



Where Are We Now?

LSJ

By Ryan McDonald

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

Part 6 of the Childish Fairytales Series.
It is better to have played *LSJ 162 What Childish Dream Is This?*, *What's Hidden Within*, *No Small Feat*, and *Desert Stories*, and *Merry Men* first.

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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

Prior to this mod, the PCs have met Daniel Oathsworn, an author and teacher at LoTS. He has had magical books stolen from him. In *What Childish Dream*, the PC's ventured into the first book and found the missing child trapped inside and returned the book to Daniel. In *What's Hidden Within*, the PC's again traveled into the book and freed a trapped child. In the third adventure, *No Small Feat*, the PC's traveled to Harkholm, the city of dwarves, where they intervened in an arrest and saved a dwarf from prison. In *Desert Stories* the PC's traveled to Al' Seria and thwarted a young man trying to rule the fantasy world as the King of Thieves. In *All The Merry Men* the PC's ventured into the forest and took on an evil sheriff and his house guards to free the two children trapped within. At this point all five books are back with the rightful owner.

ADVENTURE SUMMARY

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INTRODUCTION

It's a stormy and blustery day in Amthydor, Lightning is crashing all around you and thunder echoes down the streets of the city. As you watch the people dart from shop to shop trying to stay dry, as you take a drink at your table in the Dauntless Dolphin, a nautical themed bar in the Port District of Amthydor, a small forest elf boy with short brown hair and green eyes appears next your table, the only one left when you got here, wearing a parka and holding a letter.

“Ex-ex-excuse me,” he stammers, “I'm Joren, I'm looking for the adventurer named <insert PC name here>, you fit the description I was given. Are you him/her?”

Allow the PC's to react.

If they say yes.

“Oh good, here is your letter from Daniel Oathsworn. He told me to be quick about it, so perhaps you should hurry.”

If they say no.

“Oh, well then, I guess I'll keep looking...”

- If the PCs want to speak to Daniel Oathsworn GO TO Encounter 1 (page 4).
- If the PCs want to go on about their day GO TO Conclusion A (page xyz).

ENCOUNTER 1

Making your way through the city streets to the League of Thaumitlogical Studies, you come arrive at the grand campus of the League in the Academy District. It's almost a city within the city, the buildings stretch out for blocks and you are guided by a campus directory to the Administration Building.

Entering the building, you are met by a large half ogre, at an undersized desk. He looks up as you enter, “Adventurers, eh. Well which one of the profs sent for you now?”

Give the PCs the chance to react then continue here:

“Oathsworn, third office on the left in the next bulding over, be careful entering.”

Making your way to the next building, and down the hall to the third door on the left. Before you can draw back to knock a voice comes from within, “Ah yes, the adventurers I sent for, come in.”

A detect magic will show an Arcane Eye floating above the door watching your every move.

Entering the room, you find yourself in a stadium style classroom with tiered seating and a giant chalkboard in the front of the room. Entering the room from the windowed door is a familiar person, Daniel Oathsworn, a brown hair brown eyed man in his mid 40's, disheveled and looking rather exhausted. “Welcome,” his tone his dim and not the normal cheerful one you are used to, “As many of you know, I am Daniel Oathsworn. For those of you who don't know why you are here, I'll make this short. Some magical books were stolen from me, five have been recovered, with one remaining, it's your job to find the sixth book, “The Halfling: An Unexpected Trip. Questions?”

☞ How much?

“For all the gods in Amthydor just once I'd like to not be asked that question, but since you are adventurers and I am your employer (100gpXATL), plus you can keep anything that comes out of the book with you, fair enough?”

☞ Where is the book this time?

“It’s here in Amthydor. By Illudra I hope we find it before there is any trouble.”

☞ What is the book about?

“This one is a long tale, a daring tale and a great fantasy epic. It’s about a halfling who is visited by some gnomes and one half elf wizard. They take him away from his cozy home and an adventure ensues.”

☞ And who will we be in this story?

“I’m hoping you don’t have to enter. But if you do, you will be the dwarves.”

☞ Should we expect any trouble?

“I’m sure you won’t encounter anything you can’t handle, that is why I hired you after all.”

☞ Amthydor is a big city, how will we find the book?

“Ah yes, I have devised a device that will track the book based on its magical properties.” He reaches under the lab counter and pulls out what looks to be an ordinary wand, about two and a half feet long and made of ebony, “Just say the command word 'book' and it will point the direction,” he hands it to <PC most wizardly>, “Now I must ask you to be off on your adventure I have a class to teach.”

As you exit the classroom, it begins to fill with students of all races, ages and colors of robes. One of them bumps into you, “Excuse me,” and keeps on going to her seat.

➤ If the PCs want to Go now **GO TO Encounter 1 (page 4).**

➤ If the PCs want to leave **GO TO Conclusion A (page 5).**

ENCOUNTER 2

With all the questions having been asked and your gear procured, you head out into the dwindling storm. Taking the wand in one hand and saying the word 'book', it starts floating in the air in front of you. Suddenly, as if shot out of a bow, it begins hurling along the street towards the Port District. Running to keep up, you race through the wonder of Amthydor, down the Royal Way, past the other districts, through the throng of people and finally it happens. The wand comes to a stop at the edge of the Port District. Looking around you can see a small market has been set up at one end of the main drag, all along the road are stands selling various wares from across Raia.

➤ If the PCs want to Interrogate the shop keeps **GO TO Encounter 2 (page xy).**

➤ If the PCs want to go straight to the bazaar **GO TO Encounter 3 (page xy).**

ENCOUNTER 2

Walking along, you see many races of shop keeps, a Luppari selling animal tack, a young Tabreen selling herbs, even a halfling standing on a crate behind his stall to see over selling fruits and pies. A middle aged desert elf woman stops you, “Elven delicacies from across Raia, we have all sorts!”

The Lupaari

☞ Any new vendors of books?

“A couple that I know of. This place is a hodgepodge of people from all over Raia. I make my home in Amthydor, but some of the others are fresh off the boats.” He glares down towards the end of the road at the bazaar.

☞ What can you tell us about them?

“There are all kinds, desert elves, an aasimar couple. They make very nice things, a few Mages from Perralin selling magical wears and that’s just the few I talked to.”

☞ Has there been anything else unusual going on here?

“Nothing that would warrant adventurers. Nothing to worry yourselves about.” A middle aged human male comes wandering up, “Is my stuff ready yet?” with that the vendor waves you off.

“I’m from Perralin, I heard that Amthydorians can’t get enough of our halfling family recipes, so I figured why not take a chance.”

The PC's can buy food from him if they like, 1 gp will get them a pie.

The Tabreen

Walking up to the young tiger tabreen's stand, she instantly perks her ears up, “Hello adventurers! This is the shop you need to make all your meals fantastic! We have gathered the best herbs from the four corners of Raia and brought them here for your enjoyment.”

☞ Any new vendors of books?

“Oh, you are looking for books...” she seems almost depressed, “There are a couple in the bazaar. A desert elf man, very nice and a young sky elf. Both have exquisite collections from writers around the globe. You don't want any herbs?”

The PC's can buy herbs from her if they like. 1gp will get them a week’s worth of herbs for their meals. She will thank them very excitedly.

☞ Can you describe the desert elf?

“Dark hair, dark eyes, average height for an elf, he was hitting on the aasimar couple’s daughter on the way here. She is of age to find a mate. He is a very smooth talker, but I gathered that her parents don't want her mixing with someone so exotic.”

The Halfling

“Get your fresh baked pies here! Better than those local chaps!” The young halfling male shouts out across the din of the port. Approaching, you smell a delectable mix of berries and fruits, along with the smell of fresh baked bread.

☞ Where are you from?

☞ Anything unusual going on?

“Nothing the Diamond Legion, I think that's what your police force is called, can't handle. A couple merchants without permits, and such. Anyways, we have more important matters to tend to, good day.”

If the PC's want to go the Bazaar GO TO Encounter 3 (page xv).

ENCOUNTER 3

Entering the bazaar, you're almost overwhelmed by the flood of voices, all barking out what they are selling and all trying to get your attention. Straight ahead, at the end of a row of stalls, sits a desert elf male with a large collection of books, portraits and other such memorabilia around him.

If the PC's approach him

Approaching the man, he looks at you nervously, almost as if he is guilty of something. Closing the distance, he fidgets with something on the counter, and disappears, a <insert bad guy> in his place.

➤ GO TO ENCOUNTER 4 (PAGE XY).

If the PC's do not approach him

The wand sputters to life once more, pointing directly at a desert elf male a few yards in front of you.

Approaching him, he looks at you nervously, almost as if he is guilty of something. Closing the distance he fidgets with something on the counter and disappears into a painting of two soldiers crawling through the mud, a <insert bad guy> in his place.

➤ **IF THE PC'S WISH TO FIGHT GO TO ENCOUNTER 4 (PAGE XY).**

➤ **IF THE PC'S WISH TO DIVE INTO THE PAINTING GO TO ENCOUNTER 5**

ENCOUNTER 4- FIGHT OR FLIGHT

ATL 3

Dire lion
N Large animal
Init +6; Senses low-light vision, scent; Perception +11

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 60 (8d8+24)
Fort +9, Ref +8, Will +3

Offense

Speed 40 ft.
Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)
Space 10 ft.; Reach 5 ft.
Special Attacks pounce, rake (2 claws +13, 1d6+7)

Statistics

Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Base Atk +6; CMB +14 (+18 grapple); CMD 26 (30 vs. trip)
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +11 (+15 to jump with a running start, +15 to jump), Perception +11, Stealth +7 (+11 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth, +4 Stealth in undergrowth

----- Special Abilities -----

Grab: Bite (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.
Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
Pounce (Ex) You can make a full attack as part of a charge.
Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.

ATL 5

Dire lion x2
N Large animal
Init +6; Senses low-light vision, scent; Perception +11

Defense

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 60 (8d8+24)
Fort +9, Ref +8, Will +3

Offense

Speed 40 ft.
Melee bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)
Space 10 ft.; Reach 5 ft.
Special Attacks pounce, rake (2 claws +13, 1d6+7)

Statistics

Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10
Base Atk +6; CMB +14 (+18 grapple); CMD 26 (30 vs. trip)
Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)
Skills Acrobatics +11 (+15 to jump with a running start, +15 to jump), Perception +11, Stealth +7 (+11 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth, +4 Stealth in undergrowth

Special Abilities

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

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

Pounce (Ex) You can make a full attack as part of a charge.

Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

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

ATL 7

Mastodon

N Huge animal

Init +1; Senses low-light vision, scent; Perception +24

Defense

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 158 (14d8+70)

Fort +14, Ref +10, Will +7

Offense

Speed 40 ft.

Melee gore +21 (2d8+12), slam +20 (2d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d8+18, DC 29)

Statistics

Str 34, Dex 12, Con 21, Int 2, Wis 13, Cha 7

Base Atk +10; CMB +24 (+26 bull rush); CMD 35 (37 vs. bull rush, 39 vs. trip)

Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore)

Skills Acrobatics +1 (+5 to jump), Perception +24

Special Abilities

Endurance +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Improved Bull Rush You don't provoke attacks of opportunity when bull rushing.

Improved Iron Will (1/day) Can re-roll a Will save, but must take the second result.

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

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

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

ATL 9

Mastodon x2

N Huge animal

Init +1; Senses low-light vision, scent; Perception +24

Defense

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 158 (14d8+70)

Fort +14, Ref +10, Will +7

Offense

Speed 40 ft.

Melee gore +21 (2d8+12), slam +20 (2d6+12)

Space 15 ft.; Reach 15 ft.

Special Attacks trample (2d8+18, DC 29)

Statistics

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Improved Bull Rush You don't provoke attacks of opportunity when bull rushing.

Improved Iron Will (1/day) Can re-roll a Will save, but must take the second result.

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

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.

ATL 11

Alraune

NE Large plant

Init +5; Senses low-light vision; Perception +17

Aura calming fragrance (60 ft) (DC 24)

Defense

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 199 (19d8+114)

Fort +17, Ref +9, Will +11

Immune plant traits; SR 24

Offense

Speed 40 ft.

Melee 4 vines +20 (1d10+7 plus grab and bleed)

Space 10 ft.; Reach 10 ft.

Special Attacks bleed (2d6), constrict (1d10+10)

Spell-Like Abilities (CL 13th; concentration +18)

At will—charm monster (DC 19), detect thoughts (DC 17), suggestion (DC 18)

3/day—hold monster (DC 20), quickened glitterdust (DC 17)

1/day—commune with nature, mind fog (DC 20), wall of thorns

Statistics

Str 24, Dex 13, Con 22, Int 10, Wis 17, Cha 21

Base Atk +14; CMB +22 (+26 grapple); CMD 33 (can't be tripped)

Feats Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (glitterdust), Vital Strike

Skills Acrobatics +1 (+5 to jump), Bluff +16, Disguise +9, Knowledge (nature) +9, Perception +17, Sense Motive +14

Languages Aklo, Common, Elven, Sylvan

SQ feed

Special Abilities

Bleed: Vine (Ex) Attack causes additional damage at the beginning of the target's turn.

Calming Fragrance (60 ft, DC 24) (Su) Calm emotions in aura, -2 to save if attracted to form, else +2 (Will neg).

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Feed (Ex) After 1 hour prey takes 1d6 Con & Int drain, and alraune heals 3d6 dam.

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

Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Polymorph You are immune to Polymorph effects.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

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

Plant Traits Plants have many immunities.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Quicken Spell-Like Ability (Glitterdust) Spell-like ability is cast as a swift action up to 3/day.

Spell Resistance (24) You have Spell Resistance.

Vital Strike Standard action: x2 weapon damage dice.

ATL 13

Alraune x2

NE Large plant

Init +5; Senses low-light vision; Perception +17

Aura calming fragrance (60 ft) (DC 24)

Defense

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 199 (19d8+114)

Fort +17, Ref +9, Will +11

Immune plant traits; SR 24

Offense

Speed 40 ft.
Melee 4 vines +20 (1d10+7 plus grab and bleed)
Space 10 ft.; Reach 10 ft.
Special Attacks bleed (2d6), constrict (1d10+10)
Spell-Like Abilities (CL 13th; concentration +18)
At will—charm monster (DC 19), detect thoughts (DC 17), suggestion (DC 18)
3/day—hold monster (DC 20), quickened glitterdust (DC 17)
1/day—commune with nature, mind fog (DC 20), wall of thorns

Statistics

Str 24, Dex 13, Con 22, Int 10, Wis 17, Cha 21
Base Atk +14; CMB +22 (+26 grapple); CMD 33 (can't be tripped)
Feats Alertness, Cleave, Deceitful, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (glitterdust), Vital Strike
Skills Acrobatics +1 (+5 to jump), Bluff +16, Disguise +9, Knowledge (nature) +9, Perception +17, Sense Motive +14
Languages Aklo, Common, Elven, Sylvan
SQ feed

Special Abilities

Bleed: Vine (Ex) Attack causes additional damage at the beginning of the target's turn.
Calming Fragrance (60 ft, DC 24) (Su) Calm emotions in aura, -2 to save if attracted to form, else +2 (Will neg).
Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.
Feed (Ex) After 1 hour prey takes 1d6 Con & Int drain, and alraune heals 3d6 dam.
Grab: Vine (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon.
Immunity to Mind-Affecting effects You are immune to Mind-Affecting effects.
Immunity to Paralysis You are immune to paralysis.
Immunity to Poison You are immune to poison.
Immunity to Polymorph You are immune to Polymorph effects.
Immunity to Sleep You are immune to sleep effects.
Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
Plant Traits Plants have many immunities.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Quicken Spell-Like Ability (Glitterdust) Spell-like ability is cast as a swift action up to 3/day.
Spell Resistance (24) You have Spell Resistance.
Vital Strike Standard action: x2 weapon damage dice.

Having slayed the beast(s) and saved the marketplace, you are left with the picture of the soldiers and a small image running in the background...

ENCOUNTER 5

Making your way into the painting is easy. All you have to do is approach and touch it. What follows, not so much. You find yourself in a meadow, standing in your way is a large smooth stone wall, which seems to have materialized from no where. At almost 40 feet high and running as far as the eye can see, this wall is your first challenge in getting to the figure on the other side.

Let the PC's decide how to get over the wall, it's a DC 20 climb check times 4 to get over it. Missing by more than five will result in falling down 10'. The wall runs as far as the PC's can go. They can keep looking for an edge, but there isn't one.

Making your way past the wall, you come to a set of ropes hanging over a bottomless pit 30 ft wide. The ropes seem secured to nothing.

The ropes are secure enough to hold the weight of a PC (yes even a large one). It will take a DC 5+ATL (DC 10+ATL for large creatures) to jump across, grab the ropes, and swing to the other side. If the PC falls, they take 2d6 nonlethal damage, and end up where they started.

IF A PC TRIES TO MAGICALLY FLY ACROSS:

You find yourself landing on the other side, and with a quick twisting sensation, you are magically back where you started from.

Passing the rope swing challenge, you are greeted by a series of huge swinging bags, less than two feet off the ground.

This is the classic crawl under the wire maneuver. It's three Escape Artist DC 5+1/2ATL to crawl under it. Large creatures cannot fit under it, and will take 3d4 damage trying to get through it. Anyone failing a check will take 1d4 per failed check and must complete 3 successful checks to cross.

Allow the PC's to heal as needed.

Making your way through the barbwire, you are faced with a glowing portal that appears to lead into a room. The room is complete with a couch, two lounge chairs, two small oaken end tables, one oaken coffee table, and a very confused looking young girl pointing to the left of you towards a painting on the wall.

ENCOUNTER 6

Exiting the portal into the living room, your sudden appearance causes the young girl to scream.

Dipolmacy DC 10 to quiet her.

Looking to the painting on the wall to the left of you, you see a painting of a beautiful druids' grove, complete with a nymph.

If the PC's revive the girl.

☛ **Where did he go?**

"Into that painting," she spits out almost terrified, "We don't have things like that in Lethyr."

Yes the PC's are in Pyroth. A **Knowledge local or geography DC 15** will let them know that, and let them know they shouldn't be there, AT ALL,

☛ **Are you ok?**

"I'll be fine, I'm just going to have to destroy those paintings."

☛ **Where are we?**

"Pyroth, where do you think you are?"

☛ **What's Pyroth?**

"It's a magocracy in the northern part of the world, and enemy of Amthydor. Why?"

☛ **Who are you?**

"I'm Elizabeth," states the young raven haired girl with pale skin and blue eyes.

☛ **How old are you?**

"Well that's not polite to ask a lady, now is it," as she makes an annoyed little hmph.

☛ **Which painting must be destroyed?**

"The one with the nymph on it, he went into that painting! He could use it to spy on me, it must be destroyed. I'll get daddy to do it later."

ENCOUNTER 7

Leaving the young Pyrrothian girl to her own devices, you dive into the new painting and end up in a grove of ash and oak trees. Alas, you are not alone. A nymph, whose beauty shines like that of the pale moon on a clear night, with her long blond hair flowing behind her and her silk dress clingy tightly in all the right places, is with you and seems more than a little angry.

She spouts, "He wrecked my forest! Just came thrashing through it, and ruined it. Then you come crashing in here! I should make you all stay here and help me replant!"

This is a chance for diplomacy. I am including her stats in case the PC's decide to mow her down. She isn't much of a fight for the high level and will surely slaughter the low levels. The PC's can ask her anything they like. She is hostile and a **Diplomacy DC 20** will bring her down to indifferent.

Nymph

CG Medium fey

Init +5; Senses low-light vision; Perception +14
Aura blinding beauty (30 ft., DC 21)

Defense

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)
hp 60 (8d6+32)
Fort +13, Ref +18, Will +16
DR 10/cold iron

Offense

Speed 30 ft., swim 20 ft.
Special Attacks stunning glance
Spell-Like Abilities (CL 8th; concentration +15)
1/day—dimension door
Druid Spells Prepared (CL 7th; concentration +10)
4th—summon nature's ally IV
3rd—call lightning (DC 16), cure moderate wounds, water breathing
2nd—barkskin, flame blade, resist energy, tree shape
1st—charm animal (DC 14), endure elements, entangle (DC 14), obscuring mist, produce flame
0 (at will)—detect magic, guidance, light, stabilize

Statistics

Str 10, Dex 21, Con 18, Int 16, Wis 17, Cha 25
Base Atk +4; CMB +9; CMD 27
Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse
Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19
Languages Celestial, Common, Elven, Sylvan
SQ inspiration, unearthly grace, wild empathy +21

Special Abilities

Blinding Beauty (DC 21) (Su) Blind humanoids in 30 ft if they look at the nymph (Fort neg). Can suppress as a free action.

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

Stunning Glance (DC 21) (Su) As a standard action can stun one creature in 30 ft for 2d4 rds (Fort neg).

Unearthly Grace (Su) This creature adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy +21 (Ex) Improve the attitude of an animal, as if using Diplomacy.

What happened?

“That evil man came through and hit my home with a firey ray fired from his palm. It almost burned down.” she almost sobs to you.

Can we do anything to help?

“Stop him, and maybe one of you stays with me?” she asks playfully.

IF ANY PC decides to stay, the mod ends here for them. They cannot come back. They are out of play for one year.

We will avenge you.

“Thank you!!!!” she shouts off after you.

Setting off into the forest the low, wide palmed plants seem to open a path around you. You find yourself standing in front of a glowing, swirling, purple portal.

➤ **IF THE PC'S ALL DIE GO TO CONCLUSION A (PAGE XY).**

➤ **IF THE PC'S SURVIVE GO TO ENCOUNTER 8**

ENCOUNTER 8

Entering the portal, you find yourselves feeling stretched to the breaking point, but once your feet touch ground you are fine. You are now in what can only be described as an art exhibit. There are 100 spectators of all race and creed, dressed in their best, some in suits and dresses, while others wear plain breeches, and a tunic, looking on in shock at you and some pointing to the third painting on the right. Yet, others are cheering and saying what a wonderful addition to the pieces this is, and how they wish everyone was as creative as the artist who made these two.

If the PC's want to talk to the people they will find themselves in the guild city of Perralin and most people think this is part of the show.

Running toward the third painting on the right, you suddenly feel that familiar feeling of being stretched and you find yourselves on a table in front of a colossal giantkin.

ENCOUNTER 9

The Cloud Giant = looks to you and points to two glasses, "Choose one to drink from, one is eternal life, and the other eternal rest," he says in a deep voice. Both glasses contain a murky liquid, one is blue and smells of flowers, while the other is red smelling of raspberries.

This is my ode to Ender's Game. There is no right choice. The PC's must call the giantkin out on this and he will let them travel through the portal he makes. If the PC's attack him, they will find themselves in a world of hurt.

See GM HANDOUT 1

Drinking from the left/right glass, you find yourself feeling overwhelmed with pain and then laying on the floor convulsing, until death takes over. "You have chosen poorly," the giantkin laughs at you.

ONCE THE PC's call him out on it or if all the PC's are wiped out.

"Nothing in life is fair and that is a lesson you had to learn the hard way. Continue on your adventure," and he conjures a portal for you to leave through, as he does so your companions raise from the dead returning to the status they were when they drank from the cups.

➤ IF THE PC'S SURVIVE GO TO ENCOUNTER 10

ENCOUNTER 10

Entering the swirling eddy of magical energies, you find yourself standing in a marketplace. The marketplace is made up of small stalls and lined with a sandstone wall. A very surprised looking female halfling vendor stands there mouth agape. As you look around to get your bearings you see your quarry jumping in another painting, one of a beach scene with small boats and people sunning themselves.

ENCOUNTER 11

Running and diving headlong into the painting, you are surrounded on all sides by sand and palm trees. A few feet away the sand slopes down gently into a large body of water that stretches out as far as the eye can see. A small boat floats off into the distance, towards a swirling portal.

The PC's must get creative here, they can build a raft (**Knowledge Engineering DC 15** or **Survival DC 20**), Water Walk, or **Swim DC 10** to make progress).

If they come up with any other idea that may work, go for it.

Crossing the sea in short order, under an hour, you come to the swirling portal. Entering it you feel that all too familiar stretch and squish feeling.

➤ **IF THE PC'S ALL DIE GO TO CONCLUSION C (PAGE XY).**

➤ **IF THE PC'S SURVIVE GO TO ENCOUNTER 12**

ENCOUNTER 13

Popping out in a relatively small room, with shelves lining 5ft deep on each wall, with the room itself 40'x40', you find a man standing there trying the door. He turns as he hears the portal spit you out, "So I see you have caught me. Well I won't go down without a fight." He throws down another token and a snarling, canine beast pads forward on all fours, its slender front limbs looking more like hands than a wolf's paws.

The PC's are in a storage room at League of Thaumaturgical Studies (LoTS). The painting had been turned in as it was acting oddly and the owner wanted it magically investigated and disenchanting.

ANY time a ranged attack or spell misses, or an area of effect damage spell goes off near a wall, roll on the chart below to see what happens. As I stated this is a magical storage room at LoTS. It has a ton of magical items in it that do not mix well with other magic.

D10 Roll	Bad Thing
1	Fog Cloud (1d4 rounds)
2	Nothing unusual
3	Nearest person struck by 1 Magic Missile 1d4+1
4	Mass Hold Person (1 round) DC: 21
5	Mass Cure Moderate Wounds (3d8+5) everyone including bad guys

6	Silence (1d4 rounds)
7	Dancing Lights
8	Fireball (ATL-2 d6)
9	Obscuring Mist (1 round)
10	Reverse Gravity (2 rounds)

ATL 3

Dessert elf evoker 6
LE Medium humanoid (elf)
Init +6; Senses low-light vision; Perception +2
AC 24, touch 17, flat-footed 22 (+2 armor, +5 deflection, +2 Dex, +5 natural)
hp 46 (6d6+18)
Fort +3, Ref +4, Will +5; +2 vs. enchantments
Immune sleep; Resist fire 30
Speed 30 ft.
Melee quarterstaff +4 (1d6+1)
Special Attacks intense spells (+3 damage)
Arcane School Spell-Like Abilities (CL 6th; concentration +11)
8/day—force missile (1d4+3)
Evoker Spells Prepared (CL 6th; concentration +11)
3rd—fireball (DC 18), fireball (DC 18), fireball (DC 18), haste
2nd—create pit[APG] (DC 17), fire breath[APG] (DC 17), scorching ray, scorching ray, scorching ray
1st—burning hands (DC 16), mage armor, magic missile, magic missile, shocking grasp, touch of gracelessness[APG] (DC 16)
0 (at will)—acid splash, detect magic, light, prestidigitation
Opposition Schools Abjuration, Necromancy

Str 12, Dex 14, Con 12, Int 20, Wis 10, Cha 10
Base Atk +3; CMB +4; CMD 21
Feats Combat Casting, Quicken Spell, Scribe
Scroll, Toughness, Weapon Focus (ray)
Skills Appraise +14, Fly +11, Knowledge (arcana)
+14, Knowledge (local) +14, Knowledge (planes)
+14, Perception +2, Profession (merchant) +9,
Spellcraft +14 (+16 to identify magic item
properties); Racial Modifiers +2 Perception, +2
Spellcraft to identify magic item properties
Languages Celestial, Common, Draconic, Elven,
Gnome, Orc, Sylvan
SQ arcane bond (Arcane Familiar, rabbit), elven
magic
Combat Gear ~~potion of barkskin +5, potion of~~
~~resist fire 30, potion of shield of faith +5~~; Other
Gear quarterstaff, bracers of armor +2, wizard
starting spellbook, 1,450 gp

Arcane Familiar

Rabbit

N Tiny magical beast (animal)

Init +3; Senses low-light vision; Perception +1

AC 18, touch 15, flat-footed 15 (+3 Dex, +3
natural, +2 size)

hp 23 (1d8-1)

Fort +1, Ref +5, Will +6

Speed 50 ft.

Melee bite +1 (1d3-4)

Space 2½ ft.; Reach 0 ft.

Str 3, Dex 16, Con 9, Int 8, Wis 12, Cha 5

Base Atk +3; CMB +4; CMD 10 (14 vs. trip)

Feats Run

Skills Acrobatics +3 (+7 to jump with a running
start, +11 to jump), Appraise +5, Fly +16,

Spellcraft +5, Stealth +15

SQ improved evasion

Barghest

LE Medium outsider (evil, extraplanar, lawful,
shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception
+11

AC 17, touch 12, flat-footed 15 (+2 Dex, +5
natural)

hp 45 (6d10+12)

Fort +6, Ref +7, Will +7

DR 5/magic

Speed 30 ft.

Melee bite +10 (1d6+4), 2 claws +10 (1d4+4)

Spell-Like Abilities (CL 6th; concentration +8)

At will—blink, levitate, misdirection

1/day—charm monster (DC 16), crushing despair
(DC 16), dimension door

Str 19, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Base Atk +6; CMB +10; CMD 22 (26 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved
Initiative

Skills Acrobatics +11, Bluff +11, Diplomacy +11,
Intimidate +11, Perception +11, Sense Motive +11,
Stealth +11, Survival +11

Languages Goblin, Infernal, Worg

SQ change shape (goblin or wolf, polymorph), feed
Special Abilities

Feed (Su) Once per month, a barghest can devour a
nonevil humanoid's corpse as a full-round action to
gain a growth point. It gains a bonus equal to its
growth point total on attack rolls, CMB rolls,
saving throws, and skill checks. Its maximum hit
points incr

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

ATL 5

Dessert elf evoker 8

LE Medium humanoid (elf)

Init +6; Senses low-light vision; Perception +2

AC 25, touch 18, flat-footed 22 (+2 armor, +5
deflection, +2 Dex, +1 dodge, +5 natural)

hp 60 (8d6+24)

Fort +3, Ref +4, Will +6; +2 vs. enchantments

Immune sleep; Resist fire 30

Speed 30 ft.

Melee quarterstaff +5 (1d6+1)

Special Attacks intense spells (+4 damage)

Arcane School Spell-Like Abilities (CL 8th;
concentration +13)

At will—elemental wall (8 rounds/day)
 8/day—force missile (1d4+4)
 Evoker Spells Prepared (CL 8th; concentration +13)
 4th—ball lightning[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19)
 3rd—fireball (DC 18), fireball (DC 18), fireball (DC 18), haste, lightning bolt (DC 18)
 2nd—create pit[APG] (DC 17), fire breath[APG] (DC 17), scorching ray, scorching ray, scorching ray
 1st—burning hands (DC 16), mage armor, magic missile, magic missile, shocking grasp, touch of gracelessness[APG] (DC 16), true strike
 0 (at will)—acid splash, detect magic, light, prestidigitation
 Opposition Schools Abjuration, Necromancy
 Str 12, Dex 14, Con 12, Int 21, Wis 10, Cha 10
 Base Atk +4; CMB +5; CMD 23
 Feats Combat Casting, Dodge, Quicken Spell, Scribe Scroll, Toughness, Weapon Focus (ray)
 Skills Appraise +16, Fly +13, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (planes) +16, Perception +2, Profession (merchant) +11, Spellcraft +16 (+18 to identify magic item properties); Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties
 Languages Celestial, Common, Draconic, Elven, Gnome, Orc, Sylvan
 SQ arcane bond (Arcane Familiar, rabbit), elven magic
 Combat Gear ~~potiion of barkskin +5, potiion of resist fire 30, potiion of shield of faith +5~~; Other Gear quarterstaff, bracers of armor +2, wizard starting spellbook, 1,450 gp
 Abjuration You must spend 2 slots to cast spells from the Abjuration school.
 Combat Casting +4 to Concentration checks to cast while on the defensive.
 Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
 Elemental Wall (8 rounds/day) (Sp) Create wall of one chosen energy type, otherwise as wall of fire.
 Elven Immunities - Sleep You are immune to magic sleep effects.

Elven Magic +2 to spellcraft checks to determine the properties of a magic item.

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

Energy Resistance, Fire (30) You have the specified Energy Resistance against Fire attacks.

Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Familiar Bonus: +4 to Initiative checks You gain the Alertness feat while your familiar is within arm's reach.

Force Missile (1d4+4, 8/day) (Sp) As a standard action, magic missile strikes a foe.

Intense Spells (+4 damage) (Su) Evocation spells deal listed extra damage.

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

Necromancy You must spend 2 slots to cast spells from the Necromancy school.

Quicken Spell Cast a spell as a swift action. +4 Levels.

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

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

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

Arcane Familiar

Rabbit (Pathfinder Player Companion: Animal Archive)

N Tiny magical beast (animal)

Init +3; Senses low-light vision; Perception +1
AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

hp 30 (1d8-1)

Fort +1, Ref +5, Will +7

Speed 50 ft.

Melee bite +2 (1d3-4)

Space 2½ ft.; Reach 0 ft.

Str 3, Dex 16, Con 9, Int 9, Wis 12, Cha 5

Base Atk +4; CMB +5; CMD 11 (15 vs. trip)

Feats Run

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Appraise +7, Fly +18,

Spellcraft +7, Stealth +15

SQ improved evasion

Barghest

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception +11

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 64 (6d10+12)

Fort +6, Ref +7, Will +7

DR 5/magic

Speed 30 ft.

Melee bite +10 (1d6+4), 2 claws +10 (1d4+4)

Spell-Like Abilities (CL 6th; concentration +8)

At will—blink, levitate, misdirection

1/day—charm monster (DC 16), crushing despair (DC 16), dimension door

Str 19, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Base Atk +6; CMB +10; CMD 22 (26 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11

Languages Goblin, Infernal, Worg

SQ change shape (goblin or wolf, polymorph), feed

Change Shape (goblin or wolf, polymorph) (Su)

You can change your form.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white only).

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points incr

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

ATL 7

Dessert elf evoker 9

LE Medium humanoid (elf)

Init +10; Senses low-light vision; Perception +2

AC 25, touch 18, flat-footed 22 (+2 armor, +5 deflection, +2 Dex, +1 dodge, +5 natural)

hp 67 (9d6+27)

Fort +4, Ref +5, Will +6; +2 vs. enchantments

Immune sleep; Resist fire 30

Speed 30 ft.

Melee quarterstaff +5 (1d6+1)

Special Attacks intense spells (+4 damage)

Arcane School Spell-Like Abilities (CL 9th; concentration +14)

At will—elemental wall (9 rounds/day)

8/day—force missile (1d4+4)

Evoker Spells Prepared (CL 9th; concentration +14)

5th—die for your master, lightning arc[UM] (DC 20), lightning arc[UM] (DC 20)

4th—ball lightning[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19)

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

2nd—acid arrow, create pit[APG] (DC 17), fire breath[APG] (DC 17), scorching ray, scorching ray, scorching ray

1st—burning hands (DC 16), mage armor, magic missile, magic missile, shocking grasp, touch of gracelessness[APG] (DC 16), true strike

0 (at will)—acid splash, detect magic, light, prestidigitation

Opposition Schools Abjuration, Necromancy
Str 12, Dex 14, Con 12, Int 21, Wis 10, Cha 10
Base Atk +4; CMB +5; CMD 23

Feats Combat Casting, Dodge, Improved Initiative, Quicken Spell, Scribe Scroll, Toughness, Weapon Focus (ray)

Skills Appraise +17, Fly +14, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (planes) +17, Perception +2, Profession (merchant) +12, Spellcraft +17 (+19 to identify magic item properties); Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Draconic, Elven, Gnome, Orc, Sylvan

SQ arcane bond (Arcane Familiar, rabbit), elven magic

Combat Gear ~~potion of barkskin +5, potion of resist fire 30, potion of shield of faith +5~~; Other Gear quarterstaff, bracers of armor +2, wizard starting spellbook, 1,450 gp

Special Abilities

Abjuration You must spend 2 slots to cast spells from the Abjuration school.

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

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

Elemental Wall (9 rounds/day) (Sp) Create wall of one chosen energy type, otherwise as wall of fire.

Elven Immunities - Sleep You are immune to magic sleep effects.

Elven Magic +2 to spellcraft checks to determine the properties of a magic item.

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

Energy Resistance, Fire (30) You have the specified Energy Resistance against Fire attacks.

Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Familiar Bonus: +4 to Initiative checks You gain the Alertness feat while your familiar is within arm's reach.

Force Missile (1d4+4, 8/day) (Sp) As a standard action, magic missile strikes a foe.

Intense Spells (+4 damage) (Su) Evocation spells deal listed extra damage.

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

Necromancy You must spend 2 slots to cast spells from the Necromancy school.

Quicken Spell Cast a spell as a swift action. +4 Levels.

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

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

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

Arcane Familiar

Rabbit (Pathfinder Player Companion: Animal Archive)

N Tiny magical beast (animal)

Init +3; Senses low-light vision; Perception +1
AC 20, touch 15, flat-footed 17 (+3 Dex, +5 natural, +2 size)

hp 33 (1d8-1)

Fort +2, Ref +6, Will +7

Speed 50 ft.

Melee bite +2 (1d3-4)

Space 2½ ft.; Reach 0 ft.

Str 3, Dex 16, Con 9, Int 10, Wis 12, Cha 5

Base Atk +4; CMB +5; CMD 11 (15 vs. trip)

Feats Run

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Appraise +9, Fly +19,

Spellcraft +9, Stealth +15

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.

Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Barghest fighter 2

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception +13

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

hp 84 (8d10+18)

Fort +9, Ref +7, Will +7 (+1 vs. fear)

DR 5/magic

Speed 30 ft.

Melee bite +13 (1d6+4), 2 claws +13 (1d4+4)

Spell-Like Abilities (CL 6th; concentration +8)

At will—blink, levitate, misdirection

1/day—charm monster (DC 16), crushing despair (DC 16), dimension door

Str 19, Dex 15, Con 15, Int 14, Wis 14, Cha 14

Base Atk +8; CMB +12; CMD 24 (28 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +13, Bluff +11, Diplomacy +11, Intimidate +11, Perception +13, Sense Motive +13, Stealth +13, Survival +11

Languages Goblin, Infernal, Worg

SQ change shape (goblin or wolf, polymorph), feed Change Shape (goblin or wolf, polymorph) (Su)

You can change your form.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white only).

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points incr

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

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

ATL 9

Dessert elf evoker 11

LE Medium humanoid (elf)

Init +6; Senses low-light vision; Perception +2

AC 25, touch 18, flat-footed 22 (+2 armor, +5 deflection, +2 Dex, +1 dodge, +5 natural)

hp 81 (11d6+33)

Fort +4, Ref +5, Will +7; +2 vs. enchantments

Immune sleep; Resist fire 30

Speed 30 ft.

Melee quarterstaff +6 (1d6+1)

Special Attacks intense spells (+5 damage)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

At will—elemental wall (11 rounds/day)

8/day—force missile (1d4+5)

Evoker Spells Prepared (CL 11th; concentration +16)

6th—chain lightning (DC 21), disintegrate (DC 21)

5th—baleful polymorph (DC 20), die for your master, lightning arc[UM] (DC 20), lightning arc[UM] (DC 20)

4th—ball lightning[APG] (DC 19), ball lightning[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19), dragon's breath[APG] (DC 19)

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

2nd—acid arrow, create pit[APG] (DC 17), fire breath[APG] (DC 17), scorching ray, scorching ray, scorching ray

1st—burning hands (DC 16), mage armor, magic missile, magic missile, shocking grasp, touch of gracelessness[APG] (DC 16), true strike

0 (at will)—acid splash, detect magic, light, prestidigitation

Opposition Schools Abjuration, Necromancy
Str 12, Dex 14, Con 12, Int 21, Wis 10, Cha 10
Base Atk +5; CMB +6; CMD 24

Feats Arcane Blast[APG], Combat Casting, Dodge, Improved Initiative, Quicken Spell, Scribe Scroll, Still Spell, Toughness, Weapon Focus (ray)
 Skills Appraise +19, Fly +16, Knowledge (arcana) +19, Knowledge (local) +19, Knowledge (planes) +19, Perception +2, Profession (merchant) +14, Spellcraft +19 (+21 to identify magic item properties); Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties
 Languages Celestial, Common, Draconic, Elven, Gnome, Orc, Sylvan
 SQ arcane bond (Arcane Familiar, rabbit), elven magic
 Combat Gear potion of barkskin +5, potion of resist fire 30, potion of shield of faith +5; Other Gear quarterstaff, bracers of armor +2, wizard starting spellbook, 1,450 gp
 Abjuration You must spend 2 slots to cast spells from the Abjuration school.
 Arcane Blast (Su) Convert a level 1+ spell into a 30' ranged touch attack dealing 2d6+1d6/spell level
 Combat Casting +4 to Concentration checks to cast while on the defensive.
 Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
 Elemental Wall (11 rounds/day) (Sp) Create wall of one chosen energy type, otherwise as wall of fire.
 Elven Immunities - Sleep You are immune to magic sleep effects.
 Elven Magic +2 to spellcraft checks to determine the properties of a magic item.
 Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.
 Energy Resistance, Fire (30) You have the specified Energy Resistance against Fire attacks.
 Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.
 Familiar Bonus: +4 to Initiative checks You gain the Alertness feat while your familiar is within arm's reach.
 Force Missile (1d4+5, 8/day) (Sp) As a standard action, magic missile strikes a foe.
 Intense Spells (+5 damage) (Su) Evocation spells deal listed extra damage.

Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
 Necromancy You must spend 2 slots to cast spells from the Necromancy school.
 Quicken Spell Cast a spell as a swift action. +4 Levels.
 Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.
 Speak with Animals (Ex) Your familiar can communicate with animals similar to itself.
 Speak with Familiar (Ex) You can communicate verbally with your familiar.
 Still Spell You can cast a spell with no somatic components. +1 Level.

 Arcane Familiar
 Rabbit (Pathfinder Player Companion: Animal Archive)
 N Tiny magical beast (animal)
 Init +3; Senses low-light vision; Perception +1
 AC 21, touch 15, flat-footed 18 (+3 Dex, +6 natural, +2 size)
 hp 40 (1d8-1)
 Fort +2, Ref +6, Will +8
 SR 16
 Speed 50 ft.
 Melee bite +3 (1d3-4)
 Space 2½ ft.; Reach 0 ft.
 Str 3, Dex 16, Con 9, Int 11, Wis 12, Cha 5
 Base Atk +5; CMB +6; CMD 12 (16 vs. trip)
 Feats Run
 Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Appraise +11, Fly +21, Spellcraft +11, Stealth +15
 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.
 Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.

Spell Resistance (16) You have Spell Resistance.

Barghest fighter 4

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception +15

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 114 (10d10+34)

Fort +11, Ref +8, Will +8 (+1 vs. fear)

DR 5/magic

Speed 30 ft.

Melee bite +15 (1d6+6), 2 claws +15 (1d4+4)

Spell-Like Abilities (CL 6th; concentration +8)

At will—blink, levitate, misdirection

1/day—charm monster (DC 16), crushing despair (DC 16), dimension door

Str 19, Dex 15, Con 16, Int 14, Wis 14, Cha 14

Base Atk +10; CMB +14; CMD 26 (30 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Armor, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Specialization (bite)

Skills Acrobatics +15, Bluff +11, Diplomacy +11, Intimidate +11, Perception +15, Sense Motive +15, Stealth +15, Survival +11

Languages Goblin, Infernal, Worg

SQ armor training 1, change shape (goblin or wolf, polymorph), feed

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Change Shape (goblin or wolf, polymorph) (Su) You can change your form.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white only).

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls,

saving throws, and skill checks. Its maximum hit points incr

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

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

ATL 11

Male dessert elf evoker 14

LE Medium humanoid (elf)

Init +10; Senses low-light vision; Perception +4

AC 25, touch 18, flat-footed 22 (+2 armor, +5 deflection, +2 Dex, +1 dodge, +5 natural)

hp 102 (14d6+42)

Fort +5, Ref +6, Will +9; +2 vs. enchantments

Immune sleep; Resist fire 30

Speed 30 ft.

Melee quarterstaff +8/+3 (1d6+1)

Special Attacks intense spells (+7 damage)

Arcane School Spell-Like Abilities (CL 14th; concentration +20)

At will—elemental wall (14 rounds/day)

9/day—force missile (1d4+7)

Evoker Spells Prepared (CL 14th; concentration +20)

7th—delayed blast fireball (DC 24), finger of death (DC 23)

6th—chain lightning (DC 22), quickened create pit[APG] (DC 18), disintegrate (DC 22), flesh to stone (DC 22), quickened still magic missile

5th—baleful polymorph (DC 21), die for your master, die for your master, lightning arc[UM] (DC 21), lightning arc[UM] (DC 21)

4th—ball lightning[APG] (DC 20), ball lightning[APG] (DC 20), dragon's breath[APG] (DC 21), dragon's breath[APG] (DC 21), dragon's breath[APG] (DC 21), dragon's breath[APG] (DC 21)

3rd—fireball (DC 20), fireball (DC 20), fireball (DC 20), haste, lightning bolt (DC 19), lightning bolt (DC 19)

2nd—acid arrow, create pit[APG] (DC 18), create pit[APG] (DC 18), fire breath[APG] (DC 19), scorching ray, scorching ray, scorching ray

1st—burning hands (DC 18), mage armor, magic missile, magic missile, shocking grasp, touch of gracelessness[APG] (DC 17), true strike

0 (at will)—acid splash, detect magic, light, prestidigitation

Opposition Schools Abjuration, Necromancy
Str 12, Dex 14, Con 12, Int 22, Wis 10, Cha 10
Base Atk +7; CMB +8; CMD 26

Feats Alertness, Arcane Blast[APG], Combat Casting, Dodge, Elemental Focus[APG], Improved Initiative, Quicken Spell, Scribe Scroll, Still Spell, Toughness, Weapon Focus (ray)

Skills Appraise +23, Fly +19, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (planes) +23, Linguistics +23, Perception +4, Profession (merchant) +17, Sense Motive +2, Spellcraft +23 (+25 to identify magic item properties); Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Abyssal, Aquan, Auran, Celestial, Common, Cyclops, D'ziriak, Daemonic, Draconic, Dwarven, Elven, Garuda, Groll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Protean, Sylvan, Terran

SQ arcane bond (Arcane Familiar, rabbit), elven magic

Combat Gear potion of barkskin +5, potion of resist fire 30, potion of shield of faith +5; Other Gear quarterstaff, bracers of armor +2, spellbook, wizard starting spellbook, 1,435 gp

Abjuration You must spend 2 slots to cast spells from the Abjuration school.

Arcane Blast (Su) Convert a level 1+ spell into a 30' ranged touch attack dealing 2d6+1d6/spell level

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

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

Elemental Focus (Fire) +1 DC to spells that deal damage of the chosen energy.

Elemental Wall (14 rounds/day) (Sp) Create wall of one chosen energy type, otherwise as wall of fire.

Elven Immunities - Sleep You are immune to magic sleep effects.

Elven Magic +2 to spellcraft checks to determine the properties of a magic item.

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

Energy Resistance, Fire (30) You have the specified Energy Resistance against Fire attacks. Evocation Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Familiar Bonus: +4 to Initiative checks You gain the Alertness feat while your familiar is within arm's reach.

Force Missile (1d4+7, 9/day) (Sp) As a standard action, magic missile strikes a foe.

Intense Spells (+7 damage) (Su) Evocation spells deal listed extra damage.

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

Necromancy You must spend 2 slots to cast spells from the Necromancy school.

Quicken Spell Cast a spell as a swift action. +4 Levels.

Scry on Familiar (1/day) (Sp) You can scry on your familiar, as the spell.

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

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

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

Still Spell You can cast a spell with no somatic components. +1 Level.

Arcane Familiar

Rabbit (Pathfinder Player Companion: Animal Archive)

N Tiny magical beast (animal)

Init +3; Senses low-light vision; Perception +1
AC 22, touch 15, flat-footed 19 (+3 Dex, +7 natural, +2 size)

hp 51 (1d8-1)

Fort +3, Ref +7, Will +10

SR 19

Speed 50 ft.

Melee bite +5 (1d3-4)

Space 2½ ft.; Reach 0 ft.

Str 3, Dex 16, Con 9, Int 12, Wis 12, Cha 5
Base Atk +7; CMB +8; CMD 14 (18 vs. trip)
Feats Run
Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Appraise +15, Fly +24, Linguistics +15, Spellcraft +15, Stealth +15
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.
Run Run 5x your speed in light/medium armor or 4x speed in heavy armor and keep Dex when running.
Spell Resistance (19) You have Spell Resistance.

Barghest fighter 4
LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; Senses darkvision 60 ft., scent; Perception +15

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 114 (10d10+34)

Fort +11, Ref +8, Will +8 (+1 vs. fear)

DR 5/magic

Speed 30 ft.

Melee bite +15 (1d6+6), 2 claws +15 (1d4+4)

Spell-Like Abilities (CL 6th; concentration +8)

At will—blink, levitate, misdirection

1/day—charm monster (DC 16), crushing despair (DC 16), dimension door

Str 19, Dex 15, Con 16, Int 14, Wis 14, Cha 14

Base Atk +10; CMB +14; CMD 26 (30 vs. trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Armor, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Specialization (bite)

Skills Acrobatics +15, Bluff +11, Diplomacy +11, Intimidate +11, Perception +15, Sense Motive +15, Stealth +15, Survival +11

Languages Goblin, Infernal, Worg

SQ armor training 1, change shape (goblin or wolf, polymorph), feed

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Change Shape (goblin or wolf, polymorph) (Su)
You can change your form.

Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (5/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white only).

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points incr

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

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

➤ **IF THE PC'S ALL DIE GO TO CONCLUSION D (PAGE XY).**

➤ **IF THE PC'S SURVIVE GO TO CONCLUSION E(PAGE XY)**

You find yourselves waking in a low slung, adobe house. A desert elf male says to you in broken common, “We find you dead, we fix you, you go home now from Al' Serai.” Making your way back to Amthydor is a long and arduous journey, but eventually you do make it home.

CONCLUSION A

Waking up in a temple, you are told you are in the guild city of Perralin, many months from Amthydor. Unfortunately, your quarry got away and is left in the wind, but at least you are alive.

The PC's have been raised and cast restoration on. There are no negative levels for this.

IF any PC can teleport home, they are welcome to do so.

TU: 180 if traveling by ship, 2 if Teleporting.

CONCLUSION B

You find yourselves in a temple in Valistar, the priest of Lohm tells you that you fell out of a painting, dead. They raised you and hit you with a couple of restorations. You should be fine to continue your journey home, unfortunately your quarry is long gone.

IF the PC's can teleport it is 2 TU.

IF the PC's cannot teleport it is 35 TU

CONCLUSION C

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
--	-------	-------	-------	-------

IF the PC's can teleport it is 2 TU.

IF the PC's cannot teleport it is 95 TU

CONCLUSION D

Awakening in the temple of Pietos in Amthydor, you find out your final battle was in a storage room at LoTS. Thankfully someone found you and had you brought back to life and the restoration spells cast upon you to make you normal again. The man you were after was apprehended by a few of the cities Diamond Watch, and taken into custody.

2 Time Units

CONCLUSION E

As the final enemy hits the ground, you hear footsteps in the hall, and a large contingent of Diamond Watch come bursting through the wooden door. They arrest everyone in the room. After some time, you are freed as Daniel Oathsworn has vouched that you were working for him to apprehend a thief. Now that all that is settled, and the books are returned, he gives you your rewards.

2 TU

Thus Ends Where Are We Now

Module Experience	600	850	1200	1800
Bonus 1: Went to SOEP	50	50	100	100
Bonus 2: Went to LoTS.	50	50	100	100
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.

GM HANDOUT #1

Cloud giant

N Colossal humanoid (giant)

Init +1; Senses low-light vision, scent; Perception +17

Defense

AC 23, touch 3, flat-footed 22 (+1 Dex, +20 natural, -8 size)

hp 260 (16d8+160)

Fort +20, Ref +6, Will +10

Defensive Abilities rock catching

Offense

Speed 50 ft.

Melee 2 slams +24 (4d6+20)

Ranged rock +6 (4d6+30)

Space 30 ft.; Reach 30 ft.

Special Attacks rock throwing (140 ft.)

Spell-Like Abilities (CL 16th; concentration +17)

At will—levitate (self plus 2,000 lbs.), obscuring mist

1/day—fog cloud

Statistics

Str 51, Dex 13, Con 31, Int 12, Wis 16, Cha 12

Base Atk +12; CMB +40 (+42 bull rush, +42 overrun); CMD 51 (53 vs. bull rush, 53 vs. overrun)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Acrobatics +1 (+9 to jump), Climb +29, Craft () +8, Diplomacy +9, Intimidate +34, Perception +17, Perform (string instruments) +8

Languages Common, Giant

SQ oversized weapon

Special Abilities

Awesome Blow As standard action, damage and move smaller foe 10 ft. +1d6 dam if collide with something.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Improved Bull Rush You don't provoke attacks of opportunity when bull rushing.

Improved Overrun You don't provoke attacks of opportunity when overrunning, and foe can't choose to avoid you.

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

Oversized Weapon (Ex) This creature can use a weapon of one size category larger without penalty.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Rock Catching (Ex) You can catch rocks that are thrown at you with a successful Reflex save.

Rock Throwing (140 ft.) (Ex) You can throw big rocks. They hurt.

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

CRITICAL EVENT SUMMARY: **WHERE ARE WE NOW**

Convention: _____ **Date:** _____

Do Not Return After _____ **Author's Email Address:** _____

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

1. Did the PC's make it through all the encounters

Yes No

2. Did the PC's give the book back?

Yes No

3. Did they kill the boss?

Yes No

Please send completed form to:
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Avenue. Pendleton, IN 46064,
or lsj-
roster@theshiningjewel.com.



Convention:

Judge:

Date:

ROSTER OF HEROES: <TITLE>

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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