



Counter Clockwise

LSJ176

By Nancy Lee Clark

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

A man claims to be 75 years old, then why does he look like a teenager? Can you help him before the clock turns back a bit too far? Levels 1-6

This is a stand-alone module and not part of any series nor will it ever be.

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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 BACKGROUND

Neevil, a 20th level wizard, has messed up a new spell and now finds himself reversing in age. He goes to LoTS to speak to his buddy, Karis, who starts to work on an antidote. Since Karis is going to need a day or two to create the antidote, Neevil decides to go out and gather some things he’s been wanting or needing for other spells. He decides to mask the real reason why he wants the items.

ADVENTURE SUMMARY

Introduction –The PCs meet at the Lucky Horse Tavern for lunch and are interrupted by a 20-30 year old man who is aging backwards.

Encounter 1: Teleport to goblins to get a chimera toe nail.

Encounter 2: Teleport to Grihastha.

Encounter 3: Teleport to the mountains to get a scale from the kobolds.

Encounter 4: Teleport to the woods for honey gathering and a bear fight.

Encounter 5: Teleport to under the sea for oyster issues.

Encounter 5A: Teleport to under the sea and the pick up the pearl.

Conclusion-The PCs return to LoTS and Neevil gets healed.

INTRODUCTION

It is another day in Amthydor. Not much is happening since the carnival, circus and general celebrations are over. You find yourself in the Lucky Horse Tavern. The city has had a huge growth in

eateries and this one is the new hot place to be. It is known for its variety of sandwiches with the sampler plate being the number one choice. The platter consists of six small sandwiches, one breaded chicken with herbs, a pork one with a spice hot sauce, one of ground lamb with a cucumber yogurt sauce, one of bacon with tomato, lettuce and a white creamy sauces, a tuna with a wasabi cream sauce and Portobello mushroom one with a lemony white wine sauce. All of the sandwiches are on fresh baked bread that is either sourdough, hearty wheat, corn or rustic bread. Each sandwich is available separately and comes with a thinly sliced fried potatoes and your choice of side of salad made from pasta, onion, eggs and peppers, green beans slowly cooked with onions and ham, a variety of greens dressed with a balsamic vinaigrette or a bowl of vegetable soup. A pale beer or dark beer available along water and grape juice.

The menu is posted on a board and a young forest elf takes orders.

Have the PCs place orders if they want to. If the PC doesn't order, he will be asked to leave since the place is too busy to allow loitering.

With the number representing your order on a wooden plaque, you enter the dining area where there are long tables with benches on each side. It is difficult to find space, but you do get lucky and find a seat at a table just inside the door. You find yourself with # of players -1 sitting at the table with their numbers.

Player introductions here!

After a few minutes, the food starts coming out. As you are about dig in when you have an interruption by a human male in his late 20's or early 30's or thereabouts comes rushing to the table. He is panting and out of breath. He puts his number on the table and squeezes between two characters. "Excuse me, are you adventurers? I really need adventurers."

If the PCs acknowledge that they are, continue here:

"Oh most excellent! My name is Neevil. I am a wizard of some repute. I am over 90 years old.

Actually, I'm over 120, but that is neither here nor there." He pauses for a reaction.

If the PCs say anything, continue here:

"Yes, I know, I don't look it." His food arrives and he takes a swig from a tankard, "I was working on a new spell to keep food fresh longer. I was hoping it would be my legacy to the world. I was really hopeful that the last combination of ingredients, gestures and words would work. I didn't see the mirror on the counter. My eye sight was starting to fade and the light was fading too." He shakes his head, "I know that is no excuse, but I didn't do all of the research that I should have done. After the blinding flash of light, I decided to go to bed. In the morning, I woke up and went to the umm, facilities to relieve myself. I walked past a mirror and didn't really pay attention. When I went back by, I looked in the mirror. My head that was mostly bald with just a few wisps of white hair when I went to bed was now covered in black and grey hair. I rubbed my eyes and stared. The wrinkles weren't as deep. I wasn't too worried about it until later in the afternoon. I picked up a shiny pot and saw my face. I looked like I did when I was in my fifties. I immediately packed a bag and headed to the League of Thaumaturgical Studies. I figured I've been paying dues all these years and it should be worth something. I was able to use the library there and research my predicament. I came up with a solution, but I need help. As time wears on, I am getting younger, so I need to gather these things quickly. I can do the teleport to the various locations, but I am not able to do this alone. I am concerned about being stranded somewhere because I have aged back to being too young to do anything. I figure I have two days to do this before I become unable to cast. I can cast up until I get to under age seven or so."

As you look at him, you realize he actually looks a few years younger than when he first sat down.

"So, are you available? I really need to get going on this." He grabs a slab of meat and sticks it between two pieces of bread. "Whoop! I call this a meat and bread combo. If it had cheese and mustard, it would be perfect." He takes a big bite and continues, mouth full, "Are usa vailable to elp?" He ends it

with a burp, “Sorry. Not bad manners, just good food.”

🗨 **How much?**

He takes a swig from his mug and shakes his head. “This beer is so good. I really need to leave the lab more.” He takes another drink. “I can pay you 150 gold each. Does that work?” He knocks on the table three times.

🗨 **How do you know you can cast to age seven?**

“That is how old I was when I started casting”

🗨 **If you can’t cast, how do we get home?**

“I have a magic item that will take care of it.”

🗨 **What do you have to go get?**

“Well, I need to gather a left front foot toenail from a chimera, honey from a honey tree, at least that’s what the yellow bear told me. He said it would work better than honey from a jar. Let’s see,” He pulls out a piece of paper. “I need dragon scales. Not from a real dragon. There’s a stone outcropping in the Whitethorn Mountains that is called the Dragon. We can go there. I also need a jar of pickles from Aunt Millie’s Pickle Stand in Perikunas in Grihastha. It is a major trade city so it isn’t as bad as some of the other places. The last item I need is outside of Porto Del Reyes. I need to get a special type of pearl from there that is not usually available to land walkers, but I have a friend who will help us get one. Are you ready to go? We really should get going as soon as possible. Possible as soon as going get should really we.”

🗨 **Why do you do those things?**

“What things? I am as sane as any man.” He knocks on the table, “Come in!” He looks around expectantly. “Would you believe people said I was weird when I was a kid?”

🗨 **How long do we have before you are too young to cast?**

“According to my calculations, I have about two days. Now, that could be plus or minus up to eight hours. I know I will have to stop at some point and

sleep, but I have the spell that allows us to rest two hours and it counts as eight.”

When the PCs are done with questions, continue here:

He takes a final swig from his mug. “Okay folks. Let’s get going. Time waits for no man and all that. Let’s get outside and get moving, whoop!”

If PCs do not go outside, they are done. Sign his log sheet and wish him a good day.

If they do go outside, continue to **Encounter 1**.

ENCOUNTER 1

If the PCs have animal companions, they will need to make sure they touch it and someone else does too in the circle.

“Okay folks, let’s join hands. Kumbaya, my lord, Kumbaya.” He sings while swaying back and forth. “Sorry, wrong thing.” He clears his throat, mumbles some things you can’t quite hear and with a snap and a pop, you find yourself standing in a clearing off of a road that you’ve never seen before.”

“Well, here we are. The goblins should be around here somewhere. My buddy, Julius Emerol Wulfgar Childer, well buddy may be too generous of a word. He catered my 100th birthday party and he told me about the goblins around here that can capture live chimeras. Whoop!”

He licks his finger and sticks it up in the air while turning in a slow circle. “This way!” He heads towards the wood following a path that is barely a rabbit trail. Subtle clues guide you through the rough foothills, hinting only to those who know what to look for that the area is inhabited by anything other than common animals. You catch an occasional whiff of wood smoke and roasting meats that overcomes the smell of pine and general fresh air. You move steadily up into the mountains along a narrow, rocky path. The sounds of the local fauna are replaced by what sounds like the laughter of children and dogs barking happily.

Neevil stops, “We’re getting close. Now remember, these are friendly goblins so attacking outright is a bad idea. Technically, they are members of the Protectorate of Amthydor, but I doubt they know that or really care. Whoop!” He continues his trek while the sounds of an active village become louder. As the sounds get louder, you feel like you are being watched. A last turn of the narrow trail reveals a sheer mountain cliff, dozens of small cave openings dotting the stony face and a busy village nestled at its base.

Blocking your way into the village are twenty goblins armed with spears. Further behind them and peeking out from the cave openings are another dozen of the greenish skinned, red eyed, sharp toothed, three feet tall goblins armed with bows that are pointed in your direction.

A slightly taller goblin, he’s about 3 and half feet tall, stands behind the spear bearers. The feathers, bones and shells attached to his wide brimmed hat denote him as someone special. “Are you welcome here or are you to be skewered and served for dinner?”

Neevil replies, “Julius sent us.”

“You bring the payment.”

“Yes, I did.”

The taller goblin says something to the spear wielders.

If the PC speaks goblin or succeeds on a **Linguistics DC 10** will understand the following:

“They are the ones we were told to expect. If he has payment as he says, they all live. Otherwise, we will have extra meat for the next week or so.”

Continue here:

The goblin smiles showing his wicked, sharp jagged teeth, “Welcome to our village. Come, let us be friends. I am Chief Kroob and you are our guests.” He leads you into the village proper to a ring of fallen trees circling a fire pit. “Sit. We talk.”

If the PCs has played *LSJ83 Filet Minion*, he will recognize the village and the chief.

As you take your seats, you hear the giggles of a cluster of children goblins. When you look in that direction, they scatter in five different directions, only to regather on the other side of the fire to watch you. They are at least twenty feet away.

Let the PCs react. If any of them try to scare the kids, continue here:

The chief scowls at you and Neevil turns pale, “I would highly appreciate you to not antagonize the children. Whoop.”

Let the PCs react. If any of them try to entice the children over, continue here:

The children all nudge each other and one of the smallest ones gets shoved forward. She looks back to her friends, straightens her shoulders with a shake and walks over. She climbs into your lap and plays with your hair.

Let the PCs react. If any of them try to ignore the children over, continue here:

The children all nudge each other and one of the biggest ones steps forward. He runs over, touches a PCs knee and runs back. When he gets back to the other children, they obviously look at him as being brave.

After this, continue here:

The chief and Neevil talk back and forth in the language of the goblins. Neevil opens a small bag and pulls out a cast iron skillet, a small hammer, a box that says salt on it and a spool of red and green ribbon. After a bit more conversation, Neevil turns toward you, “The chief says he and his warriors will escort you out to catch the chimera. They have a special incense they burn that makes the chimera easier to approach and should keep it calm long enough to remove the toenail quickly and safely. He said his warriors are ready whenever you are. Are you whenever ready are warriors his said he. Are you ready to join them? Don’t forget, it is the left front toenail. If it’s the wrong one, you’ll have to go back do this again. ”

Knowledge: Local Amongst high society in Amthydor, chimera is a delicacy and Chef Childer is the only one who knows the recipe.

☛ **Will stay docile after we remove the toenail?**

“According to Chef Childer, the goblins are able to keep the chimera calm for days.”

☛ **How do they make it docile?**

“The goblins have a special blend of incense that keep docile as long as it is burning.”

If the PCs say yes, continue here:

“Excellent!” Neevil babbles back to the chief who whistles. The spear bearers that were originally blocking your way gather around you.

One of the goblins with an ugly scar over his left eye speaks, “I peak good. I alled Mrak. Come.” He turns and walks away, leading you to a steep path that leads down the mountain from the other side of the village. The path is only a couple of feet wide in some spots and less than that in others. “Careful be. Fall,” he whistles for a few seconds then claps his hands together. “You be dead.”

Acrobatics DC 10, Dexterity DC 15 or Reflex DC 17, whichever is best. If someone fails, continue here:

Walking along the path that would make a mountain goat nervous, your foot finds a loose bit of rock and leads you scrambling for footing in mid-air.

Give the other PCs a chance to react. If the PC hits the falling PCs touch AC, he will be able to catch him. However, a **Strength DC 15** is required to keep from that person from tumbling too. If two PCs fall, then the goblins will step in, catch a hold of one of the two falling PCs and form a chain to keep them from falling over the edge.

You continue along the trail that widens out slightly, to about fifteen feet wide, when Mrak stops. He pulls out a small bag and lights it. The air is quickly fragranced with incense that brings a calm over the goblins.

Will DC 10 to keep from becoming very mellow and relaxed. The PC will have to be shook or jostled in

some way to get them to do anything other than stand there.

Continue here:

Within a few minutes, you see a large creature come stumbling over the rough rocks and scraggly plants. It is about five feet tall at the shoulders with the body of a lion, though two more heads flank its central feline one—a blue dragon and a horned goat. The giant wings look to be scaly and blue.

Mrak gestures, “That kimer. You get nail. Go on.”

Give the PCs a chance to figure out how they want to do this. The toenail has a hardness of 5 and 15 hit points.

Give them a round to work on this, then continue here:

As you continue to attempt remove the toenail, a large drop of rain plops down on your nose. It is quickly followed by more of the same.

Mrak calls out, “It rain. Fire die. Hurry!”

This should give the PCs some tension. Let them sweat it out until they are close to being finished, then continue here:

The rain starts coming down faster and faster. Before you get the toenail removed, the dragon head pops up, looking fairly alert. It shakes its head and attempts to breathe on you.

Reflex DC 5 to avoid the stream of electricity. Since the dragon is still drugged, a save means no damage. A failed save means the PCs take 2d8 points of damage.

Continue here:

The goblins all hurl their spears at the chimera. The lion head lets out a roar and takes flight to the east.

Mrak smiles, “You ucky. You not dead. We go back now.” He leads you back to the village. The rain makes the way more dangerous, but the goblins use a rope to make it easier.

Arriving in the village, Neevil is pacing back and forth. “Ah, you’re back. Great. Do you have the toenail?”

Once the PCs confirm it, continue here:

“Great! Take hands and circle up. Here we go!” Before he starts to cast, he hands a piece of rolled up paper to PC. “If I become too young or unruly to cast to get us home, just unroll this paper when everyone is ready to go and it will take us back.” He then mumbles those strange words and off you go arriving with a pop in a dank, dirty, smelly alley.

He will give the paper to the PCs by the following order: wizard, sorcerer, bard, cleric, rogue then whoever has the highest charisma.

➤ **GO TO Encounter 2 (page 7).**

ENCOUNTER 2

As you look around, Neevil pulls out a mirror. “Just as I suspected.” He looks to be in his early 20s late teens. He has a full head of black, curly hair that hangs down to his neck. His shoulders are broader and his clothes are tighter. “Well, we better get going.” He heads down to the end of the alley, turns left and continues on.

His charisma has gone from a 12 to 14.

If the PCs follow, continue here:

You move to catch up to Neevil and come out into a crowded marketplace. Neevil has stopped dead in his tracks and is looking around. “Woah! This is way bigger than I ever expected it to be. What do we do? Whoop!”

Looking around, it seems every square inch of this place is occupied by something. A box, crate, animal, person, building, tent, booth, every available space is being used by someone for something. Then the smells come swirling around you into an unidentifiable mess.

Knowledge: Geography DC 5 Hey! You’re in Grihastha.

Knowledge: Geography DC 10 Hey! You’re in Perikunas in Grihastha.

If a PC has the means to fly and does so, continue here:

You rise up into the air and get a look at the marketplace. It expands in every direction for miles. Everywhere you look, you see people, booths, small buildings and tents. From up here, you get a full nose of the smells this place generates. The smells of unwashed people, animals, incense, spices, blood, fish, flowers and a couple of other things you don’t want to identify crawl into your nose and don’t ever want to leave.

Perception (Vision) DC25 to spot Aunt Millie’s Pickle Stand. It is located in the very center of the marketplace.

Perception (Vision) DC 5 Neevil looks like he is about to have a childish accident.

GM NOTE: If the PCs don’t think about a higher view, either give them a clue from Neevil or an intelligence check.

If the PCs want to get a higher up view, continue here:

As you stand there, you realize you are standing next to one of the rare three story buildings in the area. From the top, you could probably see the entire marketplace.

Climb DC 10 to get to the top. Once up there, continue here:

You climb to the top of the building, apparently an apartment building. You see the marketplace expands in every direction for miles. Everywhere you look, you see people, a large crowd of people, mostly human with light to dark tanned skin and jet black hair with a few high elves who stand out with their fair skin and hair that isn’t quite as dark as the humans. Along with the people, you see booths, small buildings and tents in every direction. From up here, you get a full nose of the smells this place generates. The smells of unwashed people, animals, incense, spices, blood, fish, flowers and a couple of other things you don’t want to identify permeate your nose and even seeps into your skin.

Perception (Vision) DC25 to spot Aunt Millie’s Pickle Stand. It is located in the very center of the marketplace.

If the PCs have not gone up to see what is around here, **Diplomacy (Gather Information) DC 25** to find out the pickle stand is close to the center. Continue here:

You move through the marketplace getting jostled and bumped.

Perception (Vision) DC 15 to see a small boy pick the pocket of a man who is buying grapes. The boy looks like a local orphan and the man looks like a commoner peasant.

If the PCs decide to try to stop the child by calling out, continue here:

You call out and the child takes off running. A woman carrying a large urn of oil that she loses her grip on and dumps all over her, the boy and the ground.

If the PCs chase the child or not, continue here:

You try to catch up to the child but it isn't easy to do through the sea of people. The child looks over his shoulder which makes it impossible to see where he is going. He collides with a woman carrying a large urn of some kind of oil that she loses her grip on and dumps it on herself, the boy and the ground. She grabs the child and starts screaming at him.

If the PCs move up to the altercation from either way, continue here:

You catch up to the boy. The woman is shaking the child, screaming at him.

If the PCs don't speak marric, have them make a **Linguistics DC 20** to understand what she is saying.

"You rotten piece of filth! I will see your hand chopped off for making me spill my oil!"

If no one speaks marric or makes the linguistics check, continue here:

The woman drags the boy by the scruff of his neck to the back of her stall. You can see her pull an axe out of a chunk of wood and attempts to wedge the child against the chunk of wood. She takes a rope and attempts to tie his arm to the wood. The child is crying and screaming.

Give the PCs a chance to intervene. If they don't, she will chop off his hand, wrap a towel around it and shove the boy on his way.

If the PCs intervene, the boxed text may have to be modified if the PCs speak marric. Continue here:

You move to intervene, but the woman doesn't understand you. She bellows at you in a language that you don't understand.

A man in robes moves through the crowd and steps up to you and the woman. "Peace be with you. May I assist in the language issue?"

Knowledge: Religion DC 15 to recognize the amulet around his neck as a holy symbol of Destine. Unlike the Amthydorian symbol of an opened book inside a crystal ball, this symbol is a circle with stars in it. If there is another Destine worshiper who wears their holy symbol visibly, he will trade with them.

The man turns toward the woman and speaks to her then turns back to you, "She is upset because that oil was her wares to sell this week to pay for her family's food and housing. She said she is out twelve gold tukara."

He turns to the boy and then back to you, "The boy said he stole the man's pouch so he could feed his family. He is very sorry for what he has done, but his mother and father are both very sick and he is trying to take care of them and his brothers and sisters."

The man whose pouch was stolen joins the conversation. He speaks in common, "The child must be punished. These street urchins think they can get away with pilfering and robbing the citizens who try to make a living here. I say leave this kind woman alone and cut off the boy's hand. He will learn not to be a thief."

The man in the robes turns back to you, "Since you saw the whole thing, what do you think should be done?"

If the PCs offer to reimburse the woman and return the pouch of the man, continue here:

The cleric nods his head and translates for you. This seems to appease the woman but the man is still angry, "Fine. I get my money back today but what about next time or even later today. This street rat deserves to pay for his crimes by losing his hand."

Here is a chance for some **Diplomacy**. If the PCs role play this well, don't bother to roll, give them the DC 21+. If they don't, see below:

Diplomacy DC 10 The man is disgruntled but will accept the decision. He will tell the child, "If I see you again, you better run the other way."

Diplomacy DC 15 The man is upset but will accept the decision. He will tell the young man, "You should find another way to actually earn the money to take care of your supposed family."

Diplomacy DC 20 The man is still upset, but will accept the decision. He will tell the young man, "You need to find a way to earn the money for your family. Stealing will lead to a bad end for you and where would your family be then?"

Diplomacy DC 21+ The man is unhappy but will accept the decision. He will tell the young man, "I was once like you. I went out, found work and kept at it. I now am a wealthy trader and have a beautiful house. You need to leave the stealing to the ruffians and choose a better path."

Once this is resolved, continue here:

The priest bows to all involved. "Once again, knowledge has prevailed and Destine has been served." He turns to the woman, "May you know what the gods believe you deserve." Toward the man, "And the same to you." Then he turns toward the boy, "Take today as a lesson. Learn from it and follow your destiny." He finally turns toward you, "I thank you for your wisdom in this matter. I ask that you speak to the young man. Perhaps he can assist you during your time here." He then bows again and leaves you.

Perception (Vision) DC 25 to notice the priest's thumbs were on backwards.
If a PC notices this, **Knowledge: Planes DC 10** to identify the priest as a possible rakshasa.

Once the priest leaves, the woman turns to the boy, spits in his direction and moves to speak to a group

of women that gathered to watch the excitement. The man just looks at the boy, nods his head left to right and walks away. The boy looks up at you, "My thanks for your assistance here. How may I repay this?"

☛ **Are your parents really sick?**

"Yes, it is so. They are very weak and unable to do anything to help my brothers and sisters. Mother is able to sit up with help but father is unable to even do that. I am the oldest and am trying to take care of my three brothers and two sisters." He wipes a tear from his eye.

Sense Motive DC 5 The boy is being completely honest.

☛ **What is your name?**

"I am Yadumani, but most people call me Yadi."

☛ **How old are you?**

"I am nine years old. I am the oldest."

☛ **Can you help us find Aunt Millie's Pickle Stand?**

"If you can help me with my family, I will be happy to help you."

☛ **What can we do to help?/Can we meet your family?**

"Are any of you healers?"

Before you have a chance to reply, Neevil, now looking a couple of years younger than when you first arrived here, tells the boy. "I have some things that should help. Please, lead the way."

☛ **We just saved you.**

"Yes, you did but you did not make the reason I stole in the first place go away. I need to take care of my family."

Neevil looks the boy over, "Lead us to your home. I have some things that might help."

Pretty much anyway this goes, Neevil will insist on going to see the boy's family.

Yadi leads you through the congestion of the marketplace to a side street. He ducks down the street. Your nose just got used to the smell of the market but this side street is a new muddle of smells, urine, animals, unwashed bodies, stale cooking odors all blend to make this a fragrance that would make a lousy perfume if bottled.

He turns and heads down another side street and another turn takes you to an alley. He moves down the alley, "Be careful. There are rats down here and other nasty things." He steps over a puddle, "Also, do not step in the puddles. The smell from them does not come out easily."

He stops at a doorway that is covered by a piece of cloth. "In here." He moves the cloth aside so you can get in.

Once inside, you see very little due to the darkness.

Those with darkvision will see the boxed text below, same as everyone else.

Neevil produces a light, probably the first light that has been in this place in years. Lying on a dirt floor covered with blankets are two adult humans lying close together. On another blanket, you see five small children, all too thin for their age, huddled together.

Neevil moves to the adults and pulls some bottles from his bag along with a couple of scrolls. The male speaks in a weak voice, "Yadi, why did you bring these people here?"

Yadi replies, "They will be able to help you."

Heal DC 15 to discover the adults are both suffering from two different diseases. (Cholera and malaria)

Remove Disease DC 20 or automatic to Neevil. If PCs fail at this, they helped some but not completely. If any PC can read the scroll of *Cure Disease*, he will pass it off to them. If the PCs have already done something, lower the DC by 10. This is an opposed caster check (1d20+caster level to beat the DC.)

When the healing is done, both parents are able to sit up, but are still very weak. The man looks to Yadi, "I do not know what you told these people, but my family thanks you."

☞ Aren't you his parents?

"Kalek bless us, but no. Yadi is the son of a magistrate. Before I fell ill, I worked for his father."

☞ Why did you lie to us?

Yadi answers, "I was stealing the money for this family. Eka and Danna were both very sick, but my father would not help them. He said he was too busy to come see them. When they moved in here from their house on the edge of the city, I knew I had to do something. The children needed help. I saw outsiders and thought it was my best bet to get help for these people. I took a gamble to help them and it paid off." He smiles at you. "These people are helped and with the healing you have provided and some coins, we should be able to get them back into their house and back to work." He turns to Eka, "My father has kept your job open and has a new position open that Danna would be a good fit for. The best part is what Danna would be doing would give her time with your children. My father said to come find you so I did and I made the whole thing work out for everyone."

Yadi turns back towards you, "You want Aunt Millie's Pickle Stand? Come with me." He heads for the doorway, stops and turns back, "You folks, take care." He tosses a bag that makes a metallic noise when it lands. "That should get you back into a decent place, with good food and new clothes so you can get back to work and take care of your family."

He smiles a devilish smile. "Now, off to Aunt Millie."

He leads you back down the alley to the street and back into the marketplace. "Okay folks, stay close. It's easy to get lost in here so I suggest you hang close to me."

He weaves through the crowd, dashing in, out around and over a variety of obstacles. As he gets closer to the center of the market, those he passes call out greetings to him. Everyone seems to know his name and he knows all of theirs. He comes to a

stop, “Welcome to Aunt Millie’s Pickle Stand. Will you need a guide out? I will give you a good rate to get you out of here.” His devilish smile returns.

Neevil hands him a small sack that makes a metallic clink, “No, that won’t be necessary. I will get us out of here. Thank you for your service Yadumani. Whoop.” He does a quick bow.

Yadi bows back at Neevil, “May the gods and goddesses bless your travels. Whoop.” As the last word comes out of his mouth, he is already scampering away and is quickly out of sight.

“It is now time to go after the pickles,” Neevil says and turns to the stand behind him.

The stand is easily one of the biggest booths you’ve seen in the marketplace. It is 10 feet on each side. A large sign in a strange language is above each side.

If any PC asks, the bag Yadi tossed was the wallet of the man from earlier.

If the PCs don’t speak marric, have them make a **Linguistics DC 20** to understand what the signs say.

If the PCs are unable to translate, continue here:

Neevil reaches in his bag and pulls out a pair of glasses and looks at the sign. “Ah, yes, that makes complete sense.”

Whether Neevil translates or the PCs translate it, continue here:

The signs state: Aunt Millie’s Pickle Stand. The best pickled everything available. Pickled pigs feet. Pickled cucumbers. Pickled onions. Pickled duck. Pickled oranges. Pickled grapes. Pickled pickles. If you have it, we can pickle it!

Neevil looks slightly pale, “I don’t know what kind of pickle to get. The recipe just said pickles from here. What do we do?”

This is a great opportunity to let the PCs plot and plan to figure out what they want and how to go about getting it.

Once the PCs have a plan, continue here:

You approach the stand and a human woman who is close to the magnitude of a mid-size half ogre approaches. Her hair is black like most of the people here and her eyes are a dark brown. She is remarkably light on her feet as she moves from side to side of her booth, satisfying the various requests for pickled things.

“Ah good day my fine friends, what kind of pickled splendor may I offer to you today?” She is setting jars that seem to contain bugs, eggs and green beans on the counter in front of other patrons. She rakes the money into a trough that goes all the way around the booth and dumps the money into buckets on each side. The buckets look pretty full from your view.

If the PCs ask for advice and mention a spell, continue here:

“Ah, you wish to have the pickled items to help with a spell. Well, you need these, these, these and these,” she says as she darts around the booth much more delicately than would be expected from her bulk. “If you buy one more jar, you receive a discount. I recommend these.”

Sense Motive DC 10 to realize she is just covering all the bases for the spell.

When the PCs look at the jars, continue here:

Looking at the jars, according to the labels, they contain: pickled peppers, pickled pig parts, pickled herring, pickled okra and the final selection is a set of five quart size jars banded together and it contains actual pickles. The label reads, “Aunt Millie’s Pickled Pickles Sampler. Contains sweet, dill, sweet and sour, hot and extremely hot.” In fine print, the label reads, “Not responsible for injury to anyone who eats the extremely hot pickles.”

Neevil hands the woman the gold coins and she whisks the jars into a small wooden box. “Be careful with these. If the extreme pickle jar breaks, well, let’s just say it could be a painful experience.”

Neevil points to whoever is the beefiest, “Grab the box please and let’s get going to our next

destination! Okay, circle time. Just hold on to whoever is the beefiest arms to close the circle and away we go!”

With that, you feel the familiar feeling and land in with a pop in a rocky outcropping.

➤ GO TO Encounter 3 (page 11).

ENCOUNTER 3

You stand on a rocky outcropping that overlooks a meadow covered with white blobs that may or may not be sheep. It is hard to tell from this high up.

Neevil looks around and points upward, “Not that it matters, but there it is. Whoop.” His voice sounds a combination of bored and sad, not the happy perky voice you’ve been hearing all day.

As you look at Neevil, you realize he has gotten even younger, no older than 14 or 15. His face is covered with acne and his hair looks greasy. He casts a spell to turn his robes black along with his fingernails and lips. He stands with his hands in his pockets and looks like he is leaning against an invisible wall.

When the PCs examine the cliff, continue here:

When you look up, you see a large outcropping of red hued rock that has a long serpentine neck leading to a reptilian head. It is about fifteen feet straight up from where you are.

Climb DC 20 to climb up the rock without a rope, pitons or hammer. With any of these items, the **DC** is reduced by **five**. With a ranged attack to hit **AC 15** will send a grappling hook to the ledge above with a **strength DC 10** to secure the rope.

If someone flies, they will need to succeed at a **Perception (Vision) DC 30** to see the kobolds who are using their **stealth**.

You manage to climb up the side of the cliff. Neevil moves to the side and leans against a rock. “Whatever. Whoop.” His voice sounds even more bored and depressed than it did just minutes before.

Now that you have reached the upper level, you see the red stoned serpentine neck leads to a large body with red toned wings unfurled as if it was going to take flight at a moment’s notice. The body is covered in stone scales that vary in size from no bigger than a halfling’s hand to the size of a cart and pretty much everything in between. The late afternoon sun is casting shadows over the dragon making it look even more sinister.

You also have a group of short, reptilian humanoids with scaled skin, a snout filled with tiny teeth and a long tail popping up from behind the large stones that surround the 10 foot wide ledge. The little humanoids have short spears in their hands. “Halt! Who goes there?” A voice to the right calls out in common. You hear others chattering in another language.

If the PC speaks draconic or succeeds at a **Linguistics DC 15** to translate the other creatures as saying, “Yeah, you tell ‘em. Way to go Wilton! You’re the man Wilton! Can we kill them yet?”

Knowledge: Dungeoneering DC 5 to identify these as kobolds.

If the PCs attack, the kobolds, they will be able to kill them quickly.

ATL 1

⚔ Kobold warrior (10)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

hp 5 (1d10)

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

Weaknesses light sensitivity

Speed 30 ft.

Melee spear +1 (1d6-1)

Ranged sling +3 (1d3-1)

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** -1; **CMD** 10

Feats Skill Focus (Perception)

Skills Craft (trapmaking)

+6, Perception +5, Stealth +5; **Racial**

Modifiers +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ Crafty (Ex) Craft (trapmaking) and Stealth are always class skills for a kobold.

Equipment: Sling, spear, leather armor

ATL 3

⚔ Kobold warrior (20)

ATL 5

⚔ Kobold warrior (30)

If the PCs defeat the kobolds, they will need to get to the dragon. To get there is an **Acrobatics DC 17**, then comes the fun part. To chisel off the scale, the PC will need to use a hammer and chisel or something similar or the AC is higher. Scales hardness is 10 and 60 hp with a hammer and chisel type combination. Without those, it is a hardness 20 with the same hit points.

Climb DC 10 to climb up on the dragon.

Acrobatics DC 15 to stay on the narrow ledge and attempt to chisel. This is done each round of beating on it.

As always, reward the PCs for ingenuity.

If the PCs try to talk, continue here:

“Why should we do anything other than kill you and eat your flesh since you are wanting to dirty our god’s image?” The one identified as Wilton shouts to you.

This is met with another round of chattering in the strange language.

If the PC speaks draconic or succeeds at a **Linguistics DC 15** to translate the other creatures as saying, **“Can we eat them? I bet they are delicious! Do we cook them or eat them raw? Can I have the tall one? You need the tall one to help you grow Malbut.” This last is met with laughter.**

Their god’s name is Dragon in Draconic.

If the PCs say they just need a scale, continue here:

The surrounding crowd starts yelling and screaming. Even without understanding the words, the intent is quite clear that the reptiles are more than ready to prevent you from doing this.

Neevil turns to you, “This is bogus. You need to figure out something so we can get out of here. This place is bogus and so are those little dudes. They are lame.” He continues to stand leaning against a rock.

Give the PCs a chance to come up with a plan. As long as it is feasible, the kobolds will let them do it. The best options are offering to trade pretty much anything to them for the scale, tell them you want to spread their faith to others or whatever. If the PCs don’t come up with anything, the kobolds will suggest they give them something to make up for their dirtying their god’s image.

If the PCs ask Neevil if he has anything to trade, continue here:

Neevil pushes off from the rock a little too hard and nearly falls on his face, “Whatever,” he says trying to sound nonchalant, but his cheeks are turning red betraying his true feelings.

He opens his bag and pulls out a box. “Check in there. There might be something to give them for it.” This is so lame.” He returns to slouching.

The box contains a variety of kitchen wares, pots, pans etc. The kobolds think all of this is armor.

When the PCs come up with a plan, continue here:

With an agreement from the little dragon lovers, the one known as Wilton steps forward. “You wait here.” He scurries over to the dragon and comes back with a piece of red stone. “Here is a scale. Now, give me the other stuff.”

As soon as the deal is completed, Neevil steps forward, “Whatever.” He grabs the hands of two PCs and with another pop you find yourself standing in the wood with a yellow bear staring at you.

ENCOUNTER 4

The bear looks you over and starts to lope off. Neevil waves at the bear. He looks to be around 10-11 years old. He pulls out a scroll from his bag.

“I need a nap. Anyone want to join me or do you just want to go find a honey tree? If we all nap, that’s fine, but it might be better for someone to go find the honey while I take a nap.”

Neevil is out of commission for this entire encounter. He will be able to leave when they are done.

If the PCs try to follow the yellow bear, he runs until he gets to a tree with a door on it. He goes inside and bars the door.

If the PCs want to take a nap, they can. After the nap, Neevil will need to study his spells so he will decline to help find the honey tree.

If the PCs go find the honey, continue here:

As you start to look for the honey tree, you realize that it is getting darker. As things get darker, the woods become more sinister. The fading light casts shadows that seem to be ready to attack at a moment’s notice.

Perception (Vision) DC 10 to see a few bees flying toward a clump of trees about forty feet away.

Perception (Listen) DC 10 to hear a swarm of bees buzzing moving toward a clump of trees about forty feet away.

Continue here:

Moving toward the clump of trees across from the twenty foot clearing, you see another figure moving toward the same clump of trees.

Perception (Vision) DC 5 to notice a large creature moving toward the trees.

Perception (Vision) DC 10 to notice the large creature moving toward the trees is a bear.

This is when the fun begins! To get to the honey, the PCs will have to go through the bear/s. If the PCs decide to try to find a different honey tree, they will be able to after several hours of searching. See the section below dealing with the bees.

If the bears get to half hit points, they will attempt to leave. If the party are wanting a combat, let them fight to the death.

ATL 1

⌘ Grizzly Bear (1) Modified
N Large animal

Init +1; **Senses** low-light vision, scent ; Perception +6
AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

Speed 40 ft.

Melee 2 claws +5 (1d6+2 plus grab), bite +5 (1d6+2)

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

Str 14, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial Modifiers** +4 Swim

ATL 3

🦁 Grizzly Bear (1)

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +6

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size)

hp 42 (5d8+20)

Fort +8, **Ref** +5, **Will** +2

Speed 40 ft.

Melee 2 claws +7 (1d6+5 plus grab), bite +7 (1d6+5)

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

Str 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +14; **Racial**

Modifiers +4 Swim

ATL 5

🦁 Dire Bear (1)

Spittle drips from this feral bear's roaring maw and its matted fur is broken in places by wicked, bony growths.

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 95 (10d8+50)-14-10 NL=-4

Fort +12, **Ref** +8, **Will** +4

Speed 40 ft.

Melee 2 claws +13 (1d6+7 plus grab), bite +13 (1d8+7)

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

Str 25, **Dex** 13, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Endurance, Improved Initiative, Iron will, Run, Skill Focus (Perception)

Skills Perception +12, Swim +19; **Racial**

Modifiers +4 Swim

Once the bears are out of the way, the PCs need to figure out how to get the honey away from the bees.

Allow the PCs to find a way to retrieve the honey without getting stung.

From what you can tell, the honey is in a hole inside of the tree about 10-12 feet off the ground. There are many branches in the way so it is difficult to move through it.

Climb DC 10 to make a way up the tree.

Once inside, it is about a foot down to get to the actual honey.

If the PCs are in the area, the bees will attack everyone within 20 feet. They do 1d4 points of damage to each person in that area. If the person is reaching into the tree, that PC takes 2d4 damage. **Stealth DC 20** to avoid half the damage.

Reflex DC 5 to jump down. If the PC fails, he takes 1d6 falling damage.

Also, find out what they plan to put the honey in.

Once the PCs get the honey, continue here:

With the honey retrieved, you return to Neevil. He looks up from his book. "Do you have the honey?"

Once the PCs confirm this, continue here:

"Great! Well, I need each of you to drink this. He reaches into his pouch and pulls out number of vials = to the PCs+ animals and hands one to each of you. "It is a potion of water breathing. It will be necessary for our next destination." He takes the lid off the bottle, "Bottoms up as my dad used to say." He quickly drinks the potion. "Now you know what to do." Once the circle is complete, you feel the now familiar pop and find yourself soaking wet.

It is automatic for the PCs to drink the potion.

ENCOUNTER 5

As you get your bearings, you realize you are completely surrounded by water. Looking up, you see a full moon providing some light. The water is at least 40 feet above your head if not more. A fish swims into you, looks as confused as a fish possibly can, and continues swimming onward. You see a large patch of kelp to the right and what appears to be a small hut to the left.

Neevil looks around, “This is so cool! I’ve been waiting to save the best for last. The sea elves are the absolute coolest of the cool. They get to live under water but can go up on land too. How cool is that?” He starts jumping through the water toward the hut. He appears to be about seven years old or so.

Presumably, the PCs will follow him. If so continue here:

Moving through the water is more difficult than expected. Anything not tied down attempts to float away or at least toward the top if it is light. If it is heavy, it sinks to the bottom. The water seems to push in on you in all directions, hampering your movements toward the hut. Neevil swims quickly away.

Let the PCs be creative here on how they are moving. Using a long weapon makes it easier to drag yourself along the bottom. It is a **Swim DC 15** to swim to the hut.

As you move through the silt that slows you down more than it should, Neevil turns to you as you get closer, “I’m sorry, but Grevin, my contact here, isn’t home right now. This is his wife, Marcin. They are sea elves. Isn’t that cool?” Two small sea elves come swimming over. “Hey Listle! Hey Kistle! Good to see you!”

The two sea elves look exactly the same. The one with blue shells around its neck comments, “Excuse me, sir. I don’t know who you are.”

“I’m Neevil.”

“No offense, sir,” the one with the green rocks around his neck continues, “But Neevil is an old man with long grey hair and a great long beard. “

“That’s why I’m here. Your father is getting me something to help me get back to myself.” Neevil looks around, “Hey, can you two show me around? I’ve never gone exploring while I’ve been here. It will be so cool.”

“Can we mother?” Both boys say in chorus.

“I suppose, but don’t go too far and be back in an hour. Your father will be back by then.”

“Thank you mother!” The boys chorus, “Come on, we don’t have much time.” Each boy grabs one of Neevil’s arms and starts swimming toward the kelp patch.

“Sorry to have your leader desert you, but the boys don’t have very many people to play with around here, especially humans. Why don’t you come in and have something to eat while we wait for my husband?”

She enters the hut and waves you to a table with large shells surrounding it. Each shell has a strand of woven seaweed. She swims around and places covered stone plates around the table. She swims over to best looking male PC and takes his hand. “Come over here and have a seat. I’ll fix the belt so you don’t float away.” She smiles.

It is at this time, with her long white hair floating around her blue skinned body, that you realize she is not wearing any clothes.

For some PCs, having the naked woman this close to them might be disconcerting. If so, she will play with that fact as much as possible. She doesn’t have non-sea elf males to flirt with very often.

She gestures to each of you, “Please have a seat. If you need help with your belt, I will be happy to assist you.”

Once everyone is seated, she gathers a couple of more of the stone covered plates. She removes the lids and little bits start floating above the plate. “This is tuna wrapped in kelp, this is crab with kelp and seaweed, this one is sea cucumber stuffed with swordfish and this one is kelp, seaweed and stuffed into sea cucumber with tuna, crab and shrimp. Enjoy.” She reaches out and snags one of the tuna and kelp rolls with a pair of long thin sticks. “If you would like a pair, I have plenty, but I have discovered most land walkers are better off just reaching out and taking what you want with your fingers.” She does this for a piece of sea cucumber and swordfish that was starting to float away.

If you are running short on time, go to **Encounter 5A**.

🗣️ **How do you cook down here?**

“We don’t unless we go topside. We usually eat everything raw. We are taught at a very young age how to prepare food underwater and what is safe to eat.”

🗣️ **How far are you from Porto Del Reyes?**

“We are about an hour swim from the city.”

🗣️ **How can you tell time without clocks?**

“We tend to use the sun and the moon.”

🗣️ **How do you Neevil?**

“We did some trading with him and over the years have become friends.”

🗣️ **Why don’t you wear clothes?**

“Clothes tend to weigh you down and makes it more difficult to move. I am just more comfortable in my skin.”

When done with questions, continue here:

After a few minutes, a sea elf man comes swimming in and stops to kiss her.

“This is my husband, Grevin. Darling, these are friends of Neevil.” She will introduce each of the PCs.

“Where is Neevil?” He asks.

She smiles, “Believe it or not, he is out playing with the boys. They should be back in a half hour or so.”

“He’s playing with the boys?” Grevin, sea elf male wearing only his light green skin and a belt with a knife on it asks.

This is a point where PCs can jump in and explain what is going on. If they don’t, then read the boxed text below.

OPTIONAL BOX TEXT

“Yes, the mistake has him aging backwards. He really needs the pearl.”

When the PCs are done explaining, continue here:

“Well, that explains why he was so urgent about finding the pearl. That’s why I’m here. I need help getting the pearl. I couldn’t get the shell opened.” He turns to those around the table, “Would you be able to assist me? I’m discovering it is difficult to do this one alone.”

If the PCs agree, continue here:

“Excellent.” He swims over to a drawer and opens it. “Here use these. They will help you move more freely.” He hands each of you a small purple stone. “Just put it in your pocket. It will work from there.”

These are basically stones of freedom of movement. It makes the DCs lower for moving. They are one use so they can take it with them, but it would do them no good.

Once the PCs are ready, continue here:

“Alright, follow me.” He starts swimming out of the hut and in the opposite direction than when you arrived. He swims swiftly dodging a coral outcropping and a school of little fish. He slows down and looks back to see how you are doing.

PCs in no armor will need to make a **Swim DC 10** to be able to keep up with Grevin. **Swim DC 5** will allow them to swim at half speed.

If a PC is in light armor, the PC needs to make a **Dexterity DC 5 or Swim DC 5** to be able to move at half speed. Failing this means the PC moves at quarter speed.

If a PC is in medium armor, the PC needs to make a **Dexterity DC 10 or Swim DC 10** to be able to move at half speed. Failing this means the PC moves at quarter speed.

If a PC is in heavy armor, the PC needs to make a **Dexterity DC 15 or Swim DC 10** to be able to move at half speed. Failing this means the PC moves at quarter speed.

As Grevin swims ahead, you see small oyster shells scattered around the bottom of the ocean. As you continue swimming, the oysters continue to get bigger and bigger until they are easily the size of the bear you saw in the woods. By the time you stop, you are over an oyster that is as big as a house, if not a little bit bigger.

“This is the one that I need to open. I tried my usual ways of opening it, but I am not strong enough on my own to do it. I tried tickling the delicate part at the hinge, but that didn’t work either. Any ideas? I don’t want it killed since it is a major source of income for my family.”

Here is another time for the PCs to get creative. If they come up with something feasible, let them do it and succeed.

If they decide to just try to pry it open, they will need something to do it with. Swords and other weapons will work, but again let them be creative. Mind effecting

spells have no effect on it. It takes a combined **Strength DC 30** to get the shell open.

If the PCs are stupid enough to try to attack the oyster, Grevin will warn the PCs off attacking once, but after that, he will allow the oyster to do what it does.

✂ **Giant Oyster**

N Colossal vermin (aquatic)

Init -8; **Senses** blindsight 30 ft.; **Perception** +0
AC 25, touch 2, flat-footed 25 (-5 Dex, +45 natural, -4 size)

hp 450 (33d10+125)

Fort +6, **Ref** -4, **Will** +1

Defensive Abilities **DR 20 Immune** mind-affecting effects, disease and poison.

Speed 0 ft.

Attack Bite +35 (4d6+22) , Grab, Swallow Whole

Special Attacks engulf

Str 40, **Dex** 1, **Con** 20, **Int** -, **Wis** 10, **Cha** 9

Base Atk +24 **CMB** +40; **CMD** 60 Immune to trip

Once swallowed whole, the PC takes the bite damage each round. If the PC manages to survive that, he will die when his potion of water breathing runs out in 30 minutes. It can swallow multiple creatures.

Once the shell is open, continue here:

Inside the shell, it looks soft and squishy like a pile of wet cloth. Grevin starts to swim toward the oyster. “Please make sure you keep this open. If you insert something sturdy into the hinge, it will help to keep it that way.” He moves swiftly into the giant shell and under the soft, squishy part.

A **Strength DC 10** to keep the shell open. If the PCs fail, they will have to work quickly to get it open again and remove Grevin.

After what you guess to be a little less than a minute, Grevin swims out with the largest pearl you have ever seen. It is at least the size of a large serving platter if not bigger. The most remarkable thing after the pearl is the color. Black, green, white, pink

and cream all swirl together to create a beautiful, unique pearl.

You swim back to the hut, having discovered the best ways to move in the water and find Kistle, Listle and a much younger Neevil.

He is about 4-5 years old. He is strapped to one of the shells. A pout is on his face, "I don't wanna eat no nasty fish stuff. I want cookies."

If the PCs say anything about leaving, continue here:

Neevil looks at you, slams his hand on the table. "Not fair. I want to go someplace where I can get cookies." He pouts his lips out even further.

Presumably whoever has the paper will gather everyone together and open the roll.

With the paper unrolled, you feel the familiar pop and find yourself standing in an office.

Go to Conclusion.

ENCOUNTER 5A

If you are running short on time, continue here:

Grevin smiles at you. "Please, take this for Neevil." It is at least the size of a large serving platter if not bigger. The most remarkable thing after the pearl is the color. Black, green, white, pink and cream all swirl together to create a beautiful, unique pearl.

Go to Conclusion.

CONCLUSION

You stand in the office that has a large walnut desk and every open space along the walls is covered in book cases of the same wood. On the floor, under your feet is a large purple circle, with a green circle inside of that and a red circle inside of that.

Neevil stomps his foot and says, "I want a cookie!" The man behind the desk looks to be in his early thirties with a dark purple robe with silver stars trimming it. He stands, "Come here Neevil. I have a cookie for you."

"Yeah!!" Neevil charges over, takes the cookie and scarfs it down.

The purple robed man hands Neevil a glass of purple liquid, "Now, drink your juice."

Neevil quickly drains his glass and drops the glass to the floor. It stops just short of the floor because the man in the purple robes has cast a spell to keep it from breaking. He shrugs, "Mage hand."

As you look at Neevil, you see him start to stretch and bend fitting back into his clothes. He looks to be around 20 years old, with jet black hair, green clear eyes and a handsome face. He smiles, "Thanks Karis. I appreciate you fixing my issue." He picks up a mirror from the desk, "I think we ended up exactly where we wanted it to."

He turns back to you and hands a sack to the highest charisma female. "Your money and a few trinkets are in there."

☞ Hey! What about the stuff we gathered?

"Oh, that. Those were just some things I wanted. I figured this was an easy way to do it with little effort on my part."

He smiles at you, "So, enjoy your toys!" And with that, he teleports away!

The other wizard in the room turns to you, "Your employer is gone. Now get out." With that, you are summarily dismissed from his presence.

**Thus ends *LSJ 174 Counter Clockwise*
Time Units 3**

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5
Module Experience	600	850	1200
Bonus 1: Saving the family in Grihastha	50	50	100
Bonus 2: Didn't kill the kobolds	50	50	100
Roleplaying XP Bonus	50	50	100
Maximum Possible XP	750	1000	1500

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.

Boots of Magic

These boots are black leather boots that come half way up the calf with white cord laces. Besides being incredibly stylish and comfortable, these boots provide the wearer one of the following abilities for a total of 5 rounds per day: Move ten feet as a five foot step, fly at 60' with good maneuverability or go invisible.

Magic Telescope

This telescope is a standard telescope with 5 settings that change the magnification: 5-Increases 5X magnification, 4-Increases 15X magnification, 3-Increases 30X magnification, 2- Increases 60X magnification and 1-Increases 100X magnification. Along with this, it allows the user to use clairaudience or clairvoyance, as per the spell, for 5 rounds a day. The rounds do not have to be concurrent.

Magic Beret

This berry colored beret perches itself at a jaunty little angle whenever donned. While being worn, the beret allows the wearer to use alter self, as per the spell, or turn invisible, as per the spell, for 10 rounds each day. The rounds do not have to be concurrent.

Magic Sword

This short sword is enhanced with a +1 but also has a couple of other minor abilities. When used in the dark, it glows as per a light spell. When used in dim light, it has a field of dancing lights, as per the spell, surround it. When the sword deals damage in bright light, it causes light blindness on the target for 1d4 rounds. Each ability is usable three times a day.

Magic Axe

This throwing axe is enhanced with a +1 but also has a couple of other abilities. When this axe is thrown, a whistling noise follows it to its target causing the target to make a fortitude DC 14 or be deafened for

1d4 rounds. When a critical hit is scored with this axe, the axe then returns to the wielder.

Magic Carpet

This 10'x10' carpet edge is of a variety of flowers growing on a brown trellis in bright reds, greens, blues, yellows and purples. The center of the carpet is a single rose made up of the colors of the other flowers with a very light tan background. To activate requires it to be unrolled and someone stands on the rose and says, "Flowers wake up." When this happens, the flowers sprout up and makes a small cabin of fresh flowers while the carpet makes up the floor. The walls and roof are covered with thorns so anyone attempting to enter without permission takes 1d10 points of damage. To deactivate, someone has to stand on the center rose again and say, "Flowers go to sleep."

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

Convention:

Judge:

Date:

ROSTER OF HEROES: COUNTER CLOCKWISE

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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