners here.

We are only wanting to escape. Do not hinder us and we will not hinder you.”

Knowledge Arcana DC 20 to identify the creature flying creature as a peryton and the second creature is a chimera.

If the PCs want to talk to the creatures, whichever one can communicate in with the party will respond. Continue here:

🗣️ **You can talk?**

“Of course we can talk. We are intelligent creatures.”

🗣️ **Why are you here?**

“As we said, we are prisoners. We were captured and locked in this room as a breeding pair.”

🗣️ **Breeding pair? You aren’t even the same species.**

“We figured that out immediately. Unfortunately, our captor does not understand this. We have been in here for ages and all we want to do is leave.”

🗣️ **Who is your captor?**

“There were several giants with large nets that managed to overtake us. They fed us something and we woke up in here. We were informed we could leave as soon as we produced a baby.”

🗣️ **How do you get your food?**

“A giant used to bring us food, but recently it has been some other large creature. It had a faint smell of a lion, but didn’t smell right otherwise.”

🗣️ **Why didn’t you attack the one who brought you food?**

“There is a command word that the creature would speak and we would be incapable of attacking.”

🗣️ **Why didn’t you attack each other?**

“While it would be a tasty treat to eat my prison mate, for some reason we have been unable to attack each other or anyone else.”

When the PCs are done asking questions, continue here:

“So, are you going to let us leave or are we going to have to fight you?”

If the PCs let them go, continue here:

“Our thanks to you. We have nothing to give you at this time, but we are in your debt.” And with that, both creatures take to the air and go back the way you came.”

If the PCs agree to fight, continue here:

“Then you are leaving us no choice. My friend, assist me in escaping this prison.”

If the PCs want to fight without talking or refuse to let the creatures go, see below. Both creatures will do whatever they can to get away. They are looking for freedom.

🗝️ **All ATLS**

Peryton

CE Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 42 (5d10+15)

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

DR 5/magic

Speed 30 ft., fly 60 ft. (good)

Melee gore +9 (1d6+3/18–20), 2 hooves +3 (1d4+1)

Special Attacks horrific critical, shadow mark

Str 17, **Dex** 16, **Con** 17, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Improved Initiative, Weapon Focus (gore)

Skills Fly +12, **Perception** +10, **Stealth** +9

Languages Common

Horrific Critical (Ex) A peryton's gore attack threatens a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Mark (Su) As a free action, a peryton can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Chimera

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +10

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, –1 size)

hp 85 (9d10+36)

Fort +9, **Ref** +7, **Will** +6

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

Special Attacks breath weapon (usable every 1d4 rounds)

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); **Racial Modifiers** +2 Perception, **Languages** Draconic

Breath Weapon (Su) This chimera's breath weapon is 40-foot line of lightning usable once every 1d4 rounds, deals 6d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

ENCOUNTER 3E

This is the first room you have seen with normal sized double doors. Each door is covered in arcane runes, mathematical formulas and other strange symbols. The two door handles are much like the others you have seen, but smaller, more human sized.

Knowledge Arcana DC 15 reveals that the runes are connected to the math and together have some sort of lock on the door.

Profession Mathematician DC 15 reveals that the formulas are advanced and seem to mix with alchemy.

Craft Alchemy DC 15 reveals that the formulas are advanced and seem to mix with alchemy and the magic runes on the door.

Knowledge Engineering DC 15 reveals that the formulas are advanced and seem to mix with alchemy and magic. It looks like there is some sort of a series of interlocking magic, alchemy and math.

Any of these skills DC 20 reveals that with a little work, the locking combination could be removed.

There are no traps on the door. When the PCs are ready to proceed, continue here:

Opening the doors, you see a room that is forty feet wide, fifty feet high and about a hundred and sixty feet long. The room appears to be divided into sections, separated by floor to ceiling bookcases filled with books. Straight ahead is a section set up as a sitting room with two chairs in front of a fireplace. A table with a chessboard top sits between the two chairs. A portrait of a well groomed, well dressed, beautiful blonde woman with sparkling blue eyes is above the fireplace. To the left is a sleeping area along with a bathing and toilet area. To the right is a cooking and eating area.

Coming from behind a screen in the sleeping area comes a human boy. He is maybe eight years old with blonde hair, blue eyes and a charm about him. He is dressed in a tan tunic with dark brown leggings with no shoes. He just looks like a nice child.

Perception (Vision) DC 10 to realize the boy looks remarkably like the woman in the portrait.

The boy seems startled at first and then smiles welcomingly. “I’m sorry, I wasn’t expecting guests. Please, come in. Have a seat. There are extra chairs in the dining room, if you would be so kind as to grab them. I can rustle up some tea and cakes, if you will just give me a minute.” He enters the kitch-

en area and you hear a rattle of cups, saucers and the like. After a few minutes, he comes out carrying a large tray covered with cups, saucers, two tea pots, two different types of cakes and five different kinds of cookies. He sets the tray on the table, “I am so sorry, I forgot the sugar and honey.” He runs off and returns with a bowl and a bottle.

He seats himself in one of the chairs and turns to you. “Well, why did my father send you? Has he decided I am too much trouble and you are here to kill me?”

☛ **Why do you think we are here to kill you?**

“My father trapped me in here after my mother died. He said he wanted to keep me young forever. He comes to visit once in a while but I always figured eventually his madness would drive him to kill me himself or have his apeliions do it for him. I must say I was truly startled when you came in. It is why I went for the tea. I wanted to gather myself and say a prayer to Emerys before I died.”

☛ **What is your name?**

“I am Alistar.”

☛ **Why don't you leave?**

“I have tried but I can't get near the door. There is a symbol on it that prevents me from leaving this room. It also keeps me from aging.”

☛ **Do you want to leave?**

“Yes! I have been here for years. My father comes and celebrates my birthday periodically, but I am not sure if a year has really passed or not.”

☛ **What is your father doing here?**

“He was a wizard and alchemist of some fame. He found an old scroll that he believed had the information to create races like the Chaldeans did with the tabreen and luparii. He brought us here to do his research. He tried to do it at LoTS but everyone kept interrupting him and he couldn't get anywhere with his research.”

☛ **What else is in here?**

“I have no idea. I haven't been outside these doors in a very long time.”

☛ **What happened to your mother?**

“She got sick. My father tried to take care of her, but he couldn't help her. He went to get something to heal her but it was too late. She died the next day.” He snuffles. “I miss her so much. She would never have let my father lock me up like this.”

If the PCs don't mention taking him, he will suggest it himself. He will stay here and pack if the PCs offer to take him with them.

ENCOUNTER 3F

The door to this room is fifteen feet wide and has the chain to open it. Once inside, you see blood stains all over the floor along with a drain in the middle. The smell is of putrid blood and a feeling of despair surrounds the room.

A smaller version of the ape-lion creature you encountered in the front hall stands at the table in the center of the room. He is barely seven feet tall and only has two arms and two legs. He lacks the claws of the guards and his body is hunched. He raises a large cleaver and neatly slices off the head of a hog that must weigh at least four hundred pounds in one practice slice. He moves to one of the racks lining the walls of knives, cleavers, giant forks, saws and a giant grinder. He sets the cleaver down on a table that runs under the rack.

As he proceeds to a sink at the back of the room, his hands nearly drag the ground. He pumps some water into the basin and carefully washes his hands then turns toward you. “If you are here to kill me, get it over with. Just don't let anyone feed my body to any of the creatures here. Please bury me with

the blessings of Kalek.” He kneels before you and bares his neck to you.

This is a butcher shop. Let the PCs do what they will at this point. He will not resist. He has 75 hit points and an AC of 10.

🗣️ **Why are you here?**

“That is my sadness. I left my family to meet with a trader to purchase some hogs. I am a butcher by trade. I had managed to be captured as I stopped by a stream for a drink. I woke up in a cage in a lab of some sort. I don’t know how long it lasted, but there were repeated agonizing tortures on my body. When I woke, I was like this. A man asked me some questions about my previous life and set me up here. I spend my days butchering animals and my nights in the barracks being harassed by the larger apelions. I guess it really isn’t day or night. It is just what I call our waking and sleeping cycles.”

🗣️ **What were you before?**

“I was a half orc. I had a wife and son. I had a nice house in Feldspar along with a large butcher shop. The local dwarves were more interested in mining than butchering so I made a good living.”

🗣️ **How long have you been here?**

“I have no idea. I have butchered so many animals. I have no way to figure out how long I have been here. What year is it?”

When the PCs tell him, continue here:

“Ten years! I have been trapped here for ten years. What difference does it make? I am no longer even close to human. I was ostracized before for a mixed heritage. Can you imagine what would happen to me now? But all this time, I have endured so that I can return to my wife and child. Do you think she would take me like this?”

Let the PCs decide what they want to do with him. If the PCs tell them they have defeated the guards and he is left alone, he will leave and wander back to Feldspar. He will not accompany the PCs further into the keep. He is a pacifist and will not fight.

ENCOUNTER 3G

Across the hall from the butcher room are a pair of twenty foot wide double doors with the familiar chain to open them.

Once the PCs go in, continue here:

Opening the doors, there are a variety of pens filled with chickens, hogs, cows, auroch, ducks, geese, goats and a solitary bull. The animals are packed in so tightly that you doubt if one died that it would have the space to fall down.

The PCs are able to do whatever they want with the creatures. There are 100 chickens, 30 hogs, 20 cows, 25 auroch, 30 ducks, 34 geese, 19 goats and one bull.

Again, let the PCs decide what to do here. If they are left alone, eventually they will all die or be eaten by one of the creatures left in the place.

ENCOUNTER 3H

Another door with another pull chain. Once inside, you notice this room is dimly lit. There is a five foot ledge that goes all the way around the room. The center of the room holds a small island of apparently dirt with grass growing on it. Between the ledge and the island is murky water that has a faintly rotten smell to it.

Give the PCs a **Perception (Vision)** against the **Croconychus Stealth +23**. The creature will launch itself at the nearest PC. The previous rolls will determine if the PC is surprised or not. Continue here:

As you stand there, the water suddenly erupts and a monster with the snout and head of a crocodile but the body of a dinosaur launches itself at you.

🦖 **ATL 5**

Croconychus

N Large animal crocodile/deinonychus dinosaur hybrid

Init +6; **Senses** low-light vision, scent; **Perception** +14
AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)
hp 124 (10d8+60)
Fort +14, **Ref** +9, **Will** +7
Speed 60 ft., swim 30 ft. sprint (3x speed for 1 round as a single move action).
Melee 2 claws +16 (1d10+11), bite +16 (2d6+11 plus grab, 19-20 x3), tail slap + 16 (2d8+5)
Size 10 wide 15 long **Reach** 10 ft.
Special Attacks death roll (3d6+11 plus trip), swallow whole (3d6+11, AC 16, 13 hp), pounce
Str 33, **Dex** 15, **Con** 22, **Int** 2, **Wis** 14, **Cha** 8
Base Atk +5; **CMB** +5; **CMD** 17
Feats Improved Initiative, Run, Improved Critical (bite), Iron Will, Run, Skill Focus (Perception, Stealth)
Skills Acrobatics +10, (+18 jump), Stealth +15 (+23 in water)
Perception +14, +21 Swim
Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth
SQ hold breath

☠ **ATL 7**

Croconychus X2

☠ **ATL 9**

Croconychus X3

☠ **ATL 11**

Croconychus X5

There is nothing else in the room. The PCs do have the option of fighting the creature off and leaving.

ENCOUNTER 3I (OPTIONAL)

If the PCs have time, you can do this fight. It is purely optional.

As you continue the exploration, you see beings that look like the one from when you first entered. One of them screeches and they all charge at you.

Use stat blocks from **Encounter 2**.

ENCOUNTER 3J

As you journey down the hall, you see a stone wall about four feet high with a crank set on one side of it and a large bucket sitting on the edge.

This is just a well. Nothing sinister about it.

Looking down the hall, you notice there are no lights along these walls like all of the others.

If the PCs create or use any sort of light source or enter the area, continue here:

Coming out of the hall you hear a loud screech followed by the flapping of wings as dire sized rats with wings invade your area.

The creatures will simply fly through the PCs and continue down the hall. They roost at the end of the hall but have free range of the entire keep. They will find another place to roost while the PCs are in their area.

☠ **All ATL's**

Dire Flying Rat Bat (15)

N medium animal hybrid

Init +3; **Senses** blindsense 40 ft.; Scent, **Perception** +12

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +6, **Will** +3

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

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

Str 14, **Dex** 16, **Con** 13, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; **Racial Modifiers** +4 Perception when using blindsense

The hall becomes a T with a pair of twenty foot doors ahead of you and a single door to the left.

- If the PCs go to the 20 foot doors, **GO TO Encounter 3L.**
- If the PCs go to the small door, **GO TO Encounter 3K (page Z).**

ENCOUNTER 3K

This door has a normal handle. As you open the door, it makes the creak of a door that hasn't been opened for a long time.

The door opens into a large room that is set up as a sitting room as you enter, a dining table in the middle and a bedroom at the back. There is a door twenty five feet in on the right and another one toward the end of the room. There are human sized doors.

If the PCs search the area, continue here:

While all of the room is splendidly appointed with expensive furniture and luxurious fabrics. A layer of dust covers the sitting room and the dining table has a stack of dirty dishes covering over half of it. The dishes are fine china where appropriate and everything else is silver or gold plated. Two candelabras sit in the middle of the table giving off a tremendous amount of light as you approach. The sleeping area has piles of dirty clothing and a rotting smell. The clothes are covered in blood and chunks of meat. A closet at the back of the room is open and contains four tunics and matching pants all in white.

There is nothing else of importance in here.

- If the PCs go to the first door, **GO TO Encounter 3L.**

- If the PCs go to the second door, **GO TO Encounter 3N (page Z).**

ENCOUNTER 3L

Opening the door leads to a small hallway with a pair of twenty foot doors on the right and a single door on the left.

If the PCs open the double doors, they go back to the hall.

- If the PCs open the little door, **GO TO Encounter 3M (page Z).**

ENCOUNTER 3M

This room contains a stove, cabinets, sink and table. Pots, pans and dishes cover the countertops while a pile of refuse overflows from a small barrel in the corner. Mold covers the dishes in spots and everything is dried on except for one pot on the stove. Looking at it, you see that it contains murky water with egg shells lying to the side.

Nothing else in here. These disheveled rooms are meant to show his neglect of everything around him.

ENCOUNTER 3M

This room is a bathing room. Inside are crusty towels, a pump that goes into a sink with a lever that causes the water from the sink to flow into a tub. None of these look recently used except for the toilet. Apparently, you can pour water into the porcelain bowl and it washes it way to someplace under the keep.

Nothing else of interest.

ENCOUNTER 3M

The pair of twenty foot doors appear to be barred from the inside, but the small door is unlocked. En-

tering through the small door, you see four cages ten by ten feet but only four feet high with another crate just like it stacked on top all covered in a heavy black cloth. Beside those cages is one larger cage that is empty at the moment. A 40 foot by 80 foot table sits in the middle of the room. To the left is a table against the wall covered in beakers, tubes, little flaming pots, bottles and jars. In front of the table, a strange man stands in front of it. He has long frazzled and matted grey-brown hair with two pairs of glasses, one on his nose and the other on his forehead. His finger nails are so long that it looks like it would be difficult for him to do anything. His once white tunic and trousers are grey with dirt and brown with blood.

He sets down a beaker using a set of two foot long tongs. He writes something in a book and looks toward the cages. His gaze passes over you and a look of sudden understanding crosses his face. "I'm so sorry. Not trying to be rude. I don't get many visitors here. My name is Astaraic and welcome to my home. I am afraid my son is studying at the moment and my wife is in dispose. How may I assist you?"

This is all on the PCs. If they don't start talking or are attacking, continue here.

Lomas lets out a lion like roar and starts for the cages. He begins ripping the covers off of each cage. After the third cover is dropped he roars again.

If they start talking, see questions below.

If they attack, he has a 10 AC and 43 hit points. He will not act to defend himself but will call for his guards. If there is time, you can have the dire lion guards from encounter 2 arrive in two rounds to help. They will come through the double doors by breaking them down in two rounds time. Use the stat blocks from Encounter 2.

Astaraic is insane. He is clueless as to what is going on around him. He doesn't remember his wife dying or his son being trapped in his rooms.

☞ **Who are you?**

"Astaraic. I did just say that, didn't I? Either way, I am a wizard who studies alchemy in the hopes of duplicating what the Chaldeans were able to do."

☞ **Where is your wife?**

"I'm not sure. I believe she stepped out, but I am not sure."

☞ **Are you willing to go to Amthydor with me?**

"Amthydor? I haven't been there in ages! I could use a break." He begins gathering some bags and packs. "Would you please turn around? I really don't want someone looking over my shoulder while I gather things?"

As soon as everyone has turned their back, you here some clicking and clacking. "Okay, I'm ready. We should bring my son with us. Have you seen him?"

If the PCs say yes, continue here:

"Excellent! We really should be going. I've been told there is a bad element in the area."

☞ **Why did you capture Maya/the tabreen?**

"I didn't capture anyone. Some of my friends brought in a young woman. I imagine she went somewhere with my wife."

Interrupt the questions to read this:

Maya is lying in the cage, barely able to move. She lifts her head slightly and a smile crosses her face before her head drops back down.

The cage is locked and a **Disable Device DC 15** to open it or a strength check of 20 to break it. Once this is accomplished, continue here:

Lomas climbs into the cage and gently lifts Maya out and sets her on the floor. "Can you help her?" Lomas asks.

Heal DC 15 to see that she is dehydrated and starving with the injuries from the fight healing on their own. She needs food, water and rest.

Lomas wraps Maya in the cover from the cage and turns to you, “We should hurry and get her back to Amthydor.”

Astariac continues his packing. He looks in a bag and says, “Oh dear! What is this?”

He holds the bag out to you. Inside is a beautiful woman who is quite obviously dead.

Heal DC 20 will indicate that she died of a disease that infected her lungs.

Heal DC 15/Knowledge Religion DC20/Knowledge Arcana DC 25 indicates that it will take a high level *Raise Dead* spell to get her brought back. She has been dead for ten years, but she was put in the bag the day she died.

☛ **Is this your wife?**

“My wife? It can’t be. She went to visit friends.” He stops moving, falls to the ground and begins crying hysterically.

He looks up at you, “How did this happen? Have I lost my mind?”

Greater Restoration or *Heal* will cure his insanity.

- If the PCs cure Astariac, **GO TO Conclusion 1.**
- If the PCs leave him, but take his son,, **GO TO Conclusion 2.**
- If the PCs take him with them along with his wife to get him cured and her resurrected, **GO TO Conclusion 3.**
- If the PCs leave him and his son, **GO TO Conclusion 4.**

CONCLUSION 1

Astariac looks confused briefly and then falls to his knees. He looks like a man of easily eighty instead of a man in his thirties. “I need to go to Amthydor. Can you go with me? I need to get my son. I’ve kept him trapped all these years. Once he leaves that room, he should start aging normally. I have to make amends. I just don’t know how.”

He looks around and finds a scroll on his work table. “I can get us back to Amthydor very quickly. Please gather my son.”

When he sees Alistar, he runs to the boy. He hugs him and cries. “Can you ever forgive me? I am so sorry.” It takes a few minutes, but the two seem to reconcile some differences.

Once everyone is ready, he reads the scroll and you find yourself standing in the lobby of LoTS.

After the initial turmoil of his just appearing with you, the other magic users bustle about and lead him off.

Lomas looks to you, “Thank you for all you have done. I will take Maya to Oscar and help her to get better.” He has been holding her since he found her and acts like he will never let her go.

A few weeks later, you receive a letter.

**Dear Adventurer,
Thank you for all you have done. I am eternally grateful. My wife is returned to me as is my son. I have given up my studies.**

Please take these things as a thank you.”

Astariac.

CONCLUSION 2

You find Alistar and he is all packed. “Did you see my father? Is he well? Are we not taking him with us?”

Let the PCs explain why they are leaving him and continue here:

“I understand. I will go to Amthydor and see if I can find some of my father’s colleagues to come get him.”

Lomas has not put down Maya since he first found her. He looks to you, “There is a vial in my bag. If you get it and break it, I have been assured we will return to Amthydor.”

With the broken bottle, you feel a gut wrenching pain and then you discover you are standing outside the North Gate to the city.

Lomas hugs Maya as if he will never let her go, “Thank you for all you have done. I will take Maya to Oscar and help her to get better.”

A few weeks later, you receive a letter.

Dear Adventurer,
Thank you for all you have done. I am eternally grateful. A friend of my father’s has retrieved him and my mother from the keep. Father had quite a bit of money and was able to get himself cured and bring my mother back to us.
I am forever in debt to you. Please take these things as a thank you.

Thank you,

Alistar

CONCLUSION 3

Astariac flies about the room gathering a variety of things. He thrusts a couple of different bags at you. “A nice trip is just what I need. We really must be going.”

He looks at the boy, his son, and says, “You look familiar. Do I know your father?” Before Alistar can answer, his father is back gathering things.

Lomas has not put down Maya since he first found her. He looks to you, “There is a vial in my bag. If you get it and break it, I have been assured we will return to Amthydor.”

With the broken bottle, you feel a gut wrenching pain and then you discover you are standing in the lobby of LoTS.

After the initial turmoil of Astariac just appearing with you, the other magic users bustle about and lead him off.

Lomas hugs Maya as if he will never let her go, “Thank you for all you have done. I will take Maya to Oscar and help her to get better.”

Dear Adventurer,
Thank you for all you have done. I am eternally grateful. My father has been cured and my mother has been returned to us. We are leaving the keep behind us and moving forward with our lives.

I am forever in debt to you. Please take these things as a thank you.

Alistar

CONCLUSION 4

Astariac goes back to his desk and continues with his experiments. He hums a tune under his breath and you hear him say, “Honey, when will you be back?”

Lomas has not put down Maya since he first found her. He looks to you, “There is a vial in my bag. If you get it and break it, I have been assured we will return to Amthydor.”

With the broken bottle, you feel a gut wrenching pain and then you discover you are standing outside the North Gate to the city.

Lomas hugs Maya as if he will never let her go, “Thank you for all you have done. I will take Maya to Oscar and help her to get better.”

A few weeks later, you hear of rumors of LoTS making some new discoveries and mumbles about a lost wizard returning.

This conclusion does not earn the extra items. The Staff of Illumination will be the only magic item the PCs receive.

EPILOGUE

A month or so after your adventure in the mountains, you hear rumors of LoTS setting up a new facility. Apparently, there are some creatures that need to be considered and decisions made as to what to do with them.

THUS ENDS “SAVING PRIDE”

TIME UNIT COST: 5 TU if travelled by teleportation.

TIME UNIT COST: 15 TU if travelled overland.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11
Module Experience	1200	1800	2900	4500
Bonus 1: Not killing the Dwarves	100	100	100	200
Bonus 2: Save the boy	100	100	100	200
Bonus 3: Saved the Half Orc	100	100	100	200
Bonus 4: Save the alchemist and his wife	100	100	100	200
Roleplaying XP Bonus	100	100	100	200
Maximum Possible XP	1700	2300	3400	5500

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 PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Encounter 3C

Staff of Illumination Value: 51,500

Caster Level 15th Legality Legal

Tradable Yes Rarity Common

Real Value 0

4.

Rod of Wonder Value: 12,000 Caster Level 10th
Legality Legal Tradable Yes Rarity Common Real
Value 0

Conclusions

500 GP in diamonds if PCs attacked the dwarves.

If they didn't, it is 1,000 GP in diamonds.

Bag of Holding with Dead Body

This bag of holding contains the body of Astariac's wife, Esther. She has been dead for close to thirty years. A full heal and raise dead will bring her back to life.

Value: 10,000 Caster Level 9th Legality Legal
Tradable Yes Rarity Common Real Value 0

Other items from all conclusions except **Conclusion**

Portable Alchemy Lab

This one foot square box has a button on the top. When the button is pushed, the box starts unfolding to create an entire alchemy lab, minus the chemicals and solvents. There is storage space for these items. It also includes one stool and a blank journal. This lab provides a +5 competency bonus on Craft Alchemy checks.

Value: 3,000gp Tradable: Yes

Caster Level: 5th Rarity: Common

Legality: Legal Real Value: \$0

Warhammer of Splashing

This +1 warhammer has a small reservoir on each side of the head that will hold one potion or vial of acid. When attacking with this hammer, the liquid in the head of hammer splashes out as a normal splash attack.

Value: 4,400gp Tradable: Yes

Caster Level: 5th Rarity: Common

Legality: Legal Real Value: \$0

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



Convention: _____
Judge: _____
Date: _____

ROSTER OF HEROES: <TITLE>

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ____ Dex ____ Con ____ Int ____ Wis ____ Cha

Special items or comments: _____
Leveled: ____ Lost level(s): ____ Dead: ____ Out of Play: ____ Future Events: ____ Author Future Events: ____

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