



# *So Close, Yet So Far*

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*By Daniel Lewis*

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

To pierce the walls between dimensions and invade a madman's hideout, the League needs your help to empower their ritual.

A one-round adventure for heroes level 9 and up.

This module is Part 3 of the "Trial by Earth" series

Part 1 is LSJ x - 'Evolution'

Part 2 is LSJ x - 'Finders Weepers'

Characters may not play the modules out of order.

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### LEGAL TEXT

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### WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

### LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

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

### LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player's first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

## **ADVENTURE BACKGROUND**

It has been about 14 months since the events of "Finders Weepers", where the PCs learned that Elijah Ossryn, the madman responsible for creating and spreading the *blood beasts*, is hiding on a personally-created demi-plane. Unfortunately the location of the portal on the material plane, which leads to this hideout, is still concealed.

During "Finders Weepers" the PCs assisted the League mages Elgrun Kline and Nasrin Jix in assembling the reagents necessary for a powerful scrying ritual to try to locate Elijah via the ancient Chaldean artifact he bears: the Skin of Tears. The Skin is a powerful suit of armor that makes its wearer impervious at the cost of the life force of the slaves that are bound to it.

Nasrin Jix, Elgrun Kline, and Celia Mayweather believe that Elijah's magical defenses could be breached if they can find a way to infuse their scrying rituals with the power of the Elemental Chaos. They have been working on a way to do exactly that, and they are close to success.

Once again the PCs will need to help the League acquire the magical reagents for the ritual. The mages have found a way to access the Elemental Chaos, but it is highly unstable and dangerous.

While Elgrun and Celia work on collecting the needed materials, the PCs will have to keep them safe and undisturbed.

This module takes place 14 months after the events in "Finders Weepers".

Introduction: A representative of the Fraternity of Venturers (Mindy Bounderby, apprentice to Melton Daderhoff) offers the PCs the job passed on by the League (hunting down the reagents).

Encounter 1: The PCs meet with Mindy to get the job, then with Elgrun Kline, Celia Mayweather, and Nasrin Jix at the League. They have a means to get to the Elemental Chaos, but they will need the PCs' help to make it work.

Encounter 2: The PCs travel to the Elemental Chaos, and have time to survey the area and prepare their defenses as they see fit.

Encounter 3: The PCs stand guard over Elgrun Kline and Celia Mayweather while they see to the ritual to gather the essence. This is a semi-random "tower defense"-type encounter.

Encounter 4: The PCs return home to witness the ritual to breach Elijah Ossryn's demi-plane, but the ritual fails. Nasrin Jix assures them that the ritual was actually successful, and they just need to wait for a planar conjunction so that it has the necessary power.

Conclusion A: The PCs successfully recovered the reagents and got the ritual started. Also they find out how long it will be until the mission can proceed.

Conclusion B: The PCs failed to protect Elgrun and Celia well enough, and the ritual was ruined.

## INTRODUCTION

*Aughh! The torture is UNENDING!*

*It has been literally DAYS since you were last hired to beat up some racists, or raid a tomb, or rescue someone, or...whatever your last job was about, you can't really remember, they sort of all blur together.*

*Just when you thought you couldn't take the famine another moment, you hear a knock on the door! Running there and throwing it open, you are met with blessed relief as a messenger boy presents you with a scroll tube bearing the seal of the Fraternity of Venturers!*

*"Oh!", he says, "I suppose you were expecting this. I have a message for you (sir/ma'am), from the Fraternity of —ahh! —"*

*The boy jumps with mild surprise as you snatch the tube and toss him a coin, eager to break the seal and get to the delicious job inside.*

*Your life-long paranoia urges you to check for traps, but your NEED outweighs your caution and you crack the seal, dumping the message into your hand, casually tossing the empty tube into the pile, and unrolling the scroll.*

*The message is written in a flowing, careful script, in an ink that appears to be lavender rather than the usual black. It reads:*

*"Brave, skilled, awesome adventurer! The Fraternity has a job offer for you, one which sounds like it should pay reasonably well. Please come to our offices at noon today if you'd like to participate."*

*It is signed by Mindy Bounderby.*

*You sigh in relief...a job from the Fraternity of Venturers!*

*Aww, yeah...that's the stuff...*

Mindy is the NPC girl from previous mods; she is apprenticed to Melton Daderhoff at the Fraternity of Venturers now. She'll be handling this assignment herself, though.

It's probably around 9 AM, so the PCs have some time to get ready or maybe do some light shopping if they want.

When the PCs are ready, **Go To Encounter 1.**

## ENCOUNTER 1A

*The Fraternity of Venturers is as busy as ever at this time of day, with adventurers of all stripes responding to job offers, eating free lunches, and forming groups to go do things that are totally not illegal or violent in exchange for money.*

*As is tradition, you situate yourselves in the line of people moving toward the front desk, manned by the Fraternity's administrative assistant Dorinda McCallister. She takes your name and glances at you for only a moment, her seasoned gaze finding the eyes of a real adventurer, then quickly locates you on her list,*

*"Oh good, you're the ones Miss Bounderby sent for. You can head on in, her office is just down the hall, right next to Mr. Daderhoff's."*

*She waves you on, simultaneously calling up the next group of hopefuls.*

If any of the PCs try to question why Mindy sent for them, rather than Melton, she will be too busy with the next group of adventurers to answer.

*The door leads to a small waiting room with a second closed door leading to Ms. Bounderby's actual office. In a few moments you are joined by others, seemingly summoned for the same job.*

The PCs can greet each other here.

*Not long after you enter, you hear a raised feminine voice through the door,*

*"You botched the job, Ogthar! You were sent to deliver that box, not smash it! The Fraternity is not paying you for a job 'well failed'!"*

*A gravelly male voice starts to protest,*

*"But...how was I supposed to know—"*

*"No 'BUTS'!" she insists, "Get out and don't come back until you're ready to follow directions!"*

*"Hey! I—"*

*"OUT!"*

*"...yes, ma'am."*

*The door swings open and a monster of a half-ogre squeezes through. Head down, tail between his legs, and his arsenal of knives clinking softly against his studded leather armor, he shuffles quickly past you and out into the hall.*

*Mindy Bounderby stands in the doorway to her office, watching him go. The willowy, blond-*

*haired, human girl is dressed in what looks like adventurer's travelling clothes, and wears a leather harness to carry a hunting knife on her shoulder. The blade looks wickedly sharp, the handle is engraved with small words, and it seems almost comically large against her small frame.*

*Seeing all of you, she drops her death-glare at the far door and breaks into an easy smile.*

"Ah...it's so good to see all of you again! Please, come in, I think I've got something for you that you'll like."

*Mindy's office looks like a stylized re-telling of Melton's, with an oak desk and filing cabinet standing in jarring contrast to the dozen or so wooden chairs painted in a variety of floral colors.*

*A potted cactus sits on the window sill, accompanied by a "drinking-bird" toy which has been positioned to "drink" out of the cactus pot. A brightly-colored cloth satchel sits in one corner, and you can see scrolls and the titles of some school textbooks poking out of it.*

*The desk sports a variety of quills, inkwells, and small notebooks, many whose bindings are covered with doodles of animals and flowers; a large reference book with the symbol of the Fraternity on its cover sits off to one side.*

*An embossed name placard rounds out the image of a girl who, though still a child, seems to have taken to the business of directing adventurers with startling speed.*

*Mindy pulls a folder out of a desk drawer and lays it open on the desk, pointing to various parts of the documents as she explains,*

"So, as I'd said in my message, we got a job offer, and the first people I thought of...were all of you! The job came in from the League of Thaumaturgical Studies, specifically Elgrun Kline and Nasrin Jix, so I figured they'd probably want to work with you again.

"Apparently they're looking for adventurers to assist in gathering magical reagents...again. I suppose this is the sort of thing that's common for both them and you.

"So, the job says to 'be prepared for combat and planar travel'. It doesn't go into any more details than that, but that sounded like it would be right up your alley.

"They're paying (ATL x 50) gp per person for successful acquisition of all the items, plus a bonus for anything extra that might be useful,

etc., etc., I'm sure you've all dealt with this before.

"The job says to meet Elgrun at the Planar Anchor room at the League at 4 bells, and it has an attached address...

"I wonder why don't they just contact you themselves for this stuff? It seems like they could save a step instead of going through us...

"Oh...wait, no, I remember. Mr. Daderhoff mentioned something about how there's some new lord...uh, what was his name? It was something dumb, like... 'Bob', or something.

"Well, whoever it is, they apparently got authority over the city's adventurer population. I guess this new noble said that everyone needs to go through the Fraternity for the sake of easy organization...or whatever.

"Anyway, that's all I've got on the job, so unless you've got any specific questions for me, I'm going to get back to my homework."

The PCs cannot negotiate the pay at all.

Mindy is bizarrely proud of never budging on the pay, and she will completely reject any attempt to negotiate, no matter what is said or by whom.

Mindy doesn't know much else about *this* job, but she's glad to talk about *her* job promotion.

The truth is that Melton found her to be so dedicated, and such a quick study, that he's allowing her to coordinate jobs on her own after little more than a year of apprenticeship.

Melton still regularly reviews all of her work, but he let her have her own office to give her a sense of ownership for the task, and the setup has worked brilliantly.

Mindy will work with the adventurers for part of the day, and then either go to school (on school days) or do her homework (on off days) when there aren't any clients to see.

Melton and Dorinda still do the lion's share of the administrative work at the Fraternity, but Mindy, despite being only 13 years old, is taking to her new job like a fish to water and seemingly enjoying every minute of it.



## ENCOUNTER 1B

### So...you're working here now, for real?

"That's right! Mr. Daderhoff said that I was really good at this, so he started letting me set up some jobs with the adventurers on my own.

"I still have to let him check the books each time, but it's actually pretty good. I make about as much as the messengers, but I don't have to run all over the city."

### Wait, where's Melton Daderhoff?

"Oh, he's around somewhere, I'm sure. This job was mine to give out, so here we are."

### What happened with 'Ogthar' back there?

*Mindy shrugs and offers a small smile,*

"He messed up the job and didn't finish what he was hired to do, so I sent him packing without any payment. Seems only fair."

She won't say anything more about Ogthar or his job, it's none of their business.

### Question?

"Answer."

-----  
When the PCs are done talking to Mindy, they can head out for the day, as their meeting at the League campus isn't until tomorrow.

### Go To Encounter 1B.

*The League campus, being as meticulously organized as it is, makes it easy to find the address for the building holding the Planar Anchor.*

*As you approach, you realize that this building was built in a similar style to the Fraternity of Venturers – reinforced and angled inward, as if it was built more to keep things in than out.*

*The building appears to be empty, but the way to the Planar Anchor is clearly marked and lit with floating globes of light. As you enter the room, you are met by a small mob of familiar faces and sights.*

*The Planar Anchor itself is a 20-foot diameter circle, made of a single unbroken brick, raised 6 inches above the floor. It is inscribed with a detailed diagram of the multiverse: the material plane, surrounded by the astral, ethereal, and shadow planes, those in turn surrounded by the elemental planes, the upper and lower planes, and all of it surrounded by the elemental chaos and the far realm.*

*Elgrun Kline, and his apprentice Melissa Jones, are nearest the door, conversing softly (somehow) in orcish, and pointing to their teeth.*

*Celia Mayweather is consulting a large tome, her delicate elven features silhouetted against a nearby ever-burning torch. Despite her study she keeps one eye on her son, Devon, who is walking around the Planar Anchor, tracing out its runes with faintly-glowing lines in mid-air.*

*The teenaged halfling monk Bobbi is quietly shadow-boxing in the far corner. The sheen of sweat on her brow speaks to the level of effort she's putting in, yet her face retains its ever-present relaxed, huge, toothy smile.*

*Nasrin Jix sits on the floor against the far wall, his ancient elven bones clearly in need of a light nap.*

*Sensing your entry, Nasrin rouses himself and makes his way over to you, calling in the others as he goes. Everyone seems relieved to see you here, and Nasrin leads off,*

*"Oh good, we'd hoped the Fraternity would send you! The task before us will be dangerous, and we'll need the assistance of professionals.*

"It's strange, actually...we'd originally approached the nobles for aid, figuring that perhaps they'd want to pin their names on solving this crisis. Alas, the only one who responded was Lord Bob.

"He's taken a contingent of the Diamond Legion into the countryside to hunt down any *blood beasts* that may be roaming around. In his place he's sent Bobbi to assist us; he says she's his best student."

*Bobbi's smile grows wider, if that were possible, and she positively bounces up to you,*

"Isn't it so exciting?!" *she beams*, "We're gonna go to the elemental planes! I wanna punch a rock elemental!"

*Nasrin raises just one eyebrow as he looks at her sideways,*

"...Mmm, no...not so much..."

*Ignoring her crestfallen look, Nasrin turns back at your group and continues,*

"As you may remember, the last time we were here, we managed to spy on Elijah Ossryn and determined that he was hiding in a demi-plane, likely of his own make. Unfortunately, that scrying ritual was not powerful enough to *locate* his demi-plane specifically, which...really is the whole point of a demi-plane, after all.

"In order to counteract this, our incantations will need to take a slightly more...*'brute force'* approach. We will need to infuse our ritual with the raw power of the Elemental Chaos, and literally punch a hole through the boundaries of the planes.

"That is where you come in: while Elgrun, and Celia gather the essence, you are tasked with keeping them safe. Meanwhile, Ms. Jones and Mr. Mayweather will be remaining here, observing the ritual from this side.

"Unfortunately, the Chaos being as unstable as it is, we can't just *plane shift* there like normal, it's not a proper *plane*, per se. Rather, your trip will be more akin to an open portal or bridge.

"As such, Bobbi will remain here, along with anyone else who doesn't want to go to the Chaos, to provide security against anything that might come back through to this side."

*Bobbi pumps her fists in the air excitedly,*

"Yes! Security detail!", *and she runs around to everyone offering crisp high-fives.*

*Nasrin nods, apparently satisfied that she is satisfied, and turns back to you,*

"I advise against delay, but there is time for any questions you may have."

Melissa and Elgrun are discussing the best way to file down their fangs, to prevent speech disruptions – a key concern for wizards.

☛ **How much? /**

☛ **What could we acquire for extra pay?**

*Elgrun cracks a small smile,*

"Ah, but the pay was already negotiated with the Fraternity of Venturers, yes?"

"But...I think the League could part with a few trinkets, or some spare coin, if we could recover a piece of the Chaos itself, yes? Let me explain:

"Every elemental plane is made entirely of its purest element, and nothing else, yes? The creatures there reflect it and use it. But sometimes, the essence of the plane...condenses, for lack of a better term, yes?"

"This typically takes the form of a small gem, or mote. Such things inspired us to create the first summoning gems, which I'm sure you've seen, yes?"

"Such a find from the Elemental Chaos would prove quite interesting, and would certainly merit a bonus, yes?"

☛ **Where would we find an 'Elemental Chaos Gem'?**

*Elgrun shakes his head,*

"I do not know...they appear seemingly at random on the other planes, and are exceedingly rare, yes? Perhaps we'll happen across one, or maybe they could be found in the remains of a slain Unraveler, yes?"

"Of course it's also possible that they just don't exist, but I suppose we'll see, yes?"

A Knowledge (Planes) check DC 25 can reveal that elemental gems can't really be "hunted", per se, they appear at random. One simply needs to be observant enough to spot it.

☛ **What can you tell us about the Chaos?**

*Celia picks up the narrative, drawing sigils in mid-air for simple illustration,*

"The Elemental Chaos is the primal zone from which the elements themselves are distilled. It is from these building blocks that demi-planes are also formed, hence the task before us.

"As its name implies, the Chaos is an uncontrolled clash of all the elements at once, plus a good helping of wild magic. Also, unlike Limbo, for example, the Chaos can't be permanently stabilized, just 'calmed' somewhat.

"Its denizens, will also present a challenge. Much like how the elemental planes are populated by creatures and elementals that reflect that plane's nature, the Chaos is occupied by similar monsters that reflect multiple elements at once. They don't really have an 'official' name or classification, but many scholars have adopted the colloquialism of 'Unravelers'.

"These Unravelers are both more dangerous and more resilient than their one-element counterparts, but also entirely dependent on the Chaos. There's a reason you never see a mage summon one, they simply can't exist elsewhere."

PCs can get this answer with a **Knowledge (Planes)** check **DC 30**, paraphrase as necessary.

☛ **What can you tell us about the Unravelers?**

*Celia considers for a moment,*

"The name was chosen mostly by observing their attacks, though 'Chaos Elemental' probably would have worked just as well. Their attacks seem to have an element of disintegration, literally pulling the elements themselves apart, 'unraveling' them, if you will.

"The Unravelers shift between various mixtures of the elements seemingly at random, which can make it very difficult to target their weaknesses, or put up appropriate defenses. They can also break off pieces of themselves to serve as allies in battle, which take the form of lesser 'pure' elementals.

"Thankfully they seem to be of roughly the same intelligence as any other elemental, so we

likely don't need to worry about being out-manuevered, just crushed, burned, shocked, and drowned to death all at once.

This entire answer can also be obtained with a **Knowledge (Planes)** check **DC 30**, paraphrase as necessary.

☛ **How long should this all take?**

*Elgrun nods,*

"Hopefully not more than a few minutes, yes? I don't want to linger in the Chaos any longer than anyone else, so it's in our best interest to gather all of the essence that we can on the first trip, yes?"

☛ **Can we have some of this essence for ourselves?**

*Elgrun shakes his head,*

"I am sorry, but the League is not ready to release such a potentially volatile and unknown material, even to adventurers. We still don't know exactly what it can do, or what limits it has, and we cannot accept the risk, yes?"

None of the League wizards are willing to budge on this point, no matter what the PCs try to say to negotiate.

☛ **When are we starting / leaving?**

*Nasrin Jix looks at Elgrun and Celia for confirmation before answering you,*

"Well...we had intended to start right away, if you're prepared. If you feel that you must take extra time to get ready, I suppose we could wait until this time tomorrow, but we really shouldn't wait longer than that."

If the PCs insist on taking time to rest and prepare new spells, or buy things, just paraphrase some time off, then pick this encounter up where you left off.

☛ **Question?**

"Answer."



Once the PCs are done asking questions, proceed with the boxed text and short interaction scene below:

*Satisfied with everyone's preparations, Nasrin Jix gathers everyone together on the anchor itself. He joins hands with Elgrun and Celia and they all begin chanting together, immediately raising the hairs on the back of your neck as power starts to course through the runes on the floor.*

*Bobbi stands away from the platform, having placed herself between Devon and Melissa in a protective stance. Her smile is gone, replaced by a mask of concentration and alertness.*

*After only a few moments, the space above the center of the anchor begins to ripple, rapidly expanding into a roughly circular fissure hanging in mid-air. A powerful, otherworldly wind emanates from the portal, whipping at everyone's clothes and tossing the pages of Celia's tome, now discarded on the floor.*

*All at once the wind dies and is replaced with a spray of hot steam, as if you'd put your face above a pot of boiling water. The steam dissipates and is replaced by a plume of fine, dry dust, like a zephyr in a desert.*

*The spray of random elements abates somewhat, but does not stop, and the noise dies down enough to allow easy conversation. The view through the portal appears like a series of earthen islands, floating in a mess of elemental forces.*

*Nasrin continues chanting softly, and carefully backs off the platform to stand behind Bobbi, maintaining eye contact with the portal the whole time. Elgrun and Celia fall quiet, and Elgrun looks at you,*

*"It is time. We should hurry, so that we do not strain Nasrin too much, yes?"*

*Celia nods and steps through the portal first, beckoning you to follow, while Elgrun says he'll bring up the rear.*

**Go To Encounter 2.**

## **ENCOUNTER 2**

The PCs can go through the portal, or chose to stay behind and stand guard with Bobbi, however they see fit.

There aren't any challenges with the portal itself, but try to sell how alien the environment is.

Many adventurers have experienced the elemental planes, but the Chaos is a clash of everything at once, and should not feel familiar.

*As you step through the portal, your skin tingles with static charge, your eyes sting and water, and the air in your throat burns with dry heat and a crisp chill all at once. As you adjust to the assault on your senses, you find yourselves on a large chunk of bare earth and rock, adrift in a roiling madness of elemental forces.*

*2 sides of your earthen island are surrounded by a seething mass of boiling water, cut through with jets of steam and rapid lightning strikes. Another side reminds you of an active lava flow, if volcanoes spewed rivers of sand and briny mud alongside the molten rock.*

*A last edge plays host to a windstorm, the materials on either side of it falling off into infinity while the gale force winds pull chunks of rock into the edges of your island just as fast as they fall away.*

*The sky above you burns with a flowing cinder storm, but even as you watch it's cut through by bolts of lightning, followed by a rainstorm that forms, downpours, and dissipates in a few seconds. Through the maelstrom you can barely make out other pockets of earth surrounded by a similar cacophony of elemental forces.*

*Many of the earthen islands break apart under horrific quakes even as you watch, while others are slammed together from flying chunks in the blink of an eye. With some trepidation you look down and realize that your own chunk is already sporting some cracks, and jets of steam or fiery sparks periodically jump up through the holes; without warning a bolt of lightning strikes near one edge of the island.*

*Looking back through the portal, you can barely make out the shimmering, indistinct shapes of those still in the planar anchor room, though if they are speaking you can't hear them.*

*Elgrun nods to Celia, draws a pair of rods as he kneels down near the portal, and begins to chant in a powerful voice, drawing runes in midair as if the rods were pens. Almost immediately you notice the cracks in your earthen island close up slightly, and the mess of elements around you seems to quiet and slow somewhat.*

*Celia draws what looks like a small glass globe and a wand, then turns to you,*

*“Elgrun’s incantations may help to stabilize this area, but we’re not safe. I’ll collect the essence as quickly as I can, but the process is delicate and if I’m disturbed it will be ruined and I’ll have to start over. I’m afraid neither of us will be much help if trouble finds us here; we’re counting on you to keep us safe.”*

*Celia kneels down beside Elgrun and begins chanting at a different tempo. Before long you see wisps of dark, viscous gas, laced with bits of solid material, begin to fill the globe; but it will be some time until it is full.*

*You can only turn your eyes to the edges of the island, where the press of clashing elements continues despite Elgrun’s efforts.*

The PCs can use this time to arrange themselves or prepare as they see fit.

They will likely expect and ambush, and they are not wrong, so there’s no reason to penalize them for reasonable preparations.

The island they are on is roughly square (though not perfectly straight lines), about 50’ on a side, with the portal and Celia and Elgrun about in the center.

Have the PCs make **Perception checks**.

**-DC ATL:** At this rate, Celia’s globe will be filled in about 10 minutes.

**-DC ATL+10:** You think there might be a pattern to the elemental hazards on your island.

**-DC ATL+20:** There is a pattern to the elemental hazards on your island. Once a crack forms, after 1 round it will spew heated steam, the next round fiery sparks, the next round that spot will be struck by lightning and a blast of wind.

When the PCs are satisfied with their preparations, **Go To Encounter 3**.

### **ENCOUNTER 3**

This encounter will be a little difficult to juggle, as it has a strong random element, and is also basically a “tower defense” scenario.

The PCs need to keep Celia and Elgrun undisturbed (i.e. they do not get hit) for 10 minutes (60 rounds).

You’ll need to keep a running tally of the number of rounds elapsed, until the PCs manage to get to a total of 60 (see “Defending the Island” below).

Every 1d10 rounds the island will experience a hazard event (see “Hazards” below).

**Elgrun gets hit:** His efforts to stabilize the island fail, and the rate of random hazards is reduced to every 1d3 rounds (see “Island Hazards” below).

Also it immediately spawns a wave of Unravelers (see “Unravelers” below).

He can restart his ritual after 5 rounds.

**Celia gets hit:** Her ritual is ruined, all the gas escapes her globe, and she must start over (reset the 10 minute clock).

#### **Defending the Island**

**Roll 3d10.**

This is the number of rounds that the heroes are safe for.

After this time, a wave of Unravelers will clamber up the edges of the island and attempt to disrupt Celia and Elgrun.

The PCs will need to intercept them to keep their NPCs safe (see “Unravelers” below).

Once this timer is up, proceed with the boxed text below:

*You fix your gaze on the edges of your island as massive, roiling shapes form out of the clash of elements and clamber up towards you.*

*These blobs of elemental chaos take on a roughly humanoid shape, but are composed of a mess of all of the elements at once, and randomly shift between them.*

*They advance on Elgrun and Celia, though you cannot tell how the creatures can sense their presence.*

*Some of the blobs “gesture” in your general direction, calling out in a cacophony of noise that might be speech, or might be random screams.*

The Unravelers are actually speaking in a language, or rather *all* of them.

If a PC can speak *all* of the elemental languages (Aquan, Terran, Ignan *and* Auran), then they can understand the Unravelers’ screams with a **Wisdom** check, **DC 15**.

They are screaming “BEGONE! YOUR ORDER IS NOT WELCOME HERE!”

But if a PC cannot speak all of the elemental languages, then it just sounds like so much noise.

#### **ROLL FOR INITIATIVE.**

See “Unravelers” below for details.

**Keep count of how many rounds the combat takes, and add that to the total, towards 60.**

**Once the combat is over, roll another 3d10 for the “safe” rounds, add it to the total, and do this part over again until the PCs get to a total of 60.**

#### **Hazards**

**Every 1d10 rounds, 3 fissures will open in the platform.**

When a fissure opens, randomly determine three (3) individual a 5’x10’ spaces for the cracks.

For fairness, don’t have cracks form beneath Elgrun, Celia, or the portal.

The hazards each last for 4 rounds before sealing up.

**Round 1.** The crack counts as difficult terrain.

**Round 2.** In addition to difficult terrain, anyone who starts their turn in the area, or moves into or through it, also takes 4d6 fire damage.

**Round 3.** In addition to difficult terrain, anyone who starts their turn in the area, or moves into or through it, also takes 4d6 electricity damage.

**Round 4.** The crack counts as difficult terrain until the end of the round, then closes up.

#### **Unravelers**

See Appendix A for the stats on the Unravelers.

Each wave consists of **1 + 1 per 2 PCs**.

#### **Tactics**

-If there are no targets within 15’, they’ll move toward the portal. If they get there they will melee Elgrun and Celia until distracted.

-The Unravelers’ “Elemental Flux” ability is meant to be irritating for the PCs, try to play up the descriptions and effects.

-Every 1d4 rounds each Unraveler will use Spawn Mote at the same time.

-The Motes always move towards the portal and attempt to go through it. Motes cannot be distracted away from trying to get through the portal, but they can be killed before they get there.

-Motes that get through the portal will fight Bobbi, Devon, and Melissa (plus any PCs or cohorts who stayed behind).

**If they manage to hit Nasrin Jix at all, the portal will collapse. Go To Conclusion B.**

-The Unravelers cannot be reasoned or bargained with, will never retreat or panic, and will not stop attacking for any reason until killed.

#### **Elemental Chaos Gems**

Any slain Unraveler has a 10% to have an Elemental Chaos Gem lodged in its body, which will be accessible when the creature is killed.

PCs must make a **Perception** check **DC ATL+20** to spot one.

Only 1 such gem will be available in the whole mod. If one is rolled, all following Unravelers have no chance to have a gem.

If no gem has been rolled by the end of the encounter, the last Unraveler to be killed automatically has one.

#### **The Ritual is Complete**

When the total reaches 60 rounds without Celia being disturbed, the ritual is complete.

Finish any remaining combat rounds or PC actions, then **Go To Encounter 4.**

## ENCOUNTER 4

*After what feels like hours, Celia triumphantly announces that the ritual is complete. She carefully puts away the globe and her wand, before gently rousing Elgrun from his ritual-trance.*

*Elgrun carefully gets to his feet, maintaining his quiet chanting, and beckons for Celia to go first. She nods and steps through the portal, motioning for you to follow.*

*Elgrun keeps the platform stable until the last of you is through, then quickly steps through himself. As Nasrin releases his concentration and the portal rapidly closes, you watch as the island of earth you were just on immediately collapses on itself in a spray of lava, steam, and lightning.*

*Melissa and Devon are staring in slack-jawed amazement at the spectacle, their chalk and tablets of notes forgotten in the corner. Bobbi keeps her defensive posture until the portal is gone and the room is silent, and even then only slightly relaxes, but her face bears an expression of satisfaction at a job well done.*

*Nasrin looks exhausted, and steadies himself with a hand on the wall as he catches his breath. Elgrun and Celia look equally drained, but there is an air of accomplishment and finality about the room nonetheless.*

*After a few moments, Nasrin looks to Celia, who nods reassuringly, then he looks to you,*

*“My friends, I’m glad we were successful. This should be the last piece we need to confront Elijah Ossryn.*

*“But Elrun, Celia, and I will need time to prepare. The ritual to puncture the dimensional walls will be an order of magnitude more complex. Go now, and rest. Return here tomorrow at noon, and we will be ready.”*

*With that, Bobbi cracks a small smile, cracks her knuckles, and looks at Melissa and Devon,*

*“Did you hear that? We’re gonna mess with the planes again tomorrow!”*

*With surprising speed and energy, Nasrin whips around towards the children, jabbing his finger at them to emphasize his words,*

*“Absolutely not! Do you have any idea how dangerous this man and his monsters are?! Can*

*you even comprehend the risks this ritual will bring down on us?!*

*“Not a chance. The three of you will be nowhere near here tomorrow! Is that understood?!”*

*Bobbi looks surprised and hurt, while Melissa and Devon look almost on the verge of tears, but Elgrun and Celia adopt similar expressions to Nasrin. Though no words are spoken, the trio are somehow made to understand the gravity of the situation, and gradually they all look to Nasrin and offer a quiet “Yes, sir.”*

*Elgrun and Celia quietly lead Melissa and Devon out, and Bobbi leaves shortly thereafter. Nasrin looks even more tired now, and turns to you,*

*“I’m sorry it came to that, but we cannot afford to bring children on a task such as this. I must go and prepare, but if you have any questions now, I can answer them.”*

The PCs can ask a few questions, but it should be clear that Nasrin is very tired and just wants to be done with it.

### ☞ **What can we expect on the other side?**

*“There’s no telling what changes Elijah may have made, but the default of a demi-plane is a bland patch of earth with some breathable air. There shouldn’t be an environmental dangers.*

*“The danger, obviously, will come from Elijah and his blood beasts. I suggest you prepare for a vicious fight.*

### ☞ **Question?**

*“Answer.”*

When they are done asking questions, proceed with the boxed text, paraphrasing as necessary:

*Nasrin sees you out, and you make your way back home. On your way you ponder the task ahead of you:*

*Forcibly breaching the walls between dimensions, in a way that magic was never meant to be used, to invade the home of the madman responsible for the blood beasts.*

*It will be an interesting day, no doubt.*

Go To Encounter 4A.



## ENCOUNTER 4A

Let the PCs make any preparations they feel like; though it won't actually matter.

This encounter is just a 'cutscene', but try to play up the visuals for dramatic effect.

*The day dawns crisp and clear, and for once nothing assaults or interrupts you as you go about your business for the morning. As noon draws near, you make your way back to the planar anchor room at the League's campus.*

*Unlike your last visit, the building is far from empty. Squads of Diamond Legion specialists are clustered around, checking their equipment, while priests of various faiths and arcane casters of every stripe meditate, read, or fidget with magical tools.*

*Nasrin, Elgrun, and Celia greet you at the anchor, while several other wizards check on various runes inscribed on the walls. Nasrin nods at their work, then looks at you,*

*"Are you prepared? This will likely not be pretty. The ritual should act quickly enough, but Elijah will not stay surprised for long.*

*"I will remain here to oversee the process, but everyone else should have a clear path. Let me know when you're ready to proceed."*

When the PCs say they're ready, continue:

*As you form up near the center of the anchor, you are joined by the Legionnaires and casters from the League and temples; all look prepared for a fight. Nasrin arranges various materials around the anchor, some you recognize, and some you don't.*

*As he begins chanting, several other wizards do as well, drawing runes in mid-air. You can feel the energy building, sending a tingle down your spine.*

*All at once, a portal forms above the center of the anchor. Its edges are rough, and the view through it is fuzzy and indistinct, but the look of satisfaction on Nasrin's face tells you that you're in the right place.*

*The wizards increase the tempo and volume of their chants, and the portal responds by flickering and shaking, as it begins to emit a shrieking wail, as if a metal plate were being torn asunder. The image in the portal solidifies for a*

*moment, then with a flash the portal becomes as bright as the midday sun, emits a piercing shriek, and explodes outward in a shower of multicolored sparks.*

*The shockwave of wind and magical energy buffets everyone in the room, sending many stumbling. When your eyes adjust and you look back, the portal is gone.*

*With a groan, Celia hangs her head in frustration, while Elgrun emits a very orc-like roar, throwing a candle across the room in anger and screaming to no one in particular,*

*"REALLY!?! AFTER ALL THIS!?!"*

*But Nasrin rushes over to him, waving for him to calm down, and says with a small smile,*

*"No, no, Elgrun, it's alright. The ritual worked!"*

*Nasrin looks around the room, offering a reassuring gaze to all present,*

*"Our incantations were correct, the runes were drawn properly, and we have all the materials we need. What we were missing was the necessary power. We'll have to wait for a planar conjunction, when we can draw on the power of the planar borders themselves."*

*Seeing the look on some of your faces, Nasrin continues,*

*"It's not as rare as the term makes it sound. I'd estimate no more than a few weeks until the next one. I'll go back to my office and do the calculations.*

*"But no, this ritual worked, and next time we'll be able to make the trip with no trouble. Though we'll likely want to send a smaller group, just to be sure.*

*"You should return home, rest, and prepare. When I'm confident of the timeframe I'll send you a message. Next time, it will work for sure."*

*Satisfied with his own explanation, Nasrin begins recovering the reagents, being careful not to lose any pieces. The priests, mages, and Legionnaires slowly begin to disperse.*

*Some grumble quietly under their breath, but it's hard to shake the feeling that there are others who were glad the ritual failed. Nasrin suggested taking fewer people next time, which will likely spare many of them from the dangers posed.*

*You will probably not be so lucky.*

Go to Conclusion A



## **CONCLUSION A - SUCCESS!**

The PCs did not get stuck in the Elemental Chaos

*Following the failed ritual that Nasrin insists was a success, you return home uneasy and somewhat frustrated. You can't help but wonder how many more blood beasts Elijah Ossryn is making while you wait for this "planar conjunction."*

*Nasrin was polite enough to provide a brief explanation later, though, so that was good. According to him, the planes are not entirely static, they actually shift around each other every so often.*

*He said to imagine it like swimming with or against a current. If you're swimming against, but can't overpower the current, you won't make it to the other shore.*

*Specifically, a conjunction makes the boundaries between the planes just a little weaker, while also allowing planar travel magic to resonate with it, giving it an extra "kick." Regardless, Nasrin is positive beyond a doubt that it will work flawlessly next time.*

*A few days afterwards, you receive a box from the League. After verifying that it's safe, you open it to reveal a message written in Nasrin's exceptionally precise penmanship.*

*He explains that he's had 3 other wizards triple-check his math and they're positive that the next conjunction will be in 58 days, 14 hours. The League will send messages when they're ready.*

*The box also contains a note from Celia, indicating that her efforts with the essence of the Elemental Chaos have led to the creation of the tiny crystals inside. The crystals can be crushed to grant some of the knowledge of the Elemental Planes. She thanks you for your efforts and your protection in the Chaos.*

Rewards:

*-Gold (either ATL x 50 or ATL x 75, depending on if the PCs recovered an Elemental Chaos Gem in Encounter 3)*

*-Crystallized Knowledge (1 per PC)*

## **CONCLUSION B - FAILURE**

The Unravelers or their Motes disrupted Nasrin, and the PCs got stranded in the Elemental Chaos

*As the portal collapses, Celia's eyes go wide in panic. She abandons her ritual, quickly putting away her globe and wand and drawing a metal tuning fork.*

*Elgrun does the same, and as the island begins to destabilize he urges you all to draw close and join hands. When you do, he and Celia desperately try to plane shift your group home, but to no avail.*

*Again and again they try, but the unstable nature of the Chaos, and the shifting magics that permeate it, make the task nearly impossible. Finally, as the seconds seem to stretch into hours, their combined magic manages to push you back into the material plane.*

*The trip is...decidedly less than pleasant. Being squeezed through the planar boundaries in ways that you shouldn't leaves your mind seared and your body broken.*

Everyone takes 10d10 points of negative energy damage, 1d6 points of Intelligence damage, and 1d6 points of Wisdom damage.

If this damage kills anyone, they must be resurrected as normal.

*Nasrin, Bobbi, Melissa, and Devon do their best to help you collect yourselves, but the ritual is ruined. Any essence that Celia collected was destroyed by the violent application of plane-shifting magic.*

*None of the mages are willing to try again any time soon, instead simply wandering back to their homes to rest, recover, and hopefully come up with a better plan.*

Rewards:

*None*

**THUS ENDS "SO CLOSE, YET SO FAR"**

**TIME UNIT COST: 5 TU**

## EXPERIENCE POINT SUMMARY

	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19	ATL 21
<b>Module Experience</b>	<b>2,600</b>	<b>3,900</b>	<b>6,200</b>	<b>9,000</b>	<b>14,000</b>	<b>20,000</b>	<b>32,000</b>
Elgrun *and* Melissa survived Encounter 2	150	300	400	950	1500	1750	2250
Bob *and* Bobbi survived Encounter 4	150	300	400	950	1500	1750	2250
Finished Encounter 4 without combat	200	400	400	600	800	1000	1500
Roleplaying XP Bonus	100	200	200	500	700	1500	2000
<b>Maximum XP</b>	<b>3,200</b>	<b>5,100</b>	<b>7,600</b>	<b>12,000</b>	<b>18,500</b>	<b>26,000</b>	<b>40,000</b>

Experience earned is based on the Average Table Level (ATL), and no PC receives 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 PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

**1 per PC.** If it's not on this list, the PCs cannot keep it.

### **Crystallized Knowledge**

This small crystal, when crushed, grants the target a vision, imparting knowledge of the Elemental Planes. The subject gains XP, based on the level they are when they crush the crystal, and a permanent +1 bonus to the Knowledge (Planes) skill.

## **APPENDIX A - Evolved *Blood Beast***

ATL 9	1 Unraveler per 2 PCs, +1 more	ATL 11	1 Unraveler per 2 PCs, +1 more
<b>Blink Spider</b>	NE Large Vermin	<b>Blink Spider</b>	NE Large Vermin
<b>Initiative</b> +7	<b>Space/Reach</b> 10' x 10'	<b>Initiative</b> +9	<b>Space/Reach</b> 10' x 10'
<b>AC</b> 29, <b>T</b> 16, <b>FF</b> 22 (+7 Dex, +13 nat, -1 size)		<b>AC</b> 32, <b>T</b> 18, <b>FF</b> 23 (+9 Dex, +14 nat, -1 size)	
<b>HP</b> 152 (16d8 + 80)	<b>Speed</b> 30', Climb 60'	<b>HP</b> 190 (20d8 + 100)	<b>Speed</b> 30', Climb 60'
<b>Fort</b> +15 <b>Ref</b> +13 <b>Will</b> +6		<b>Fort</b> +17 <b>Ref</b> +16 <b>Will</b> +7	
<b>SQ</b> Darkvision 60'		<b>SQ</b> Darkvision 60'	
<b>Resist</b> N/A <b>DR</b> N/A <b>Immune</b> N/A <b>SR</b> N/A		<b>Resist</b> N/A <b>DR</b> N/A <b>Immune</b> N/A <b>SR</b> N/A	
<b>Attacks</b> 2 Bites +27/+22 (2d6+8 plus <i>poison</i> , 20x2, <i>infernal augmentation</i> )		<b>Attacks</b> 2 Bites +30/+25 (3d6+8 plus <i>poison</i> , 20x2, <i>infernal augmentation</i> )	
<b>Special Attacks</b> <i>poison</i> (see below),		<b>Special Attacks</b> <i>poison</i> (see below),	
<b>Str</b> 26 <b>Dex</b> 24 <b>Con</b> 20 <b>Int</b> -- <b>Wis</b> 12 <b>Cha</b> 2		<b>Str</b> 26 <b>Dex</b> 28 <b>Con</b> 20 <b>Int</b> -- <b>Wis</b> 12 <b>Cha</b> 2	
<b>Base Atk</b> +12 <b>CMB</b> +20 <b>CMD</b> 30		<b>Base Atk</b> +15 <b>CMB</b> +23 <b>CMD</b> 33	
<b>Feats</b> N/A		<b>Feats</b> N/A	
<b>Skills</b> Acrobatics +27		<b>Skills</b> Acrobatics +33	
<b>Special Abilities:</b>		<b>Special Abilities:</b>	
<b>Passive Camouflage</b> - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.		<b>Passive Camouflage</b> - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.	
<b>Blink</b> - The blink spider is continuously affected as by a <i>blink</i> spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful <i>dispel magic</i> against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.		<b>Blink</b> - The blink spider is continuously affected as by a <i>blink</i> spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful <i>dispel magic</i> against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.	
<b>Poison</b> - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the <i>blood beasts</i> used. (injury, DC 23, 1d4 Dex, cure 1 save)		<b>Poison</b> - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the <i>blood beasts</i> used. (injury, DC 25, 1d4 Dex, cure 1 save)	
<b>Infernal Augmentation</b> - The blink spider is the result of the <i>blood beast's</i> essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.		<b>Infernal Augmentation</b> - The blink spider is the result of the <i>blood beast's</i> essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.	

**ATL 13 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +11 **Space/Reach** 10' x 10'  
**AC** 36, **T** 20, **FF** 25 (+11 Dex, +16 nat, -1 size)  
**HP** 228 (24d8 + 120) **Speed** 30', Climb 60'  
**Fort** +19 **Ref** +19 **Will** +9  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +35/+30 (3d6+10 plus *poison*,  
20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 30 **Dex** 32 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +18 **CMB** +28 **CMD** 40  
**Feats** N/A  
**Skills** Acrobatics +38

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

**Poison** - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the *blood beasts* used. (injury, DC 27, 1d4 Dex, cure 1 save)

**Infernal Augmentation** - The blink spider is the result of the *blood beast's* essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.

**ATL 15 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +12 **Space/Reach** 10' x 10'  
**AC** 39, **T** 21, **FF** 27 (+12 Dex, +18 nat, -1 size)  
**HP** 266 (28d8 + 140) **Speed** 30', Climb 60'  
**Fort** +21 **Ref** +21 **Will** +10  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +38/+33 (4d6+13 plus *poison*,  
20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 30 **Dex** 34 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +21 **CMB** +31 **CMD** 44  
**Feats** N/A  
**Skills** Acrobatics +42

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

**Poison** - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the *blood beasts* used. (injury, DC 29, 1d4 Dex, cure 1 save)

**Infernal Augmentation** - The blink spider is the result of the *blood beast's* essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.

**ATL 17 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +14 **Space/Reach** 10' x 10'  
**AC** 43, **T** 23, **FF** 29 (+14 Dex, +20 nat, -1 size)  
**HP** 304 (32d8 + 160) **Speed** 30', Climb 60'  
**Fort** +23 **Ref** +24 **Will** +11  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +42/+37 (4d6+14 plus *poison*, 19-20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 32 **Dex** 38 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +24 **CMB** +35 **CMD** 50  
**Feats** N/A  
**Skills** Acrobatics +47

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

**Poison** - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the *blood beasts* used. (injury, DC 31, 1d4 Dex, cure 1 save)

**Infernal Augmentation** - The blink spider is the result of the *blood beast's* essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.

**ATL 19 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +11 **Space/Reach** 10' x 10'  
**AC** 38, **T** 20, **FF** 27 (+11 Dex, +18 nat, -1 size)  
**HP** 228 (24d8 + 120) **Speed** 30', Climb 60'  
**Fort** +19 **Ref** +19 **Will** +9  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +35/+30 (4d6+10 plus *poison*, 19-20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 30 **Dex** 32 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +18 **CMB** +28 **CMD** 40  
**Feats** N/A  
**Skills** Acrobatics +38

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on Stealth checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

**Poison** - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the *blood beasts* used. (injury, DC 27, 1d4 Dex, cure 1 save)

**Infernal Augmentation** - The blink spider is the result of the *blood beast's* essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.



**ATL 21 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +11 **Space/Reach** 10' x 10'  
**AC** 38, **T** 20, **FF** 27 (+11 Dex, +18 nat, -1 size)  
**HP** 228 (24d8 + 120) **Speed** 30', **Climb** 60'  
**Fort** +19 **Ref** +19 **Will** +9  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +35/+30 (4d6+10 plus *poison*, 19-20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 30 **Dex** 32 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +18 **CMB** +28 **CMD** 40  
**Feats** N/A  
**Skills** *Acrobatics* +38

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on *Stealth* checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

**Poison** - The blink spider's poison is a fast-acting neurotoxin, derived from the same toxin the *blood beasts* used. (injury, DC 27, 1d4 Dex, cure 1 save)

**Infernal Augmentation** - The blink spider is the result of the *blood beast's* essence poisoning the wildlife. As a result, many of its abilities, statistics, and attacks are far stronger than a normal vermin of its kind or hit dice. Unlike most vermin, the blink spider has an evil alignment, but it is still mindless.

**ATL 23 1 Unraveler per 2 PCs, +1 more**

**Blink Spider** NE Large Vermin  
**Initiative** +11 **Space/Reach** 10' x 10'  
**AC** 38, **T** 20, **FF** 27 (+11 Dex, +18 nat, -1 size)  
**HP** 228 (24d8 + 120) **Speed** 30', **Climb** 60'  
**Fort** +19 **Ref** +19 **Will** +9  
**SQ** Darkvision 60'  
**Resist** N/A **DR** N/A **Immune** N/A **SR** N/A  
**Attacks** 2 Bites +35/+30 (4d6+10 plus *poison*, 19-20x2, *infernal augmentation*)  
**Special Attacks** *poison* (see below),  
**Str** 30 **Dex** 32 **Con** 20 **Int** -- **Wis** 12 **Cha** 2  
**Base Atk** +18 **CMB** +28 **CMD** 40  
**Feats** N/A  
**Skills** *Acrobatics* +38

**Special Abilities:**

**Passive Camouflage** - As long as the blink spider is not moving, it receives a +10 racial bonus on *Stealth* checks.

**Blink** - The blink spider is continuously affected as by a *blink* spell, with a caster level equal to its hit die (Core Rulebook, pg. 250). This ability cannot be dispelled, but a successful *dispel magic* against its caster level can suppress the ability temporarily. If it is suppressed, the spider can reactivate it as a free action on its turn.

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# Critical Event Summary: So Close, Yet So Far

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

1. How did the PCs react to Mindy Bounderby's promotion?

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2. How did the PCs approach the "tower defense" situation in Encounter 3?

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3. Did any of the Unravelers manage to hit/disrupt Elgrun or Celia?      Yes      No  
If 'Yes', briefly describe how: \_\_\_\_\_

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4. Briefly describe the PCs' reactions to the "successful" ritual in Encounter 4A:

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5. Which Conclusion did the PCs get?      A      B  
If B, briefly describe why: \_\_\_\_\_

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Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

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to  
[lsj-roster@theshiningjewel.com](mailto:lsj-roster@theshiningjewel.com).



# ROSTER OF HEROES: SO CLOSE, YET SO FAR

Judge Name: \_\_\_\_\_

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

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

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

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

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

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

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

## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

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