



Beer Run

LSJ 212

By Robert Hitz

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

**A local town is having its annual beerfest and you are invited as judges.
What could go wrong? A one round Legends of the Shining Jewel
adventure for ATLS 1-6.**

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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

Every year the town of Brexton has a harvest festival. The local brewers bring out their finest creations, and compare them to other brewers from as far as Amthydor. Unfortunately, this year a coven of witches has decided to kidnap several teens to steal their life force. The party will have a fight with wolves, and be asked to rescue the teens. They will take a short walk thru the woods, find an abandoned cabin with several clues, and then fight the coven.

ADVENTURE SUMMARY

Introduction –The party arrives at the town of Brexton with a delivery of beer for the festival.

Encounter 1: Beer fest

Encounter 2: Party interrupted.

Encounter 3: Investigation phase

Encounter 4: Into the woods.

Encounter 5: Cottage in the fields

Encounter 6: Witches Coven

Conclusion-The morning after

Epilogue

INTRODUCTION

The party has safely arrived in the town of Brexton. The previous 4 days have been spent escorting 3 beer wagons for the local festival. Many eager hands help to unload the kegs, and one of the men pauses long enough to invite you to the beerfest. A pretty girl winks at the party as she goes by carrying a tray of

empty beer steins. Bright banners are being hung from the trees and buildings around the town, and an infectious party atmosphere perks up even the dourest of souls. After the wagons are unloaded, the wagon master pays each of you 25gp for the job. He also gives each of you a token for 2 free beers. "Enjoy yourselves! Oi'll be tak'n the wag'n back t'morry, so ye haff the night ouff.

If the PCs want to participate in the Wrestling contest, they will be competing against farmer's sons and the smith boy for bragging right. There are 4 farmers with a CMB of +6, CMD of 17. The smith's son has a CMB of +8, CMD of 20. It is a best of 3 falls, round robin competition.

The Mayor - Anders Brexton

With a Knowledge geography (DC 15) you can give the PCs Player Handout 1.

The mayor is a middle-aged human male with a full mustache. He is dressed in a tuxedo and top hat. He is happily redeeming wooden tokens for wooden mugs of beer, mead, and ale

ENCOUNTER 1

PARTYTIME!

There will be about an hour between sunset and encounter 2. The players can role-play their activities during the festival, but try to keep the game time to less than 15 minutes, to allow time for the rest of the adventure.

See GM AID #1 for information about the brews available.

How much for a beer?

"Well, one beer token is 5 silver, but 2 gold pieces will buy 5 tokens."

As the afternoon sun wanes toward evening, the fest hits its full stride. Farmers from all around have come to the party, swelling Brexton's population to over 800 tonight. There are many shops selling sandwiches, sausages, and pastries. Other booths feature scarves and knick-knacks. An open area has wrestling going on, young locals with bare chests tossing each other around, trying to impress the onlooking young ladies. Performers have set up around the area. Three acrobats perform tumbling routines near the smithy; a juggler is tossing apples to the delight of children next to the tavern; and a wagon has a troupe of actors performing the comedy routine "Where's My Beer?"

* Families wander aimlessly amongst the crowd, talking to folks that they haven't seen in a month or more, and there are many couples strolling about, enjoying an ale or 3. The mayor, identified by the top hat with "MAYOR" written in sparkly script, can be seen manning one of the many beer stalls. The local cleric, Brother Latrew, is telling ghost stories and leading songs around a bonfire. And many locals are chatting among themselves, reminiscing about old times, and thinking about future events.

Do you have this party every year?

"My grandfather started it after a particularly good harvest, and we have kept the tradition going through good years and bad."

Anything unusual ever happen at this event?

"Funny you should ask that. A lot of marriages take place about 7 months from now amongst the teens. They do seem to get frisky with all the people that haven't been around much for the last few months due to tending to the crops and herds. Chance to blow off some steam, and maybe start a family of their own gets them talking, and more, in the woods."

Does this make a lot of money for the town?

"Truthfully, it tends to lose money except in great years, but my family covers the shortages so that everyone has a good time."

He will chat amiably with the party, but after 3-4 questions the PCs will be pushed aside as the mayor continues to serve beer to the festival attendees.

*Knowledge local DC 5 to know Where's my beer. It is a classic involving 3 people and a bartender. Tom orders a beer, Dick distracts him and Harry drinks the beer. Tom looks around and asks, "Where's my beer?". Dick and Harry and the bartender all take turns distracting poor Tom, handing the beer between one another, and performing hijinks. Audience participation is encouraged.

Campfire Leader – Brother Latrew

Brother Latrew is a half-elf of many years. His long hair, loose about his shoulders has faded to grey and his beardless face is lined with heavy wrinkles. His hearty baritone can be heard throughout the

fairgrounds leading in rousing camp songs. Around his neck, you see an amulet of a tree.

A DC 10 Knowledge Religion will reveal that he is a follower of Ayla, the lesser goddess of flora.

🗨️ **Do you know (X) song?**

“Nay, I fear I missed that one during my many years training as a bard. Why don’t you lead us in the singing this time?”

A perform check of 5 will suffice to lead to the song DC 10 will have everyone clapping along, and a DC20 or higher will bring many festivities to a halt as passerby’s stop and applaud the performance.

🗨️ **Who do you worship?**

“My calling led me to Ayla. She may not get the big temples, but she dwells large in the hearts of many of the farmers.”

🗨️ **Any problems with wild animals?**

“No, we get along well with our 4-footed brethren. We had to clean up a pack of wolves a few years ago that had grown beyond what could be balanced with the other creatures, but nothing of note since.”

🗨️ **Who are you?**

“A kindly shepherd to the common folk, showing them the path to a good life, free from strife, and full of joy. I tend the sick, heal the hurts, and offer advice to those in need. You may call me Brother Latrew.

Brother Latrew will answer 3-4 questions before the crowd becomes restless.

A young girl interrupts your questions. “Tell me about One-Armed Andy”. One, two, then many voices pick up the chant. “Andy! Tell us about Andy!” Brother Latrew shrugs, glances at the party and says “Duty calls”. He picks up his lute, strums a few notes, and starts singing. “Once upon a fine clear day, Andy went a-walking. With his one good arm and”

Local Rumors

Talking to the locals will bring up a wealth of current events and past misdeeds. Gossiping is frowned upon, but telling stories of occurrences from past years just gets a round of guffaws, to the chagrin of the subject of the tale. Refer to PLAYER’S HANDOUT #2 for rumors.

The sun has set, evening meals have finished, and the revelers are sitting around talking, or couples are strolling in the moonlight, enjoying the crisp autumn air. Several of the younger couples seem to have disappeared, and you wonder briefly what they might be up to.

ENCOUNTER 2

GOOD TIME INTERRUPTED

The quiet night is split by a woman’s scream!! Bursting from the bushes is a young woman, her dress ripped, and her blonde hair whipping freely. She is pursued by a pack of wolves, which begin tearing into the revelers.

The party-goers are attacked by wolves. The wolves will concentrate attacks on the teens and children, unless a PC interrupts them. All the wolves have been enchanted with a “Baleful Bite” spell. On a successful bite the target must make a DC 14 Fort save or be transformed into a sparrow. The witches’ coven is chanting, and any sparrow will head immediately to the witches, arriving in a few minutes, where silver cages have been readied. Whenever the wolves have transformed 4 or more sparrows, they will break from combat and flee into the woods.

Also remember that the current light is considered dim, giving the wolves a 20% chance of being missed due to poor visibility. The wolves have low-light vision and are not bothered by the lighting conditions.

ATL 1: Wolf (6)

N Medium animal

Init +2; Senses low-light vision, scent; Perception +8

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +6, Ref +6, Will +2

Speed 50 ft.

Melee bite +2 (1d6+1 baleful bite)

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +2 (+10 to jump), Perception +8, Stealth +6, Survival +1 (+5 when tracking by scent);

Racial Modifiers +4 Survival when tracking by scent

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Baleful Bite (Sp): On a successful bite attack, the target must make a DC 14 Fort Save or be transformed into a sparrow.

ENCOUNTER 3B

ATL 3: Wolves (8)

ATL 5: Wolves (10)

ATL 7 Wolves (3 per PC)

The townsfolk are wandering in a stunned silence. The attack has destroyed the party atmosphere, and no one seems capable of rational thought. Brother Latrew has expended all his healing aiding the villagers, and no one is willing to accompany you on the rescue attempt.

- If the PCs want to speak with Mayor Brexton **GO TO Encounter 3A (page 5).**
- If the PCs want to recruit townsfolk to form a posse **GO TO Encounter 3B (page 5).**
- If the PCs want to chase immediately after the wolves **GO TO Encounter 4A (page 5).**
- **If the PCs want to prepare before setting off on pursuit, GO TO Encounter 4B (Page 5).**
- If the PCs want to leave, or do nothing to assist the townsfolk **GO TO Epilogue D (page 9).**

ENCOUNTER 4A

WALK TO THE WOODS

As you make your way across the fields, streams and ponds, the sounds of crickets soothe your shaky nerves. Night reaches full darkness as you try to follow the trail of the wolves. The recently harvested fields are filled with ominous shapes that reveal as shocks of wheat when you get close. The tracks are confusing, and you lose them several times. After a couple of false leads, you come a small meadow with a small cabin set in the middle. The walls and roof of the cabin are covered in moss and vines, given it an abandoned appearance. The path of the wolves continues further on.

ENCOUNTER 3A

AFTER THE AMBUSH

The townsfolk are reeling from the sudden attack. Mothers are crying out for their children, Brother Latrew is tending to the wounded, and Mayor Brexton approaches the group. “Well, that certainly put an end to the festivities. While we get this mess cleaned up, I don’t suppose that you could help us out, and go rescue our stolen villagers?”

The party will need to make 2 tracking rolls DC 10 to successfully follow the wolves’ trail.

If the party enters the cabin **GOTO encounter 5**
 If the party continues to follow the **trail GOTO Encounter 6. (page W)**

☛ **What does it pay?**

“I realize that experts’ duties require experts’ pay. I can offer you (25xATL) gp, plus few adventuring items that I have taken in trade over the years.”

ENCOUNTER 4B

☛ **Will any townsfolk help us?**

“Not really. There aren’t many problems that the Diamond Legion can’t take care of. But they aren’t due back for 2 more days.”

The night has fallen as you leave Brexton, following the dim trail that the wolves left behind. As you make your way across the fields, streams and ponds, the sounds of crickets soothe your shaky nerves. The recently harvested fields are filled with ominous shapes that reveal as shocks of wheat when you get close. The tracks are confusing, and you lose them several times. After a couple of false leads, you come a small meadow with a small cabin set in the middle. The walls and roof of the cabin are covered in moss and vines, given it an abandoned appearance. The

☛ **Do you have anything that could help us?**

“Brother Latrew has several potions that may help. Two potions of Cure Light Wounds, 1 potion of Bull Strength, and 2 potions of Cure Moderate Wounds. He asks for any back that you don’t use.

path of the wolves continues further on. From behind the cabin you can hear chanting getting louder, as if coming to a conclusion. tallest hat proclaims “Too late, the ritual is done! Our Master will feed well this night!”

If the party enters the cabin GOTO encounter 5
If the party continues to follow the trail GOTO Encounter 6. (page 6)

If the party prepared in the village, and stopped at the cottage, then read the following

As you watch in horror, the flames from the fire flare up, and in them stands a 7 foot tall woman with stringy hair, and fingers shaped like talons.

ENCOUNTER 5

CABIN IN THE MEADOW

The cabin door swings open to reveal a small, dim interior. Root vegetables hang from the rafters and shelves full of jars cover the walls. There is a musty smell to the air. In the shadows, you can make out 3 rough cots. A sturdy fireplace has a hook for cooking, but there is no pot. There does not appear to be anyone present.

The night hag will appear in (12 – ATL) rounds. Any extra time spent buffing beyond the 2 rounds will count against the party. She will appear in the middle of the fire, and spend 1 round looking around before attacking.

The witches will call the bear(s) from the wheat as a move action the first round, then attack to the best of their abilities.

If all 3 witches are killed, the night hag will not appear, but once she arrives she will be there until killed.

A search check DC (15+ATL) will reveal a letter under one of the pillows. **Player’s Handout #3.** There is nothing else of interest in the cabin.

ENCOUNTER 6

WITCHES COVEN

Following the trail around the cabin, you can hear voices chanting. Your view is blocked by a field of 5-foot-high wheat that has not been mowed. You can see the reflection of a fire in the night sky.

ATL1
3 witches (Winnifred, Bernadette, Helga)
Female human witch 2
CE Medium humanoid (human)
Init +1; Senses Perception +0
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 *mage armor*)
hp 15 (2d6+6)
Fort +2, Ref +1, Will +3
Speed 30 ft.
Melee morningstar +0 (1d8-1)
Special Attacks hexes (cackle, evil eye, slumber)
Witch Spells Prepared (CL 2nd; concentration +5)
1st—*burning hands* (DC 14), ~~*mage armor*~~, *summon monster I*
0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

Allow the party to take any actions that they want, but after 2 rounds, continue with the boxes text.

After listening for a few moments, you realize that the chanting is picking up intensity. A cold wind has picked up, and the sky seems to be darkening, even as the moon rises over the horizon.

Patron Deception, familiar is a cat.
Str 8, Dex 12, Con 14, Int 17, Wis 10, Cha 13
Base Atk +1; CMB +0; CMD 11
Feats Extra Hex, Point-Blank Shot
Skills Bluff +3, Diplomacy +3, Intimidate +6, Knowledge (arcana) +8, Knowledge (planes) +8, Spellcraft +8

After the party advances to the clearing, continue

As you step out of the wheat, you see the bonfire burning low. There are 4 posts set at the cardinal points around the fire, approximately 10 feet to each arm of the cross. Standing near the fire is the source of the chanting, 3 human women dressed in dark colors. They turn as you enter and the one with the

Languages Abyssal, Common, Dwarven, Elven
Other Gear morningstar, belt pouch, spell component pouch
Arcane Familiar Nearby You gain the Alertness feat while your familiar is within arm's reach.
Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.

Evil Eye -2 (6 rounds, DC 14) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will Save reduces this to 1 round).

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

Slumber (2 rounds, DC 14) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).

ATL 3

Same 3 witches as ATL1, plus 1 bear

Black Bear

N Medium animal

Init +3; Senses low-light vision, scent; Perception +6
AC 18, touch 14, FF 15 (+1 deflect, +3 Dex, +4 natural)
hp 32 (5d8+10)

Fort +7, Ref +8, Will +3

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)
Space 10 ft.; Reach 5 ft.

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +6 (+10 grapple); CMD 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +3 (+7 to jump with a running start, +7 to jump), Perception +6, Survival +5, Swim +12;

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

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

ATL 5

3 witches (Winnifred, Bernadette, Helga)

CE Female human witch 4

Init +1; Senses Perception +4

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

hp 36 (4d6+12 +8 from *false life*)

Fort +3, Ref +2, Will +4

Speed 30 ft.

Melee: morningstar +1 (1d8-1)

SA: hexes (cackle, charm, coven, evil eye, slumber)

Witch Spells Prepared (CL 4th; concentration +8)

2nd—*false life*, *hold person* (DC 16), *inflict moderate wounds* (DC 16)

1st—*burning hands* (DC 15), *charm person* (DC 15), ~~*mage armor*~~, *summon monster I*

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *touch of fatigue* (DC 14)

Patron Deception

Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 13

Base Atk +2; CMB +1; CMD 12

Feats Combat Casting, Extra Hex, Extra Hex

Skills Bluff +5, Diplomacy +5, Intimidate +8,

Knowledge (arcana) +11, Knowledge (planes) +11,

Perception +4, Spellcraft +11

Languages Abyssal, Common, Dwarven, Elven, Infernal
SQ witch's familiar (cat)

Other Gear dagger, morningstar, belt pouch, spell component pouch

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

Charm +1 (4 rounds, DC 16) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step(s).

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

Coven (Ex) Count as a hag to form covens, and aid another can increase coven witch's CL.

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.

Evil Eye -2 (7 rounds, DC 16) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will Save reduces duration to 1 round).

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

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

Slumber (4 rounds, DC 16) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).

Cat

N Tiny magical beast (animal)

Init +2; Senses low-light vision, scent; Perception +8

AC 16, touch 14, FF 14 (+2 Dex, +2 nat, +2 size)

hp 14 (1d8-1)

Fort +1, Ref +4, Will +5

Speed 30 ft.

Melee bite +6 (1d3-4), 2 claws +6 (1d2-4)

Space 2 ft.; Reach 0 ft.

Str 3, Dex 15, Con 8, Int 7, Wis 12, Cha 7

Base Atk +2; CMB +2; CMD 8 (12 vs. trip)

Feats Weapon Finesse[B]

Skills Bluff +2, Climb +6, Diplomacy +2, Intimidate +2,

Perception +8, Spellcraft +2, Stealth +14; Racial

Modifiers +4 Climb, +4 Stealth

SQ improved evasion

Improved Evasion (Ex) No damage on successful reflex save; half on failed save.

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Black Bear (2)

N Medium animal

Init +3; Senses low-light vision, scent; Perception +6
AC 18, touch 14, FF 15 (+1 deflect, +3 Dex, +4 natural)
hp 32 (5d8+10)

Fort +7, Ref +8, Will +3

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d4+3 plus grab)

Space 10 ft.; Reach 5 ft.

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +6 (+10 grapple); CMD 20 (24 vs. trip)

Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +3 (+7 to jump with a running start, +7 to jump), Perception +6, Survival +5, Swim +12;

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

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

ATL 7

3 witches (Winnifred, Bernadette, Helga)

Female human witch 6

CE Medium humanoid (human)

Init +1; Senses Perception +4

AC 15, touch 11, flat-footed 10 (+1 Dex)

hp 51 (6d6+18 +10 from *false life*)

Fort +4, Ref +3, Will +5

Speed 30 ft.

Melee morningstar +2 (1d8-1)

Special Attacks hexes (cackle, cauldron, charm, coven, evil eye, slumber)

Witch Spells Prepared (CL 6th; concentration +10)

3rd—~~heroism~~, *ray of exhaustion* (DC 17), *summon monster III*

2nd—*burning gaze* (DC 16), ~~*false life*~~, *hold person* (DC 16), *inflict moderate wounds* (DC 16)

1st—*burning hands* (DC 15), *charm person* (DC 15), ~~*mage armor*~~, *summon monster I*

0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *touch of fatigue* (DC 14)

Patron Deception

Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 13

Base Atk +3; CMB +2; CMD 13

Feats Brew Potion, Combat Casting, Extra Hex, Extra Hex, Improved Familiar

Skills Bluff +5, Craft (alchemy) +17, Diplomacy +5, Intimidate +10, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +4, Spellcraft +11, Use Magic Device +10

Languages Abyssal, Common, Dwarven, Elven, Infernal
SQ witch's familiar (quasit)

Other Gear dagger, morningstar, belt pouch, spell component pouch

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

Charm +1 (4 rounds, DC 17) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step.

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

Coven (Ex) Count as a hag to form covens, and aid another can increase coven witch's CL.

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.

Evil Eye -2 (7 rounds, DC 17) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Familiar Bonus: You gain the Alertness feat while your familiar is within arm's reach.

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

Slumber (6 rounds, DC 17) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).

Quasit

CE Tiny outsider (chaotic, demon, evil, extraplanar)

Init +6; Senses darkvision 60 ft.; Perception +8

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)

hp 20 (3d10); fast healing 2

Fort +2, Ref +5, Will +6

DR 5/good or cold iron; Immune electricity, poison;

Resist acid 10, cold 10, fire 10

Speed 20 ft., fly 50 ft. (perfect)

Melee bite +7 (1d4-1), 2 claws +7 (1d3-1 plus poison)

Space 2½ ft.; Reach 0 ft.

Spell-Like Abilities (CL 6th; concentration +6)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-ft. radius) (DC 11)

1/week—*commune* (6 questions)

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

Base Atk +3; CMB +3; CMD 12

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +2 (-2 to jump), Bluff +7, Diplomacy

+4, Fly +20, Intimidate +9, Knowledge (planes) +7,

Perception +8, Spellcraft +4, Stealth +16, Use Magic

Device +6

Languages Abyssal, Common; telepathy (by touch only)

Improved evasion

Fast Healing 2 (Ex) Heal damage every round unless you are killed.

Fly (50 feet, Perfect) You can fly!

Improved Evasion (Ex) No damage on successful reflex save; half on failed save.

Change shape (2 of the following forms: bat, Small centipede, toad, or wolf; polymorph),

Space 10 ft.; Reach 5 ft.

Str 17, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Base Atk +5*; CMB +8* (+12* grapple); CMD 22* (26* vs. trip)

Poison (DC 15) (Ex) Claw—injury; save Fort DC 15; onset 1; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Dexterity-based.

Telepathy (Touch) (Su) Communicate telepathically if the target has a language.

Black Bear (3)

N Medium animal

Init +3; Senses low-light vision, scent; Perception +8*
AC 18, touch 14, FF 15 (+1 deflect, +3 Dex, +4 natural)
hp 32 (5d8+10)

Fort +9*, Ref +10*, Will +5*

Speed 40 ft.

Melee bite +8* (1d4+3), 2 claws +8* (1d4+3 plus grab)
Feats Endurance, Run, Skill Focus (Survival)

Skills Acrobatics +5* (+9* to jump with a running start, +9* to jump), Perception +8*, Survival +7, Swim +14*;

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

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

**Heroism* spell

- If the PCs defeat the witches, **GO TO Conclusion A (page 9).**
- If the PCs all die from the witches, **GO TO Conclusion B (page 9).**
- If the PCs run away from the witches, **GO TO Conclusion C (page 9).**

CONCLUSION A

As the last enemy falls, there is a shout from the field, and dozens of villagers pour in to congratulate the group, offer congratulations, and press a mostly full mug of beer into the party's hands. Mayor Brexton steps forward.

“Good job! Well done! Let’s get out of here, and go back to town to show our appreciation.” The party went well into the night, and the caravan left late the next day.

CONCLUSION B

You find yourselves overwhelmed by the enemy. You awaken, staring into the kindly eyes of a dwarven cleric of Galvandt, dressed in the surcoat of a Diamond Legionnaire. “Welcome back. We managed to save your friends, but the villagers were too far gone for the spells we carry. The somber procession returns to the village, and Mayor Brexton gives you a large bag full of equipment. “Here’s the payment for your efforts. You did your best. It just wasn’t enough.” He turns to comfort a sobbing mother and the grief-stricken father.

CONCLUSION C

Overwhelmed by the enemy, you are forced to flee the battle! Behind you, you can hear the cackling of the remaining witches and an inhuman, throaty laugh from the night hag. Back at the village, small groups cluster together and shudder at the sounds in the night air. Mayor Brexton, his face clouded by sorrow, pays each of you (25x ATL) gp for your efforts. His eyes bright with tears, he shakes each of your hands, then turns away.

CONCLUSION D

You return to your drinking, ignoring the stares of the villagers. While the night is pierced by soul-shattering cries, you order another round. Life is so much easier as a caravan guard!

EPILOGUE

A night hag enters the clearing with the dead witches. “My poor sisters, killed while so young. I should fix this” ...

THUS ENDS “BEER RUN”

TIME UNIT COST: 10 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	700	950	1400	2000
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	750	1000	1500	2100

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

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs 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.

25 gp x ATL reward at start

25 gp x ATL reward for fighting the witches

Cert 2x potions Barkskin +4 (CRB) 1800 gp value

Cert Acrobatic slippers (Ultimate Equipment) 3000 gp value

Cert Aegis of Recovery (Ultimate Equipment) 1500gp value

Cert Wand False Life [25 charges] (CRB) 2000gp value

Cert Heavyload belt (Ultimate Equipment) 2000 gp value

Cert +1 light steel shield (CRB) 1160 gp value

Cert for all PCs (for Conclusion A and B only).

Free invitation to the Beerfest next year, with 10 free rounds of ale for each PC.

PLAYER'S HANDOUT #1

Brexton

Ruler: Mayor Anders Brexton

Government: Elected mayor and council

Resources: Farming, livestock

Population: 571 (humans 83%, halflings 11%, half-elves 3%, gnomes 1%, half-orcs 1%)

Alignment: N, NG, LG, LN

Language: Common

Deities: Ardra, Ayla, Brianna, Cerion, Elianna, Sorena

Description: Located four days travel north of Amthydor, the village began in 15260 ER (1520 AF) as the Brexton family farm. As the family grew over nine generations, so did the village, as travelers settled down or nearby smaller farmers sought safety in numbers. The Brexton family operates the village's only inn, the Merry Manticore. Approximately 40% of the village claims some relation to the Brexton family

PLAYER'S HANDOUT #2

Rumors and Gossip

1. There are wolves in the woods.
2. Sally is eloping with George as soon as he gets his wages for the season.
3. There are dark elves in the area.
4. There is a Witch nearby in a gingerbread cottage.
5. A woodsman got eaten by a bear last year (false)
6. There is a wedding coming because the girl is in a family way.
7. Tom and Will are going to come to blows if Edna doesn't choose soon.
8. The Beerfest was better last year.
9. The Drowned Lady was seen last month by a caravan guard.
10. A group of dwarfs loaded with tribute for their thane were attacked by orcs. Both groups were killed but the tribute was never found.

PLAYER'S HANDOUT #3

The beer fest will be the perfect opportunity to please our patron. I number the children at 4. Not the divine number 5, but the coven needs to grow before we can handle such a sacrifice. The ritual starts just after sunset and the Master should arrive at moonrise. We look forward to seeing you again dear sister.

Winnifred

GM HANDOUT #1

DWARVEN ALE – Deep brown color; nutty flavor; off-white head; strong, bitter finish.

RANNIC'S STOUT – Black color; chocolate flavor; creamy-smooth ivory head; sweet finish

SPATTEN'S BREW – Reddish-brown color; medium body; malt flavor; sweet finish

DUNKEL DRAFT – Brown color; light malt flavor; nutty finish

GOLDEN BLONDE – Wheat color; light body; citrus and cinnamon flavors

ERLINNE WEISSE – Milky-white color; medium body; sour flavor

GM AID #2

Baleful Bite

School: Transformation; **Level:** Witch Coven Ritual 2

Casting time: 1 hour

Components: V, S, F, boiling cauldron and 100 gp in exotic ingredients.

Range: Touch

Target: 1 creature with the trip special ability per level of witch in the coven may be enchanted.

Duration: 1 hour / 1 hour per level

Saving Throw: Fortitude negates; **Spell Resistance:** yes

This spell replaces a creature's trip attack with a baleful polymorph spell. The spell effect lasts for 1 hour, and the polymorph effect lasts 1 hour per caster level. The effect of the polymorph is chosen at the time of the casting, and has the same effect across all recipients. There must be at least 6 combined levels of witches in the coven to cast this spell.

GM AID #3

Night Hag CR 9

NE Medium outsider (evil, extraplanar)

Init +4; Senses darkvision 60 ft., detect chaos, detect evil, detect good, detect law, detect magic;

Perception +16

AC 28, touch 16, flat-footed 24 (+2 deflection, +4 Dex, +12 natural)

hp 92 (8d10+48)

Fort +15, Ref +9, Will +12

DR 10/cold iron, 10/magic; Immune charm, cold, fear, fire, sleep; SR 24

Speed 30 ft

Melee bite +13 (2d6+5 plus disease), 2 claws +13 (1d4+5)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th; concentration +11)

Constant—detect chaos, detect evil, detect good, detect law, detect magic

At will—deep slumber (DC 16), etherealness (with heartstone), invisibility, magic missile, ray of enfeeblement (DC 14), soul bind (with heartstone) (DC 22)

Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17

Base Atk +8; CMB +13; CMD 29

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12,

Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Elven, Infernal

SQ change shape (any humanoid; alter self), heartstone

Other Gear heartstone



ROSTER OF HEROES: <BEER RUN>

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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