



# *What's Hidden Within*

*LSJ 178*

*By Ryan McDonald*

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

**Missing Children in the Commoner's District. A librarian afraid of her own books. Can you solve the mystery?**

Part 2 of the Childish Fairytales Series.  
It is better to have played *LSJ 162 What Childish Dream Is This?* first, but not necessary.

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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 entourage) 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

A little under a year ago, a group of adventurers encountered a magical book where they were transported to a magical fairy tale, a princess and Raia's most feared creature, a dragon. The group successfully rescued the little girl who'd been trapped there and returned victorious, only to notice that their pockets are heavier or the items changed.

## ADVENTURE SUMMARY

**Introduction** –The PC's report to the Hall of Venturers and get a job at a library involving the disappearance of three young boys.

**Encounter 1:** The PC's can go to the Diamond Legion for more information on the disappearances.

**Encounter 2:** Speaking with the mother of one of the boys, the PC's can gather more information on the missing boys.

**Encounter 3:** The PC's can get the address of one of the parents of the house.

**Encounter 4:** Going to the library, the PC's can investigate the disappearance site in person.

**Encounter 5:** Entering into the book, the PC's find themselves standing in the woods.

**Encounter 6:** ASSASIN VINES!!!!

**Encounter 7:** Finishing the trip through the woods, the PC's will come across the witches hut.

**Encounter 8:** Fighting the witch

**Encounter 9:** Outside of the book, the PC's can find the inscription in the back of the book. They can either end the mod or go on investigating.

**Encounter 10:** The group can go talk to Sapphire Oathsworn about the inscription at SOEP and gather information on her father.

**Encounter 11:** Meeting Daniel Oathsworn, the PC's can find out that the books were stolen from his library.

**Conclusion A:** The PC's were defeated by the vines.

**Conclusion B:** The PC's were defeated by the witch.

**Conclusion C:** The PC's do not go after information on the inscription. They collect their reward and go about their business.

**Conclusion D:** The PC's request money from Daniel Oathsworn and will get NO TREASURE.

**Conclusion E:** The PC's return the book without any mention of reward and get rewarded for it.

**Epilogue** – A man selling books.

## INTRODUCTION

Arriving back at the Hall of Venturers, you meet with the secretary, Dorinda, to collect your pay for the last mission, a simple caravan guard position, 15 gold. Dorinda speaks to you in her usual tone, “I think Mr. Dadderhoff has another job for you. If you'll be seated and wait just a few moments I'll go let him know you are here.”

After waiting a few minutes, the middle aged human known as Melton Dadderhoff appears out from around the desk. “Ah good! You're back from your job. I have another one all lined up for you. Follow me.” Following the man down the corridor, you make your way back to his sparsely decorated office, cluttered with papers and sporting a mug declaring him World's Greatest Dad. A woman in a simple dress sits with her back to you, though she rises as you enter and turns to face you. Mr. Dadderhoff speaks, “Yes, yes, this is Lucile, she is a librarian at the public library in the Services District.” The woman, probably in her mid-30s, has loose and flowing pitch black hair that hangs to the neck of her sapphire colored dress that sets off her pale complexion and her green eyes glisten as she motions for you to sit down.

Taking your seats, the woman speaks in a soothing voice, “For those of you who haven't heard the rumors, my library is haunted.” she sighs heavily, “Three small boys have gone missing, with no traces of any foul play or any forms of teleportation magic that the Watch could find. One minute, shortly before closing, one of the patrons saw them, the next

thing they knew there was a loud thud and the book the boys were looking at was laying on the floor with no one around it. If you haven't figured out why you are here yet, I need you to find out what is haunting my library and put a stop to it. Oh where are my manners, as Mr. Dadderhoff said, I am Lucile, and you are?”

Pause here for PC introductions!!

“Great, now that we all know each other, I would ask if you have any questions,” Lucille enquires.

☞ How much?

“We are not a wealthy library. I can offer you (15gp x ATL) for your services.”

☞ What book were the boys reading?

“Oh you know young boys. They were reading an old fairy tale, your mothers probably read it to you. They also had procured some anatomy books and a guide to kite making, along with some other story books.”

☞ Where is the book now?

“We put it back on the shelf. What does that have to do with anything?”

If the PC's have played *LSJ162 What Childish Dream is This?* (and remember it), they may want to explain to her that this has happened before in a small town. She will respond with shock.

OR

Knowledge: Local DC 20 to have heard about it.

“Well, if that is the truth, then we should get back to the library at once!”

☞ Who is missing?

“Well there is Brandon Janson, a young gnome, he is about two feet tall with sparkling blue eyes, and brown hair. Then there is Arthur Bragnon, a human male, approximately five feet tall with brown eyes and black hair. Finally, we have Lancelot Castor, a dark haired, green eyed, tiefling child with small horns. The three of them have been quite a gang as of late, always running around together. I believe Arthur is the eldest at almost 10.”

● What do you believe is haunting the library?

“Perhaps a poltergeist? Maybe a babau? I don't know, I'm just a librarian, not a wizard.”

● Do we have time to do our own research into the disappearances?

“Yes, but please be quick. As I've said before, the Diamond Watch has already investigated once and came up with nothing, but you can speak with them if you'd like. They are listing this as them being runaways.”

● When did the last boy disappear/when did the boys disappear?

“All three of the boys disappeared at roughly the same time. It was two days ago, around five bells in the evening” she sighs, “I was just getting ready to go around and shoo people out when Mrs. Bragnon, one of the boys' mother, told me she hadn't seen the boys in a little while, so we went to search for them and we couldn't find them. It's not like them to do stuff like this.”

● Where is Mrs. Bragnon?

“Probably at her house? I'm not her keeper, but I or the Watch can give you her address. I don't have it on me, so we'd have to go back to the library to get it. If you have any further questions you can find me there,” and with that she gets up and heads out the door.

- If the PCs want to speak to the Diamond Watch **GO TO Encounter 1 (page 4).**
- If the PCs want to speak with Mrs. Bragnon **GO TO Encounter 2 (page 4).**
- If the PCs want to go to the library to get the address **GO TO Encounter 3 (page 5).**
- If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page 5).**

## ENCOUNTER 1: THE DIAMOND WATCH

Passing through the Adventurer's District across the Shining Way and down the slopes into the Service District, you make your way to the Diamond Watch office for the district. Entering the barracks, you find yourself greeted by a gnome woman, with flame red hair and sparkling green eyes, “Hello! I am

patrol officer Brittany! What can I help you with today?”

Allow the PC's to explain the situation and then have her continue:

After your explanation of what you are doing there she sighs, looks at the floor and continues, “Yes, the three missing boys, that's such a shame. I filed the report myself so I know all about it. There were no traces of any foul play or any lingering magical auras in the area. I even helped in the investigation. We spoke with the mother of one of the boys, a Mrs. Bragnon, I believe. She said it wasn't like the boys to just disappear. She was very broken up. We also had a cleric do a divination as to try and locate the children. It just kept coming up that they were in the library, strange huh? He also did a detect undead, but nothing showed up so we don't give much credit to Lucile's theory that the library is haunted. I suppose you have questions, I'm sure I didn't answer them all, but hurry my boyfriend is coming by for his first patrol! It's going to be so exciting!!”

● How much is it worth for us to find them?

“From the Watch, I suppose it's not worth anything. We are just treating them as runaways at this point in time.”

Since there is no evidence they were abducted, they are in fact being treated as runaways. There is no reward for finding them.

● Where is Mrs. Bragnon?

“Here is her address, it's in the Commoner's District. Should be the fourth house on the left as you enter.”

Brittany looks around nervously, “That's all the information I have. I wish you the best of luck finding the boys, but I think you are just on a fool's errand. I think they are just off having some fun and will be back home when they are done. Oh! He's here! Goodbye!” With that she turns and heads off towards a man in full plate armor clanging in the doorway. As you exit the building, a squad of new recruits pass by the door.

- If the PCs want to speak with Mrs. Bragnon, **GO TO Encounter 2 (page 4).**
- If the PCs want to go to the library to get the address, **GO TO Encounter 3 (page 5).**

- If the PCs want to visit the scene of the crime, **GO TO Encounter 4 (page 5).**

## **ENCOUNTER 2: THE BRAGNON HOUSEHOLD**

Entering the Commoner's District, you easily find the fourth house on the left.

Let the PC's decide how to proceed, they should just knock on the door:

A few minutes after you knock, a woman, perhaps in her late twenties with blond hair and green eyes, answers the door with an excited look upon her face, her look turns to one of dismay as she notices who it is. "Yes, what does a band of the city's finest want with me?"

After the PC's explain what's going on, continue here:

A slight smile returns to her face, "So Lucile won't give up, getting adventurers to look for the missing children. I will tell you all I know. We were at the library and the boys wanted to go look at some books, so I sent them, my son and his friends, over to the children's section to look at them. I sat down to start reading, as it normally takes the boys a while to come to a consensus on anything, then Lucile came around asking people to please pack up and leave as the library was closing. The two of us went to find the boys, but they were not there to be found, just a few books scattered across the floor. We called for the Diamond Watch, but they couldn't find any evidence of anything," she cries a bit, "They declared the boy runaways. Said they'll keep an eye out for them, but they won't do any extra searching. That's why I'm so glad you are here."

Allow the PC's a moment to console her, then continue here:

She pulls a handkerchief out of her sleeve and dabs her eyes, "I'm sorry I just don't know what to do. Please save my boy and the others. They've never done anything like this before and my husband will be back from caravan guard duty and I don't want him to get upset if our son isn't home." With that she closes the door, crying.

- If the PCs want to speak with the Diamond Watch **GO TO Encounter 1 (page 3).**
- If the PCs want to visit the scene of the crime **GO TO Encounter 4 (page W).**

## **ENCOUNTER 3: GETTING THE ADDRESS FROM THE LIBRARY**

Read or paraphrase the following on whether or not the PCs went directly to the library

Following the directions to the library, you make your way there. Once inside Lucile greets you, "Ah good, you found your way. Here is the address to the Bragnon household, I believe it is the fourth door on the left in the Commoners District. Good luck."

- If the PCs want to speak to the Diamond Watch, **GO TO Encounter 1 (page 4).**
- If the PCs want to speak with Mrs. Bragnon, **GO TO Encounter 2 (page 4).**
- If the PCs want to visit the scene of the crime, **GO TO ENCOUNTER 4 (PAGE 5).**

## **ENCOUNTER 4: INVESTIGATING THE LIBRARY**

Opening the doors to the library, Lucile greets you warmly, "Have you come to check out the crime scene? I've had it blocked off since the disappearances, so no one can disturb anything. I'm still not sure the Watch is correct, so I didn't want anyone disturbing it until you got here. It's right this way, in the children's section."

Following the little librarian, you turn a corner and are suddenly greeted by paintings of unicorns, dragons and other mythical creatures all done up in pastels. Walking through the section, you find yourself coming upon what looks like a small crime scene, a barrier is set up to allow no one past it. "Here is the sight of the disappearance. Other than the books being re-shelved, nothing has changed."

Allow the PC's to look around, Perception (Sight) here is what they will find.

**DC 5+ATL:** There are no signs of struggle

**15+ATL:** The nearby windows are sealed shut with good locks and have not been tampered with

**DC: 20+ATL:** There is nothing unusual here.

**Detect Magic:** The windows are sealed with an arcane lock and one book on the shelf is radiating strong magic. The book is called *The Old Hag in the Woods*.

Once the PC's open the book, continue here:

Opening the book and reading the first word, you find the world around you stretching and snapping out of existence and you find yourself standing in the middle of a wooded area. The tightly packed trees leave very little room for the sun to pass through. Off in the distance, birds chirp and you can see small flowers starting to open up for the day. A three paths converge in front of you and lead off through the woods in three directions.

**Knowledge Nature DC 15:** The trees are oak and other assorted hard woods.

## ENCOUNTER 5A: THE WOODS

Standing in the middle of the woods, you find yourself far, far from Amythdor. Three heavily brush covered trails fan out from the small clearing and for the first time, you can notice the sunlight is fading.

**Knowledge: Geography** or **Survival** will not help here to figure out where the PCs are.

## 5B: THE RIGHT PATH

Headed down the path to the right, you struggle through more and more overgrowth until you come to a small clearing with a shrine in it. Standing barely three foot tall, a cherub pours a blue liquid from a decanter being held in its arms into a small pool. The cherub stands on top of a four foot pedestal

If someone goes to drink it, continue here:

Interacting with the blue liquid, you find that it tastes of blueberries and you feel no longer are hungry.

**GM Notes:** The liquid acts as a *goodberry* spell and acts as a full meal for a medium creature and heals 1 point of damage up to 8 points in a day.

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

Other than the fountain, the path is a dead end.

## ENCOUNTER 5C: THE LEFT PATH

Traversing down the left path, you find yourself in a grove with a small bird singing in it. Other than that, this path is a dead end.

If the PC's try to communicate with the bird, remember it has an intelligence of two. It doesn't know anything of interest.

## ENCOUNTER 5D: THE CENTER PATH

It is a **Perception** or **Knowledge Nature DC 20** to notice the vines before they attack. If successful, continue here:

Headed down the central path, you seem to think that the vines are coming after you. The lush foliage snaps out and grabs at the last member of your party.

If the PCs fail the check, proceed with the ambush.

## ENCOUNTER 6: ASSASSIN VINES

**GM Note:** As stated, the vines grab the last person in the party. The path is 10' wide and the combat area is 40' long. There is dense undergrowth 20' on either side of the path.

**GM Note:** Be careful with these monsters. They have the potential to kill players in one round. When the plant is at half hit points, it will retreat back into the underbrush. Use your judgement on whether or not the plant takes a PC with it. They can only take a PC with them if the PC is pinned, which is a second grapple check. The plant is to hold the creatures and has been trained by the witch not to kill them. If the vine takes someone with it, the PC will be in a cage at the end of the module.

**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 5, fire 5**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)**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 (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.**Plant Traits:** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep and stun.**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 5, fire 5**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 (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.**Plant Traits:** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep and stun.

**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**Entangle (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.**Plant Traits:** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep and stun.**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**Entangle (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.**Plant Traits:** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep and stun.



## 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 (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.

**Plant Traits:** Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep and stun.

- If the PCs win, **GO TO Encounter 7 (page 9).**
- If the PC's fail the combat, **GO TO CONCLUSION A (PAGE 15).**

## ENCOUNTER 7

**Following the path further into the woods, you hear screams echoing out.**

**Perception Listen DC 5+ATL:** It is young boys yelling for help.

**Perception Listen DC 15+ATL:** It is coming from down the path.

**GM Note:** If the vine took someone with it, the PC will be in a cage at the end of the module. Modify as necessary.

**Following the sound of the screams, you come out of the shadows of the path and into the daylight of a large clearing, approximately one hundred feet in diameter. Sitting in the center is a lone house, beat down and sagging in the middle. It's once rustic charm has degraded into an overwhelming feeling of dread, as its windows are shuttered with battered shutters, its door hangs slightly askew and the once quaint chimney is falling off the side. Hanging from a hand operated pulley system are six cages suspended ten feet above the ground, three of them holding the young boys. The tiefling of the group, Bart, yells out to you, "Watch out!!! There's a mean old witch around here! She wants to eat us!"**

**Almost as if on cue, an elderly human woman appears from the door, her stringy ghost white hair blowing in the slight breeze. "QUIET YOU LITTLE SNACKS! The main course has arrived. With a dash of this and a sprinkle of that," she waves her hands through the air, "You'll be seasoned right and ever so delectable." A maniacal cackle echoes around the clearing. "My friends, get them." her cackle fades away as a loud roar comes from the woods.**

The PC's can ask her questions and her cohort will hold off on attacking if they talk. The woman is completely unreasonable. After she answers the questions below she will attack the PC's with her most powerful spell (you decide)

**ATL 1****Human Witch**

CE Medium Humanoid (Human)

**Init** +2; **Senses**; Perception +4**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)**hp** 28 (4d6+8)**Fort** +2, **Ref** +3, **Will** +4**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +3 (1d4+1/19-20)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Special Attacks** hexes (blight, cackle, charm, evil eye)**Spell-Like Abilities****Spells Prepared**

CL 4th; concentration +9

2nd—flaming sphere (DC 17), hold person (DC 17), summon monster II

1st—burning hands (DC 16), command (DC 16), shocking grasp, summon monster I, summon monster I

0 (at will)—bleed (DC 15), detect magic, read magic, stabilize

Patron Elements

**Str** 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 10, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 15**Feats** Combat Casting, Extra Hex Evil Eye [APG]**Skills** Fly +9, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (nature) +12, Knowledge (planes) +12, Perception +4, Profession (cook) +7, Spellcraft +12**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven**SQ** witch's familiar (raccoon named Bandit)**Gear** dagger, bracers of armor +2,**Special Abilities**

Blight (DC 17) (Su) Curse animals, plants or land, causing it to wither and die.

Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Charm +1 (5 rounds, DC 17) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step.

Evil Eye -2 (8 rounds, DC 17) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

**ATL 3****Human Witch**

CE Medium Humanoid (Human)

**Init** +2; **Senses**; Perception +6**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) 15,

touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 40 (6d6+12)**Fort** +3, **Ref** +4, **Will** +5**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +4 (1d4+1/19-20)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Special Attacks** hexes (blight, cackle, charm, evil eye, tongues, misfortune)**Spell-Like Abilities****Spells Prepared**

CL 6th; concentration +11

3rd—fireball (DC 18), fly, lightning bolt (DC 18)

2nd—flaming sphere (DC 17), flaming sphere (DC 17), hold person (DC 17), summon monster II

1st—burning hands (DC 16), command (DC 16), shocking grasp, summon monster I, summon monster I

0 (at will)—bleed (DC 15), detect magic, read magic, stabilize

Patron Elements

**Str** 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +4; **CMD** 16**Feats** Combat Casting, Empower Spell-Like Ability (scry on familiar), Extra Hex Evil Eye, [APG] Extra Hex Misfortune [APG]**Skills** Fly +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (nature) +14, Knowledge (planes) +14, Perception +6, Profession (cook) +9, Spellcraft +14**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven**SQ** witch's familiar (raccoon named Bandit)**Gear** dagger, bracers of armor +3,**Special Abilities**

Blight (DC 17) (Su) Curse animals, plants or land, causing it to wither and die.

Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Charm +1 (5 rounds, DC 17) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step.

Evil Eye -2 (8 rounds, DC 17) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

## ATL 5

### Human Witch

CE Medium Humanoid (Human)

**Init** +2; **Senses**; Perception +8

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

**hp** 52 (8d6+16)

**Fort** +3, **Ref** +4, **Will** +6

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft.

**Melee** dagger +5 (1d4+1/19-20)

**Ranged** nil

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

**Special Attacks** hexes (blight, cackle, cauldron, charm, evil eye, tongues)

### Spell-Like Abilities

#### Spells Prepared

CL 8th; concentration +13)

4th—crushing despair (DC 19), dimension door, phantasmal killer (DC 19)

3rd—fireball (DC 18), fireball (DC 18), fly, lightning bolt (DC 18)

2nd—flaming sphere (DC 17), flaming sphere (DC 17), hold person (DC 17), summon monster II

1st—burning hands (DC 16), burning hands (DC 16), command (DC 16), shocking grasp, summon monster I, summon monster I

0 (at will)—bleed (DC 15), detect magic, read magic, stabilize

Patron Elements

**Str** 12, **Dex** 14, **Con** 12, **Int** 21, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 16

**Feats** Combat Casting, Empower Spell-Like Ability (scurry on familiar), Extra Hex Evil Eye, [APG] Extra Hex Misfortune [APG], Fleet

**Skills** Fly +13, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (nature) +16, Knowledge (planes) +16, Perception +8, Profession (cook) +11, Spellcraft +16

**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven

**SQ** witch's familiar (raccoon named Bandit)

**Gear** dagger, bracers of armor +3,

### Special Abilities

Blight (DC 19) (Su) Curse animals, plants, or land, causing it to wither and die.

Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Charm +2 (5 rounds, DC 19) (Su) Improve attitude of humanoid or animal in 30 ft. by 2 step(s).

Evil Eye -4 (8 rounds, DC 19) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Tongues (8 minutes/day) (Su) Understand spoken and speak any language, as tongues.

**ATL 7****Human Witch**

CE Medium Humanoid (Human)

**Init** +2; **Senses**; Perception +10**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)15, touch 12, flat-footed 13 (+3 armor, +2 Dex)**hp** 64 (10d6+20)**Fort** +4, **Ref** +5, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +6 (1d4+1/19-20)**Ranged** nil**Space** 5 ft; **Reach** 5 ft.**Special Attacks** hexes (blight, cackle, cauldron, charm, evil eye, retribution, tongues )**Spell-Like Abilities****Spells Prepared**

(CL 10th; concentration +15)

5th—baleful polymorph (DC 20), cloudkill (DC 20), flame strike (DC 20)

4th—crushing despair (DC 19), dimension door, phantasmal killer (DC 19), spite [APG]

3rd—fireball (DC 18), fireball (DC 18), fly, lightning bolt (DC 18)

2nd—flaming sphere (DC 17), flaming sphere (DC 17), hold person (DC 17), hold person (DC 17), summon monster II

1st—burning hands (DC 16), burning hands (DC 16), command (DC 16), shocking grasp, summon monster I, summon monster I

0 (at will)—bleed (DC 15), detect magic, read magic, stabilize

Patron Elements

**Str** 12, **Dex** 14, **Con** 12, **Int** 21, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +6; **CMD** 18**Feats** Combat Casting, Empower Spell-Like Ability (scry on familiar), Extra Hex Evil Eye, [APG] Extra Hex Misfortune [APG], Fleet, Arcane Shield**Skills** Fly +15, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (nature) +18, Knowledge (planes) +18, Perception +10, Profession (cook) +13, Spellcraft +18**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven**SQ** witch's familiar (raccoon named Bandit)**Gear** dagger, bracers of armor +3,**Special Abilities**

Arcane Shield Convert a level 1+ spell into + Spell Level deflection bonus to AC for 1 rd.

Blight (DC 20) (Su) Curse animals, plants, or land, causing it to wither and die.

Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Charm +2 (5 rounds, DC 20) (Su) Improve attitude of humanoid or animal in 30 ft. by 2 step(s).

Evil Eye -4 (8 rounds, DC 20) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Retribution (5 rounds, DC 20) (Su) Foe in 60 ft suffers half the melee damage it deals, ignoring resist, for duration (Will neg).

Tongues (10 minutes/day) (Su) Understand spoken and speak any language, as tongues.

## ATL 9

### Human Witch

CE Medium Humanoid (Human)

**Init** +2; **Senses**: Perception +10

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

**hp** 80 (10d6+20)

**Fort** +4, **Ref** +5, **Will** +7

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft.

**Melee** dagger +7 (1d4+1/19-20)

**Ranged** nil

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

**Special Attacks** hexes (bblight, cackle, cauldron, charm, evil eye, retribution, tongues )

### Spell-Like Abilities

#### Spells Prepared

(CL 10th; concentration +15)

5th—baleful polymorph (DC 20), cloudkill (DC 20), flame strike (DC 20)

4th—crushing despair (DC 19), dimension door, phantasmal killer (DC 19), spite[APG]

3rd—fireball (DC 18), fireball (DC 18), fly, lightning bolt (DC 18)

2nd—flaming sphere (DC 17), flaming sphere (DC 17), hold person (DC 17), hold person (DC 17), summon monster II

1st—burning hands (DC 16), burning hands (DC 16), command (DC 16), shocking grasp, summon monster I, summon monster I

0 (at will)—bleed (DC 15), detect magic, read magic, stabilize

Patron Elements

**Str** 12, **Dex** 14, **Con** 12, **Int** 22, **Wis** 10, **Cha** 10

**Base Atk** +6; **CMB** +7; **CMD** 19

**Feats** Arcane Shield[APG], Brew Potion, Combat Casting, Empower Spell-Like Ability (scry on familiar), Eschew Materials, Extra Hex[APG], Fleet

**Skills** Fly +17, Knowledge (arcana) +20, Knowledge (history) +20, Knowledge (nature) +20, Knowledge (planes) +20, Perception +12, Profession (cook) +15, Spellcraft +20, Sleight of Hand + 14

**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven

**SQ** witch's familiar (raccoon named Arcane Familiar)

**Gear** dagger, bracers of armor +3,

### Special Abilities

Arcane Shield Convert a level 1+ spell into + Spell Level deflection bonus to AC for 1 rd.

Blight (DC 20) (Su) Curse animals, plants, or land, causing it to wither and die.

Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Charm +2 (5 rounds, DC 20) (Su) Improve attitude of humanoid or animal in 30 ft. by 2 step(s).

Combat Casting +4 to Concentration checks to cast while on the defensive.

Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.

Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Empower Spell-Like Ability (Scry on Familiar [1/day] [Sp], 1/day) Numeric effects of a spell-like ability are increased 50% up to 3/day

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Evil Eye -4 (8 rounds, DC 20) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Familiar Bonus: +3 to Sleight of Hand checks You gain the Alertness feat while your familiar is within arm's reach.

Retribution (5 rounds, DC 20) (Su) Foe in 60 ft suffers half the melee damage it deals, ignoring resist, for duration (Will neg).

Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.

Speak with Animals (Ex) Your familiar can communicate with animals similar to itself.

Speak with Familiar (Ex) You can communicate verbally with your familiar.

Tongues (10 minutes/day) (Su) Understand spoken and speak any language, as tongues.

- If the PCs win, **GO TO Encounter 8 (page 13).**
- If the PC's fail the combat, **GO TO CONCLUSION B (PAGE 15).**

## ENCOUNTER 8: AFTER THE STORY

**Freeing the boys and defeating the witch, you find the world stretching and snapping out of sight. You blink a couple times and see that you and the three boys are standing back in the library with Lucile next to you. Examining the book closer, you find an inscription in the back. My dearest Sapphire and Jessica, I hope this book will entertain both of you along with your children and their children. From you father, Daniel Oathsworn.**

**Knowledge (local) DC 10+ATL** will get them that an up and coming acrobat at the Society of Entertainers and Performers is named Sapphire.

**Knowledge (local) DC 15+ATL:** They are fairly certain her last name is Oathsworn.

If the PC's ask the librarian, she will volunteer the information.

- If the PCs wish to go visit Sapphire, **GO TO Encounter 10 (page 12).**
- If the PC's just want to go collect their reward, **GO TO Conclusion C (page W).**

## **ENCOUNTER 9: SOEP**

You make your way to the Society of Entertainers and Performers. Entering the large amphitheater, you notice a woman spinning around on a ribbon high in the air. The woman in her early twenties looks down at you and in a soft voice says, "I'll be down in a second." With that she begins spinning down the ribbon, landing ever so gracefully. The auburn haired woman looks you over, "So the show doesn't start for another week, but I don't think your here for that. What can I do for you?"

Allow the PC's to explain why they are here.

"Oh wow, you found one of my dad's books. Where did you get that?" she pauses as you explain your situation, "Well, my father is a teacher at the League of Thaumaturgical Studies or LoTS for short. I think if you hurry you can catch him between classes. He's a middle aged man, about 5'9" dark brown hair, brown eyes and he wears blue robes. He's a tenured professor. His name is Daniel. They should be able to point you in his direction. Tell him I said hi and remind him about my show opening in a week!" With that she shimmies back up the ribbon and begins to invert herself, waving at you from the top.

- If the PCs go to LoTS, **GO TO Encounter 11 (page 13).**
- If the PC's Just want to get paid at this point, **GO TO GO TO CONCLUSION B (PAGE 15).**

## **ENCOUNTER 10: LOTS**

You make your way to The League of Thaumaturgical Studies, a rather grand collection of buildings of brick and mortar. Following the map on the wall surrounding the campus, you make your way to the building marked as the main teaching

hall. Checking with the desk clerk, you are directed to room 118.

As you approach the room, a middle aged man comes rushing out and nearly collides with a PC, "Oh excuse me, I didn't quite see you there."

☞ Are you Daniel Oathsworn?

"Why yes, yes I am. Who's asking?"

☞ Is this your book?

He stops dead in his tracks, looking at the book as though he thought he would never see it again, "Yes," he almost stammers, "That was the book I made for my daughters. How on earth did you end up with it? It was stolen from my personal library along with a number of other magical books. I created six books for my daughters that were all stolen. I made 6, yes that sounds right. I made them for my youngest girl Sapphire's first through sixth birthdays. Her and her big sister Jessica absolutely adored them."

☞ Where the books made to suck people into them?

"Yes. They were meant to be a playground for the author and his children. That's why you can't really die in them."

☞ What happens if you would die in the book?

"If that happens, at least the way that I originally wrote them, you would just get popped out of the book and back to your normal self."

☞ Can you get trapped in the book?

"You could. You would be there until the story ended. On the plus side, you wouldn't age or need food or drink."

☞ Where are your daughters now?

"Well Sapphire just got a new show at The Society of Entertainers and Providers and Jessica, well she's a stay at home mother to three rascally little boys. I had intended to give the books to them when the youngest was born just a month ago, but they were gone when I went to look for them."

☞ How long have the books been gone??

"Well that is quite the question, you see I was out on safari for a month and when I came back, they were gone. They were there when I left, but gone when I got back. So anytime in that month, they could have

been stolen. I did report it to the Watch and they said they are looking into it, but last I checked, which was this morning, they have no leads.”

☞ How long ago was the safari?

“I got back about a year ago after spending the month exploring.”

☞ What's it worth to you?

“What do you mean what's it worth to me? It rightfully belongs to me, can't I just have it back?”

☞ No we aren't giving it back for free.

“What kind of heroes are you? Fine, I'll give you (ATL x 20gp) each for it, but don't expect any help from me anytime soon,” with that he tosses you a bag of gold, grabs the book and strides off to his next class.

➤ GO TO CONCLUSION D (PAGE 13).

☞ Yes, we are giving it back for free.

“Oh thank you! I will get you a small token of my appreciation after I get done with classes.” With that he grabs the book and heads off to his next class.

➤ GO TO CONCLUSION E (PAGE 15).

## CONCLUSION A

You find yourself standing outside of the book, none the worse for wear. The boys are still missing and the book doesn't seem to be working anymore. You do have this strange rash though.

➤ GO TO EPILOGUE (PAGE 15).

## CONCLUSION B

You find yourself standing outside of the book, none the worse for wear. The boys are remarkably not there. Lucile looks to you for answers, but none are acceptable. Only time will tell what happened to the boys.

➤ GO TO EPILOGUE (PAGE 15).

## CONCLUSION C

Returning to the Hall of Venturers, you collect your reward and go back about your day. Is there more to this or was this an isolated incident? Who knows?

➤ GO TO EPILOGUE (PAGE 15).

## CONCLUSION D

Having your reward, you set off on the rest of your day, wondering what help this teacher could have been to you.

➤ GO TO EPILOGUE (PAGE 15).

## CONCLUSION E

Having done your good deed for the day, you set off back to your daily grind. Not knowing goodies this teacher will possibly bring you and how those books got stolen and when they will reappear again. Looks like only time will tell.

➤ GO TO EPILOGUE (PAGE 15).

## EPILOGUE

A man stands at a table at a bazaar, he shouts out, “Books for sale! Fine books! Stories for your children, stories for yourself, all manner of books!” A few people look through his wares and a few more checkout with his assistant. A mother looks over another book and notices an inscription, “To Sapphire and Jessica, with love, your father, Daniel.

**THUS ENDS “MYSTERIES WITHIN”**

**TIME UNIT COST: 2 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 to SOEP	50	50	100	100	100
Bonus 2: Went to LoTS and gave the book back.	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 E**

#### **Spellbook-**

**0 level:** Mage Hand, Arcane Mark, Read Magic

**1st level:** Mount, Charm Person, Memory Lapse, Floating Disk, Vanish

**2nd level:** Arcane Lock, Protection From Arrows, Arrow Eruption, Dust of Twilight, Elemental Touch, Command Undead

**3rd Level:** Aqueous Orb, Displacement, Enter Image, Versatile Weapon

(Value:665gp, Caster Level: N/A, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)

#### **Headband of Vast Intelligence +2**

As per the headband of vast intelligence on page 517 of the PFCRB with the associated skill being Knowledge (History)

(Value: 4,000, Caster Level: 8, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)

#### **Belt of Giant Strength +2**

(Value: 4,000gp, Caster Level: 8, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)

#### **Cloak of Resistance +2**

(Value: 4,000gp, Caster Level: 6, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)

#### **Pearl of Power 2nd Level**

(Value: 4,000gp, Caster Level: 17, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)

#### **Wand of Whispering Wind**

(Value: 4,500gp, Caster Level: 3, Tradable: Yes Rarity: Common, Legality: Legal, Real Value: \$0\$)  
Conclusion D

#### **Dishonorable Actions**

Instead of doing what was right, you asked for more money. Daniel Oathsworn will remember this and will not hire you in future adventures.

(Value: Priceless, Caster Level: N/A, Tradable: No Rarity: Common, Legality: Legal, Real Value: \$0\$)



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: WHAT'S HIDDEN WITHIN

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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