



A Fork in the Road

LSJ164

(A tale of Three Brothers - Part 1)

Bob Swaim and Adam Cook

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

A fantastic tale of untold riches? A hunt for treasure into the wilds outside of Amthydor? Can it really be as simple as following a map or is there something darker involved? Either way, it can't be that difficult for the adventurers of Amthydor...right? For heroes of levels 1-7.

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow

from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

"*A Fork in the Road*" is Part 1 of the Tale of Three Brothers Series. It is best to play before Part 2 and Part 3 after playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

The players are given a treasure map by an old man in exchange for the story of their adventure in retrieving it. Their path leads them outside of the territory of Amthydor into the wilder regions between countries. He obtained the map and story as a family heirloom, something handed down since the original events. His family has this because they are descended from the cleric of the three brothers who made it after the valley was sealed away. No one could ever get there before because of the seal. That is until the arrival of Cruciatu, the shockwaves of his landing caused a landslide that re-opened the valley again.

ADVENTURE SUMMARY

Introduction – The PCs are all at the shop of an old elven man cashing in on the loot from a previous adventure. The money earned is part of this mod and not related to any previously played mod in anyway.

Encounter 1: The old elf has been telling stories and monopolizing the PCs time, some may be impatient to move on but patience with the elderly is its own reward. He will tell them a story that is connected to a treasure map he has come into possession of and will give it to them provided they agree to come back and tell him the tale of their adventures.

Encounter 2: On the road, they are met by a frantic young man who is asking for help with their wagon. They are merchants who have become stuck in the mud. The PCs are not required to help, but will miss out on some treasure if they do not.

Encounter 3: PCs reach the swamp described on the map. It is unable to be bypassed due to some force that prevents it. This is the first sign that the tale may have more to it than the old elf knew. They must camp during the night in the middle due to the size of this place and have an encounter during that. If the PCs do not camp they are attacked in the middle of the swamp with no dry land nearby leaving them in a very bad position.

The GM will want to note the clerical domains of any PCs in the group as it may have some bearing on the difficulty of this encounter.

Encounter 4: PCs choose to speak to the ghost and find out more information.

Encounter 5: PCs reach the location of the treasure and may have a slight split in the party, one goes down looking for the treasure, though all can if they think they can hold their breath long enough or have some means to breathe, bypassing the combat. They find the treasure and either kill or avoid the natives.

Conclusion –

1: The party retrieves the treasure, has the next piece of the map and helped the traders.

2: The party retrieves the treasure, has the next piece of the map and did not help the traders.

INTRODUCTION – (ALL IN A DAYS WORK)

The PCs as part of this are paid a small amount of money up front from their “previous” adventure. This money is a part of this modules loot and any previous module they have played have no bearing on its value.

The PCs can also anger the owner by trying to hit on the young elven woman who turns out to be his incredibly young wife. If it is simply hitting on her he will tell them she is his wife and forgive them if they apologize. If it is more or they persist doing this results in him being less forthcoming with information of use and maybe charging them for the map, depending on how offensive the PCs were. This is determined at the GMs discretion. In this particular case, if they make the comment during boxed text, it still counts against them.

You have just returned from a successful adventure and found that your usual place to sell the extra loot was bought out during your trip by an elderly elven gentleman by the name of Erwin. With no other preferred place to go, you decided to give him a chance and found that he is a rather fierce haggler. What hair he still has is grey and brittle, he is actually somewhat wrinkled and does not move as fast or fluidly as most elves. He wears tunic and breaches and walks with the aid of a cane, the trick, as you discovered, to dealing with him is that he loves to tell and hear stories, his one weakness.

“...and so, that human mercenary showing up in our village all those years ago saved my pregnant mama, all the while she was giving birth to me during this horrible raid. She was so grateful for them rescuing our village like that, so she named me Erwin in honor of them.”

Erwin finally takes a pause as a young elven woman walks into the room. She has very long silvery hair, jade green eyes and a very nice figure for an elf wearing a dress of silk that covers all but hides little and looks to be barely of adult age for an elf. She brings a box over to Erwin and hands it to him. “Here you go.”

Erwin takes the box, chants and taps the lid. You hear a click sound and the box opens. He then begins getting money from the box and counts out the agreed upon price for the used gear.

As Erwin is counting, the young woman asks, “Would you like some refreshments while he is counting?”

Pause to take orders from box text. This is not a bar or dining place so the selection is fairly limited using gm discretion. It does not cost the PCs anything.

She walks past you towards another door and goes through it to a kitchenette. She returns with your refreshments as you are being handed your money, 20 golden eagles each.

As you get ready to leave, Erwin calls to you, “I have one more story for you, one that might get you a nice reward. I have a very old story for you, one passed on to me by my grandfather, a story of a great treasure left by three brothers. The tale takes place near the time Amthydor was founded, south of the city in the Delambir Mountains.”

If the PCs want to listen, continue below. If not, go to **Conclusion A** and they get nothing but the 20 gold each.

“In those days, this was a wild land, populated largely by we elves, though a smattering of other races lived here as well. In those days, there were three brothers, all elves of course, or so my grandpappy claimed, who were adventurers like your-

elves. They traveled a great deal in the area and did much to tame the worst of the monsters before the old Chaldean Empire arrived.”

Knowledge: History or Local DC 15 tells the PCs that this would be around 3,000 years ago, when the elves were the predominant inhabitants of this area.

“Through all of their adventures, they amassed a fortune, all be it a small one by modern standards I am sure. When they were reaching an age where they could no longer do the things they had in youth, they each agreed to split their fortune into three pieces and retire. Unfortunately, they could not agree on the exact division.”

“The cleric felt he should get the most since he kept them alive all these years and would be donating a large portion to his church. The fighter felt that he should get a larger share because he led the group and had saved their lives as often as the cleric. The third brother, a wizard of great power, saw what they did not, that their bickering was going to lead to violence between them, so he proposed a compromise.”

“His solution was to lock the treasure away together and divide the key into three pieces. Each brother would keep one piece of the key and, when they could finally agree on a way to fairly split the treasure, they would go together and do such. In addition, each could keep a small number of items from their treasure that could be used to support themselves until the day that they could all agree.”

“Upon his brothers’ agreement, they did exactly that, each going to someplace important to hide their piece of the key. At their chosen locations they arranged for protectors and traps to be in place to deter any who came looking for the treasure and then met again the following year on the beach of what is now Amthydor. They could not reach an agreement that year and decided that every year they would meet here again to discuss a solution.”

“As years became decades and decades into centuries, their meetings continued until one day the eldest brother, the wizard, did not return. The remaining brothers continued to meet but had little luck on a compromise since they could not get to the

treasure without the missing brother. Within in the next one hundred years the middle brother, the fighter, died as well and finally, all alone at the end of his life, the last and youngest brother, the cleric, wept in despair over the break between his brothers and his loss of both of them, repenting of his greed.”

As Erwin continues speaking, his wife, seeing that you are all seated and listening, sits on her husband’s lap since there are no more chairs available. Erwin smiles at her, wraps an arm around her and continues while she sips her tea. “Upon his repentance his goddess, Ardra, sent him a message, that old enemies had come for the other brothers and taken them in hopes of taking their treasure, but were unable to claim the keys. She also told him that their sacrifice was not in vain, for one day, others would come and find their treasure and use it to defeat the ones who killed his brothers.”

“Eventually of course, the last brother died as well, but not before he had drawn a map, one which he knew would be used to find the keys when the time was right. I know it all sounds like a story to you and, a rather far-fetched one at that, but I swear it is true. You see, I have proof.”

☛ What proof do you have?

“I have a map and the key that goes with it.”

☛ How do you have the map?

“It was handed down from generation to generation. My family was friends with the brothers according to family legend.”

☛ How much do you want for the map?

“Well, the map can be yours for free if you come back and tell me the story of your travels. I would go myself, but I am too old for that kind of gallivanting about.”

☛ What will we run into on the way there?

“My research shows that there is a very large swamp with some magical properties that prevent access to the area. You must reach it without going through it. Those who have tried since the earthquake caused by Cruciatu’s arrival made the landslide, from all reports, have either never been heard from again, could not penetrate to where they were going or came back damaged, deformed, insane or

worse. Only those who have walked into the swamp have never come back in one piece and even they seem more than a bit off, talking about things that won’t stay dead.”

“Since the area had been isolated for so long, it is quite likely that you could find tribes of primitive humans in there, the ones in that area were head hunters, cannibals and demon worshipers, if the tales are true.”

☛ Is there any special equipment that we may need to take?

“The map shows what might be a pit of some kind that might be filled with water and a notation about diving into it to find the key. A way to breath underwater might be useful.”

If the PCs ask if he can provide them with a way to breathe underwater, he will direct them to a place to purchase the items at a **shopping spree**.

“Well, I wish you the best of luck in the hunt and don’t forget to bring me the story when you return.”

ENCOUNTER 2 – ON THE ROAD ONCE MORE

The weather will be getting increasingly cloudy and unpleasant as they leave town. Eventually pouring down on them during day two, if the PCs refuse to reach/find shelter they have a chance to get a cold.

As you leave the city, it is a beautiful day, which lasts for all of about a day, then it starts getting ugly. The sky turns grey and even a fool can tell a bad storm is coming up. As you move on, you realize that it is moving even faster than expected and you will need to find shelter soon, **VERY** soon.

A **Survival DC 15** will reveal that there is a cave nearby that would be able to provide shelter from the storm. It is only a few minutes away and they can be there shortly after the storm hits.

2a.) If they make the Survival check:

As you move towards the cave, you see a dim shape ahead of you through the pouring rain. As you

move closer, you see a young man frantically waving for help as he sees you coming towards him.

Continue to 2c.

2b.) If they fail the Survival check:

As you continue miserably down the road, you think you hear a faint voice crying out from behind you. When you look, you see a dim shape coming towards you from out of the storm. It becomes evident as it moves closer that it is a young man, who is yelling for you and waving his arms, trying to get your attention.

If the PCs wait for him, go to 2C. Otherwise, continue reading.

As you move away from the figure, you hear him cursing you for leaving him to his plight, you eventually move out of sight and hearing of him and slog through the drenching downpour. You find that you have no place to set up camp and spend a wet, muddy, night in the rain which persists for two more days.

Have the PCs make three **Fortitude DC 10** for the first, **DC 15** for the second and **DC 20** for the third, a failure of any of these means the PC gets a cold. This results in a -1 penalty to perception checks and a 2% chance that arcane casters cannot prepare their spells that day due to a lack of restful sleep. Each failed save beyond the first stacks the affect to a maximum of -3 and 6% chance respectively. These effects last until the **Encounter 4** or cured by remove disease. A **Heal DC 15 + atl**, prevents the illness from getting any worse though you still suffer the initial penalty for the first failed save.

After making these checks continue onto **Encounter 3**.

2c.) If they talk to the young man.

The young man you see before you is dressed in in sodden, traveling clothes. He has short black hair plastered to his face and seems both out of breath and relieved that you stopped. He looks at you and says, "Thank Lucor, I was beginning to lose hope."

☛ Who are you?

"My name is John."

☛ What are you doing out here?

"My father runs a roving trade shop, we were heading to Amthydor after a trading run into the countryside. We were going along quite nicely, when our wagon got mired in the muck from this storm. Worse still, we can't get it out to get to shelter and we can't afford to leave it where it is, it will ruin us. I volunteered to try and find help on the road here, are you willing? We can't pay you now, but we can provide a fire and food in the cave we found near here."

☛ What can we do to help?:

"We need help getting the wagon free, baring that we need to get the cargo out and into the shelter of the cave. I will lead you to it, come on."

He leads you in the direction of the cave that his caravan was going to when they got stuck. It only takes a few minutes to reach them and you see that the wagon is badly stuck. Upon looking at the crew, you see a fairly large male half-orc giving directions to a female human, a male half-elf and a pair of halflings, it is pretty obvious why they are having such trouble. As the half-orc waves you over towards the wagon he shouts, "You on that side, you, on that one, the rest of you push from behind!"

Looking at the situation you realize you might be able to get it out...maybe...with enough luck.

Strength DC 12+ATL, it can be done as a primary and assists. For each round that the DC is not reached, record it. After 5 attempts they will give up and ask the PCs to help unload the wagon and move the contents inside the cave by hand. The number of round it takes reduces the reward the pcs get due to the ruined supplies. Once they either unload or get the wagon unstuck, continue here:

As you get inside the cave and comfortable, you hear the storm get even worse. Fortunately, there is a nice fire already going and you see a very nice roast started over the fire. Tending to the fire and roast is another half-elf and a young human boy. The half-elf looks at you and smiles as she grabs the boy from running and jumping on the party members full of questions about adventuring. "Thank you for helping us get our wagon unstuck. I hope my husband did not boss you around too much. He can get a little pushy when he is in a hurry."

The PCs are likely to have questions for the traders, they will answer questions to the best of their abilities and if asked about the path that the PCs are taking, they will try to change the subject though they will answer if pressed.

🗨️ **Who are you?**

“Well as you may already have realized, we are traders. We make a run to some of the far flung villages with goods from Amthydor and back again. My name is Halgrind,” the half-Orc indicates himself, “The leader of this caravan. The lady tending the fire is my wife, Virona, and the little one, our youngest, Ben.” He points to the half-elf who smiles in your direction and the little boy, “You have met our son John. This,” he points to the human woman, “is Sabine and this,” indicating the half-elf “is Moryn. Finally, these two,” he points to the halflings, “Are Myndi and Jyndi Cobstyn.”

🗨️ **How did you get in that situation with your wagon?**

“Well, despite the obvious, we misjudged how bad it would be and thought we would have the time to get to this cave rather than set up camp where we were. We were obviously mistaken, it is a good thing that you showed up when you did or we would have been in serious trouble. All of our money is tied up in our stock and if we lost it, we would loose everything.”

🗨️ **Why do you do it then?**

“We do this job because someone needs to. These far flung groups cannot make everything they need and we feel that it is worth the risk to our own finances to give them the chance to survive out there. Any of our group is free to quit at anytime when we return to Amthydor, they would get their share of the stock and profits and be sorely missed. So far though, no one has chosen to do that.”

🗨️ **Do you have trouble with bandits or wildlife?**

“Occasionally, but generally, bandits have no real need to be down here, the goods we have are not worth their trouble really, and the villages have next to nothing. We do see attacks from some beasts and monsters, nothing we can’t handle though.”

🗨️ **Why bring your children?**

“For one, we have no one else to leave them with. We also feel that our family is important in our work as it helps set the minds of some of the villages at ease to see we have children of our own to protect, makes us less likely to cheat the villages or cause trouble since they see we are family folk ourselves.”

🗨️ **These are your kids?**

“Yeah, I know, they take after their mother more than me. It is the extra human blood compared to our mixed blood”

Being aware of this, the PCs can see that there are signs of this strange mix, John has slightly pointed ears and pointier teeth. Ben has a greenish tinge to his skin.

🗨️ **What can you tell us about the route we are traveling?**

“Oh, only the swamp, not anything else of note, nothing out there worth our time so we don’t worry about it”

Sense Motive DC 10+ATL tells the PCs that they are not comfortable answering the question.

A Diplomacy or Intimidate DC 10+ATL can get more information from them. Continue reading if they succeed:

only heard rumors of the place. As I said, there is nothing out there of real interest to us since it is haunted by the angry dead. They say the monsters won’t stay down and that magic does not work quite right in that place. You can’t fly over the swamp nor can you fly from another direction to get to it. It is like it is not there until you enter through the swamp.”

“It is also said that you cannot cross that wretched place in a day. It takes a couple of days and it is hard going through muck and the only relief is at the mid point. There is supposedly a cave, but I have never heard of anyone who went further than that returning. The only person to have been there and back is said to be crazed. He became so bad that one of the villagers put him down to end his suffering.”

The group may interact with the party over the next two days during the remainder of the storm if the PCs stay that long. After one day the storm has died down enough to avoid the fort save for a cold. This gives some time for role play if the PCs desire and time allows. The cave is quite large with plenty of space, it is obvious it is used as a regular stop. Of the traders, the human Sabine (cha 17) and half elf Moryn (cha 14) and the halflings Myndi and Jyndi (both cha 15). They are quite interested in flirting and may be interested in more. Of course use this at your own and PCs discretion. The Halflings are twins and are more than happy to talk and tell stories.

It has been three days and the storm finally blows over. The traders pack up and head to Amthydor promising to repay everyone in some way once they have sell off their goods and will leave your reward with the Merchants Guild.

ENCOUNTER 3 – INTO THE MURKY MORASS

As you continue to travel for another day or so, you notice a faint smell that indicates your destination is near. As you get closer, the smell intensifies and you find that this is perhaps the foulest odor you have ever smelled. The light begins to dim as you see the remains of a massive rock slide that opened the way forward. You quickly come upon the edge of the swamp underneath the trees that grow here.

Knowledge: Nature DC 12 these look like Cyprus trees with something not right with them. They are twisted and somehow wrong.

As you take your first tentative steps, you find that the muck is very deep. It is easily two feet deep in most places and even worse in others. You can tell it is going to be slow going.

Knowledge Nature or Survival DC 10:

You realize quickly that you should try and take some precautions to avoid serious problems.

Let the PCs think a minute or two before letting them try a survival check. If they have to make a **Survival**

check, each tier on the check is inclusive with the ones before it giving them those results as well.

DC 10 tells them that they need a way to find a safe path.

DC 10 + ATL tells them it would be wise to use something to probe the water with.

DC 15 + ATL tells them that they could use a long pieces of wood or a similar item to probe ahead of them.

The GM is free to accept other ideas as long as they seem plausible. Regardless of their actual solution, there are no rolls that need to be made to progress if they come up with some way to make sure the path forward is safe, and they will end up at the mid-point regardless.

You have no idea how long you have been mucking through this swamp, but even though only hours can have passed, it feels like you have been wading through this for days. As you begin to feel a melancholy despair come upon you, you find yourselves coming up on a cave. This must be the one on the map and it marks the half way point through the swamp. You notice that the light is plummeting quickly and that going ahead in the dark is probably not a good idea.

You find that the cave is actually quite spacious, bigger than you thought it would be from the outside. It appears that the cave floor slopes down gradually and ends about 50 feet back and 10 feet down in the far end. The entire thing is made of solid rock and, while cold and dank, it should be acceptable with a little effort.

If the PCs set up a watch, make sure you know which group will be on watch at what time. If they don't set one, then the target of the next encounter will be random, preferring non-evil character and then divine ones. If there is a divine caster with the *Healing*, *Repose*, or *Liberation* domains, they will have an alternate route to complete this encounter that will make it much easier (See **3b.** pg. 18).

3a.) No cleric with Healing, Repose, or Liberation domains.

- Give the PC Player Handout 1, if they agree to be an intermediary **GO TO Encounter 4(page 18)**. Otherwise, continue with the next boxed text.

Find a PC who is a worshiper of a non-evil deity and is, preferably, a cleric followed by divine caster, if there is a tie just choose someone and read the following.

Only the chosen PC hears this, and it happens around midnight. It feels like a vivid dream whether they are on watch or sleeping and they are forced to go out there as though they were sleepwalking. There is no save for what happens now feel free to read this part privately to the possessed player if you wish:

As the night passes, you find the swamp strangely quiet. Eventually, you begin to hear a strange voice. You could swear there is a woman whispering for your aid. You find yourself drawn outside and see an image in the distance. It seems to be a woman, standing on top of the swamp. She beckons to you and you can feel great sorrow coming from her. You begin to walk towards her.

If there is a watch posted, they may see the PC walking out there with a **Perception DC 10**. Otherwise, there is a **Perception DC 20** for the party to hear the PC leaving the cave and wake up. If the other PCs see this person, they have the chance to act upon it. They can try to reason with the walking character, but will find that they are unable to make themselves heard.

If the PCs notice what is happening.

You see your companion walking out into the swamp and you feel a chill in the air that does not seem right. Almost as if someone is dragging ice cold fingers along your spine.

Give the PCs a chance to react to the situation.

Any words you say don't reach them and you find yourself curiously unable to touch them, as though some force is pushing you back and they just keep going. As they step out onto the swamp ten feet out, a wall of skeletons rise up in front of you, their hollow eye sockets take on a reddish glow and block your progress.

GM NOTE: Remember, it has been previously stated that you can't fly in or through the swamp.

Until the PCs try to get past the skeletons, they will not do anything, but bar them from their compatriot. If the PCs attack them or try to pass, they will attack. Anytime one is killed, it reappears in the square it was destroyed in on its next initiative. It is a full round action to do this. The skeletons will try to avoid harming the PCs seriously, for now, and just try to keep them back away from their party member. If they do attack or try to otherwise push through, roll initiative. The encounter lasts for 3 rounds, at which point the affected PC reaches the ghost and she will possess them (no save). At that point, the skeletons stop what they are doing and move aside.

- Give the PC Player Handout x, if they agree to be an intermediary **GO TO Encounter 4(page 15)**. Otherwise, continue with the next boxed text.

The skeletons have mysteriously stopped. You see the ghost enter the body of her victim, but oddly, she walks them back to the edge of the swamp near the cave and releases them, shoving them onto dry ground. That done, she returns to the location she started at and looks mournfully in your direction. You pass the rest of the night with both her and the skeletons staring at you longingly until daylight arrives, at which point they sink back into the swamp and vanish from sight.

If the PC that was possessed tells the other party members and one wishes to volunteer to host her, they may.

- Give the PC **Player Handout 1**, if they agree to be an intermediary **GO TO Encounter 4(page 18)**
- Otherwise, **GO TO Encounter 5 (page 18)**

ATL 1

☠ **Skeletons (10)**

ATL 3

☠ **Skeletons (7)** and ☠ **Burning Skeletons (3):**

ATL 5

☠ **Burning Skeleton (7)** and ☠ **Bloody Skeleton (3):**

ATL 7

☠ **Burning Skeleton (6)** and ☠ **Bloody Skeleton (3)** and ☠ **Skeletal Champion (1)**

☠ **Skeleton:**

NE Medium Undead (6 ft. tall)

Init +6 (+2 Dex. +4 Imp. Init); **Senses** nil

AC 16, touch 12, flat-footed 14; (+2 armor, +2 Dex, +2 natural)
hp 6 (1d8)
Fort +0, **Ref** +2, **Will** +2
Defense Abilities undead traits; **DR** 5/bludgeoning; **Immune** cold; **SR** nil
Spd 30 ft.
Melee claw +1 (1d4+2)
Full Atk 2 claws +1 (1d4+2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known nil
Str 15, **Dex** 14, **Con** --, **Int** --, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +2; **CMD** 14
Feats Improved Initiative **Skills** nil **Languages** nil
SQ undead traits, darkvision 60'
Gear broken chain shirt

⚔ **Burning Skeleton:**

NE Medium Undead (6 ft. tall)
Init +6 (+2 Dex, +4 Imp. Init); **Senses** nil
AC 16, touch 12, flat-footed 14; (+2 armor, +2 Dex, +2 natural)
hp 12 (2d8)
Fort +0, **Ref** +2, **Will** +2
Defense Abilities undead traits; **DR** 5/bludgeoning; **Immune** fire; **SR** nil
Spd 30 ft.
Melee claw +2 (1d4+2 +1d6 Fire)
Full Atk 2 claws +2 (1d4+2 +1d6 Fire)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Str 15, **Dex** 14, **Con** --, **Int** --, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +3; **CMD** 15
Feats Improved Initiative **Skills** nil **Languages** nil
SQ darkvision 60', Fiery Aura, Fiery Death **Gear** broken chain shirt

Fiery Aura (EX): Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the beginning of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Fiery Death (SU): A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage per 2 Hit Dice the skeleton possessed (minimum 1d6). A reflex save (DC = 10 +1/2 the skeleton's Hit Dice + the skeleton's Cha bonus) halves this damage.

⚔ **Bloody Skeleton:**

NE Medium Undead (6 ft. tall)
Init +6 (+2 Dex, +4 Imp. Init); **Senses** nil
AC 16, touch 12, flat-footed 14; (+2 armor, +2 Dex, +2 natural)
hp 12 (2d8)
Fort +0, **Ref** +2, **Will** +2
Defense Abilities undead traits, Fast Healing 1, Channel Resistance +4; **DR** 5/bludgeoning; **Immune** cold; **SR** nil
Spd 30 ft.
Melee claw +2 (1d4+2)
Full Atk 2 claws +2 (1d4+2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known nil
Str 15, **Dex** 14, **Con** --, **Int** --, **Wis** 10, **Cha** 14
Base Atk +2; **CMB** +3; **CMD** 15
Feats Improved Initiative **Skills** nil **Languages** nil
SQ undead traits, darkvision 60', Fast Healing 1, Channel Resistance +4
Gear broken chain shirt
Special Abilities
Channel Resistance: A bloody skeleton gains channel resistance +4.

Deathless (SP): A bloody skeleton is destroyed when reduced to 0 hit points but returns to unlife 1 hour later at 1 hit point, allowing its fast healing thereafter to resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a bless or hallow spell, or if its remains are sprinkled with a vial of holy water.

⚔ **Skeletal Champion (1):**

NE Medium Undead (6 ft. tall)
Init +5 (+1 Dex, +4 Imp. Init); **Senses** nil

AC 20, touch 12, flat-footed 19; (+6 armor, +1 Dex, +1 natural, +2 Shield)

hp 24 (3d8 + 2d10)

Fort +3, Ref +1, Will +3

Defense Abilities undead traits, Channel Resistance +4; DR 5/bludgeoning; Immune Cold; SR nil

Spd 30 ft.

Melee Longsword (1d8+4/19-20)

Ranged nil

Space 5 ft.; Reach 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 18, Dex 13, Con 9, Int --, Wis 10, Cha 12

Base Atk +3; CMB +4; CMD 16

Feats Improved Initiative, Weapon Focus (Longsword), Cleave, Power Attack, Great Cleave

Skills Intimidate +8, Perception +7, Stealth +0

Languages nil

SQ undead traits, darkvision 60', Channel Resistance +4

Gear broken chain shirt

Special Abilities

Undead traits (Ex)

Channel Resistance: A bloody skeleton gains channel resistance +4.

3b.) The PCs have a cleric with Healing, Repose, or Freedom domains.

This is read to the PC with the appropriate domains, if there are multiples, pick the one with the good alignment, if both or neither are good, roll to determine who hears this. You are free to go to another room or not at your discretion.

You have been hearing this faint sound in the back of your head and it has taken you until now to really notice it. Thinking back, you realize that it has been there since you entered this swamp and has slowly gotten louder as you came to this spot. You realize that it sounds like...voices...just barely loud enough to be heard but not understood.

As you realize this, you feel a pull in the direction of the swamp you have yet to go through and unthinkingly go outside to look. About 100 feet away, you see the shape of a woman who seems to glow and stand just on top of the water. You also notice that, when she sees you, the voices quiet until you hear nothing. She looks at you expectantly and waits.

The ghost will make no aggressive actions, and she will wait for a minute before taking any further actions. Eventually she will give the PC a beckoning gesture.

If the PC asks what they feel from her, they will sense desperation from her, and a hint that she wants to talk. Any PC who witnesses this may make a **Sense Motive DC 15** to recognize the same thing. The ghost will do nothing to interfere with the party, but she will keep the PC that heard this awake all night, hoping that the PC will take action and speak with her.

➤ If the PCs go all night without talking to the ghost **GO TO Encounter 5 (page 16)**, Otherwise, continue with boxed text.

If a PC tries to speak with her:

When you try to speak to her, she makes a gesture that implies she cannot hear you from so far away and beckons you to come forward. As you step out into the swamp, you find that the path between you is seemingly solid and you can walk across the swamp. After you walk several yards out, from the muck to the sides, skeletons arise.

Heal DC 10 tells you these are mostly elven, with a single human and dwarven skeleton.

They form a line on either side of the path and display what seem to be signs of hope at your approach. Seeing your startled reaction, she frantically holds her hands out, palms up, with an imploring and fearful look on her face.

ENCOUNTER 4

The PCs have a chance to talk with the ghost, either through the possessed character in 3A or the willing speaker in 3B. Either way, the paths converge here.

Having the feeling that you can trust the ghost, you allow her to slide into your body and possess you. Having done so, you walk back towards your compatriots, the skeletons kneeling as you pass with what seem to be expressions of hope. As you reach the edge of the swamp near the cave, you stop and feel her begin to speak through you.

“I am Lashana, the Last Sacrifice. Long have we awaited the arrival of those who will free us. We are glad that the day has come at last.”

☞ What have you done to our ally?

“I have possessed them. It is a willing possession and I will leave if they desire me to do so. I ask only that you hear our plea out first”

☞ Prove it?

She steps out of your ally’s body.

Let the Temporarily un-possessed PC say something before resuming.

She slides back into your ally’s body.

☞ The last sacrifice?

“Yes, all of us were sacrificed long ago.”

☞ Why were you sacrificed?

“To allow a great evil to enter Raia.”

☞ Is that where our map takes us?

“Yes.”

☞ If you were the last, does that mean the evil was released?

“Yes, it was released. However, I have not seen it in all these years so I do not know what has happened to it.”

☞ Who did this?

“The denizens of the vale ahead. They were all worshippers of this evil.”

☞ Are the residents of the vale still there?

“To my knowledge, yes. They have never left the vale through this route and it is the only way in or out.”

☞ What do you want from us?

“We want you to free our souls. We are trapped here by the evil that we were sacrificed to, bound to never cross over.”

☞ How can we free you?

“I am not sure. The solution must reside in the vale. My best guess would be to destroy the altar that we were sacrificed upon.”

☞ How do we do that?

“I do not know.”

☞ Do you know anything about this treasure we are searching for?

“Most likely it is the valuables that were sacrificed with us, gold, gems and various other items.”

☞ What is your freedom worth to you?

“There is nothing we have left to give other than what we already have. We will speed your passage through the swamp when you are ready to proceed.”

When the PCs are out of questions continue on.

Having finished your conversation, the ghost releases your ally and you notice that the undead that implored your help are still standing on top of the swamp. The ghost goes back to the place where she appeared, smiles at you and gestures. The skeletons

all sink back into the muck and with that, she vanishes.

As you all leave later that morning, you find that you are walking on top of the muck as if it were a paved road. You make very quick time to the far edge of the swamp and continue on into the vale.

ENCOUNTER 5

Having made it out of the swamp, you find yourselves in a vale somewhere in the southern portion of the Delambir Mountains. Ahead of you, a river runs through the middle of the valley and, upon consulting the map, you realize that you need to move up stream.

As you make your way along the river bank, you see no sign of anyone living here. Eventually, you find the terrain start to rise and become rougher and find that the terrain splits here. The river runs up along the top of a cliff and the map leads you down a fork in the path along the valley.

A **Knowledge Nature DC 20** tells the PCs that the river used to be much wider than it is now, though it has been quite some time since it was any bigger than its current size.

You know you are getting close to your destination by the sound of the falls that go down into the pit. As you approach, the sound becomes very loud, you almost have to shout to be heard above it.

You find yourselves looking at a deep pit in the ground. It is roughly 60 feet across and at least 20 feet down to the water. On the edge opposite of the cliff, you find a strange block of black, glass like stone. It is roughly squared off and looks like it has been here for a very long time and coated with what looks like rust. Along the sides is a strange flowing script. It almost seems to change as you look at it and you sense something very...dark...about it. The hideous face that is carved in the very center of the slab certainly does not help any.

Knowledge Nature DC 12 tells you this is obsidian, a volcanic rock.

DC 15 tells you that the rusty looking substance is not a naturally occurring feature of this substance.

Heal DC 10 tells you that the rusty looking substance was made by blood, lots of blood. Since this is not a porous rock and it has been there a very long time.

The script along the sides is in Abyssal. Anyone who can, will recognize it for what it is, though it will take some effort to translate it as it is a very old carving and the language can shift a great deal in just a few years, let alone in a few centuries or more. A **Linguistics DC 18** will provide the translation and give the PCs **Player Handout 2**.

You realize that the map is telling you that you must dive down into the pit to get at the treasure. It does not look like it will be an easy swim since the water is slowly draining somewhere and there is a steady spiral current that turns this into a slow spinning whirlpool.

If the PCs have rope, they can tie it off and use it to aid whoever dives into the water. This will grant a **+10 bonus** to the swim checks. If they have no rope to use in this manner, the **Swim DC 12** initially and increases to **DC 15** as they reach 30 feet below the water. If they go all the way to the bottom (60 ft) the check is a **DC 20**. Their target is roughly 30 feet down on the side facing the cliff.

Before the PC goes in the water, continue here:

As you make preparations to go into the water, you hear a lot of noise coming from further back in the depths of the woods. As you listen to it, you notice that it is coming closer.

Give the PCs a chance to do something. If they decide to hide, continue here:

You find a couple of places to hide out of the way as a boar comes charging through the clearing and an obvious hunting party of four humans with great clubs and a tiefling in robes. They are yelling at each other in a language you can't quite understand, but it is obvious they are on the hunt for the charging boar.

If the PCs aren't hiding, continue here:

As you finish your preparations, you realize that there is the sound of drums and horns being blown and a great deal of rustling in the brush as whatev-

er is coming approaches. You notice that they have to be right at the edge of the clearing and with that, you see them burst out of the woods a wild boar and following the boar, making all the noise, are a group of humans with great clubs. Bringing up the rear is a fiendish looking humanoid in robes. They are all dressed in animal skins and are very dirty. Their skin seems slightly off and you get the eerie feeling that they are not quite what they seem.

GM NOTE: The boar will keep on going unless he's blocked.

ATL 1

🐉 Young Boar (1):

N small animal

Init +2; **Senses** low-light vision, scent; Perception +6
AC 14, touch 12, flat-footed 12 (+2 natural)

hp 14 (2d8+5)

Fort +6, **Ref** +5, **Will** +1

Defensive Abilities ferocity

Speed 40 ft.

Melee gore +4 melee (1d6+1)

Str 13, **Dex** 14, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +1; **CMD** 13

Feats Toughness

Skills Perception +6

🐉 Male Human Barbarian (3):

CE Medium Human level 1

Init +1 (+1 Dex); **Senses** Perception 4

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

hp 28 (1d10 + 4)

Fort +4, **Ref** +1, **Will** +0

Spd 40 ft.

Melee Great Club +6 (1d10+7) -or- +5 (1d10+10 with power attack)

Ranged Shortbow +2 (1d6/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +1; **CMB** +6; **CMD** 17

Feats Cleave, Power Attack

Skills Climb +9, Intimidate +4, Knowledge: Nature +4, Perception +4

Special Abilities: Fast Movement, Rage

Languages Archaic Abyssal

Gear Hide Armor, Great Club, short bow, 10 Arrows

🐉 Male Tiefling Sorcerer (1):

CE Medium Outsider (Native) Sorcerer

Init +3 (+3 Dex); **Senses** Perception 0, Darkvision 60ft
AC 17, touch 13, flat-footed 14; (+4 armor +3 Dex)

hp 8 (1d6 + 2)

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

Defense Abilities Fiendish Resistances (SU): Resist Fire 5, Resist Electricity 5, Resist Cold 5

Spd 30 ft.

Melee Dagger +0 (1d4 /19-20 x2)

Full Attack 2 Claws +0 (1d4 /x2)

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

Special Attacks Claws (SU): You may make two claw attacks as a full attack action dealing 1d4 points of damage plus your strength modifier. This ability is usable for a number of rounds equal to three plus your charisma modifier.

Spell-Like Abilities Darkness (SP) once per day with a caster level equal to your hit dice

Spells Known

1-Lvl 4/day (3 left)

Grease (DC 15), *Mage Armor* (precast)

0-Lvl

Acid Splash, *Detect Magic*, *Read Magic*, *Ghost Sound* (DC14)

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

Base Atk +0; **CMB** +0; **CMD** 13

Feats Weapon Proficiency Simple, Eschew Materials, Spell Focus (Conjuration)

Skills Knowledge: Arcana +5, Knowledge: Planes +5, Spellcraft +5

Special Abilities: Fiendish Sorcery, Cantrips, Bloodline: Abyssal, Bloodline Arcana (SU): Summoned Creatures gain DR2/good equal to one half of the sorcerers level minimum 1

Languages Abyssal

Gear Dagger

ATL 3

♠ Boar (1):

N Medium animal

Init +0; **Senses** low-light vision, scent; Perception +6

Defense

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities ferocity

Speed 40 ft.

Melee gore +4 melee (1d8+4)

Statistics

Str 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

Skills Perception +6

♠ Male Human Barbarian (3):

CE Medium Human level 3

Init +5 (+1 Dex, +4 Improved Initiative); **Senses** Perception 6

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

hp 35 (3d10 + 8)

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

Defense Abilities Uncanny Dodge

Spd 40 ft.

Melee Great Club +8 (1d10+7 /x2)

Ranged Shortbow +4 (1d6/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +3; **CMB** +8; **CMD** 19

Feats Cleave, Power Attack, Improved Initiative

Skills Climb +11, Intimidate +6, Knowledge: Nature +6, Perception +6

Special Abilities: Rage, Fast Movement, Rage Power: Quick Reflexes (ex), Trap Sense +1

Languages Abyssal

Gear Hide Armor, Great Club, shortbow, 10 Arrows

♠ Male Tiefling Sorcerer (1):

CE Medium Outsider (Native) Sorcerer level 3

Init +7 (+3 Dex, +4 improved init); **Senses** Perception 0, Darkvision 60ft

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

hp 22 (3d6 + 6)

Fort +2, **Ref** +4, **Will** +3

Defense Abilities Fiendish Resistances (SU): Resist Fire 5, Resist Electricity 5, Resist Cold 5; Demon Resistances (SU): Resist Electricity 5 and +2 bonus on saving throws versus poison

Spd 30 ft.

Melee Dagger +1 (1d4 /19-20 x2)

Full Attack 2 Claws +1 (1d4 /x2)

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

Special Attacks Claws (SU): You may make two claw attacks as a full attack action dealing 1d4 points of damage plus your strength modifier. This ability is usable for a number of rounds equal to three plus your charisma modifier.

Spell-Like Abilities Darkness (SP) once per day with a caster level equal to your hit dice

Spells Known

1-Lvl 6/day (5 left)

Grease (DC 15), *Mage Armor* (pre-cast), *Magic Missile*, *Cause Fear* (DC 15)

0-Lvl

Acid Splash, *Detect Magic*, *Read Magic*, *Ghost Sound* (DC 14), *Prestidigitation*

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

Base Atk +1; **CMB** +1; **CMD** 14

Feats Eschew Materials, Spell Focus (Conjuration), Improved Initiative

Skills Knowledge: Arcana +7, Knowledge: Planes +7, Spellcraft +7

Special Abilities: Fiendish Sorcery, Cantrips, Bloodline: Abyssal, Bloodline Arcana (SU): Summoned Creatures gain DR2/good equal to one half of the sorcerers level minimum 1

Languages Abyssal

Gear Dagger

ATL 5**⚔ Dire Boar (1):**

N Large animal

Init +4; **Senses** low-light vision, scent; Perception +12**AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 42 (5d8+20)**Fort** +7, **Ref** +4, **Will** +2**Defensive Abilities** ferocity**Speed** 40 ft.**Melee** gore +8 melee (2d6+9)**Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +10; **CMD** 20**Feats** Improved Initiative, Skill Focus (Perception), Toughness**Skills** Perception +12**⚔ Male Human Barbarian (3):**

CE Medium Human Warrior

Init +6 (+2 Dex, +4 Improved Initiative); **Senses** Perception +6**AC** 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)**hp** 56 (5d10 + 15)**Fort** +6, **Ref** +3, **Will** +1**Defense Abilities** Improved Uncanny Dodge**Spd** 40 ft.**Melee** Great Club +10 (1d10+7) -or- +8 (1d10 +13 with power attack)**Ranged** Shortbow +7 (1d6 /x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +10; **CMD** 21**Feats** Cleave, Power Attack, Improved Initiative, Great Cleave**Skills** Climb +13, Intimidate +8, Knowledge: Nature +8, Perception +8**Special Abilities:** Rage, Fast Movement, Rage Power: Quick Reflexes (ex), Trap Sense +1, Rage Power: Renewed Vigor (ex)**Languages** Abyssal**Gear** Hide Armor, Great Club, shortbow, 10 Arrows**⚔ Male Tiefling Sorcerer (1):**

CE Medium Outsider (Native) Sorcerer Level 5

Init +7 (+3 Dex, +4 improved init); **Senses** Perception 0, Darkvision 60ft**AC** 13, touch 13, flat-footed 10; (+3 Dex)**hp** 39 (5d6 + 15)**Fort** +2, **Ref** +4, **Will** +4**Defense Abilities** Fiendish Resistances (SU): Resist Fire 5, Resist Electricity 5, Resist Cold 5; Demon Resistances (SU): Resist Electricity 5 and +2 bonus on saving throws versus poison**Spd** 30 ft.**Melee** Dagger +2 (1d4 /19-20 x2)**Full Attack** 2 Claws +2 (1d4 /x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Claws (SU): You may make two claw attacks as a full attack action dealing 1d4 points of damage plus your strength modifier and are considered to be magical for bypassing damage reduction. This ability is usable for a number of rounds equal to three plus your charisma modifier.**Spell-Like Abilities** Darkness (SP) once per day with a caster level equal to your hit dice**Spells Known****2-Lvl** 5 per day*Glitterdust* (DC 16), *Summon Monster 2*, *Bull's Strength***1-Lvl** 7/day (6 left)*Grease* (DC15), *Mage Armor* (precast), *Magic Missile*, *Cause Fear* (DC 15)**0-Lvl***Acid Splash*, *Detect Magic*, *Read Magic*, *Ghost Sound* (DC 15), *Prestidigitation*, *Daze* (DC 14)**2****Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17**Base Atk** +2; **CMB** +1; **CMD** 14**Feats** Weapon Proficiency Simple, Eschew Materials, Spell Focus (Conjuration), Improved Initiative, Toughness**Skills** Knowledge: Arcana +9, Knowledge: Planes +9, Spellcraft +9**Special Abilities:** Favored Class Sorcerer +1 hp, Darkvision 60ft, Fiendish Sorcery, Skilled +2 racial bonus to Bluff and Stealth, Cantrips, Bloodline: Abyssal, Bloodline Arcana (SU): Summoned Creatures gain DR2/good equal to one half of the sorcerers level minimum 1

Languages Abyssal
Gear Dagger

ATL 7

☐ **Fiendish Dire Boar (1):**

N Large animal

Init +4; **Senses** low-light vision, darkvision 60ft, scent; Perception +12

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity, energy resistance Cold 10, Energy Resistance Fire 10

DR 5/good **SR** 9

Speed 40 ft.

Melee gore +8 melee (2d6+9)

Special Attack Smite Good (SU) Once per day, the fiendish creature may smite a good-aligned creature. As a swift action, the creature chooses one target within sight to smite. If this target is good, the creature adds its Charisma bonus (if any) to attack rolls and gains a damage bonus equal to its HD against that foe. This effect persists until the target is dead or the creature rests.

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +10; **CMD** 20

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

⚔ **Male Human Barbarian (3):**

CE Medium Human Level 7

Init +6 (+1 Dex, +4 Improved Initiative); **Senses** Perception 6

AC 16, touch 12, flat-footed 14; (+4 armor, +2 Dex)

hp 70 (7d10 + 3)

Fort +7, **Ref** +4, **Will** +2

Defense Abilities Improved Uncanny Dodge, Damage Reduction 1/-

Spd 45 ft. (50 ft. during a rage)

Melee Great Club +12 (1d10+7 /x2)

Ranged Shortbow +9 (1d6 /x3)

Full Attack Great Club +12 (1d10+7 /x2), Great Club +7 (1d10+7 /x2) –or– Shortbow +9 (1d6 /x3), Shortbow +4(1d6 /x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +5; **CMB** +12; **CMD** 23

Feats Weapon Proficiency Simple, Weapon Proficiency Martial, Armor Proficiency Light, Armor Proficient Medi-

um, Shield Proficiency all (except for Tower), Cleave, Power Attack, Improved Initiative, Great Cleave, Fleet
Skills Climb +13, Intimidate +8, Knowledge: Nature +8, Perception +8

Special Abilities: Rage, Fast Movement, Rage Power: Quick Reflexes (ex, Trap Sense +2, Rage Power: Renewed Vigor (ex), Rage Power: Swift Foot(ex)

Languages Abyssal

Gear Hide Armor, Great Club, shortbow, 10 Arrows

⚔ **Male Tiefling Sorcerer(1):**

CE Medium Outsider (Native) Sorcerer

Init +7 (+3 Dex, +4 improved init); **Senses** Perception 0, Darkvision 60ft

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

hp 53 (7d6 + 21)

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

Defense Abilities Fiendish Resistances (SU): Resist Fire 5, Resist Electricity 5, Resist Cold 5; Demon Resistances (SU): Resist Electricity 5 and +2 bonus on saving throws versus poison

Spd 30 ft.

Melee Dagger +2 (1d4 /19-20 x2)

Full Attack 2 Claws +2 (1d6 /x2)

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

Special Attacks Claws (SU): You may make two claw attacks as a full attack action dealing 1d6 points of damage plus your strength modifier and are considered to be magical for bypassing damage reduction. This ability is usable for a number of rounds equal to three plus your charisma modifier.

Spell-Like Abilities Darkness (SP) once per day with a caster level equal to your hit dice

Spells Known

3-Lvl 5 per day

Haste, Summon Monster 3, Rage

2-Lvl 7 per day

Glitterdust (DC 16), Blur, Bull's Strength

1-Lvl 7/day (6 left)

Grease (DC15), Mage Armor (precast), Magic Missile, Cause Fear (DC 15)

0-Lvl

Acid Splash, Detect Magic, Read Magic, Ghost Sound (DC 15), Prestidigitation, Daze (DC 14)

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

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

Feats Exchew Materials, Spell Focus (Conjuration), Improved Initiative, Toughness, Augment Summoning

Skills Knowledge: Arcana +11, Knowledge: Planes +11, Spellcraft +11

Special Abilities: Fiendish Sorcery, Cantrips, Bloodline: Abyssal, Bloodline Arcana (SU): Summoned Creatures gain DR2/good equal to one half of the sorcerers level minimum

1

Languages Abyssal

Gear Dagger

After the fight, continue here:

With the fight over, you can proceed into the water. As you go down to what you think is about 30 feet, you manage to spot a ledge. On the ledge, you notice that there is a strange stick wedged into a fairly long crack. A closer look shows you that it is not a stick, but a bone that is hooked on the wall somehow.

Perception DC 10 You see that a face stares at you from the slab leering in front of you. Its mouth is open like it is waiting for an offering.

If the PC has not figured out what to do by now then give them the old clue by four, An **Intelligence DC 10** reminds them they have a key and a **Wisdom DC 10** lets them realize the face is looking for an offering..

You figure out you need to give the face an offering. You realize that there must be a lock inside the mouth and that you need to put the key inside and turn it. Doing that, you see that the eyes glow red, the mouth clamps down on your arm and the wall turns around and takes you with it.

You find yourself on the other side, being pulled with the current, anything you used to secure yourself above is broken by the door closing and you are swept along to a room. The water drains away through the floor and you see a room that is around 20 ft by 20 ft and 10 feet tall. Across from where you came in, which has vanished behind you sealing you in, you see a large stone coffer. There is a desk to your left and a bed to your right. A small fireplace and privy are located inside as well. A large square hole in the wall looks to have been used to store food at one time. The wooden furniture is surprisingly in good condition.

If the PC sticks their hand into the hole, they will find that it is much deeper than it looks and that they feel something inside of it. Basically it is a variation on a bag of holding that was used for a pantry and refrigeration unit.

When you approach the coffer, the lights around you dim, lights you realize came from nowhere and the coffer begins to glow. From it, an image rises up, looks sternly at you and begins to speak...

The image is of a very old elf, his voice is crackly and his movements slow. You figure that he must be near the end of his life. At the same time, you feel the room vibrating, but see no changes because of it. "Hello travelers, if you are seeing this, then it likely means that I have already died. If you made it this far, then maybe you are the ones who are destined to end the threat for good and all."

"Let me tell you a tale, the Tale of Three Brothers. Long ago, there was a small group in the mountains who contacted a great evil. A demon lord came to them and offered to elevate them if they aided his entry into Raia. He told them that they must sacrifice the innocent to him, so that he could use the power of their souls and suffering to aid him in opening a gate to come through and his minions did so gladly. He gave them access to great and foul power to accomplish this goal in his name."

"During this time, my brothers and I were reaching the end of our adventuring days. We were getting far too old for all of this and wished to retire. We were tasked with one last adventure, however, the rescue of our own niece from the clutches of a cult. We tracked the cult to this very valley and did what we could to save her. Sadly, we were too late. We arrived in time to see her die."

"We managed to defeat the cultists, but it was too late to stop the emergence of the evil so we did the only thing we could, we delayed it. I sent my brothers back to our family home, whether they wanted to go or not, and cast a powerful spell, collapsing the walls of the vale where it exited the mountains, crushing the demon lord and nearly killing myself in the process."

"It took almost all I had left within me to survive. With the last of my power, I sent my brothers a message. To secure the entrance to this place, to hide it so the cultists could not attempt to return their master to life. My middle brother eventually died preventing minions of the evil from finding the entrance after they heard a story about the fabled treasure. I could do nothing but watch and despair."

"Near the end of his life, my youngest brother was sent a message from his goddess, Ardra. He was told that one day, there would be a band of adven-

turers who would find the path to this place. They would come seeking treasure but find a secret far, far, worse and have the chance to end the cult's threat once and for all. Not long after the message arrived, I truly died."

"You are the first ones to reach this place and I hope this message will impart the severity of the threat. I implore you, do not turn away from this crisis. Heed this warning and prepare yourselves, for the end of your world is nigh, should the cult succeed."

With this, the image flickers and dies away. The coffer opens with a grating sound and you find several items inside. "I leave to you this, my legacy. Use it well in the fight to come and good bye." With that, the voice fades away and goes silent.

As his image flickers and vanishes, a door opens up opposite the one you came through. As you step through it, you find a tunnel that leads outside and comes out on the cliff face next to the waterfall's location. Looking around, you see that the waterfall that filled the pit has disappeared and the cliff face rose up and has redirected the flow of that water into the river. There is no longer any sign of the natives and you realize that the pit has begun to drain forever. The stone still glowers at you. It seems even angrier than before.

➤ Go to Conclusion B.

CONCLUSION A

About a week after refusing to listen to the old elf's story, you hear that a group of adventurers saved a group of traveling merchants, entered into a forgotten valley, freed enslaved souls, and found an ancient treasure that predates the city of Amthydor. The rumors say it was all possible because of an elderly elf named Erwin who set them on the path to glory.

CONCLUSION B

As you return to the city to tell your story to Erwin, you pass through the area where the swamp is...er...was. You see that the swamp has drained

itself and is completely dry. As you begin to cross the threshold out of the vale again, you hear a sound behind you, the ghost from your night in the swamp appears in a vague outline. She looks happy and is joined by a hundred other ghosts. You come to the realization that the river being redirected has caused the swamp to be drained and that this has destroyed enough of the sacrificial pit to allow them to rest peacefully, if not move on completely.

As you take the final step beyond the vale, you hear a rumbling sound and a large wall of stone appears across the path you just followed. A glyph glows upon it and then vanishes, taking the wall with it. You find that the glyph has somehow imprinted on your mind and you know exactly where it is.

As you finish your tale, Erwin laughs and raises his glass as you leave the store. You have a feeling that you will be seeing him again soon.

If they helped the traders:

You have a package when you arrive home from the traders. Inside of it, you find 100 gold crowns and a note thanking you for your assistance and promising to aid you should you need it and it is within their means in the future.

If they did not help the traders:

While in the market, you hear a rumor about a group of traders who were returning from a trade run to the far flung villages to the south. Apparently, the whole lot of them were found dead from an attack by a pack of wolves when they had to return on foot when their wagon became stuck. It was a real shame, they had their kids with them, too. Not a one made it back alive.

EPILOGUE

Somewhere, in a dark room, a mysterious voice says, "Finally, the time for the master's resurrection is coming. Soon he will have his vengeance!"

THUS ENDS "A FORK IN THE ROAD"

TIME UNIT COST: 7

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Bonus 1: Helped the traders	50	50	100	100
Bonus 2: Talking to the undead	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	750	1000	1500	2100

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

TREASURE SUMMARY

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

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

Encounter 1 **20 gold pieces each**

Encounter 5 **Circlet of the Magi**

This mithral circlet has three gems on it, red, blue, and green set in rotating housing that allows them to spin around a central point. There is a small latch that keeps it from spinning unless it is released. Which ever gem is in the topmost position grants an unnamed temporary bonus to one mental stat, note that you gain bonuses to skills that use that stat, and spell dc but you can not gain bonus spells, skill points, or uses of abilities that are de-

termined bby this score. The red gem grants +1 charisma, the blue gem +1 intelligence, and the green one +1 wisdom. Only one gem may be active at any given time and it is a standard action to change the active gem.

This is piece one of three of The Brothers Raiment, when two pieces are worn, the bonus goes up to +2, and when all three are worn the bonus becomes permanent.

Slot type: Helm slot Value: 4,000 gp Tradable: Yes Rarity: Rare

Metamagic Rod of Selective Spell, Lesser

Slot type: none
Rarity: uncommon
Value: 3,000 gp
Tradable: Yes

+1 Longsword

Slot Type: Weapon
Rarity: uncommon
Value: 2315
Tradable: Yes

+1 Composite (+1 str) Longbow

Slot Type: Weapon
Rarity: uncommon
Value: 2,500
Tradable: Yes

Potion of Cure Serious Wounds (2)

CL 10th
Rarity: uncommon
Value: 1500 each
Tradable: Yes

Conclusion B: **100 gold pieces each** (only if they help the merchants)

PLAYER HANDOUT 1

You feel like you are in a dream as you hear a woman's voice calling to you in despair. She is begging you to come and listen to her plight and you feel yourself moving towards her. When you arrive, her words become clearer to you as you get a better look at her. She is an elven woman, likely just having reached adulthood. She is very attractive though her face is marred by a look of despair. She leans her face towards you and seems as though she will kiss you except you feel her slide inside of your body. In your mind you hear:

"We have been trapped here for so long, waiting for someone to free us from our eternal vigil. We need your help to do so or we will be forever trapped here. I wish to use your body to speak to your allies in your endeavors and beseech all of you for your aid. If you refuse then so be it, we will not hinder you, nor will we help you. If you do agree, then we can help speed your way through this place. You have my word of honor that I will vacate your body at any time should you so desire it."

You realize as she stops speaking to you, that the part of your mind she resides in radiates a feeling of honesty, desperation, and hope.

PLAYER HANDOUT 2

Let the souls of those given to me in tribute become food for my rise,
for I am Haborym and this world will be food for my flames.

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



ROSTER OF HEROES: <A FORK IN THE ROAD>

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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