



# *The Mystery of the Singing Woods*

*LSJ168*

*By Ryan McDonald*

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

**The Fey of the Singing Woods come to Amythdor looking for some intrepid heroes to help them out. For Levels 1-7**

**WWW.THESHININGJEWEL.COM**

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## 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. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCs

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

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “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*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

## ADVENTURE SUMMARY

**This should be a brief summary of each encounter.**

**Introduction** – A pixie shows up and asks the PC's if they are an adventurer.

**Encounter 1:** The PC's must make their way to the Hall of Venturers to meet with Melton Dadderhoff and get the assignment.

**Encounter 2:** They head off to LOTS for a teleport.

**Encounter 3:** The PC's follow a lead off to the diner in the town.

**Encounter 4 (Optional).** The PC's can investigate the butchery, the miller, and the market.

**Encounter 5 :** The group leaves the town and makes their way to the Pixie village.

**Encounter 6:** The group heads off in search of the strange blue light during the day.

**Encounter 7:** The PC's set off to find the blue light at night.

**Encounter 8:** Assassin Vines attack.

**Encounter 9:** The PC's meet with an infected pixie, they can either kill it or save it.

**Encounter 10:** The PC's continue on to the pale blue light.

**Encounter 11:** BOSS FIGHT!!!!

**Conclusion A:** The PC's didn't go.

**Conclusion B:** The PC's are defeated by the assassin vines.

**Conclusion C:** The PC's defeat the Serpent Creature

**Conclusion D:** The PC's are defeated by the Serpent Creature.

## INTRODUCTION

It's a damp and dreary day in Amthydor, which doesn't seem to be living up to its moniker "The Shining Jewel" today. The clouds roll over head and a light mist starts to fall as you make your way through the Adventurers District towards the Hall of Venturers. Suddenly an audible "pop" comes from your left and a sudden motion catches your eye. Swinging around to look at it, you notice a small winged creature hovering there shivering, "Are you an adventurer?"

**Knowledge (Nature) DC10** This small creature is a pixie, usually playful and hyper this one seems very subdued.

- If the PCs say yes Continue on with this Encounter.
- If the PCs deny being an adventurer GO TO Conclusion A (page Y).

"Oh thank the goddess, I finally found one! I need your help, if you could follow me to the Fraternity of Venturers, I would be ever so grateful," with that the little creature flies off to the left. With a little difficulty you keep pace with the small winged creature.

## ENCOUNTER 1

Entering the Hall you are greeted warmly by the desk clerk, Dorinda. "Oh hello! You must be one of the ones the pixies chose to help them out. Mr. Dadderhoff is waiting for you in the arboretum. Third door on the left," she motions down the long winding hallway. The pixie tears off down the hallway without another word. Following the suddenly hurried pixie, you easily find your way to the room.

Entering the arboretum, you can smell the freshly bloomed flowers and the recently spread mulch. A fast talking voice comes from beside a tree, "Oh Hello! I'm Melton Dadderhoff, and these" he motions to the pixies around him, "are the pixies of the Singing Woods."

A group of pixies appear around him at those words, "Hello!"

An elderly pixie speaks up, "As Mr. Dadderhoff said, we are the pixies of the Singing Woods. I am, well, you can call me Earnest, the village elder and you are?"

Pause for PC introductions

"Very well," Earnest continues, "I'm sure you all have questions as to why we are here, I'll let you ask them now."

🗨 **How much?:**

"How, much? I don't understand," says Earnest.

Dadderhoff states calmly, "The pixies don't have a lot of money, but the Fraternity can offer you standard wages."

Standard wages are 50gp x ATL

🗨 **What are we here to do?:**

Earnest looks around the room quietly, then begins to speak solemnly, "The woods are being corrupted, and so are our brethren. A strange blue light has appeared in the west and whenever we go to examine it, the ones sent don't return as they were. They are twisted and wicked. We've lost over a dozen of us to the light. It needs to be figured out and stopped. Please help us." he flutters impatiently as he waits for an answer.

🗨 **What is the light?:**

"We don't know," Earnest almost cries out, "If we knew we could fix it ourselves, but as I said, we can't get close to it."

🗨 **Will we have a guide?:**

"No, I cannot risk the life of one of my kin." Earnest states.

🗨 **Where are The Singing Woods?:**

One of the other pixies flies forward and speaks, "They are to the northwest of Amthydor, about a three month journey, near the Town of Greenstand, but we have ways of getting you

there quicker. We wouldn't want to take that long to get this problem solved." With that the pixie returns to his place in the group.

🗨️ **Why do they call it The Singing Woods?:**

All of the pixies start to talk at once in a jumble of words. Finally after a few moments of the commotion, they all look at each other and reply, "We don't know. It's what the humans call it. We just call it Home Wood."

Mr. Dadderhoff looks around, "There is an old story about the woods being haunted by a bard. I don't remember the details of it, superstition and all that."

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

Without further delay the elder pixie, Eugene [Nancy Lee1][Unknown A2], looks around the room and speaks, "We need to hurry. Time is of the utmost importance. Let us make way to the League of Thaumitological [Nancy Lee3][Unknown A4] Studies for a teleport spell. We will meet you there." With that the pixies vanish out of sight.

## ENCOUNTER 2

Headed up the Royal Avenue towards the Scholars District, you can smell the breads coming from the Halfling Bakery lingering in the air before you leave the Adventurers District.

Making your way into the Academy District, there are a series of large buildings arranged in a geometric pattern around a grassy park. Fluttering just inside the gates is a pixie, it speaks to you, "This way!" and flies off towards the largest building. In hot pursuit of the speeding pixie, you make your way through the students dressed in robes of all colors.

Entering the large building, marked League of Thaumaturgical Studies you are greeted by a large half orc in blue wizard robes, "If you're here with the pixies, third door on the left," his voice booms. Following his directions, you head down the hallway to the third door on the left, where a pixie impatiently waits outside the door. Entering the

room you see a small gnomish wizard dressed in blue robes with a gold trim, he looks up at you, "Oh good you're finally here. I'm Raspen, I'll be your taxi to Greenstand. I will take you there, wait for you there and then bring you back. The Fraternity has taken care of all costs." He motions to a circle on the floor, "This is a teleportation circle, it will allow a one way conduit to Greenstand, you, the pixies and myself will step through and be instantly in the city of Greenstand. It may be a novel feeling if you have never been through one before, so please try and don't let it bother you." With those last words he waves his hands and a purple glow rises from the circle on the floor. "Please step through."

Stepping into the portal, you can feel your body stretch and then with an audible "pop" you find yourself in another place all together. An old man looks at you, "Welcome to Greenstand."

Looking around you notice this quaint town is still mostly wooden one story buildings with very few two stories scattered about.

**Knowledge Nature or Profession Woodsmith: DC 15**  
Most of the wood is either oak, elm, cedar, birch, ash, or maple.

The town is a rustic one to say the least. With the Free Trades Road coming in on the East and leaving on the West, most of its shops are lined along that route. Small taverns and houses line the street you are currently standing on. The old man looks at you inquisitively, "Well are you all just going to stand there staring or is there something I can help you with?"

🗨️ **Who are you?:**

The old man, dressed in nothing but a pair of well worn, plain breeches and a tunic, wipes the sweat from his wrinkled brow, "I'm Tuck, well at least that's what everyone calls me and so can you." As the last of his words escape his mouth you can see the laugh lines apparent on his face. His white wiry hair is brushed back and slicked down with something unknown.

🗨️ **Do you know any guides of the Singing Woods?:**

The old man looks at you, “Guides? What do you need one of them for? You looking to go into the woods? If ya are, I wouldn’t travel too far into them, he might be unhappy with visitors.”

🗨️ **He??:**

“Yes he,” the old man nods as he states this plainly, “The bard of the woods. Don’t tell me you don’t know about him.”

🗨️ **Bard of the Woods?/No we don’t:**

“Sigh, of course you big city folk wouldn’t know about him,” he rolls his eyes, “Look one day this bard, Gerard, well he went and fell in *love* with this high falootin’ lady from one of our more esteemed houses. Well from what the story says, she didn’t return those feelings, in fact, she spurned his love. So Gerard, went into the woods to do the only thing he knew how, he went to write her a ballad so lovely she couldn’t refuse him anymore. Cept, he never came back, ya see? Some say he died in those woods, and haunts them to this day, some say he wandered out the other side and went on into the world. If you ask me, I think he’s still there working on that ballad,” the old man leans over on his cane and sighs.

🗨️ **What can you tell me about this town?:**

“This town, well it’s a peaceful town ruled by Mayor Andurs. We don’t see many adventurers or many bandits for that matter. So we ain’t really got need for adventurers. Who brought you here anyways[Nancy Lee5][Unknown A6]?”

🗨️ **Do you know anything about the blue light in the woods?:**

“Nope, can’t say as I do.” Tuck scratches his head for a moment, “Nope, no blue light, but there was this pesky group around here talking about magic locations in the woods, gibberish if you ask me, just plain gibberish.”

🗨️ **What were they talking about?:**

“Oh heck, I don’t know. They started babbling, I stopped listening. They didn’t stay long, just grabbed some food at the local diner and moved along.”

🗨️ **Which diner?:**

“Hmmm? Oh yes,” the old man looks around, “the Empty Cauldron, third building on the left after you make the corner to the right. Why do you need to know that? Oh! You want to head there, let me take you so you don’t get lost along the way, it’s pretty easy to get turned around in this town.” on your walk over, the old man points out everything from the spot where he fell off his horse, to the place two of the townsfolk got caught eloping.

- If the PCs want to check out the diner **GO TO Encounter 4 (page 5)**
- If the PCs want to start off into the woods **GO TO Encounter 6 (page 7).**
- If the PCs with to investigate around town **GO TO Encounter 5 (page 6)**

### **ENCOUNTER 3**

Headed off down the road, one of the pixies stops to question you, “Why are we going to the diner? What does this have to do with investigating the blue light?”

If the PC’s give a satisfactory answer, an answer pertaining to the discovery of the blue lights origin.

“Oh ok, I see now. LET’S GO!!!”

If the PC’s give an unsatisfactory answer

“I still don’t get it, but if you think it is important.”

Then continue here:

Hanging a right onto the Free Trades Road, you look for The Empty Cauldron, and sure enough, it’s the third building on the left.

Entering the building, you are greeted by the smell of cooking meat and ale. A perky young raven haired waitress with eyes the color of sapphires, looks you up and down cautiously, “You here for

something to eat, or are you looking for something else?”

● **What about the group that was here speaking about magic in the Singing Woods??:**

She laughs a melodic and sweet laugh, “Those fools, they are probably dead in a creek by now. They were here over a week ago, sat at that table right there. I know, I served them.”

● **Do you know what they were talking about??:**

“I did catch a bit of it, they said something about trying to raise someone. Sounds like evil magics if you ask me.” She shivers at the thought. “I just know they didn’t order much, just some bread and a little bit of cheese for the trip, a couple bottles of wine, and oh ya the woman with them seemed very out of it.”

She looks as a table calls out to her, “I have to go, if I don’t get these people helped my boss will fire me, sorry” with that she turns and bounces off in the direction of the table.

- If the PCs wish to investigate around town **GO TO Encounter 5 (page 6)**
- If the PCs want to start off into the woods **GO TO Encounter 6 (page 7).**

## **ENCOUNTER 4**

Wandering around the town you find that there are a few places to investigate, including a butchery, a woodmill and a mercantile.

The Butchery

Opening the door to The Butchery, you find yourself overcome with the smell of blood and fresh meat. A man wielding a mean looking knife slams it into a butchers block and looks at you, “Ya, wadda ya want?”

● **Did you see a group discussing magic in the Singing Woods come by??:**

“A group of what? What where they shopping for? How long ago? Actually, Nope, didn’t see no outsiders besides you.”

The wood mill

Entering the open wood mill, you are assailed with the smell of fresh cut maple wood and the sound of a whirring saw. A group of men glance over at you and kill the saw. The burliest of them looks at you, “Adventurers by the looks of ya, what brings you to this neck of the woods?”

● **Did you see a group discussing magic in the Singing Woods come by??:**

“Ya, a couple guys came by here. They were looking for some ‘hard wood’ stakes and some leather bindings.”

● **Did you notice anything unusual about them??:**

“Ya, the girl with them. Her eyes were glazed over something awful. When her hood fell down we could see them plain as day. Looked like she was in some kind of trance or something. Seemed as if one of the guys had to guide her everywhere. Had a strange accent too, couldn't quite place it though.”

● **What did they look like??:**

“Well only one of them removed his hood. He had blonde hair, almost white, and green eyes. He was a skinny man, not very strong looking, but he had a terrible look about him. The girl, a human, I think, when her hood fell down, she had the most beautiful blonde hair and full lips.” He stops mid- sentence as if he is remembering something, “Oh ya, the leader, he called one of them Chip. Unfortunately that’s all I know.” He turns back to the saw, and fires it up.

The Mercantile

Walking through the open door into the mercantile, you are enveloped in a throng of people. Apparently, it’s delivery day and the shop is in full swing. The mostly human crowd, surges forward every time someone slides back out of the crowd.

The locals seem to all know each other by name, and make conversation as the shopkeep attempts to keep up. A plump man in his mid to late 40's greets you, "I don't believe we've met before, I'm Leonard, and this is the Twisted Needle Mercantile. Unfortunately, I'm am very busy and very short handed, so unless you are here to pick up pre-ordered supplies or place an order, I will kindly have to ask you to leave." Looking around the store you can see all manor of daily supplies, everything from flower, to flowers, and all manner of vegetable seeds.

🗨️ **Anything we can do to help out?:**

"Nah, just stay out of the way"

Gather Information (Diplomacy): DC 15 the girl who normally helps out is out having her first child, and her friend who was supposed to be in failed to show up.

DC 20: The girls name is Jessica, and she is naming her baby Eric, after her grandfather.

DC 25: There was a group that stopped her about two weeks back, they picked up enough supplies to last about a month. There were four of them a half elf man, with almost white hair, and three figures that never removed their cloaks.

- If the PCs wish to go to the diner, **GO TO Encounter 4 (page 5)**
- If the PCs want to start off into the woods, **GO TO Encounter 6 (page 7).**

## **ENCOUNTER 5**

Starting off towards the Singing Woods, you are met on the road by a swarm of at least one thousand pixies. They cheer as they are headed home. Led by the pixie swarm, you easily find your way through the woods to their village. The village is actually a small clearing in the woods with homes built into the trees of maple, oak, and other hard woods around it. Each tree houses roughly a dozen or so houses with a dozen or so trees gathered round, you can tell this is a large village of pixies. As you enter, an eerie silence falls across the clearing and Earnest speaks, "Its ok, you can come out. They are adventurers here to help us." With his words hundreds of pixies of all ages come barreling towards you. They swoop

and dive around you, some even land on your shoulders.

Have a little bit of fun with this, turn the tables on the PCs and have the pixies ask them questions about Amythdor, and their lives. Don't waste too much time though, maybe 5 min or so.

After a few minutes of the pixies questioning you, Earnest shoos them off. "Now you must be well rested for tonight, the light only appears at night, so I would suggest setting off then. If you'd rather though you can set off now. It's strongest to the north east of us." With the trees it's hard to see the sun, but with what light you get through the clearing you can guess it is about mid-day.

- If the PCs wish to start out during the day **GO TO Encounter 7 (page 7)**
- If the PCs want to start off at night **GO TO Encounter 8 (page 7).**

## **ENCOUNTER 6**

Deciding to set off during the day, you are forced to track the mysterious blue light with only the direction northeast to guide you.

If any PC has **Know Direction**, it will guide them in the right direction. Otherwise it's a **Survival DC 10** or a **Knowledge Nature DC 15**.

If the PC's get it right

Headed off the northeast you find yourself wandering deeper into the woods and you can't help but feel that you are being watched. There seems to be a melody floating on the air, but you can't quite figure out where it's coming from or if it's really there at all.

All PCs will gain **Bard Song +2 Inspire Courage**.  
Morale bonus

- **GO TO Encounter 9 (page 7).**

## ENCOUNTER 7

**Deciding to set off during the night, you are forced to track the mysterious blue light by sight and the guidance of the stars.**

If any PC has **Know Direction**, it will guide them in the right direction. Otherwise it's a **Survival DC 10** or a **Knowledge Nature DC 15**.

If the PC's get it right, continue here:

**Headed off to the northeast, you find yourself wandering deeper into the woods and you can't help but feel that you are being watched. There seems to be a melody floating on the air, but you can't quite figure out where it's coming from or if it's really there at all.**

All PC's will gain **Bard Song +2 Inspire Courage moral bonus**

## ENCOUNTER 8

GM NOTE: change this according to time of day. If the PCs set off during the day use day instead of night.

**Wandering through the woods on the proper course, the sunlight/moonlight is blocked out by the trees causing the woods to be darker than you'd imagined. Following your leader/following the blue light you find your ankles being grabbed at by the vines around you.**

### ATL 1

☐ **Assassin Vine**  
N Medium plant  
**Init** +2; **Senses** 'blindsight 30 ft., low-light vision; Perception +1  
**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)  
**hp** 22 (4d8+4)  
**Fort** +5, **Ref** +3, **Will** +2  
**Defense Abilities** nil; **DR** nil; **Immune** electricity, plant trait; **SR** nil; **Resistance** cold 10, fire 10  
**Spd** 5ft  
**Melee** slam +6 (1d6+4 plus grab)  
**Ranged** nil  
**Space** 5 ft; **Reach** 5 ft.  
**Special Attacks** constrict (1d6+4)  
**Str** 16, **Dex** 14, **Con** 12, **Int** -, **Wis** 13, **Cha** 9  
**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 18  
**Feats**

**Skills** Acrobatics +2 (-10 to jump)

**Special Abilities** camouflage, entangle

Blindsight (30 feet) Sense things and creatures without seeing them.

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perce

Entangle (DC 13) (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

Grab: Slam (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

**Immunity** to Electricity, Mind-Affecting effects, paralysis, Poison, Polymorph, Sleep and Stunning.

Low-Light Vision

### ATL 3

☐ **Assassin Vine**

N Large plant

**Init** +0; **Senses** 'blindsight 30 ft., low-light vision; Perception +1

**AC** 15, touch 9, flat-footed 15 (+0 Dex, +6 natural 1 Size)

**hp** 39 (5d8+24)

**Fort** +7, **Ref** +1, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** electricity, plant trait; **SR** nil; **Resistance** cold 10, fire 10

**Spd** 5ft

**Melee** slam +7 (1d8+7 plus grab)

**Ranged** nil

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

**Special Attacks** constrict (1d8+7)

**Str** 20, **Dex** 10, **Con** 16, **Int** -, **Wis** 13, **Cha** 9

**Base Atk** +5; **CMB** +11 (+10 grapple); **CMD** 21

**Feats**

**Skills** Acrobatics +2 (-10 to jump)

**Languages**

**Special Abilities** camouflage, entangle

Blindsight (30 feet) Sense things and creatures without seeing them.

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perce

Entangle (DC 13) (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

Grab: Slam (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

**Immunity** to Electricity, Mind-Affecting effects, paralysis, Poison, Polymorph, Sleep and Stunning.



Low-Light Vision

### ATL 5

#### ☐Assassin Vine

N Large plant

**Init** +0; **Senses** 'blindsight 30 ft., low-light vision; Perception +1

**AC** 15, touch 9, flat-footed 15 (+0 Dex, +6 natural 1 Size)

**hp** 57 (7d8+21)

**Fort** +8, **Ref** +2 **Will** +3

**Defense Abilities** nil; **DR** nil; **Immune** electricity, plant trait; **SR** nil; **Resistance** cold 10, fire 10

**Spd** 5ft

**Melee** slam +9 (1d8+7 plus grab)

**Ranged** nil

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

**Special Attacks** constrict (1d8+7)

**Str** 20, **Dex** 10, **Con** 16, **Int** -, **Wis** 13, **Cha** 9

**Base Atk** +5; **CMB** +11 (+10 grapple); **CMD** 21

**Feats**

**Skills** Acrobatics +2 (-10 to jump)

**Languages**

**Special Abilities** camouflage, entangle

Blindsight (30 feet) Sense things and creatures without seeing them.

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perce

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Grab: Slam (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

**Immunity** to Electricity, Mind-Affecting effects, paralysis, Poison, Polymorph, Sleep and Stunning.

Low-Light Vision

### ATL 7

#### ☐Assassin Vine

N Large plant

**Init** +0; **Senses** 'blindsight 30 ft., low-light vision; Perception +1

**AC** 15, touch 9, flat-footed 15 (+0 Dex, +6 natural 1 Size)

**hp** 84 (10d8+30)

**Fort** +10, **Ref** +3 **Will** +4

**Defense Abilities** nil; **DR** nil; **Immune** electricity, plant trait; **SR** nil; **Resistance** cold 10, fire 10

**Spd** 5ft

**Melee** slam +11 (1d8+7 plus grab)

**Ranged** nil

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

**Special Attacks** constrict (1d8+7)

**Str** 20, **Dex** 11, **Con** 16, **Int** -, **Wis** 13, **Cha** 9

**Base Atk** +7; **CMB** +13 (+10 grapple); **CMD** 23

**Feats**

**Skills** Acrobatics +2 (-10 to jump)

**Languages**

**Special Abilities** camouflage, entangle

Blindsight (30 feet) Sense things and creatures without seeing them.

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perce

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Grab: Slam (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

**Immunity** to Electricity, Mind-Affecting effects, paralysis, Poison, Polymorph, Sleep and Stunning.

Low-Light Vision

### ATL 9

#### ☐Assassin Vine

N Large plant

**Init** +0; **Senses** 'blindsight 30 ft., low-light vision; Perception +1

**AC** 15, touch 9, flat-footed 15 (+0 Dex, +6 natural 1 Size)

**hp** 102 (12d8+36)

**Fort +10, Ref +,3 Will +4**  
**Defense Abilities nil; DR nil; Immune** electricity, plant trait; **SR nil; Resistance** cold 10, fire 10  
**Spd** 5ft  
**Melee** slam +13 (1d8+7 plus grab)  
**Ranged** nil  
**Space** 10 ft; **Reach** 10 ft.  
**Special Attacks** constrict (1d8+7)  
**Str 21, Dex 11, Con 16, Int -, Wis 13, Cha 9**  
**Base Atk +9; CMB +15 (+10 grapple); CMD 25**  
**Feats**  
**Skills** Acrobatics +2 (-10 to jump)  
**Languages**  
**Special Abilities** camouflage, entangle  
Blindsight (30 feet) Sense things and creatures without seeing them.  
Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perce  
Entangle (DC 13) (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.  
Grab: Slam (Medium) (Ex) You can start a grapple as a free action if you hit with the designated weapon.  
**Immunity** to Electricity, Mind-Affecting effects, paralysis, Poison, Polymorph, Sleep and Stunning.  
Low-Light Vision

- If the PCs survive **GO TO Encounter 10 (page 11)**
- If the PCs die **GO TO Conclusion B (page xx).**

## ENCOUNTER 9

**Having slayed the vines entrapping you, you continue off in your original direction. The plants around you dormant and the sky above clouding up. The rain begins to fall, as you duck for cover under the tree tops you here a slight \*twang\* come from the area to your left. Looking in that direction, you see a small arrow stuck in the tree next to you.**

### Offensive

**Taking up arms, you find yourself under a blaze of arrows.**

If the PC's want to subdue the creature, it will be fairly easy.

The Pixie fires at a ATL+3 to hit, and does a 1d4-2 damage with a DC 14 Will save to not fall asleep.

### Talking

Allow the PC's to initiate the conversation. At any point if they attack in a lethal manner, go to Encounter 11. If they want to catch the pixie it will do what it can to avoid them, but will not harm them, use Stats from Encounter 11.

**A small voice chimes up, "What do you want? Turn back now or we will be forced to harm you!"**

☞ **Why do you want to harm us?**

**"Want to, we enjoy it. The blue light tells us how we should defend it."**

☞ **The blue light?**

**"Yes. The blue light that is warmth and goodness."**

☞ **Can you show us who we are talking to?**

**A pixie with red glowing eyes pops into existence a short bit away from you, "Here I am, what do you want with me?"**

☞ **What kind of knowledge does the light give you?**

**"It tells me what is coming, what will be and that all should be destroyed."**

☞ **Will you take us to the light?**

**"Most certainly, it is the source of all knowledge and goodness," and the pixie sets off to the north.**

## ENCOUNTER 10

If the PC's follow the Pixie

**Following the pixie to the north, you come across a clearing with a pale blue light.**

If the PC's killed the Pixie or captured it.

**Headed to the north, you find yourself coming into the clearing with a strange blue glow in the middle of it.**

Either way, continue here

**Standing in the middle of clearing is a small alter with a blue stone radiating energy out of it. The energy pulses in beat with the cultists surrounding it's chant. The words come out in a language known to few. Suddenly, the stone ruptures and a large reptilian humanoid creature is standing there, it's wicked looking falchion flashing in the light. His fangs hang low from his mouth, and his armor is corroded and dirty.**

IF the PC's speak sylvan they can understand the chant. He says, "Come to us oh deliverer of Suulthah, bring about the end of those who stand against us." (It is repeated over and over.)

## **ENCOUNTER 11**

Let the PC's decide how they are going to handle the cultists, the stats for them are below.

The Cultists will defend the "god creature" with their lives.

### **ALL ATLS**

ATL 1 & 3: 6  
ATL 5&7: 9  
Human adept 1  
LE Medium humanoid (human)  
Init +0; Senses Perception +3  
AC 11, touch 10, flat-footed 11 (+1 armor)  
hp 11 (1d6+5)  
Fort +1, Ref +0, Will +5  
Speed 30 ft.  
Melee dagger +1 (1d4+1/19-20)  
Adept Spells Prepared (CL 1st; concentration +4)  
1st—burning hands (DC 14), cause fear (DC 14)  
0 (at will)—detect magic, light, touch of fatigue (DC 13)  
Str 12, Dex 11, Con 12, Int 12, Wis 16, Cha 13  
Base Atk +0; CMB +1; CMD 11  
Feats Combat Casting, Toughness  
Skills Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (planes) +5, Spellcraft +5  
Languages Common, Sylvan  
Other Gear dagger, bracers of armor +1  
Combat Casting +4 to Concentration checks to cast while on the defensive.

### **ATL 1**

NE Small monstrous humanoid  
Init +3; Senses darkvision 60 ft., scent; Perception +9

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)  
hp 37 (5d10+10)  
Fort +5, Ref +7, Will +5  
Immune mind-affecting effects, paralysis, poison; SR 15  
Speed 30 ft.  
Melee falchion +9 (1d6+4/18-20) or bite +4 (1d4+1)  
Special Attacks poison  
Str 16, Dex 17, Con 15, Int 4, Wis 13, Cha 6  
Base Atk +5; CMB +7; CMD 20  
Feats Great Fortitude, Martial Weapon Proficiency (falchion), Power Attack  
Skills Acrobatics +4, Escape Artist +12, Intimidate +2, Perception +9, Stealth +11; Racial Modifiers +8 Escape Artist, +4 Perception  
Languages Common; telepathy 100 ft.

### **ATL 3**

NE Medium monstrous humanoid|[Nancy Lee7]|[Unknown A8]  
Init +5; Senses darkvision 60 ft., scent; Perception +11  
AC 19, touch 12, flat-footed 17 (+1 Dex, +1 dodge, +7 natural)  
hp 71 (7d10+30)  
Fort +10, Ref +5, Will +5 (+1 vs. fear)  
Immune mind-affecting effects, paralysis, poison; SR 17  
Speed 30 ft.  
Melee falchion +13/+8 (2d4+7/18-20) or bite +7 (1d6+2)  
Special Attacks poison  
Str 20, Dex 13, Con 19, Int 4, Wis 13, Cha 6  
Base Atk +7; CMB +12; CMD 24  
Feats Dodge, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (falchion), Power Attack, Weapon Focus (falchion)  
Skills Acrobatics +2, Escape Artist +10, Intimidate +2, Perception +11, Stealth +5; Racial Modifiers +8 Escape Artist, +4 Perception  
Languages Common; telepathy 100 ft.  
Darkvision (60 feet) You can see in the dark (black and white vision only).  
Poison: Bite - injury (DC 16) (Ex) Poison—Injury; save Fort DC 16; freq 1/rd for 6 rds; effect 1d2 Str; cure 2 cons saves.  
Power Attack -2/+4 You can subtract from your attack roll to add to your damage.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Spell Resistance (17)  
Telepathy (100 feet) (Su)

### ATL 5

NE Medium monstrous humanoid  
Init +6; Senses darkvision 60 ft., scent; Perception +14  
AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)  
hp 107 (10d10+45)  
Fort +11, Ref +7, Will +6 (+1 vs. fear)  
Immune mind-affecting effects, paralysis, poison; SR 20  
Speed 30 ft.  
Melee falchion +17/+12 (2d4+8/18-20) or bite +10 (1d8+2)  
Special Attacks poison, weapon training (heavy blades +1)  
Str 20, Dex 14, Con 19, Int 4, Wis 13, Cha 6  
Base Atk +10; CMB +15; CMD 28  
Feats Critical Focus, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Martial Weapon Proficiency (falchion), Power Attack, Weapon Focus (falchion)  
Skills Acrobatics +3, Escape Artist +11, Intimidate +2, Perception +14, Stealth +6; Racial Modifiers +8 Escape Artist, +4 Perception  
Languages Common; telepathy 100 ft.  
SQ armor training 1  
Other Gear falchion, 2 gp  
Critical Focus +4 to confirm critical hits.  
Darkvision (60 feet)  
Poison: Bite - injury (DC 16) (Ex) Poison—Injury; save Fort DC 16; freq 1/rd for 6 rds; effect 1d2 Str; cure 2 cons saves.  
Power Attack -3/+6 You can subtract from your attack roll to add to your damage.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Spell Resistance (20) You have Spell Resistance.  
Telepathy (100 feet) (Su)  
Weapon Training (Blades, Heavy) +1 (Ex) +1 Attack, Damage, CMB, CMD with Heavy Blades

### ATL 7

NE Medium monstrous humanoid  
Init +6; Senses darkvision 60 ft., scent; Perception +16  
AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)  
hp 131 (12d10+55)  
Fort +12, Ref +8, Will +7 (+2 vs. fear)  
Immune mind-affecting effects, paralysis, poison; SR 22  
Speed 30 ft.  
Melee falchion +19/+14/+9 (2d4+10/18-20) or bite +12 (1d8+2)  
Special Attacks poison, weapon training (heavy blades +1)  
Str 20, Dex 14, Con 19, Int 4, Wis 13, Cha 6  
Base Atk +12; CMB +17; CMD 30  
Feats Critical Focus, Disruptive, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Martial Weapon Proficiency (falchion), Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)  
Skills Acrobatics +3, Escape Artist +11, Intimidate +2, Perception +16, Stealth +6; Racial Modifiers +8 Escape Artist, +4 Perception  
Languages Common; telepathy 100 ft.  
SQ armor training 2  
Other Gear falchion, 2 gp  
Critical Focus +4 to confirm critical hits.  
Darkvision (60 feet)  
Disruptive +4 DC to cast defensively for those you threaten.  
Poison: Bite - injury (DC 16) (Ex) Poison—Injury; save Fort DC 16; freq 1/rd for 6 rds; effect 1d2 Str; cure 2 cons saves.  
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Telepathy (100 feet) (Su)  
Weapon Training (Blades, Heavy) +1 (Ex) +1 Attack, Damage, CMB, CMD with Heavy Blades

➤ If the PCs win **GO TO Conclusion C (page 16)**

➤ If the PCs lose GO TO Conclusion D (page 17).

## CONCLUSION A

With your negative answer, the small winged creature pops out of existence again, only to reappear on the arm of someone else, with the same plea.

TU 1

## CONCLUSION B

You awaken a few weeks later to the sounds of nurses and clerics scurrying around. One of them seems to notice your movement, “Oh bless Ardra, you’re awake. They found you wrapped in vines about 3 months away from here. Thankfully, they were able to bring you back, where we revived you. The vines did a remarkable job of keeping you barely alive.”

Time Units 12

## CONCLUSION C

With a great roar, the serpent creature falls and dies. As you make your way back to the pixie village you are greeted by the entire village of them, which seems to number in the thousands. Telling them your story you are ushered into the village as heroes.

Entering the village, the elder speaks to you, “Thank you brave heroes of Amythdor for your services to

us. We wish to offer you a reward that will be delivered to your house at a later date in time. Until that time, I will take you back to the city. Please join hands.” As you join hands the world around you stretches into oblivion and the pixie village disappears. A brief moment later, the Port District of Amythdor comes into existence and the old pixie waves goodbye, then disappears again.

Days later a package shows up at your door, your reward for the adventure perhaps?

TU 5

## CONCLUSION D

You awaken a few weeks later to the sounds of nurses and clerics scurrying around. One of them seems to notice your movement, “Oh bless Ardra, you’re awake. They found you wrapped in linens about three months away from here. Thankfully, they were able to bring you back, where we revived you. The vines did a remarkable job of keeping you barely alive.”

TU 30

## THUS ENDS “THE FEY”

TIME      UNIT      COST:      5      TU

## 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>
Bonus 1: Went on the adventure.	50	50	100	100	100
Bonus 2: Did not kill the evil pixie.	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
<b>Maximum Possible XP</b>	<b>750</b>	<b>1000</b>	<b>1500</b>	<b>2100</b>	<b>3200</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.

CONCLUSION C

+1 Bone Heavy Shield of Poison Resistance

This shield is made from the polished brain cover of the Abomination. As such it grants the wielder a +3 resistance bonus on saving throws versus poison.

#### +1 Ironwood Breastplate

This breastplate is made of Ironwood, making it wearable by druids. It is done in a woodsy pattern. Ivy lines the front of it, and wear the clasps should be are instead leaves that latch onto the other portion.

#### Quiver of Sleep Arrows

Each of these arrows are made of a heavy lumber, and are tipped with the pixies special sleep tips. The fletchings of these arrows are done in various bright birds feathers (DC 15)

#### Staff of the Pixies

5 Charges – Modify Memory (forgets the last hour)

3 Charges – Detect Thoughts

1 Charges – Dancing Lights

This staff is made of solid oak, and stained in a deep cherry. On one end is inlaid a gem shaped into an unopened rose bed.

#### Ring of Stealth +5 Competence Bonus

This ring is made of ivy and grants the wearer a +5 competence bonus on stealth checks

#### Goggles of Detect Evil

3/DAY THESE GOGGLES TREAT THE WEARER AS IF THEY HAD CAST THE SPELL DETECT EVIL. THESE GOGGLES ARE MADE IN THE LATEST FASHION. BLACK LEATHER WITH RUBY COLORED LENSES AND AN ADJUSTABLE STRAP AROUND THE BACK.

CRITICAL EVENT SUMMARY: MYSTERIES OF THE SINGING WOODS

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

**Do Not Return After** December 2015 **Author's Email Address:** rlmcdnld@gmail.com

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

1. Did the PC's go on the adventure?

YES NO

2. Did they set off during the day or night

Day Night

3. What is the status of the Fiendish Pixie

Captured and charmed Freed by the PCs Dead

4. Did Anyone Die? If so who?





## ROSTER OF HEROES: MYSTERIES OF THE SINGING WOODS

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_ Class: \_\_\_\_\_  
Level: \_\_\_\_\_ Hero's Stats: Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Special items or comments: \_\_\_\_\_  
Leveled: \_\_\_ Lost level(s): \_\_\_ Dead: \_\_\_ Out of Play: \_\_\_ Future Events: \_\_\_ Author Future Events: \_\_\_

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