



Inner Workings

Module number

By Ryan McDonald

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

One man's nightmares are another man's adventures. When you are asked to seek out a broken man's dreams, what will you sacrifice.

A 1 round module for characters level 11-17

If module is part of a series, list the series name here and the other modules in the module with number and name. If there is no series, remove this box. Include any notes here about whether or not you must play another module prior to this one.

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CREDITS

Editor(s) (Name)
Plots Coordinator David Samuels & Eric V Clark
Playtesters (Names)

Author **Ryan McDonald**

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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 SUMMARY

This should be a brief summary of each encounter.

Introduction – The PC's are met by a mysterious cloaked figure.

Encounter 1-

Encounter 2: Summary for encounter 2.

Encounter 3+: Summarize key events, NPCs, and information for all Encounters.

Encounter X (Optional). Note optional encounters as such.

Conclusion-Conclusion to mod.

Epilogue – List possible resolutions of the module with rewards and consequences depending

INTRODUCTION

It's a dreary and dank night, when you get a knock on the door. Opening the door is a human male, in a cloak, his face and features covered by the canvas. He flashes you an insignia of the Diamond Legion, though not one you are familiar with, and asks in a hushed voice, "May I enter?"

Knowledge (Local) DC15-The PC's would know that the insignia is of the Chameleons, the spies of the Diamond Legion, they very rarely reveal themselves as such.

Sense Motive DC 10-The man seems trustworthy.

☞ Yes (any affirmative answer)?

"Thank you, I'm an agent of the Legion, I have come to you in the middle of the night on an important task. If you wish to know more I will take you to someone who can answer more questions, if you refuse, you will forget we ever met."

He has no answers to give on what is going on, nor will he reveal any information about himself. If the PC's question him he will just give vague answers such as, "It will all be revealed in time"

- If the PCs don't let him in, or refuse to go with him **GO TO Conclusion A (page Z).**
- If the PCs go **GO TO Encounter 1 (page 3).**

ENCOUNTER 1

SECRET MEETINGS IN DARK CHAMBERS.

After agreeing to go with the man, he looks you over and states in a calm voice, "Get your gear, you will need it." After gearing up and gathering everything you'd need for an adventure, the cloaked figure looks you over, "Excellent, take my hand."

He is going to teleport them to a secret location.

- If the PCs refuse **GO TO Conclusion A (page Z).**
- If the PCs go **KEEP READING (page 3).**

Taking the man's hand you feel the world fade out of existence, and you find yourself in a room with (# of PC's+1 guide per PC) people. Looking around the room is cloaked in shadowy illumination, as you turn to your guide, he vanishes into nothingness.

Spellcraft DC20- The man had an item of teleport and has teleported away.

Sense Motive DC 10-You are being watched..

This is a great time for PC introductions....

A few moments later a man clad in Legion garb walk through a hidden door. "Welcome, this is an undisclosed location deep underground, it is ran by the Legion's chameleons and the League of Thaumalogical Studies. You have many questions I'm sure, " states the man, as your eyes adjust a bit more to the darkness you can see the man stands roughly 6 ft tall with shaggy hair, and an unkempt goatee, "Let's get the obvious out of the way, I am Sergeant John Jacobs of the Chameleons. We are the spies of the Legion. As for any questions about where you are, or how to get back, those can not be answered for both your safety and the safety of this facility. You're mission here is a risky one, you have been selected for an experimental mission, a mage from The League, we will call him Samuel Masters, was abducted 10 years ago from a mission, we thought he had abandon. We did an extensive search for him but , could turn up nothing. Then when we were in D'gar we found him, broken and left to the streets. We brought him back here, and through much examination we discovered his mind had been shattered into pieces. What we need from

you is to go into his mind, and reacquaint them with each other, so maybe we can gain some insight into what he's been through. Now for the inevitable questions.”

🗣️ **How much?**

“Of course, all adventurers must be paid.” he sighs deeply, “I have been given a discretionary fund to pay you out of, it would amount to 500gp each. Do not ask for more, as I have no more to give.”

He's being honest with the PC's there is no money to gain from diplomacy. If the PC's keep insisting on more money, he will get cross with them and drop the rate of pay by 25%.

🗣️ **Where are we?**

“As I said before, I can not answer that for your safety, and the safety of this facility.”

🗣️ **Can I go home?**

“You are more than welcome to leave. Keep in mind though we will erase all memories of your being here.”

🗣️ **What do you mean into his mind?**

“The League has prepared special magical devices that will allow you all to see into the prison that is his tortured mind.”

🗣️ **What do we do once we are in?**

“That I am unaware of, but it could be perilous, a mages mind that has been fractured should be an interesting place.” Jacob slightly chuckles.

🗣️ **So (PC's recap)?**

“Go in, fix what's broken, get out. Sounds like a simple mission, huh.”

🗣️ **What happened to him?**

“Well,” the man looks off into the distance, “He was tortured until his mind broke. We are unsure what safe guards they placed to keep him from being restored, but you must get him back to normal, he has vital knowledge on the D'garan threat.”

That's enough questions, are you all ready to go onto the next phase of this?

- If the PCs want to continue **GO TO Encounter 2 (page 4).**
- If the PCs want to turn back **GO TO Conclusion A (page Z).**

ENCOUNTER 2

GETTING READY TO ENTER.

Agreeing to the mission, you are lead deeper into the facility. You are lead down long winding corridors made of large stones painted white. Each corridor looks almost identical to the next. You pass very few people, and those you do pass are clad in long robes of varying colors, and seem to look away as you passby, almost intentionally concealing their faces.

After a long trek, 2-3 miles by your estimate, you enter a large laboratory. The walls in this room are made of stone, reinforced with metal. In the center of the room is a man facing away from you strapped to a table with an odd looking contraption on his head. Your guide, Sgt. Jacobs, stops upon entering the room and motions to a man in black robes with silver trim standing next to the table.

The man looks over at your group and begins speaking in a hushed tone, “Thank you for agreeing to this. My name is Braun Owens. Please be as quiet as possible to not disturb the patient,” the man waves at the table. “He is in a very delicate state and can not be excited when this is going on, or the ramifications might be dire. Are you ready to go?”

- If the PCs want to ask more questions Continue On.
- If the PCs want to go in **GO TO Encounter 3 (page Z).**

🗣️ **Where are we?**

“As I'm sure was said before, We can not answer that for your safety, and the safety of this facility.”

🗣️ **How do we know he wants this?**

“I can speak for him, as well as this letter he wrote in one of his more lucid times.”

Players handout 1

🗣️ **Can we speak to him?**

“I would honestly prefer you didn't. He is under heavy sedation to make your job as easy as possible.”

☞ Wake him so we can speak to him.?

“Very well, but I won't be held responsible for the consequences.,” the mage walks over to the man, and waves his hands. The man on the table wakes up and starts screaming, “GET THEM OUT OF MY HEAD!!! PLEASE SAVE ME!!!!!!”

If the PC's wake him the mod gets harder.

ENCOUNTER 3

ENTERING ANOTHER MAN'S MIND.

Agreeing to enter the man's mind Braun speaks, “Please take a seat,” he motions to (PC number) seats sitting around Samuel, “I will hook you up and you will wake inside his mind.” As you take your seats, Braun makes his way to each of you and hooks a sticky pad connected to two wires, both leading into a metal box in the center of the room, to your temples. As Braun says, “Let the minds be linked, and let the souls remain,” you find yourself standing in a circular room made of glowing walls. In the center of the room is a door hanging in the air with seven chains bound to a lock. Equidistant from each other are seven portals, each is a different color; green, purple, red, a pale blue, a deep blue, gold, and orange; you can hear no sound and see nothing from within each portal. As you move about the room, your footfalls echo as if you are on a stone floor.

The Door

Examining the door, you find that the door seems to made of some sort of enhanced cold iron, it has a relief of a demon head sticking out of it.. Each chain is roughly 6” in diameter, and are made of cold iron as well. The lock itself is 20' in the air and the size of a small child. The backside of the door is a blank piece of cold iron.

If the PC's want to try and cut through the chains they are DC 5, Hardness 10, and have 180 hp per chain.

The lock has a DC of 50 (Superior Lock with the Arcane Lock spell on it)

The Portals

The portal glows with an eerie colored light, but no sound or image escapes it.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- If the PCs manage to pick the lock **GO TO Encounter 11**

ENCOUNTER 4

GREEN WITH ENVY

Reaching out for the green portal, it stretches out to envelop your arm, and you feel yourself being sucked in.

If the PC's wake him the mod gets harder. Entering the room the PC's will need a DC 10+ATL Fortitude Save or they are affected with a mind altering toxin that will cause them to be envious of something on the wall. They will be confused for the duration of this encounter.

Table: Confusion Effects

d%	Behavior
01-25	Acts normally
26-50	Does nothing but stares at the weapons on the walls.
51-75	Deals 1d8 points of damage + <u>Str</u> modifier to trying to remove weapon from wall.
76-100	Tries to remove a weapon from the wall.

Being spit out of the portal on the other side you find that you are in a room filled with all kinds of weapons, everything from longswords to longbows. Standing at the back is a colossal creature sheathed in darkness, it's red eyes glow through even through the darkness, and you can feel the evil of the creature wash over you.

IF the PC's turn back towards the portal

Turning back to where the portal was, you find nothing but a solid wall of weapons.

Approaching the monster

Turning to approach the darkness a colossal fanged head, lunges out at you. It's grey scales, and yellowed fangs snap at you, as it hisses out, "I want what you have."

ATL 11

Fiendish advanced basilisk fighter 6
 N Medium magical beast
 Init +5; Senses darkvision 60 ft., low-light vision;
 Perception +13

AC 26, touch 11, flat-footed 25 (+1 Dex, +15 natural)
 hp 181 (13d10+84)

Fort +18, Ref +8, Will +10 (+2 vs. fear)
 DR 10/good; Resist cold 15, fire 15; SR 15

Speed 20 ft.
 Melee bite +21 (1d8+12/19-20)
 Special Attacks gaze, smite good, weapon training (natural +1)

Str 23, Dex 12, Con 22, Int 2, Wis 18, Cha 17
 Base Atk +13; CMB +19; CMD 30 (42 vs. trip)
 Feats Ability Focus (gaze), Blind-fight, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite), Weapon Specialization (bite)
 Skills Acrobatics +1 (-3 to jump), Perception +13, Stealth +18; Racial Modifiers +4 Stealth
 SQ armor training 1
 Combat Gear ~~potions of barkskin~~ +5

Blind-Fight Re-roll misses because of concealment, other benefits.

Critical Focus +4 to confirm critical hits.
 Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.
 Darkvision (60 feet) You can see in the dark (black and white only).
 Gaze (30 feet, DC 21) (Su) Foe is permanently turned to stone, as flesh to stone (Fort neg).
 Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
 Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
 Smite Good (1/day) (Su) +3 to hit, +13 to damage when used.
 Spell Resistance (15) You have Spell Resistance.
 Weapon Training (Natural) +1 (Ex) +1 Attack, Damage, CMB, CMD with Natural weapons

ATL 13

Fiendish advanced basilisk fighter 8
 N Medium magical beast
 Init +5; Senses darkvision 60 ft., low-light vision;
 Perception +13

AC 26, touch 11, flat-footed 25 (+1 Dex, +15 natural)
hp 209 (15d10+98)
Fort +19, Ref +8, Will +10 (+2 vs. fear)
DR 10/good; Resist cold 15, fire 15; SR 17

Speed 20 ft.
Melee bite +25 (1d8+13/19-20)
Special Attacks gaze, smite good, weapon training (natural +1)

Str 24, Dex 12, Con 22, Int 2, Wis 18, Cha 17
Base Atk +15; CMB +22; CMD 33 (45 vs. trip)
Feats Ability Focus (gaze), Blind-fight, Critical Focus, Furious Focus[APG], Great Fortitude, Greater Weapon Focus (bite), Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (bite), Weapon Specialization (bite)
Skills Acrobatics +1 (-3 to jump), Perception +13, Stealth +20; Racial Modifiers +4 Stealth
SQ armor training 2
Combat Gear potion of barkskin +5

Blind-Fight Re-roll misses because of concealment, other benefits.
Critical Focus +4 to confirm critical hits.
Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.
Darkvision (60 feet) You can see in the dark (black and white only).
Energy Resistance, Cold (15) You have the specified Energy Resistance against Cold attacks.
Energy Resistance, Fire (15) You have the specified Energy Resistance against Fire attacks.
Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.
Gaze (30 feet, DC 21) (Su) Foe is permanently turned to stone, as flesh to stone (Fort neg).
Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Smite Good (1/day) (Su) +3 to hit, +15 to damage when used.

Spell Resistance (17) You have Spell Resistance.
Weapon Training (Natural) +1 (Ex) +1 Attack, Damage, CMB, CMD with Natural weapons

ATL 15

Fiendish advanced basilisk fighter 10
N Medium magical beast
Init +5; Senses darkvision 60 ft., low-light vision; Perception +13

AC 29, touch 11, flat-footed 25 (+1 Dex, +15 natural)
hp 254 (17d10+129)
Fort +20, Ref +9, Will +11 (+3 vs. fear)
DR 10/good; Resist cold 15, fire 15; SR 19

Speed 20 ft.
Melee bite +28 (1d8+14/19-20)
Special Attacks gaze, smite good, weapon trainings (natural +2, monk +1)

Str 24, Dex 12, Con 22, Int 2, Wis 18, Cha 17
Base Atk +17; CMB +24; CMD 35 (47 vs. trip)
Feats Ability Focus (gaze), Blind-fight, Critical Focus, Furious Focus[APG], Great Fortitude, Greater Weapon Focus (bite), Improved Critical (bite), Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Vital Strike, Weapon Focus (bite), Weapon Specialization (bite)
Skills Acrobatics +1 (-3 to jump), Perception +13, Stealth +22; Racial Modifiers +4 Stealth
SQ armor training 2
Combat Gear potion of barkskin +5

Blind-Fight Re-roll misses because of concealment, other benefits.
Critical Focus +4 to confirm critical hits.
Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.
Darkvision (60 feet) You can see in the dark (black and white only).
Energy Resistance, Cold (15) You have the specified Energy Resistance against Cold attacks.
Energy Resistance, Fire (15) You have the specified Energy Resistance against Fire attacks.

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Gaze (30 feet, DC 21) (Su) Foe is permanently turned to stone, as flesh to stone (Fort neg).

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

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Smite Good (1/day) (Su) +3 to hit, +17 to damage when used.

Spell Resistance (19) You have Spell Resistance.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training (Monk) +1 (Ex) +1 Attack, Damage, CMB, CMD with Monk weapons

Weapon Training (Natural) +2 (Ex) +2 Attack, Damage, CMB, CMD with Natural weapons

ATL 17

Fiendish advanced basilisk fighter 12

N Medium magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Perception +13

AC 26, touch 11, flat-footed 25 (+1 Dex, +15 natural)

hp 284 (19d10+145)

Fort +21, Ref +10, Will +12 (+3 vs. fear)

DR 10/good; Resist cold 15, fire 15; SR 21

Speed 20 ft.

Melee bite +30 (2d6+16/19-20)

Special Attacks gaze, smite good, weapon trainings (natural +2, monk +1)

Str 24, Dex 12, Con 22, Int 2, Wis 18, Cha 18

Base Atk +19; CMB +26; CMD 37 (49 vs. trip)

Feats Ability Focus (gaze), Blind-fight, Critical Focus, Furious Focus[APG], Great Fortitude, Greater Weapon Focus (bite), Greater Weapon Specialization (bite), Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Power Attack, Skill Focus (Perception), Toughness, Vital Strike, Weapon Focus (bite), Weapon Specialization (bite) Skills Acrobatics +1 (-3 to jump), Perception +13, Stealth +24; Racial Modifiers +4 Stealth SQ armor training 3

Combat Gear potion of barkskin +5

Armor Training 3 (Ex) Worn armor -3 check penalty, +3 max DEX.

Blind-Fight Re-roll misses because of concealment, other benefits.

Critical Focus +4 to confirm critical hits.

Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.

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

Energy Resistance, Cold (15) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Fire (15) You have the specified Energy Resistance against Fire attacks.

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Gaze (30 feet, DC 21) (Su) Foe is permanently turned to stone, as flesh to stone (Fort neg).

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

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Smite Good (1/day) (Su) +4 to hit, +19 to damage when used.

Spell Resistance (21) You have Spell Resistance.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training (Monk) +1 (Ex) +1 Attack, Damage, CMB, CMD with Monk weapons

Weapon Training (Natural) +2 (Ex) +2 Attack, Damage, CMB, CMD with Natural weapons

After the fight win or lose

The world fades to black, the area around you closes in, and you find yourself standing back in the circular room with the portals,

(if they won) now only the green portal is missing, as is one of the chains bound to the lock on the door.

(if they lost) all seven portals still remain, as do all seven chains on the door.

- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- If the PCs manage to pick the lock **GO TO Encounter 11**

ENCOUNTER 5

A PROUD MOMENT

Touching the purple portal the world around you phases into a deep violet, and you find yourself standing in a mauve room. Sitting at the head of the room is a djinn. He looks you over, and speaks in a booming voice that echoes off the walls of the tiny 15x15 room, "Speak now your proudest moment, or face me."

This is a chance for the PC's to tell a tale about themselves. Encourage them to not be all combat stories. The Djinn has a Sense Motive of +27 to discern lies. If more than 1 PC is caught in a lie, they fight.

If they would rather they can fight the Djinn, it's a one size fits all fight.

Advanced janni sheikh alchemist 11
N Medium outsider (native)
Init +8; Senses darkvision 60 ft.; Perception +25

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural)

hp 226 (20 HD; 11d8+9d10+91)

Fort +16, Ref +19, Will +10

Immune poison; Resist fire 10

Speed 30 ft., fly 20 ft. (perfect)

Ranged acid bomb +22 (6d6+7 acid) or

bomb +22 (6d6+7 fire) or

concussive bomb +22 (6d4+7 sonic) or

dispelling bomb +22 (dispel) or

frost bomb +22 (6d6+7 cold)

Special Attacks bomb 22/day (6d6+7 fire, DC 22), change size

Spell-Like Abilities (CL 12th; concentration +15)

3/day—augury, detect magic, divination,

invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only) (DC 20), speak with animals

1/day—create food and water, ethereal jaunt (for 1 hour)

Alchemist Extracts Prepared (CL 11th; concentration +18)

4th—greater false life[UM], freedom of movement, greater invisibility

3rd—displacement, displacement, fly, haste, haste, rage

2nd—barkskin, cure moderate wounds, cure moderate wounds, fire breath[APG] (DC 19), resist energy, see invisibility

1st—bomber's eye[APG], enlarge person (DC 18), expeditious retreat, reduce person (DC 18), shield, true strike, true strike

Str 23, Dex 19, Con 16, Int 24, Wis 19, Cha 17

Base Atk +17; CMB +23; CMD 38

Feats Brew Potion, Combat Reflexes, Dodge, Extra Bombs[APG], Extra Bombs[APG], Improved Initiative[B], Improved Natural Armor, Lightning Reflexes, Mobility, Power Attack, Throw Anything, Toughness, Wingover
 Skills Appraise +30, Bluff +26, Craft (weapons) +28, Fly +35, Heal +27, Perception +25, Ride +24, Sense Motive +27, Sleight of Hand +27, Spellcraft +30, Stealth +27, Use Magic Device +26
 Languages Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran; telepathy 100 ft.
 SQ alchemy (alchemy crafting +11), discoveries (acid bomb, concussive bomb, delayed bomb, dispelling bomb, frost bomb), elemental endurance, mutagen (+4/-2, +2 natural armor, 110 minutes), poison use, swift alchemy
 Other Gear alchemist starting formula book

Acid Bomb (Su) Bomb deals acid damage and additional 1d6 acid damage 1 rd later.
 Alchemy +11 (Su) +11 to Craft (Alchemy) to create alchemical items, can Id potions by touch.
 Bomb 6d6+7 (22/day, DC 22) (Su) Thrown Splash Weapon deals 6d6+7 fire damage.
 Change Size (2/day, DC 17) (Sp) Change a creature's size as enlarge person or reduce person.
 Combat Reflexes (5 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
 Concussive Bomb (Su) Bomb deals sonic damage with reduced die size.
 Darkvision (60 feet) You can see in the dark (black and white only).
 Delayed Bomb (Su) Placed bomb gains timer, explodes up to level rounds later (1 at a time).
 Dispelling Bomb (CL 11) (Su) Deal targeted dispel magic effect to creature struck.
 Elemental Endurance (Ex) Can remain on any of the elemental planes up to 48 hrs. at a time.
 Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.
 Fly (20 feet, Perfect) You can fly!
 Frost Bomb (DC 22) (Su) Bomb deals cold damage and staggers foe next round (Fort neg).
 Immunity to Poison You are immune to poison.

Mobility +4 to AC vs. AoO provoked by moving out of or through a threatened area.
 Mutagen (DC 22) (Su) Mutagen adds +4/-2 to physical/mental attributes, and +2 nat. armor for 110 minutes.
 Poison Use You do not risk poisoning yourself accidentally while poisoning a weapon.
 Power Attack -5/+10 You can subtract from your attack roll to add to your damage.
 Swift Alchemy (Ex) Construct alchemical items in half the normal time.
 Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.
 Throw Anything Proficient with improvised ranged weapons. +1 to hit with thrown splash weapons.
 Wingover (1/round) Can turn up to 180 degrees as a free action without a Fly check.

IF the PC's tell honest tales.

Telling your tales the Djinn listens carefully, after each tale he thoughtfully looks you over, as if to discern the truthful nature of your story. He looks longingly into the distance, "Very well, though I can not be out in this world, it is good to hear tales of it. I shall release my portion of the lock." The mauve room turns black, and you are back in the room where you started. The purple portal is missing, and you hear a loud clang as the chain relating to it falls to the ground and disappears.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- If the PCs manage to pick the lock **GO TO Encounter 11**

ENCOUNTER 6

RIGHT NOW I'D GO WITH WRATH

Entering the red portal, you are faced with an inky darkness, within it you can hear a heavy breathing, and footfalls on the floor, there is no way to tell how large this room is, or even where any of it is coming from. All you can see is nothingness.

The room is 50x50. This is Deeper Darkness, so no your darkvision doesn't work here. Daylight will illuminate the room to dim light

See GM PLAY AID 1 FOR RULES ON Darkness

ATL 11

Half-fiend human barbarian 8 (CE Medium outsider (humanoid, human, native) Init +4; Senses darkvision 60 ft.; Perception +12

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)
hp 126 (8d12+48)
Fort +11, Ref +6, Will +3; +2 bonus vs. poison when raging
Defensive Abilities improved uncanny dodge, trap sense +2; DR 1/—, 5/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 20

Speed 40 ft., fly 80 ft. (good)
Melee bite +13 (1d6+5), 2 claws +13 (1d4+5)
Special Attacks rage (23 rounds/day), rage powers (increase damage reduction +1, infernal blood[ACG], lesser infernal blood[ACG], roused anger), smite good
Spell-Like Abilities (CL 8th; concentration +9)
3/day—darkness, poison
1/day—desecrate, unholy blight

Str 20, Dex 18, Con 20, Int 14, Wis 12, Cha 12
Base Atk +8; CMB +13; CMD 28
Feats Blind-fight, Dodge, Furious Focus[APG], Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +15 (+19 to jump), Climb +16, Fly +19, Intimidate +12, Perception +12, Ride +15, Survival +12
Languages Common, Dwarven, Elven
SQ fast movement

Blind-Fight Re-roll misses because of concealment, other benefits.

Damage Reduction (1/-) You have Damage Reduction against all attacks.

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

Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

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

Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (10) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fly (80 feet, Good) You can fly!

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Immunity to Poison You are immune to poison.

Improved Uncanny Dodge (Lv >= 12) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 12+.

Increase Damage Reduction +1 (Ex) While raging, your DR increases by 1.

Infernal Blood (Su) Gain fire resistance 5 and +2 on saves vs. poison when raging.

Infernal Blood, Lesser (3/day) (Su) When raging, melee attack gain flaming for 1 round.
 Poison (3/day) (Sp) Granted by Half-Fiend heritage. Touch deals 1d10 Con damage, repeats in 1 min.
 Power Attack -3/+6 You can subtract from your attack roll to add to your damage.
 Rage (23 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.
 Roused Anger (Ex) You can rage even when fatigued.
 Smite Good (1/day) (Su) +1 to hit, +8 to damage, +1 deflection bonus to AC when used.
 Spell Resistance (20) You have Spell Resistance.
 Trap Sense +2 (Ex) +2 bonus on reflex saves and AC against traps.
 Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage. Harms and sickens good creatures (1d8 damage/2 levels).

ATL 13

Unnamed Hero CR 11

XP 12,800

Half-fiend human barbarian 10 (Pathfinder RPG Bestiary 171)

CE Medium outsider (humanoid, human, native)
 Init +4; Senses darkvision 60 ft.; Perception +14

AC 23, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 dodge, +2 natural)

hp 156 (10d12+60)

Fort +12, Ref +7, Will +4; +2 bonus vs. poison when raging, +4 bonus vs. fear and enchantment effects when raging

Defensive Abilities improved uncanny dodge, trap sense +3; DR 2/—, 5/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 22

Speed 40 ft. (30 ft. in armor), fly 80 ft. (good)

Melee +2 greatsword +18/+13 (2d6+9/19-20) or bite +10 (1d6+2), 2 claws +10 (1d4+2)

Special Attacks rage (27 rounds/day), rage powers (increase damage reduction +1, infernal blood[ACG], greater infernal blood[ACG], lesser infernal blood[ACG], roused anger), smite good

Spell-Like Abilities (CL 10th; concentration +11)
 3/day—darkness, poison
 1/day—contagion, desecrate, unholy blight

Str 20, Dex 18, Con 20, Int 14, Wis 12, Cha 12

Base Atk +10; CMB +15; CMD 30

Feats Blind-fight, Dodge, Furious Focus[APG], Improved Natural Armor, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +15, Climb +16, Fly +19, Intimidate +14, Perception +14, Ride +15, Survival +14

Languages Common, Dwarven, Elven

SQ fast movement

Other Gear +2 hide armor, +2 greatsword

Blind-Fight Re-roll misses because of concealment, other benefits.

Contagion (1/day) (Sp) Granted by Half-Fiend heritage.

Infects subject with chosen disease.

Damage Reduction (2/-) You have Damage Reduction against all attacks.

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

Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

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

Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (10) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fly (80 feet, Good) You can fly!

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Immunity to Poison You are immune to poison.

Improved Uncanny Dodge (Lv >= 14) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 14+.

Increase Damage Reduction +1 (Ex) While raging, your DR increases by 1.

Infernal Blood (Su) Gain fire resistance 5 and +2 on saves vs. poison when raging.

Infernal Blood, Greater (Su) +4 bonus vs. fear and enchantment effects when raging.

Infernal Blood, Lesser (3/day) (Su) When raging, melee attack gain flaming for 1 round.

Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

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

Rage (27 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Roused Anger (Ex) You can rage even when fatigued.

Smite Good (1/day) (Su) +1 to hit, +10 to damage, +1 deflection bonus to AC when used.

Spell Resistance (22) You have Spell Resistance.

Trap Sense +3 (Ex) +3 bonus on reflex saves and AC against traps.

Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

ATL 15

Unnamed Hero CR 14

XP 38,400

Half-fiend human barbarian 12 (Pathfinder RPG Bestiary 171)

CE Medium outsider (humanoid, human, native)

LSJ### Module Name

Init +4; Senses darkvision 60 ft.; Perception +16

Defense

AC 23, touch 15, flat-footed 18 (+6 armor, +4 Dex, +1 dodge, +2 natural)

hp 186 (12d12+72)

Fort +13, Ref +8, Will +5; +2 bonus vs. poison when raging, +4 bonus vs. fear and enchantment effects when raging

Defensive Abilities improved uncanny dodge, trap sense +4; DR 10/magic, 2/—; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 25

Offense

Speed 40 ft. (30 ft. in armor), fly 80 ft. (good)

Melee +2 greatsword +20/+15/+10 (2d6+9/19-20) or

bite +12 (1d6+2), 2 claws +12 (1d4+2)

Special Attacks greater rage (31 rounds/day), rage powers (fearless rage, increase damage reduction +1, infernal blood[ACG], greater infernal blood[ACG], lesser infernal blood[ACG], roused anger), smite good

Spell-Like Abilities (CL 12th; concentration +13)

3/day—darkness, poison

1/day—blasphemy, contagion, desecrate, unholy blight

Statistics

Str 20, Dex 18, Con 21, Int 14, Wis 12, Cha 12

Base Atk +12; CMB +17; CMD 32

Feats Blind-fight, Bloody Assault[APG], Dodge, Furious Focus[APG], Improved Natural Armor, Power Attack, Weapon Focus (greatsword)

Skills Acrobatics +17, Climb +18, Fly +21, Intimidate +16, Perception +16, Ride +17, Survival

+16

Languages Common, Dwarven, Elven

SQ fast movement

Other Gear +2 hide armor, +2 greatsword

Special Abilities

Blasphemy (1/day) (Sp) Granted by Half-Fiend heritage.

Kills, paralyzes, weakens, or dazes nonevil subjects.

Blind-Fight Re-roll misses because of concealment, other benefits.

Bloody Assault (DC 15 for Heal) Take -5 to all attacks and maneuvers until your next turn to add 1d4bleed damage (DC 15 for Heal) to all weapon melee attacks.

Contagion (1/day) (Sp) Granted by Half-Fiend heritage.

Infects subject with chosen disease.

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

Damage Reduction (2/-) You have Damage Reduction against all attacks.

Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

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

Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (10) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fearless Rage (Ex) While raging, you are immune to the shaken and frightened conditions.

Fly (80 feet, Good) You can fly!

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Immunity to Poison You are immune to poison.

Improved Uncanny Dodge (Lv >= 16) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 16+.

Increase Damage Reduction +1 (Ex) While raging, your DR increases by 1.

Infernal Blood (Su) Gain fire resistance 5 and +2 on saves vs. poison when raging.

Infernal Blood, Greater (Su) +4 bonus vs. fear and enchantment effects when raging.

Infernal Blood, Lesser (3/day) (Su) When raging, melee attack gain flaming for 1 round.

Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

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

Rage (31 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Roused Anger (Ex) You can rage even when fatigued.

Smite Good (1/day) (Su) +1 to hit, +12 to damage, +1 deflection bonus to AC when used.

Spell Resistance (25) You have Spell Resistance.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

ATL 17

Half-fiend human barbarian 14

CE Medium outsider (humanoid, human, native)

Init +4; Senses darkvision 60 ft.; Perception +18

Defense

AC 24, touch 13, flat-footed 19 (+9 armor, +4 Dex, +1 dodge, +2 natural, -2 rage)

hp 258 (14d12+126)
Fort +17, Ref +8, Will +8 (+4 vs. enchantments); +2
bonus vs. poison when raging, +4 bonus vs. fear
and enchantment effects when raging
Defensive Abilities fortification 25%, improved
uncanny dodge, indomitable will, trap sense +4;
DR 10/magic, 5/—; Immune frightened, poison,
shaken; Resist acid 10, cold 10, electricity 10, fire
10; SR 27

Offense

Speed 40 ft. (30 ft. in armor), fly 80 ft. (good)
Melee +4 greatsword +27/+22/+17 (2d6+16/19-
20) or
bite +17 (1d6+4), 2 claws +17 (1d4+4)
Special Attacks greater rage (41 rounds/day), rage
powers (fearless rage, increase damage reduction
+2, infernal blood[ACG], greater infernal
blood[ACG], lesser infernal blood[ACG], roused
anger), smite good
Spell-Like Abilities (CL 14th; concentration +15)
3/day—darkness, poison, unholy aura
1/day—blasphemy, contagion, desecrate,
unhallow, unholy blight

Statistics

Str 26, Dex 18, Con 27, Int 14, Wis 12, Cha 12
Base Atk +14; CMB +22; CMD 35
Feats Blind-fight, Bloody Assault[APG], Dodge,
Extra Rage, Furious Focus[APG], Improved Natural
Armor, Power Attack, Weapon Focus (greatsword)
Skills Acrobatics +19, Climb +23, Fly +23,
Intimidate +18, Perception +18, Ride +19, Survival
+18
Languages Common, Dwarven, Elven
SQ fast movement
Other Gear +5 light fortification hide armor, +4
greatsword

Special Abilities

Blasphemy (1/day) (Sp) Granted by Half-Fiend
heritage.

Kills, paralyzes, weakens, or dazes nonevil
subjects.

Blind-Fight Re-roll misses because of concealment,
other benefits.

Bloody Assault (DC 15 for Heal) Take -5 to all
attacks and maneuvers until your next turn to add
1d4bleed damage (DC 15 for Heal) to all weapon
melee attacks.

Contagion (1/day) (Sp) Granted by Half-Fiend
heritage.

Infests subject with chosen disease.

Damage Reduction (10/magic) You have Damage
Reduction against all except Magic attacks.

Damage Reduction (5/-) You have Damage
Reduction against all attacks.

Darkness (3/day) (Sp) Granted by Half-Fiend
heritage.

20-ft. radius of supernatural shadow.

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

Desecrate (1/day) (Sp) Granted by Half-Fiend
heritage.

Fills area with negative energy, making undead
stronger.

Energy Resistance, Acid (10) You have the
specified Energy Resistance against Acid attacks.

Energy Resistance, Cold (10) You have the
specified Energy Resistance against Cold attacks.

Energy Resistance, Electricity (10) You have the
specified Energy Resistance against Electricity
attacks.

Energy Resistance, Fire (10) You have the specified
Energy Resistance against Fire attacks.

Fast Movement +10 (Ex) +10 feet to speed, unless
heavily loaded.

Fearless Rage (Ex) While raging, you are immune
to the shaken and frightened conditions.

Fly (80 feet, Good) You can fly!

Fortification 25% You have a chance to negate
critical hits on attacks.

Furious Focus If you are wielding a weapon in two
hands, ignore the penalty for your first attack of
each turn.

Immunity to Frightened You are immune to the frightened condition.

Immunity to Poison You are immune to poison.

Immunity to Shaken You are immune to the shaken condition.

Improved Uncanny Dodge (Lv >= 18) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 18+.

Increase Damage Reduction +2 (Ex) While raging, your DR increases by 1.

Indomitable Will (Ex) +4 bonus to Will saves vs. enchantment spells.

Infernal Blood (Su) Gain fire resistance 5 and +2 on saves vs. poison when raging.

Infernal Blood, Greater (Su) +4 bonus vs. fear and enchantment effects when raging.

Infernal Blood, Lesser (3/day) (Su) When raging, melee attack gain flaming for 1 round.

Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

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

Rage (41 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Roused Anger (Ex) You can rage even when fatigued.

Smite Good (1/day) (Su) +1 to hit, +14 to damage, +1 deflection bonus to AC when used.

Spell Resistance (27) You have Spell Resistance.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

Unhallow (1/day) (Sp) Granted by Half-Fiend heritage.

Designates location as unholy.

Unholy Aura (3/day) (Sp) Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.

Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

Having defeated the winged creatures, you see the room dissolve into a red mist and you are standing in the room you started in, with a loud thump, another chain breaks free of the lock.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- If the PCs manage to pick the lock **GO TO Encounter 11**

ENCOUNTER 7

LAZY SUNDAY

The pale blue portal methodically reaches out and sucks you in, as you enter you feel lethargic, your limbs feel heavy and you are not sure you can continue on. The room itself is an opulent, almost palatial sleeping chambers, meant for multiple people. There are beds on either side in curtained off areas, and each is covered with silk sheets and pillows stacked at least four high. A lever at the far end sticks out of the wall.

Dreaming Death Poison, inhaled, DC 15+ATL, 10 min sleep duration, save every 10 min, 1 save negates.

The point here is for the PCs to pull the lever and disable the lock for this room, however, they have to save versus the sleep poison first. A monk of sufficient level will make this a cake walk. If the entire party is a

sleep, pass time, and let them try again. Three full party fails, and the room kicks them out to try again.

Success!!!

Pulling the lever the room around you melts away into a pale blue puddle, and you find yourself back in the circular room. The pale blue portal, is gone.

Failure!!!

You wake up an indeterminable time later in the circular room, the pale blue portal is still swirling in front of you.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- IF THE PCs MANAGE TO PICK THE LOCK **GO TO ENCOUNTER 11**

ENCOUNTER 8

I REALLY LUST IT

Entering the deep blue portal, you find yourself in a room with glowing orbs floating through it. Each orb flashes in a series of colors from all over the light spectrum. Standing at the far end is a statue, of a woman and a man in a deep embrace.

Lust Poison, inhaled, DC 15+ATL, 10 min lust of the orbs, save every 10 min, 1 save negates.

The point here is for the PCs to flip the switch and disable the lock for this room, however, they have to save versus the lust poison first. A monk of sufficient level will make this a cake walk. This may take a while.

THE STATUE IS MADE OF GRANITE, IT IS 3 FT TALL AND ABOUT 2 FT AROUND, AND HAS A 6 INCH, BY 18 INCH CAVITY IN THE CENTER. THE PC'S MUST FIND A WAY TO DESTROY IT.

STATUE: HARDNESS 9, AND COMING AT IT FROM ANY SIDE IT HAS 135 HP.

SMASHING IT ON THE GROUND WILL DO 1D6+STR DAMAGE PER ROUND.

Having destroyed the statue, you find yourselves back in the central room.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the gold portal **GO TO Encounter 9**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**
- IF THE PCs MANAGE TO PICK THE LOCK **GO TO ENCOUNTER 11**

ENCOUNTER 9

GREED KILLS

Entering the gold portal, you find yourself surrounded by piles of gold and platinum coins. The room is 40'x40' and filled to the brim with the piles of coins.

There is a button buried in the coins, it will take a Perception DC 10+ATL to find it. As the PC's approach it *two* swarms will attack them.

ATL 11

Advanced mimic fighter 6 (N Fine aberration (shapechanger)
 Init +11; Senses darkvision 60 ft.; Perception +25
 AC 32, touch 25, flat-footed 25 (+7 Dex, +7 natural, +8 size)
 hp 84 (13 HD; 7d8+6d10+71)
 Fort +12, Ref +13, Will +10 (+2 vs. fear)
 Immune acid
 Speed 10 ft.
 Melee slam +25 (2d2+11/19-20 plus adhesive)
 Space ½ ft.; Reach 0 ft.
 Special Attacks constrict (2d2+2), weapon training (natural +1)
 Str 13, Dex 24, Con 20, Int 14, Wis 17, Cha 14
 Base Atk +11; CMB +7; CMD 21 (can't be tripped)
 Feats Combat Reflexes, Critical Focus, Disruptive, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Finesse, Weapon Focus (slam)
 Skills Acrobatics +17 (+9 to jump), Climb +23, Disguise +18 (+38 when mimicking objects), Knowledge (dungeoneering) +12, Perception +25, Stealth +39; Racial Modifiers +20 Disguise when mimicking objects
 Languages Common, Elven, Goblin
 SQ armor training 1, mimic object
 Adhesive (DC 14) (Ex) Automatically grapple, those grappled cannot get free while you are alive.
 Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.
 Combat Reflexes (8 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
 Critical Focus +4 to confirm critical hits.
 Darkvision (60 feet) You can see in the dark (black and white only).
 Disruptive +4 DC to cast defensively for those you threaten.
 Immunity to Acid You are immune to acid damage.
 Mimic Object (Ex) Assume the form of any object the same size as you.
 Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Vital Strike Standard action: x2 weapon damage dice.
 Weapon Training (Natural) +1 (Ex) +1 Attack, Damage, CMB, CMD with Natural weapons

ATL 13

Advanced mimic fighter 8
 N Fine aberration (shapechanger)
 Init +11; Senses darkvision 60 ft.; Perception +27

 Defense

 AC 32, touch 25, flat-footed 25 (+7 Dex, +7 natural, +8 size)
 hp 97 (15 HD; 7d8+8d10+83)
 Fort +13, Ref +13, Will +10 (+2 vs. fear)
 Immune acid

 Offense

 Speed 10 ft.
 Melee slam +27 (2d2+18/19-20 plus adhesive)
 Space ½ ft.; Reach 0 ft.
 Special Attacks constrict (2d2+4), weapon training (natural +1)

 Statistics

 Str 14, Dex 24, Con 20, Int 14, Wis 17, Cha 14
 Base Atk +13; CMB +8; CMD 24 (can't be tripped)
 Feats Combat Reflexes, Critical Focus, Disruptive, Greater Weapon Focus (slam), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Finesse, Weapon Focus (slam), Weapon Specialization (slam)
 Skills Acrobatics +17 (+9 to jump), Climb +25, Disguise +20 (+40 when mimicking objects), Knowledge (dungeoneering) +12, Perception +27, Stealth +41; Racial Modifiers +20 Disguise when mimicking objects
 Languages Common, Elven, Goblin
 SQ armor training 2, mimic object

Special Abilities

Adhesive (DC 15) (Ex) Automatically grapple, those grappled cannot get free while you are alive.
Armor Training 2 (Ex) Worn armor -2 check penalty, +2 max DEX.
Combat Reflexes (8 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
Critical Focus +4 to confirm critical hits.
Darkvision (60 feet) You can see in the dark (black and white only).
Disruptive +4 DC to cast defensively for those you threaten.
Immunity to Acid You are immune to acid damage.
Mimic Object (Ex) Assume the form of any object the same size as you.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Vital Strike Standard action: x2 weapon damage dice.
Weapon Training (Natural) +1 (Ex) +1 Attack, Damage, CMB, CMD with Natural weapons

ATL 15

Advanced mimic fighter 10
N Fine aberration (shapechanger)
Init +11; Senses darkvision 60 ft.; Perception +29

Defense

AC 32, touch 25, flat-footed 25 (+7 Dex, +7 natural, +8 size)
hp 110 (17 HD; 7d8+10d10+95)
Fort +14, Ref +14, Will +11 (+3 vs. fear)
Immune acid

Offense

Speed 10 ft.
Melee slam +30 (2d2+19/19-20 plus adhesive)
Space ½ ft.; Reach 0 ft.
Special Attacks constrict (2d2+5), weapon trainings (natural +2, monk +1)

Statistics

Str 14, Dex 24, Con 20, Int 14, Wis 17, Cha 14
Base Atk +15; CMB +10; CMD 26 (can't be tripped)
Feats Combat Reflexes, Critical Focus, Disruptive, Furious Focus[APG], Greater Weapon Focus (slam), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Tiring Critical, Vital Strike, Weapon Finesse, Weapon Focus (slam), Weapon Specialization (slam)
Skills Acrobatics +17 (+9 to jump), Climb +27, Disguise +22 (+42 when mimicking objects), Knowledge (dungeoneering) +12, Perception +29, Stealth +43; Racial Modifiers +20 Disguise when mimicking objects
Languages Common, Elven, Goblin
SQ armor training 2, mimic object

Special Abilities

Adhesive (DC 15) (Ex) Automatically grapple, those grappled cannot get free while you are alive.
Armor Training 2 (Ex) Worn armor -2 check penalty, +2 max DEX.
Combat Reflexes (8 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
Critical Focus +4 to confirm critical hits.
Darkvision (60 feet) You can see in the dark (black and white only).
Disruptive +4 DC to cast defensively for those you threaten.
Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.
Immunity to Acid You are immune to acid damage.
Mimic Object (Ex) Assume the form of any object the same size as you.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Tiring Critical Critical hit fatigues target.
Vital Strike Standard action: x2 weapon damage dice.
Weapon Training (Monk) +1 (Ex) +1 Attack, Damage, CMB, CMD with Monk weapons

Weapon Training (Natural) +2 (Ex) +2 Attack, Damage, CMB, CMD with Natural weapons

ATL 17

Advanced mimic fighter 12
N Fine aberration (shapechanger)
Init +11; Senses darkvision 60 ft.; Perception +32

Defense

AC 33, touch 26, flat-footed 25 (+7 Dex, +1 dodge, +7 natural, +8 size)
hp 123 (19 HD; 7d8+12d10+107)
Fort +15, Ref +15, Will +13 (+3 vs. fear)
Immune acid

Offense

Speed 10 ft.
Melee slam +31 (2d2+24/19-20 plus adhesive)
Space ½ ft.; Reach 0 ft.
Special Attacks constrict (2d2+5), weapon trainings (natural +2, monk +1)

Statistics

Str 14, Dex 24, Con 20, Int 14, Wis 18, Cha 14
Base Atk +17; CMB +11; CMD 29 (can't be tripped)
Feats Combat Reflexes, Critical Focus, Disruptive, Dodge, Furious Focus[APG], Greater Weapon Focus (slam), Greater Weapon Specialization (slam), Improved Critical (slam), Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Tiring Critical, Vital Strike, Weapon Finesse, Weapon Focus (slam), Weapon Specialization (slam)
Skills Acrobatics +17 (+9 to jump), Climb +29, Disguise +24 (+44 when mimicking objects), Knowledge (dungeoneering) +12, Perception +32, Stealth +45; Racial Modifiers +20 Disguise when mimicking objects
Languages Common, Elven, Goblin
SQ armor training 3, mimic object

Special Abilities

LSJ### Module Name

Adhesive (DC 15) (Ex) Automatically grapple, those grappled cannot get free while you are alive.

Armor Training 3 (Ex) Worn armor -3 check penalty, +3 max DEX.

Combat Reflexes (8 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Critical Focus +4 to confirm critical hits.

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

Disruptive +4 DC to cast defensively for those you threaten.

Furious Focus If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Immunity to Acid You are immune to acid damage.

Mimic Object (Ex) Assume the form of any object the same size as you.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Tiring Critical Critical hit fatigues target.

Vital Strike Standard action: x2 weapon damage dice.

Weapon Training (Monk) +1 (Ex) +1 Attack, Damage, CMB, CMD with Monk weapons

Weapon Training (Natural) +2 (Ex) +2 Attack, Damage, CMB, CMD with Natural weapons

Finding the button and defeating the hoard of gold coins, you push the button and the piles of the gold and platinum melt away, and you are standing in the circular portal room, the golden portal is gone, and a chain from the lock has disappeared.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the orange portal **GO TO Encounter 10.**

➤ IF THE PCs MANAGE TO PICK THE LOCK **GO TO ENCOUNTER 11**

➤ IF THE PCs MANAGE TO PICK THE LOCK **GO TO ENCOUNTER 11**

ENCOUNTER 10

GLUTTON FOR PUNISHMENT

You push into the orange portal, and find a feast awaiting you, tables piled high with all the best that Raia has to offer; meats, cheeses, fruits, vegetables, cuisine from both Amthydor and beyond, drinks of both the alcoholic and non-alcoholic varieties.

If anyone eats the food..

Poison: Enhanced Drow Poison

DC: 10+ATL Fort Save

Frequency: 1/min for 2 min

Initial Effect 1 round sleep, second day 2d4 hours sleep.

The food tastes divine, but you suddenly feel groggy.

When they search the room

DC 25

Searching the room, you find a floor panel under one of the tables. Pulling the lever, a candelabra waves and says, "Goodbye" and you find yourselves in the main room again. A chain falls away from the lock and disappears.

- If the PCs want to go in the green portal **GO TO Encounter 4 (page Z).**
- If the PCs want to go in the purple portal **GO TO Encounter 5**
- If the PCs want to go in the red portal **GO TO Encounter 6**
- If the PCs want to go in the pale blue portal **GO TO Encounter 7**
- If the PCs want to go in the deep blue portal **GO TO Encounter 8**
- If the PCs want to go in the gold portal **GO TO Encounter 9.**

ENCOUNTER 11

LAST RIDE

The door finally unlocked, it slides open up as you approach. Inside is a site like nothing you've ever seen before. A creature with Two elongated and deathly pallid arms protruding from it's smoky body slithers through the air, circling a man chained to a pillar in the middle of the room.

Perception: DC 15 the man is Samuel, the one the PCs were sent here to save.

Entering the room, the creature strikes out at you. Screaming, "I will devour your soul!!!"

ATL 11

Soul eater

NE Colossal outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +16

Defense

AC 24, touch 7, flat-footed 19 (+4 Dex, +1 dodge, +17 natural, -8 size)

hp 227 (13d10+130)

Fort +14, Ref +12, Will +8

Defensive Abilities all-around vision; DR 10/magic; Immune critical hits, paralysis, poison, sleep, stunning

Offense

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +19 (4d6+25/19-20 plus 1d6 Wis)

Space 30 ft.; Reach 30 ft.

Special Attacks find target, soul drain

Statistics

Str 45, Dex 18, Con 30, Int 12, Wis 11, Cha 11
Base Atk +13; CMB +34; CMD 53 (can't be tripped)
Feats Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Finesse, Weapon Focus (claw)
Skills Acrobatics +20 (+8 to jump), Escape Artist +20, Fly +20, Intimidate +16, Knowledge (planes) +17, Perception +16, Stealth +4 (+12 in darkness or smoke); Racial Modifiers +8 Stealth in darkness or smoke
Languages Abyssal, Infernal
SQ caster link

Special Abilities

Ability Damage (DC 26) (Su) Claws deal 1d6 Wis damage (Fort neg).
All-Around Vision (Ex) You can see in all directions and cannot be flanked.
Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but
Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.
Darkvision (60 feet) You can see in the dark (black and white only).
Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must spe
Fly (100 feet, Perfect) You can fly!
Flyby Attack You can take a standard action during your move action while flying.
Immunity to Critical Hits You are immune to Critical Hits
Immunity to Paralysis You are immune to paralysis.
Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

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

Soul Drain (DC 26) (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This

ATL 13

Soul eater
NE Colossal outsider (evil, extraplanar)
Init +8; Senses darkvision 60 ft.; Perception +18

Defense

AC 24, touch 7, flat-footed 19 (+4 Dex, +1 dodge, +17 natural, -8 size)
hp 261 (15d10+150)
Fort +15, Ref +13, Will +9
Defensive Abilities all-around vision; DR 10/magic; Immune critical hits, paralysis, poison, sleep, stunning

Offense

Speed 30 ft., fly 100 ft. (perfect)
Melee 2 claws +22 (6d6+26/19-20 plus 1d6 Wis)
Space 30 ft.; Reach 30 ft.
Special Attacks find target, soul drain

Statistics

Str 46, Dex 18, Con 30, Int 12, Wis 11, Cha 11
Base Atk +15; CMB +37; CMD 56 (can't be tripped)
Feats Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Improved Natural

Attack (claw), Power Attack, Weapon Finesse, Weapon Focus (claw)
Skills Acrobatics +22 (+10 to jump), Escape Artist +22, Fly +22, Intimidate +18, Knowledge (planes) +19, Perception +18, Stealth +6 (+14 in darkness or smoke); Racial Modifiers +8 Stealth in darkness or smoke
Languages Abyssal, Infernal
SQ caster link

Special Abilities

Ability Damage (DC 27) (Su) Claws deal 1d6 Wis damage (Fort neg).

All-Around Vision (Ex) You can see in all directions and cannot be flanked.

Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

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

Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must spe

Fly (100 feet, Perfect) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

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

Soul Drain (DC 27) (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This

ATL 15

Soul eater

NE Colossal outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +20

Defense

AC 25, touch 7, flat-footed 20 (+4 Dex, +1 dodge, +18 natural, -8 size)

hp 295 (17d10+170)

Fort +15, Ref +14, Will +10

Defensive Abilities all-around vision; DR 10/magic; Immune critical hits, paralysis, poison, sleep, stunning

Offense

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +23 (6d6+28/19-20 plus 1d6 Wis)

Space 30 ft.; Reach 30 ft.

Special Attacks find target, soul drain

Statistics

Str 46, Dex 18, Con 30, Int 12, Wis 11, Cha 11

Base Atk +17; CMB +38; CMD 58 (can't be tripped)

Feats Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Power Attack, Weapon Finesse, Weapon Focus (claw)

Skills Acrobatics +24 (+12 to jump), Escape Artist +24, Fly +24, Intimidate +20, Knowledge (planes) +21, Perception +20, Stealth +8 (+16 in darkness or smoke); Racial Modifiers +8 Stealth in darkness or smoke

Languages Abyssal, Infernal

SQ caster link

Special Abilities

Ability Damage (DC 28) (Su) Claws deal 1d6 Wis damage (Fort neg).

All-Around Vision (Ex) You can see in all directions and cannot be flanked.

Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

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

Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must spe

Fly (100 feet, Perfect) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Soul Drain (DC 28) (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds

an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This

ATL 17

Soul eater

NE Colossal outsider (evil, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +22

Defense

AC 26, touch 7, flat-footed 21 (+4 Dex, +1 dodge, +19 natural, -8 size)

hp 329 (19d10+190)

Fort +16, Ref +15, Will +11

Defensive Abilities all-around vision; DR 10/magic;

Immune critical hits, paralysis, poison, sleep, stunning

Offense

Speed 30 ft., fly 100 ft. (perfect)

Melee 2 claws +25 (6d6+28/19-20 plus 1d6 Wis)

Space 30 ft.; Reach 30 ft.

Special Attacks find target, soul drain

Statistics

Str 47, Dex 18, Con 30, Int 12, Wis 11, Cha 11

Base Atk +19; CMB +40; CMD 60 (can't be tripped)

Feats Dodge, Flyby Attack, Improved Critical

(claw), Improved Initiative, Improved Natural

Armor, Improved Natural Armor, Improved

Natural Attack (claw), Power Attack, Weapon

Finesse, Weapon Focus (claw)

Skills Acrobatics +26 (+14 to jump), Escape Artist +26, Fly +26, Intimidate +22, Knowledge (planes) +23, Perception +22, Stealth +10 (+18 in darkness or smoke); Racial Modifiers +8 Stealth in darkness or smoke

Languages Abyssal, Infernal
SQ caster link

Special Abilities

Ability Damage (DC 29) (Su) Claws deal 1d6 Wis damage (Fort neg).

All-Around Vision (Ex) You can see in all directions and cannot be flanked.

Caster Link (Ex) When a soul eater is summoned, it creates a mental link between itself and its conjurer. If the soul eater's assigned target (see find target ability) dies before the soul eater can drain its soul, or if the soul eater is defeated by its target (but

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

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

Find Target (Su) When a soul eater's conjurer orders it to find a creature, it can do so unerringly, as though guided by a locate creature spell that has no maximum range and is not blocked by running water. The conjurer must have seen the desired target and must spe

Fly (100 feet, Perfect) You can fly!

Flyby Attack You can take a standard action during your move action while flying.

Immunity to Critical Hits You are immune to Critical Hits

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Soul Drain (DC 29) (Su) If the Wisdom damage from a soul eater's claw attacks equals or exceeds

an opponent's actual Wisdom score, rendering the victim helpless, the soul eater can devour that creature's soul as a standard action that provokes an attack of opportunity. This

➤ IF THE PCs MANAGE TO DEFEAT THE SOUL EATER
GO TO CONCLUSION B

➤ IF THE PC'S LOSE **GO TO CONCLUSION C**

CONCLUSION A

“Very well,” the man says, “I guess you were not the hero Amthydor needs in this time of plight.” As he says it, he reaches in his pocket and pulls out a piece of paper, says a magical word, and you can’t remember why you were standing in the door way in the middle of the night.

CONCLUSION B

Defeating the Soul Eater, and freeing the man, the room around you deflates and you find yourself back in the room surrounded by armed guards, just as you left it. Sgt. Jacobs looks at you and then at the table where the man was, he speaks in a slow and deliberate manner, “Welcome back, Samuel woke up a couple hours ago, we are not sure why you took longer to wake, but I am glad you are back. Since he is awake, and seems to be in his right mind again, I will assume you are successful.”

At this moment, Samuel walks into the room, looks you over, and says quite simply, “Thank you my new friends.” and walks back out.

“Thank you for your service, you will now be escorted out and teleported back to the city, have a good day.” with that you are in fact, escorted out and sent back home to live out the rest of our life, with this mission in secrecy.

EPILOGUE

EPILOGUE

If you want one....

THUS ENDS “**INNER WORKINGS**”

TIME UNIT COST: 6 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 11	ATL 13	ATL 15	ATL 17
Module Experience	4500	7000	10500	17000
Bonus 1: Completed All on first try	200	200	500	500
Bonus 2: No one permanently died	200	200	500	500
Roleplaying XP Bonus	200	200	500	500
Maximum Possible XP	5100	7600	12000	18500

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.

Encounter 1

➤ Potion of Cure Light Wounds, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal)

➤ Encounter 2

Etc.

Miscellaneous

This should be submitted as a separate document for approval purposes at the time the module is sent in for editing.

PLAYER'S HANDOUT #1

To whom it may concern,

Please help me, I can not go on like this. My family will be disgraced and I will be institutionalized. I can not live knowing my fate, please, I beg of you, help me.

PLAYER'S HANDOUT #2

See above.

GM PLAY AID #1

In many cases, some characters or monsters might be able to see while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, via sneak attack or a duelist's precise strike ability).

Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone. Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity modifier to AC (if positive) and takes a -2 penalty to AC.

A blinded creature takes a -4 penalty on Perception checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make a Perception check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is once again unknown.

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

CRITICAL EVENT SUMMARY

<TITLE>

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. What was John Doe's status at the end of the module? (Circle all that apply)

Dead

Injured

Friendly

Unfriendly

2. How did the heroes treat John Doe? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him
Accepted him Befriended him

3. What was Jane's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

Use this form if you plan or want to know any further information. Make sure you fill in the date that the information is no longer pertinent to you.

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