



# *What Childish Dream is This?*

*LSJ 162*

**By Ryan McDonald**

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

A fairy tale for all times, a little girl lost. What will you do to bring her back?  
For heroes of levels 1-7.

*(Updated May 2014)*

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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.

## 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.

## 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).

## LIFESTYLE IN LSJ

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

## **ADVENTURE BACKGROUND**

It's been a week since the PC's left Amthydor on a caravan guard run. After fending off some wild animals, and a pack of bandits, they find themselves in the small town of Isington, where they will face their next adventure.

## **ADVENTURE SUMMARY**

**Introduction** – The PC's finish up some caravan duty and get paid for it, when a screaming woman interrupts the day.

**Encounter 1:** The PC's must search the house for clues, of which there is only one. A story book lying face down on the floor.

**Encounter 2:** The PC's must travel through a town where an old man gives them clues on what they must face.

**Encounter 3:** The PC's must venture through a forest of lost souls. Where they can venture south to find the girl or north to the capital city.

**Encounter 4:** SKELETON FIGHT!

**Encounter 5 A/B:** The PC's find their way out of the forest.

**Encounter 6:** The PC's find a coastal city where they can take transport across the sea

**Encounter 7:** The PC's fight pirates!

**Encounter 8:** The PC's find a coastal city where they can take transport across the sea

**Encounter 9:** The PC's use the magical map from Encounter 8 to find their way through the forest and to the castle.

**Encounter 10-12:** The Castle.

**Encounter 13:** The group must fight off a dragon attack.

**Conclusion A:** The PC's don't go on the adventure. The mod ends.

**Conclusion B:** The PC's don't go to save the girl, instead they go to the capitol city. The mod ends.

**Conclusion C:** The PC's don't go to save the girl, instead they go to the capitol city, and try to take back the land for the dragon. The mod ends, PC's are dead.

**Conclusion D:** The PC's are defeated by the skeletons. The mod ends.

**Conclusion E:** The PC's don't defeat the Pirates. The mod ends.

**Conclusion F:** No one saves the girl, they fall to the dragon, the mod ends.

**Conclusion G:** They untie the girl, and get killed by the dragon in the process. The mod is a success, but no loot.

**Conclusion H:** Complete success. The PC's free the girl, kill the dragon, and get their rewards.

## **INTRODUCTION – CARAVAN**

### **DUTY**

For the record: The PC's have been travelling with this wagon train for one week, they have finally reached the small village of Isington (see GM Aid 1).

GM Note: Since the PCs have been together for a while, do character introductions prior to the start of the module.

**After a week of traveling with this caravan you have finally arrived in Isington, your final destination before the caravan resupplies and heads back to Amthydor in a few days. As you are collecting your pay, 15 gold from Wagon Master Grom, a middle aged man of questionable hygiene, you start to think of all the free time you will have here in this lovely little village. Isington, a village of roughly 250 souls, is small on the grand scale of things. Most of its buildings reach no higher than the second floor, save for a few. The village itself has seen better days, when the buildings were younger and so were most of its citizens. As you**

head towards the nearest watering hole, something catches your ear.

### Perception (Listen)

DC 10: You hear a woman screaming

DC 15: You hear a woman screaming about her little girl.

An attractive young woman, perhaps in her mid 20's comes running towards you, her auburn hair flowing behind her. As she approaches, she frantically screams, "Help, oh please help me! My little Madi has gone missing! One minute she's there and the next she is gone! I don't know where she could have went!"

Give the PC's a chance to react.

To calm the mother down it's a **Diplomacy DC 15+ATL** or the right words.

#### ☛ What happened?

"I don't know, she was reading her favorite book and all of a sudden she was gone!"

#### ☛ Where was she?

"She was in her room, reading."

#### ☛ Can you take us to your house?

"Yes, it's right over there. Follow me!" She says headed back the way she came at a run.

#### ☛ What does she look like/How old is she?

"She's six years old, her name is Madison, but she goes by Madi. She's about three and a half foot tall and forty pounds. She is pale, raven haired little girl, with blue eyes. Oh! And she always has her stuffed half-orc Sir Smashalot with her!"

#### ☛ What was she reading?

"Her favorite story, the Princess and the Dragon. It's a children's tale told all across Raia, perhaps your mother has read it to you."

- If the PCs want to investigate **GO TO Encounter 1 (page 4)**.
- If the PCs want to ignore the woman **GO TO Conclusion A (page 20)**.

## ENCOUNTER 1 – THE APARTMENT

Following the crying mother back to her house, you find yourself standing in front of a low roofed, two story building. Leading you through the front door and up the stairs, she motions to a door marked 2B, "This is our home," she whimpers. "Please don't break anything."

Entering the apartment, you find a small fireplace in one corner, a sink in another. Two plush chairs sit in the third corner, with a blue and black area rug underneath them. Two doors sit on the back wall and a small girl sits crying in the corner.

### Questions for the Mother

#### ☛ Which room is your daughter's room?

"The one on the left"

#### ☛ Where did she disappear from?

"Her bedroom, the one on the left. She was last in there."

#### ☛ Where is her father?

"Her father is a caravan guard, he is currently off on a job."

#### ☛ Who is that little girl?

"That's her little sister, they were playing together when she disappeared."

#### ☛ How old are your daughters?

"The little one, Bethany" she motions to the girl on the floor, "is four, the older one, Christina, is 7. She's the one missing."

#### ☛ Where did she get the book?

"We bought it with a couple of other books from a travelling merchant from the Sea of Fire."

### Questions for the Sister

#### ☛ Where is your sister?

"In the book" she whispers as she chokes down a sob.

☞ Where did she disappear from?

“Her bedroom, the one on the left. She was in there.”

☞ Where is your daddy?

“Daddy is a caravan guard, he is currently off on a job.”

☞ What do you mean she’s into the book?

“The book sucked her in. She said, “Let’s read a story” and then POOF, she’s gone into the book.”

### The Daughters’ Room

Proceeding into the room on the left, the color pink becomes prevalent. Opening the door wider, a mural comes into view on the left hand wall, a scene depicting a princess in a tower with a figure in full-plate fighting a dragon. The pink canopy bed fills a majority of the center of the room, a pile of stuffed animals fills one wall. At a small table sits four dolls all neatly dressed for tea. At the foot of the bed sits a thin blue book with silver writing on it, face down and open on the floor. The cover reads, “The Little Princess” in common in a worn silver script. Despite its seeming elegance, the room shows signs that everything in it is second, or even third, hand, with the stuffed animals missing eyes or sewn back together, the dolls paint is faded, and the table wobbles slightly when you touch it.

Allow the PC's to search the room. There are no footprints, no lingering magic (except on the book), the window is untouched.

The Book:

“The Little Princess”

A story about a young princess who gets kidnapped by a dragon and the young prince who is sent out to find her.

**Detect Magic:** Spellcraft DC 15 to figure out it is a conjuration spell, *Plane Shift*.

Searching the room you find no evidence of foul play.

### The Mother’s Room

The door on the right, is the mother's room. Inside it is very Spartan set up, a small bed rests in the back right corner and a wardrobe in the front left. Other than that, the room is barren. Searching around the room, you find nothing of interest.

➤ When the PC's are ready to set off **GO TO Encounter 3 (page 6)**.

## ENCOUNTER 2 – WE GOTTA GO WHERE?

If the PCs *Detect Magic*, the area is not magical.

As you begin to read the book, the world around you elongates and stretches to the breaking point, then with a rapt pop you find yourself standing in the middle of a small village, covered in frost. The village stands one story tall, with most of the buildings in various states of collapse. An old man approaches you, “If you're here about the dragon, you're too late. Old Raken grabbed that little girl and flew off to the west.”

☞ Dragon, what dragon?

“Well the one that's been plaguing this village and all those around it. We sent word to the king many days ago asking for heroes of the realm to slay the foul beast. It's a “Green” dragon. Do they come in any other colors?”

☞ What is the name of this town?

“The village? It’s called...Hmmm, I don’t know what we call it. Home.”

☞ How long ago did it happen?

“Right before you arrived.”

☞ Heroes of the what?

“Heroes of the Realm of the Six Holy Shrouds. Ruled over by the Reginald the Great, king for life, may he live forever! Home of the Six Holy Shrouds of the Six Great Gods. The way you're dressed surely you are heroes of the realm.” Looking down at yourself for the first time since coming here you find you are wearing a tabard



with a strange crest on it and all your normal gear.

**Knowledge Nobility DC 10+ATL** or **Profession: Heraldry DC 5+ATL** It is a red field with an oak branch with six leaves on it. This is the crest of Reginald the Great, King of the Realm of the Six Holy Shrouds. The King and Kingdom of the Fairy Tale Land.

☛ **What lies to the West?**

“Why the Forest of the Lost Souls, the Sea of Terror and the Castle of the Lost Realm.”

☛ **Why is it called the Forest of the Lost Souls??**

“Well, it's rumored to be haunted. A few people go missing, probably just turned around and couldn't find their way back and everyone starts screaming about specters and skeletons attacking them. It's the stuff of fairy tales really.”

☛ **Why is it called the Sea of Terror?**

“Rumor has it there is a great leviathan that lives there. But you'd have to ask the people on the coast about that.”

☛ **The people on the coast?**

“There is a small fishing village on the coast, occasionally one of the king's ships berths there for a resupply. You might even be able to catch a ride across the sea.”

☛ **And the Castle of the Lost Realm?**

“Legend has it that long ago a dragon ruled this realm and in his slumber of ages, the king came and stole it from him. He even relocated the capitol from its rightful place, Foreston, to its current location in Rivervale. A beautiful city at the mouth of the river. Only but three days ride from here.”

- When the PC's are ready to set off to Foreston **GO TO Encounter 4 (page 5).**
- When the PC's are ready to set off to Rivervale **GO TO Conclusion XX (page XX).**

## **ENCOUNTER 3 – THE FOREST OF THE LOST SOULS?**

Headed out from the village you take the western road for a couple days, passing caravans, merchants and even one traveling troupe of acrobats. On the third day, the road splits, the northern fork is labeled Rivervale, the southern fork is labeled Forest of Lost Souls.

- If the PC's take the North Fork, **GO TO Conclusion B (page 20).**
- If the PC's take the south fork **Continue on.**

Taking the southerly route, you are soon enveloped in a deep woods. Spider webs stretch across your path, but are easy enough to brush away. In the distance, you can hear the howls and growls of unknown beasts. A few times, you swear you see some eyes watching you from the heavy foliage along side the road. Coming across an opening you see a few skeletons in chain shirts and brandishing scimitars, surrounding an altar to the god of death. Each one has an expensive looking amulet dangling from it's neck.

The Items are: Amulet's of Natural Armor +1 **Knowledge Arcana DC 22** to know that it is an Amulet of Natural Armor.

or

**Spellcraft DC 18** to identify what they are.

MAKE THE PC'S ROLL THIS!!!!

- If the PC's take try and take the amulets **GO TO Encounter 4 (page 6).**
- If the PC's don't touch the skeletons **GO TO Encounter 4B (page 9)**

## **ENCOUNTER 4 – YOU JUST HAD TO LOOT THEM, DIDN'T YOU?**

As you reach out to pull the magical amulet from the skeletons, they spring to life.

The surprise round is the skeletons standing up.  
All skeletons have +2 to attacks damage, and saving throws.

### ATL 1

**☠ Skeleton (Human) x5**  
NE Medium undead  
**Init** +6; **Senses'** darkvision 60 ft; Perception +0  
**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)  
**hp** 8 (1d8)  
**Fort** +0 **Ref** +2, **Will** +2  
**Defense Abilities** undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +0 (1d6) and claw -3 (1d4+1)  
**Ranged** nil  
**Space** 5 ft; **Reach** 5 ft.  
**Str** 15, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** +2; **CMD** 14  
**Feats** Improved Initiative  
**Languages** Common  
**Gear** chain shirt, scimitar  
**Special Abilities**  
See above

### ATL 3

**☠ Skeleton (Human) x3**  
NE Medium undead  
**Init** +6; **Senses'** darkvision 60 ft; Perception +0  
**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)  
**hp** 14 (2d8)  
**Fort** +0 **Ref** +2, **Will** +2  
**Defense Abilities** undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +0 (1d6) and claw -3 (1d4+1)  
**Ranged** nil  
**Space** 5 ft; **Reach** 5 ft.  
**Str** 15, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** +2; **CMD** 14  
**Feats** Improved Initiative  
**Languages** Common  
**Gear** chain shirt, scimitar  
**Special Abilities**  
See above

**☠ Skeleton (Human) x2**  
NE Medium undead  
**Init** +6; **Senses'** darkvision 60 ft; Perception +0  
**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)  
**hp** 20 (3d8)  
**Fort** +0 **Ref** +2, **Will** +3  
**Defense Abilities** undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +1 (1d6) and claw -2 (1d4+1)  
**Ranged** nil  
**Space** 5 ft; **Reach** 5 ft.  
**Str** 15, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** +2; **CMD** 14  
**Feats** Improved Initiative  
**Languages** Common  
**Gear** chain shirt, scimitar  
**Special Abilities**  
See above

**ATL 5****☠ Skeleton (Human) x5**

NE Medium undead

**Init** +6; **Senses'** darkvision 60 ft; Perception +0**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 20 (3d8)**Fort** +0 **Ref** +2, **Will** +3**Defense Abilities** undead traits; **DR**5/bludgeoning; **Immune** cold; **SR** nil**Spd** 30 ft.**Melee** scimitar +1 (1d6) and  
claw -2 (1d4+1)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Str** 15, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative**Languages** Common**Gear** chain shirt, scimitar**Special Abilities**

See above

**ATL 7****☠ Skeleton (Human) x4**

NE Medium undead

**Init** +6; **Senses'** darkvision 60 ft; Perception +0**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 26 (4d8)**Fort** +1 **Ref** +3, **Will** +3**Defense Abilities** undead traits; **DR**5/bludgeoning; **Immune** cold; **SR** nil**Spd** 30 ft.**Melee** scimitar +2 (1d6) and  
claw -1 (1d4+1)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Str** 15, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10**Base Atk** +2; **CMB** +4; **CMD** 16**Feats** Improved Initiative**Languages** Common**Gear** chain shirt, scimitar**Special Abilities**

See above

**☠ Skeleton (Human) x1**

NE Medium undead

**Init** +6; **Senses'** darkvision 60 ft; Perception +0**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)**hp** 32 (5d8)**Fort** +1 **Ref** +3, **Will** +4**Defense Abilities** undead traits; **DR**5/bludgeoning; **Immune** cold; **SR** nil**Spd** 30 ft.**Melee** scimitar +4 (1d6+1) and  
claw +1 (1d4+1)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Str** 16, **Dex** 14, **Con** -, **Int** -, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Improved Initiative**Languages** Common**Gear** chain shirt, scimitar**Special Abilities**

See above



## ATL 9

### ☠ Skeleton (Human) x3

NE Medium undead

**Init** +6; **Senses'** darkvision 60 ft; Perception +0

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 32 (5d8)

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

**Defense Abilities** undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil  
**Spd** 30 ft.

**Melee** scimitar +4 (1d6+1) and  
claw +1 (1d4+1)

**Ranged** nil

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

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

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Improved Initiative

**Languages** Common

**Gear** chain shirt, scimitar

**Special Abilities**

See above

### ☠ Skeleton (Human) x2

NE Medium undead

**Init** +6; **Senses'** darkvision 60 ft; Perception +0

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 38 (6d8)

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

**Defense Abilities** undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil  
**Spd** 30 ft.

**Melee** scimitar +4 (1d6+1) and  
claw +1 (1d4+1)

**Ranged** nil

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

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

**Base Atk** +3; **CMB** +6; **CMD** 18

**Feats** Improved Initiative

**Languages** Common

**Gear** chain shirt, scimitar

**Special Abilities**

See above

- If the PCs fought the skeletons **GO TO Encounter 4A (page 9).**

## **ENCOUNTER 4A – THE FOREST OF THE LOST SOULS PT 2**

After your skirmish with the skeletons and a good night's rest, you head back on your way. As you venture deeper into the forest, you hear the wail of banshees in the distance, the sunlight becoming less and less pervasive. For a few days you travel in complete darkness, then as if by magic, you find yourself stepping out of the darkness and into the light.

- **GO TO Encounter 5 (page 9).**

## **ENCOUNTER 4B – THE FOREST OF THE LOST SOULS PT 2?**

As you venture deeper into the forest, you hear the wail of banshees in the distance, the sunlight becoming less and less pervasive. For a few days you travel in complete darkness, then as if by magic you find yourself stepping out of the darkness, and into the light.

Each PC will need Fort save DC= 10+ATL or they are blinded for 1d4 minutes.

- **GO TO Encounter 5 (page 9).**

## **ENCOUNTER 5 – THE COASTAL CITY!**

Standing at the edge of a cliff, you find yourself over-looking a small fishing village. Venturing down the rocky path, you enter into the city. As you walk along a young boy, dressed in woven breaches and a cotton shirt, looks up from his broken kite, slowly he speaks, "Are you chasing the dragon?"

If the PC's answer yes, he will stay and chat, going so far as to follow them to the docks. If the PC's say No, he will go back to trying to fix his kite.

If the PCs fix the kite, continue here:

Once you fix his kite, the boy looks at you with big eyes and a smile even bigger, and says, "Gee mister/lady, you're pretty awesome! I should have known you would do something really nice since you are a hero of the realm! You are really great!"

☞ What happened to your kite?

"The tree ate it."

☞ What makes you ask that?/ When did the dragon come through here?

"I saw a HUGE "Green" dragon fly overhead about a week ago. With you being heroes of the realm, I just thought you were off to save the princess."

☞ Didn't your mother ever teach you not to talk to strangers?

"BUT you are heroes! You don't count!"

☞ Which way did the dragon go?

"Over the sea, headed out to sea."

☞ Which way to the docks?

"That way. Just follow the road."

☞ Where are your parents?

"My father is out fishing and my mother is at home with the baby."

When the PCs are done asking questions, continue here:

Making your way through the town of about 500, you find that most of the people here have taken refuge, fearing the return of the dragon. Most of the shops are closed including the butcher, the baker and the candlestick maker as you pass through the main street. Guards walk the streets in groups of four, all too busy to speak with you. Entering the docks, it's another story. Activity is all around you, dock workers work to load two ships, one bearing the crest of

the king and the other bearing a red and white sail.

- If the PC's go to the merchant ship GO TO ENCOUNTER 5A (page 10).
- If the PC's go to the King's Ship GO TO ENCOUNTER 5B (page 10)

## ENCOUNTER 5A – THE SINGING SIREN

Approaching the sleek ship with the red and white mast, you are stopped by a rather burly man. "Stay back! We are loading some large cargo, and we wouldn't want you to get crushed."

☞ Can we get a ride across the sea?

"We could use some strong deck hands, maybe some guards in case pirates attack."

☞ What's the name of this ship?

"This ship be called *The Singing Siren*, she's made over 500 runs from the, here to Halibut Falls and back. One of the fastest merchant vessels on the water we can make the trip in three days."

☞ Where exactly are we?

"Ocean Villa, what kinda question is that?"

☞ Is that a yes?

"Ey, it's a yes. Grab your gear and I'll have my first mate show you to your cabin."

- If the PC's get on the Merchant ship GO TO ENCOUNTER 7 (page 11).

## ENCOUNTER 5B – KING'S SHIPS

### THE KRAKEN'S STING

Approaching the ship with the king's colors, you are greeted by a man who salutes you, "Welcome Royal envoy of the King, I am

assuming you need to give chase to the fierce dragon?”

☛ Can we get a ride across the sea?

“Absolutely, we shall set sail at once. Any mission of yours is a mission of ours.”

☛ What's the name of this ship?

“This ship be called *The Kracken's Sting*. She's made more pirate hunting runs than any ship in the royal navy. She's one of the fastest naval ships in the line. We can make Halibut Falls in just two days.”

☛ Where exactly are we?

“Ocean Villa, what kinda question is that?”

☛ Is that a yes?:

“Ey, it's a yes. Grab your gear and I'll have my first mate show you to your cabin.”

## ENCOUNTER 6 – THE KRACKEN'S STING TRIP

A few hours later you find yourselves standing on the deck of the military caravel. Heavily armed men patrol the deck while deckhands man the sails. Large cargo boxes litter the deck of the ship and the mostly human crew is hard at work preparing to sail. Two heavy crossbows sit mounted at the fore and aft, manned by two lithe elven men. The captain looks to his first mate, “Show them to their quarters and make sure they stay out of the way unless we need them.”

A stout half orc man guides the ship gently out of port and into the open sea while the first mate takes you to your cabin, a luxurious room with food enough for the group laid out on a long table. “These are your bunks, you can stay down here or hang out on deck, but just stay out of the way of ship's operations. Eat up and rest, dinner will be at sunset and breakfast at day break. The king takes good care of his heroes.”

➤ GO TO ENCOUNTER 7 (page 11)

## ENCOUNTER 7 – THERE BE PIRATES!!

The first half of your journey is a quiet affair. The sea air is crisp and wonderful, but at the half way point of your journey something turns. As you wander about the ship you, hear the scream of, “Pirates!! Pirates off the starboard bow!!! MAN YOUR BATTLE STATIONS.” The first mate approaches you, “We could use your help right about now! Make yourself ready!”

**ATL 1****⚔ Hobgoblin**

Male Hobgoblin Rogue 1

**Init** +6; **Senses'** darkvision 60 ft; Perception +5**AC** 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)**hp** 14 (1d8+6)**Fort** +3 **Ref** +4, **Will** +1**Defense Abilities; DR; Immune; SR** nil**Spd** 30 ft.**Melee** rapier +2 (1d6+2/18-20)**Ranged** shortbow +1 (1d6/×3)**Special Attacks** sneak attack +1d6**Space** 5 ft; **Reach** 5 ft.**Str** 15, **Dex** 15, **Con** 16, **Int** 10 **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Improved Initiative,**Skills** Acrobatics +4, Appraise +4, Diplomacy +3, Escape Artist +4, Intimidate +3, Perception +5 (+6 to locate traps), Sleight of Hand +4, Stealth +8, Use Magic Device +3; Racial Modifiers +4 Stealth**Languages** Common, Goblin**Special Qualities** trapfinding +1**Gear** Gear studded leather, light steel shield, arrows (20), rapier, shortbow**Special Abilities**

See above

**⚔ Goblin x2**

NE Small humanoid (goblinoid)

**Init** +6; **Senses'** darkvision 60 ft; Perception -1**AC** 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)**hp** 8(1d10+1)**Fort** +3 **Ref** +2, **Will** -1**Defense Abilities; DR; Immune; SR** nil**Spd** 30 ft.**Melee** shortsword +2 (1d4/19-20)**Ranged** shortbow +4 (1d4/×3)**Special Attacks****Space** 5 ft; **Reach** 5 ft.**Str** 11, **Dex** 15, **Con** 12, **Int** 10 **Wis** 9 **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Ride +9, Stealth +13, Swim +3; Racial Modifiers +4 Ride, +4 Stealth**Languages** Goblin**Special Qualities****Gear** leather armor, light wooden shield, arrows (20), shortbow, shortsword**Special Abilities** See above**ATL 3****⚔ Hobgoblin**

Male Hobgoblin Rogue 4

**Init** +3; **Senses'** darkvision 60 ft; Perception +8**AC** 17, touch 13, flat-footed 14 (+3 armor, +1 shield, +3 Dex)**hp** 40 (4d8+16)**Fort** +3 **Ref** +7 (+1 bonus vs. traps), **Will** +2**Defense Abilities;**evasion, trap sense +1, uncanny dodge **DR; Immune; SR** nil**Spd** 30 ft.**Melee** rapier +5 (1d6+2/18-20)**Ranged** shortbow +5 (1d6/×3)**Special Attacks** sneak attack +2d6**Spell Like Abilities** (CL 4th; concentration +3)

3/day—Minor Magic (Touch of Fatigue)

**Space** 5 ft; **Reach** 5 ft.**Str** 15, **Dex** 16, **Con** 16, **Int** 10 **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Improved Initiative, Dodge**Skills** Acrobatics +8, Appraise +7, Diplomacy +6, Escape Artist +8, Intimidate +6, Perception +8 (+10 to locate traps), Sleight of Hand +8, Stealth +12, Use Magic Device +6; Racial Modifiers +4 Stealth**Languages** Common, Goblin**Special Qualities** trapfinding +2**Gear** Gear studded leather, light steel shield, arrows (20), rapier, shortbow**Special Abilities** See above**□ Goblin x2**

NE Small humanoid (goblinoid)

**Init** +6; **Senses'** darkvision 60 ft; Perception -1**AC** 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)**hp** 24 (3d10+3)**Fort** +4 **Ref** +3, **Will** +0**Defense Abilities; DR; Immune; SR** nil**Spd** 30 ft.**Melee** shortsword +5 (1d4/19-20)**Ranged** shortbow +6 (1d4/×3)**Special Attacks****Space** 5 ft; **Reach** 5 ft.**Str** 11, **Dex** 15, **Con** 12, **Int** 10 **Wis** 9 **Cha** 6**Base Atk** +3; **CMB** +2; **CMD** 14**Feats** Improved Initiative, Weapon Focus (shortsword)**Skills** Ride +11, Stealth +15, Swim +5; Racial Modifiers +4 Ride, +4 Stealth**Languages** Goblin**Special Qualities****Gear** leather armor, light wooden shield, arrows (20), shortbow, shortsword**Special Abilities** See above

**ATL 5****‡ Hobgoblin**

Male Hobgoblin Rogue 6

**Init** +7; **Senses'** darkvision 60 ft; Perception +9**AC** 18, touch 14, flat-footed 14 (+3 armor, +1 shield, +3 Dex, +1 dodge)**hp** 64 (6d8+24)**Fort** +5 **Ref** +8 (+2 bonus vs. traps), **Will** +2**Defense Abilities;** evasion, trap sense +2, uncanny dodge **DR;** **Immune;** **SR** nil**Spd** 30 ft.**Melee** rapier +6 (1d6+2/18-20)**Ranged** shortbow +6 (1d6/×3)**Special Attacks** sneak attack +3d6**Spell Like Abilities** (CL 6th; concentration +5)

3/day—Minor Magic (Touch of Fatigue)

2/day—Major Magic (Vanish)

**Space** 5 ft; **Reach** 5 ft.**Str** 15, **Dex** 16, **Con** 16, **Int** 11 **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 20**Feats** Toughness, Improved Initiative, Dodge**Skills** Acrobatics +10, Appraise +9, Diplomacy +8, Escape Artist +10, Intimidate +8, Perception +9 (+12 to locate traps), Sleight of Hand +10, Stealth +14, Use Magic Device +8; Racial Modifiers +4 Stealth**Languages** Common, Goblin**Special Qualities** trapfinding +2**Gear** Gear studded leather, light steel shield, arrows (20), rapier, shortbow**Special Abilities** See above**‡ Goblin x2**

NE Small humanoid (goblinoid)

**Init** +6; **Senses'** darkvision 60 ft; Perception -1**AC** 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)**hp** 45 (5d10+10)**Fort** +5 **Ref** +3, **Will** +0**Defense Abilities;** **DR;** **Immune;** **SR** nil**Spd** 30 ft.**Melee** shortsword +8 (1d4+1/19-20)**Ranged** shortbow +8 (1d4/×3)**Special Attacks****Space** 5 ft; **Reach** 5 ft.**Str** 12, **Dex** 15, **Con** 12, **Int** 10 **Wis** 9 **Cha** 6**Base Atk** +5; **CMB** +5; **CMD** 17**Feats** Improved Initiative, Toughness, Weapon Focus (shortsword)**Skills** Ride +13, Stealth +17, Swim +8; Racial Modifiers +4 Ride, +4 Stealth**Languages** Goblin**Special Qualities****Gear** leather armor, light wooden shield, arrows (20), shortbow, shortsword**Special Abilities** See above**ATL 7****‡ Hobgoblin**

Male Hobgoblin Rogue 8

**Init** +3; **Senses'** darkvision 60 ft; Perception +9**AC** 18, touch 14, flat-footed 14 (+3 armor, +1 shield, +3 Dex, +1 dodge)**hp** 84 (8d8+32)**Fort** +5 **Ref** +9 (+2 bonus vs. traps), **Will** +2**Defense Abilities;** evasion, trap sense +2, uncanny dodge **DR;** **Immune;** **SR** nil**Spd** 30 ft.**Melee** rapier +8/+3 (1d6+3/18-20)**Ranged** shortbow +8/+3 (1d6/×3)**Special Attacks** sneak attack +4d6**Spell Like Abilities** (CL 8th; concentration +7)

3/day—Minor Magic (Touch of Fatigue)

2/day—Major Magic (Cause Fear)

**Space** 5 ft; **Reach** 5 ft.**Str** 16, **Dex** 16, **Con** 16, **Int** 11 **Wis** 12, **Cha** 8**Base Atk** +6; **CMB** +9; **CMD** 23**Feats** Improved Initiative, Dodge, Combat Reflexes**Skills** Acrobatics +10, Appraise +9, Diplomacy +8, Escape Artist +10, Intimidate +8, Perception +9 (+13 to locate traps), Sleight of Hand +10, Stealth +14, Use Magic Device +8; Racial Modifiers +4 Stealth**Languages** Common, Goblin**Special Qualities** trapfinding +2**Gear** Gear studded leather, light steel shield, arrows (20), rapier, shortbow**Special Abilities** See above**□ Goblin x2**

NE Small humanoid (goblinoid)

**Init** +6; **Senses'** darkvision 60 ft; Perception -1**AC** 17, touch 14, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size, +1 dodge)**hp** 63 (7d10+14)**Fort** +6 **Ref** +4, **Will** +1**Defense Abilities;** **DR;** **Immune;** **SR** nil**Spd** 30 ft.**Melee** shortsword +10/+5 (1d4+1/19-20)**Ranged** short bow +10/+5 (1d4/×3)**Special Attacks****Space** 5 ft; **Reach** 5 ft.**Str** 12, **Dex** 15, **Con** 12, **Int** 10 **Wis** 9 **Cha** 6**Base Atk** +7; **CMB** +7; **CMD** 20**Feats** Dodge, Improved Initiative, Toughness, Weapon Focus (shortsword)**Skills** Ride +15, Stealth +19, Swim +10; Racial Modifiers +4 Ride, +4 Stealth**Languages** Goblin**Special Qualities****Gear** leather armor, light wooden shield, arrows (20), shortbow, shortsword**Special Abilities** See above

**ATL 9****♣ Hobgoblin**

Male Hobgoblin Rogue 10

**Init** +3; **Senses'** darkvision 60 ft; Perception +13**AC** 18, touch 14, flat-footed 14 (+3 armor, +1 shield, +3 Dex, +1 dodge)**hp** 104 (10d8+40)**Fort** +6 **Ref** +10 (+3 bonus vs. traps), **Will** +3**Defense Abilities;** evasion, improved evasion, improved uncanny dodge, trap sense +3 **DR;** **Immune;** **SR** nil  
**Spd** 30 ft.**Melee** rapier +9/+4 (1d6+3/18-20)**Ranged** shortbow +9/+4 (1d6/×3)**Special Attacks** sneak attack +5d6**Spell Like Abilities** (CL 10th; concentration +9)

3/day—Minor Magic (Touch of Fatigue)

2/day—Major Magic (Cause Fear)

**Space** 5 ft; **Reach** 5 ft.**Str** 16, **Dex** 16, **Con** 16, **Int** 11 **Wis** 12, **Cha** 8**Base Atk** +7; **CMB** +10; **CMD** 24**Feats** Deft Hands, Dodge, Skill Focus (Use Magic Device), Toughness, Improved Initiative, Combat Reflexes**Skills** Acrobatics +14, Appraise +13, Diplomacy +12, Escape Artist +14, Intimidate +12, Perception +13 (+18 to locate traps), Sleight of Hand +18, Stealth +18, Use Magic Device +18; Racial Modifiers +4 Stealth**Languages** Common, Goblin**Special Qualities** trapfinding +3**Gear** Gear studded leather, light steel shield, arrows (20), rapier, shortbow**Special Abilities** See above**□ Goblin x2**

NE Small humanoid (goblinoid)

**Init** +7; **Senses'** darkvision 60 ft; Perception -1**AC** 18, touch 15, flat-footed 14 (+2 armor, +1 shield, +3 Dex, +1 size, +1 dodge)**hp** 81 (9d10+18)**Fort** +7 **Ref** +6, **Will** +1**Defense Abilities;** **DR;** **Immune;** **SR** nil**Spd** 30 ft.**Melee** shortsword +12/+7 (1d4+1/17-20)**Ranged** shortbow +13/+8 (1d4/×3)**Special Attacks****Space** 5 ft; **Reach** 5 ft.**Str** 12, **Dex** 16, **Con** 12, **Int** 10 **Wis** 9 **Cha** 6**Base Atk** +9; **CMB** +9; **CMD** 23**Feats** Dodge, Improved Critical (shortsword), Improved Initiative, Toughness, Weapon Focus (shortsword)**Skills** Ride +18, Stealth +22, Swim +12; Racial Modifiers +4 Ride, +4 Stealth**Languages** Goblin**Special Qualities****Gear** leather armor, light wooden shield, arrows (20), shortbow, shortsword**Special Abilities** See above**ENCOUNTER 8 – THE SHORELINE**

After finishing your skirmish with the pirates, you find the rest of your journey across the sea to be unremarkable. The food is bland, the sailors tell stories of their ill-advised adventures and the captain even graces you with his presence one night.

Landing at the beachfront on the other side of the sea, you find yourselves smack dab in the middle of a small fishing village. A few small fish markets spread out along the edge of the dock and various barkers shout out that “Our fish is the freshest”. As you leave the docks and head further into the town, a person taps you on the shoulder, “Hello Heroes!” Turning around you find yourself standing face to face with a beautiful woman. Her pale face is framed with coffee colored hair and her eyes sparkle like two well-polished emeralds. Her cherry lips have a sheen to them and her nails are painted a crimson red. Her lithe figure seems to hide a silent inner strength. She cradles a small piglet in her arms.

☞ Who are you?

“I am Gabriella the Witch and this my Gimlet. I am here to help you find what you seek.”

☞ Why would you want to do that?

“I’m tired of seeing the poor little girls of this land drug off by a dragon.”

☞ Can you give us directions to the castle?

“I can give you an item that will help you on your way.” With that she reaches into her satchel and pulls forth a scroll. “This is a magical map to the castle. It will show your current location as well as the location of what you seek. Take this, go forth and save the princess.”

☞ Will you come with us?

“No, I could never challenge such a beast and I am afraid it's not my place to do so.”



**With that she disappears into a whiff of smoke, leaving you holding a magical map and a lot of unanswered questions.**

## **ENCOUNTER 9 – INTO THE WOODS.**

Wait for the PC's to look at the Map

**Looking at the map, there is a distinctive castle shape in the middle of the forest, on the other end of the map by the ocean is a small yellow mark flashing.**

If the PC's want to rest for the night, remind them a little girls life could be at stake. Also remind them that 3 days have passed since the last encounter.

**Headed off in the direction the map indicates, you follow the magical markers through the deep, dark woods for what seems like eternity. Bats swoop down at your heads during the night and during the day you cannot escape the feeling you are being watched. A couple times during the trip, you are assailed by small vines, but nothing heroes such as yourselves can't handle.**

**Approaching the marked spot on the map, you come across a dank and pungent moat and on the other side a drawbridge still up. The palisades are approximately 20 feet tall and the moat is about two people wide.**

The PC's can easily throw a rope over the wall and climb it. Even knotted 50' of rope will be more than enough to swing across and climb up.

The AC of the wall is 5. The PC's will take a -4 to the attack roll do to range penalties. The **Climb DC** for a knotted rope is 5.

If the PC's fall in the moat, it's a **Swim DC 10** to get back to the shore.

If the PC's want to try and pull the drawbridge down, the rope will break first. The break DC for rope is 23, silk rope is 24 and chains break DC 26. If the PC's want to swim across and try to find a grate in the wall, it is a **Swim DC 10**, the

perception checks are at -15 underwater and there is no grate.

If the PC's get inside, they can easily find the lever to lower the drawbridge.

**After crossing the moat into the “garden”, you are greeted by a series of overgrown hedges, unkempt trees and fountains that may have once held shimmering water, but are now clogged with pond scum. Wandering the garden, you find your clothes torn at by thorns and briars. The hedges seem almost alive as you walk through the grounds. Trees reach down and “grab” at your hair and hats. A far off animal snarls, but you find nothing of interest except the front door to the castle.**

## **ENCOUNTER 10 – THE ENTRANCE**

**Pushing on the door, it swings open easier than you had imagined. To the left and right a ten foot hallway leads off into the darkness, ahead two collapsed stair cases and a lone door await you. Two braziers hang from the ceiling and appear to have been unused for an eternity.**

If the PC's try to use the map, it is no help. It only indicates that they are at the castle. There are no maps detailing the inside of the castle.

- If the PC's go left, **GO TO Encounter 12A (page 15).**
- If the PC's go right, **GO TO Encounter 12B (page 19)**
- If the PC's go straight ahead, **GO TO Encounter 13 (page 16)**

## **ENCOUNTER 12A – THE WINGS**

**Your foot falls echo off the stone floor as you traverse the hall to the left. After a short walk, you see two wooden doors spaced a small distance apart in the hallway.**

## ENCOUNTER 13 – THE MAIN ROOM

### Room A

Pushing the door open, a loud creak echoes down the lonely corridor. Standing inside the room is a large fountain running with a glowing blue liquid that illuminates the room and smells all too familiar.

The fountain is a *Cure Serious Wounds Fountain (Maximized)*. Any PC that drinks from the fountain will regain 29 hp back.

Spellcraft DC 18 to identify the spell. If the PC's use *detect magic* it glows as a Conjunction (Healing) spell.

## ENCOUNTER 12B – THE WINGS

You go to the right and find a door that is blocking your path. The door to this room is barred from the inside.

### Room B

The door has a break DC of 13. It also has Hardness 5 and 10 HP.

Removing the door from your path, you find yourselves in a darkened room. In one corner lies a dilapidated bed. There is nothing else in this room.

### Room C/D

The doorway to this room is missing the door. Inside you find five dilapidated cots and five open and empty foot lockers.

- If the PC's go right GO TO Encounter 12B (page 16)
- If the PC's go to the center room GO TO Encounter 12 (page 16)

Opening the large double doors, you are greeted by a large room with piles of treasure and loot laying all around the floor. Two rows of columns with glowing lanterns line the room and tables enough to feed an army are laid out on the sides of the room. On a throne at the back of the room rests the unconscious body of a little girl. As you approach, a growl comes from your left. Approaching closer, a large “Green” dragon appears from under a pile of treasure.

No matter the ATL, use a large figure for this fight. I know the dragons aren't all large, but what story would include a tiny dragon?

**ATL 1**□ **“Green” Dragon, Very Young**

CE Small dragon (fire)

**Init** +6; **Senses** Blindsight (60 feet),

Darkvision (120 feet), dragon senses;

Perception +11

**AC** 18, touch 13, flat-footed 16 (+2 Dex, +1 size, +5 natural)**hp** 53 (5d12+12)**Fort** +7, **Ref** +7, **Will** +5**Defense Abilities** nil; **DR** nil; **Immune** fire, paralysis, sleep; **SR** nil;**Weakness** vulnerability to cold, (+50% damage from fire)**Spd** 60 ft., burrow 30 ft., fly 150 ft. (average), fire walking, swim 60 ft.**Melee** bite +9 (1d6+2) and 2 claws +9 (1d4+2)**Ranged** nil**Space** 105 ft; **Reach** 10 ft.**Special Attacks** dragon's breath weapon, 20 ft cone, 4d4 fire every 4 rds (DC 15)**Str** 15, **Dex** 14, **Con** 15, **Int** 8, **Wis** 11, **Cha** 8 (23 vs. trip)**Base Atk** +6; **CMB** +7; **CMD** 19**Feats** Alertness, Flyby Attack, Improved Initiative**Skills** Fly +13, Intimidate +8, Perception +11, Sense Motive +2, Stealth +15, Swim +19**Languages** Draconic**Special Abilities**

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Fire walking (Ex) Climb and move on fiery surfaces without penalty &amp; no Acrobatics checks to run or charge on ice.

**ATL 3**⚔ **“Green” Dragon, Young**

CE Small dragon (fire)

**Init** +6; **Senses** dragon senses, darkvision; Perception +12**AC** 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)**hp** 66 (7d12+21)**Fort** +8, **Ref** +7, **Will** +5**Defense Abilities** nil; **DR** nil; **Immune** fire, paralysis, sleep; **SR** nil;

Weakness vulnerability to fire

**Spd** 60 ft., burrow 30 ft., fly 150 ft. (average), fire walking, swim 60 ft.**Melee** bite +11 (1d8+6) and 2 claws +11 (1d6+4) 2 wings +6 (1d4+2)**Ranged** nil**Space** 105 ft; **Reach** 10 ft.**Special Attacks** dragon's breath weapon**Str** 19, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 8**Base Atk** +7; **CMB** +11; **CMD** 23 (27 vs. trip)**Feats** Alertness, Flyby Attack, Improved Initiative, Power Attack**Skills** Fly +12, Intimidate +9, Perception +12, Sense Motive +2, Stealth +12, Swim +22**Languages** Draconic**SQ** ice shape**Special Abilities**

Blindsight (60 feet) (Ex) Sense things and creatures without seeing them.

Breath Weapon (30 ft fire, 6d4 Fire, every 4 rds) (DC 16) As a standard action, affect an area with elemental damage (Ref half).

Darkvision (120 feet) You can see in the dark (black and white vision only).

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Flyby Attack You can take a standard action during your move action while flying.

Fire Shape (At will) (Su) Can shape ice and snow, as stone shape.

Fire walking (Ex) Climb and move on fiery surfaces without penalty &amp; no Acrobatics checks to run or charge on fire.

Power Attack -2/+4 You can subtract from your attack roll to add to your damage.

**ATL 5****⚔ "Green Dragon", Juvenile**

CE Large dragon (fire)

**Init** +5; **Senses** 'dragon senses, Perception +18

**AC** 23, touch 10, flat-footed 22 (+1 Dex, -1 size, +13 natural)

**hp** 127 (9d12+60)

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

**Defense Abilities** nil; **DR** nil; **Immune** fire, paralysis, sleep; **SR** nil;

Weakness vulnerability to cold

**Spd** 60 ft., burrow 30 ft., fly 150 ft. (average), fire walking, swim 60 ft.

**Melee** bite +18 (2d6+13) and 2 claws +18 (1d8+9) and tail slap +13 (1d8+13) and wings +13 (1d6+4)

**Ranged** nil

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

**Special Attacks** dragon's breath weapon

**Spell-Like Abilities**

(CL 9th; concentration +9) At will—fog cloud

**Spells Prepared**

**Str** 29, **Dex** 12, **Con** 23, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +10; **CMB** +20; **CMD** 31 (35 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Initiative, Power Attack, Vital Strike

**Skills** Fly +8, Intimidate +13, Perception +18, Sense Motive +3, Spellcraft +13, Stealth +10, Swim +30

**Languages** Draconic

**SQ** Fire shape

**Special Abilities**

Breath Weapon (40 ft cone, 8d4 Fire, every 4 rds) (DC 21) As a standard action, affect an area with elemental damage (Ref half).

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Flyby Attack You can take a standard action during your move action while flying.

Fire Shape (At will) (Su) Can shape fire as stone shape.

Fire walking (Ex) Climb and move on fiery surfaces without penalty & no Acrobatics checks to run or charge on fire.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Vital Strike Standard action: x2 weapon damage dice.

**ATL 7****☐ "Green" Dragon, Adult**

CE Large dragon (fire)

**Init** +5; **Senses** 'dragon senses, Perception +11

**AC** 27, touch 10, flat-footed 26 (+1 Dex, -1 size, +17 natural)

**hp** 149 (13d12+65)

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

**Defense Abilities** Aura fire aura (5 ft.), frightful presence (180 ft., DC 17); **DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 12;

Weakness vulnerability to cold

**Spd** 60 ft., burrow 30 ft., fly 200 ft. (poor), fire walking, swim 60 ft.

**Melee** bite +20 (2d6+10/19-20) and 2 claws +19 (1d8+7) and tail slap +14 (1d8+10) and 2 wings +14 (1d6+3)

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

**Special Attacks** dragon's breath weapon

**Spell-Like Abilities**

(CL 9th; concentration +9) At will—fog cloud

**Spells Prepared** (CL 1st; concentration +2): 0 (at will)—dancing lights, detect magic, mending, ray of frost 1st (4/day)—shield, true strike;

**Str** 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

**Base Atk** +13; **CMB** +21; **CMD** 32 (36 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Fly +11, Intimidate +17, Knowledge

(arcana) +17, Perception +22, Sense Motive +4,

Spellcraft +17, Stealth +13, Swim +31

**Languages** Draconic **SQ** Fire shape

**Special Abilities**

Breath Weapon (40 ft cone, 12d4 Fire, every d4 rds) (DC 21) As a standard action, affect an area with elemental damage (Ref half).

Fire Aura (5 ft, 1d6 fire dam) (Su) Creatures in aura at the start of the dragons turn take fire damage.

Frightful Presence (180 feet, 5d6 rds) (DC 17) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge.

Opponents within range who witness the action may become frightened or shaken. The range is 20 feet X age category of the dragon.

Fire Shape (At will) (Su) Can shape fire, as stone shape.

Fire walking (Ex) Climb and move on fiery surfaces without penalty & no Acrobatics checks to run or charge on fire.

## ATL 9

### “Green” Dragon, Mature Adult

CE Large dragon (fire)

**Init** +5; **Senses** 'dragon senses, Perception +25

**AC** 30, touch 10, flat-footed 29 (+1 Dex, -1 size, +20 natural)

**hp** 186 (15d12+80)

**Fort** +15, **Ref** +11, **W5II** +12

**Defense Abilities** Aura fire aura (10 ft.), frightful presence (210 ft., DC 19); **DR 10/magic**; **Immune** fire, paralysis, sleep; **SR 23**;

Weakness vulnerability to fire

**Spd** 60 ft., burrow 30 ft., fly 200 ft. (poor), icewalking, swim 60 ft.

**Melee** bite +24 (2d6+12/19-20) and

2 claws +23 (1d8+8) and

tail slap +18 (1d8+12) and

2 wings +18 (1d6+4)

**Ranged** nil

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

**Special Attacks** dragon's breath weapon

**Spell-Like Abilities**

(CL 9th; concentration +9)

At will—fog cloud

**Spells Prepared**

(CL 3rd; concentration +4):

1st (6/day)—grease, shield, true strike

0 (at will)—dancing lights, detect magic, light, mending, ray of frost

**Str 27, Dex 12, Con 21, Int 12, Wis 15, Cha 12**

**Base Atk** +16; **CMB** +25; **CMD** 36 (40 vs. trip)

**Feats** Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite)

**Skills** Fly +14, Intimidate +20, Knowledge (arcana) +20, Perception +25, Sense Motive +4, Spellcraft +20, Stealth +16, Swim +35

**Languages** Draconic

**SQ** ice shape

**Special Abilities**

Breath Weapon (40 ft cone, 12d4 Fire, every d4 rds) (DC 21) As a standard action, affect an area with elemental damage (Ref half).

Fire Aura (5 ft, 1d6 fire dam) (Su) Creatures in aura at the start of the dragons turn take fire damage

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Flyby Attack You can take a standard action during your move action while flying.

Frightful Presence (180 feet, 5d6 rds) (DC 17) This special quality makes a creature's very presence

unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is Fire Shape (At will) (Su) Can shape fire, as stone shape.

Fire walking (Ex) Climb and move on fiery surfaces without penalty & no Acrobatics checks to run or charge on ice.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Vital Strike Standard action: x2 weapon damage dice.

Breath Weapon (40 ft cone, 14d4 Fire, every d4 rds) (DC 23) As a standard action, affect an area with elemental damage (Ref half).

Fire Aura (5 ft, 1d6 fire dam) (Su) Creatures in aura at the start of the dragons turn take fire damage

Dragon Senses (Ex) See four times as well as a human in dim light and twice as well in normal light.

Flyby Attack You can take a standard action during your move action while flying.

Frightful Presence (210 feet, 5d6 rds) (DC 19) This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 20 feet X age category of the dragon.

Fire Shape (At will) (Su) Can shape fire as stone shape.

Fire walking (Ex) Climb and move on fiery surfaces without penalty & no Acrobatics checks to run or charge on ice.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Snow Vision (Ex) Vision is not hindered by snowy conditions.

Vital Strike Standard action: x2 weapon damage dice.

- If the PC's fail to free the girl and are defeated **GO TO Conclusion F (page 20).**
- If the PC's free the girl and then fall to the dragon. **GO TO Conclusion G (page 20)**
- If the PC's defeat the dragon and free the girl, **GO TO Conclusion H (page 20)**



## CONCLUSION A

The PC's don't help

**Deciding that it is none of your business if a little girl goes missing, you pack up your stuff and head back to Amythdor with another wagon train. It's a long week back, and a few bandits attack, but you make it back in one piece. Who knows whatever came of that woman and her little girl, but that was someone else's problem.**

## CONCLUSION B

Off to Riverdale

**You spend a glorious day in the nation's capital, you see the wonders that are the cathedrals of Riverdale and spend lots of coin at each of its three illustrious pubs. Unfortunately, after the day is up, you reappear in the real world without the little girl, the mother throws herself on the bed screaming and crying. She looks to you, "You couldn't save her! I'll never see my baby again!"**

## CONCLUSION C

Off to Riverdale to kill the king and give the kingdom back to the dragon

**Marching into Riverdale and trying to get an audience with the king takes time and once you finally get it you draw your steel to cut him down and return the nation to its rightful ruler, the dragon. Unfortunately for you, the king's men are no slouches with the steel and you never wake up...**

## CONCLUSION D

Defeated by the skeletons

**Perhaps storybooks aren't your thing or you were too poor to afford them. You messed with the skeletons and were defeated, you never should have messed with them in the first place.**

## CONCLUSION E

Defeated by Pirates

**A hobgoblin pirate and his goblin lackies. Perhaps a bit too much for new adventurers such as yourselves, you find yourselves waking up back in Isington with the woman in the**

**corner crying. It seems she may never get her daughter back.**

## CONCLUSION F

Defeated by Dragon and no one unties the girl.

**The world fades to black as the last of you falls, the last thing you see, the little girl struggling against the bindings. Waking up back in Isington, you find the mother crying. Apparently, the little girl didn't return.**

## CONCLUSION G

Defeated by Dragon, someone unties the girl

**The world fades to black as the last of you falls, you hear the screams of the little girl shouting for you to get up. The next thing you know, you are standing back in the room in Isington, the mother crying with joy. Her daughter has been returned to her and they can get on with their lives.**

## CONCLUSION H

Beat the dragon

**The dragon roars one last time as it falls to the ground and you quickly rush to free the little girl. As you begin to gather the loot, the world around you stretches and vanishes with an audible "pop". You find yourselves standing back in the room you left from, none the worse for wear. As a matter of fact, your bags seem a bit heavier now and a happy little girl is the arms of her mommy.**

**GM NOTE:** Everyone is healed to full. If someone dies, he comes back to life. After all, it is a fairy tale and no one dies in fairy tales.

**THUS ENDS "WHAT CHILDISH DREAM IS THIS?"**

**TIME UNIT COST: 1 TU**

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## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>
Saved the Girl	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>	<b>3100</b>

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

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the 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 1**

➤ 50 gp

### **Conclusion H**

Loot

CRITICAL EVENT SUMMARY: WHAT CHILDISH  
DREAM IS THIS

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

**Do Not Return After** \_\_\_ GenCon \_\_\_\_\_

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

1. Did the PC's go on the adventure?
2. Did they want to find the merchant and do harm to him?
3. Did the PC's figure out it was the book?
  4. What is the dragon's status?
5. What gave the PC's the most challenge  
Skeletons          Pirates          Dragon
6. Note any other important information on the back of this form (PC arrests, etc.).



## ROSTER OF HEROES: WHAT CHILDISH DREAM IS THIS?

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: \_\_\_

## 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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