



What Do We Have Here?

LSJ 240

By Nancy Lee Clark

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

You're being hired for manual labor. But why would someone hire adventurers to dig holes? What possibly is expected to come out? A one round *Legends of the Shining Jewel* module for levels 1-5.

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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

When the people were fleeing Jadenspur, many took their treasures with them. Unfortunately, some discovered that trying to carry large sums of cash is difficult. One such person, Xavier Rembert, used an elemental gem to summon an earth elemental to bury his treasure in the Darkwood as he fled to Free Reign.

During the time since the asteroid dropped on Jadenspur, Xavier didn’t make it back to retrieve his treasure by the time he died of old age. He gave the information about where it was buried to his old adventuring buddy, Parker Maddenly.

Parker is a bit of scoundrel and is constantly traveling to various places perpetrating his various scams. By the time he returns to Free Reign, his friend has been dead for a year. During that time, the letter he left for Parker has been read by Mick. Mick didn’t know where the markers were. He decides to follow Parker to get the treasure and kill Parker in the process.

ADVENTURE SUMMARY

Introduction –A quick meeting at the Hall of Venturers

Encounter 1: Travel and finding out the details

Encounter 2: The digging begins.

Encounter 3: The first attack and find out about Mr. Parker lying to the PCs

Encounter 4: A new location and a second attack.

Conclusion-Part ways and decide whether to keep the kit or not.

INTRODUCTION

It's been a busy six months for Amthydor and all of the Jeweled Coast. Recovery from the blood beast attack has been slow going, but things are slowly returning to normal. So normal in fact that you can return to the mundane world of being an adventurer.

To do so, you find yourself at the Hall of Venturers. Once inside, you find a young woman sitting at the front desk with a name plate reading Eliza Dadderhoff, Assistant Director.

"Welcome to the Hall. How may I help you?" While the human woman looks to be about 16, her voice sounds younger. "What is your name and occupation?"

Give the PCs a chance to introduce themselves here then continue below:

"Thank you so much." She says writing down your information, "Director Dorinda will be with you momentarily."

True to her word, about five minutes later you hear your name called from down the hall to the left of Eliza's desk. A middle aged human woman somewhere between 40 and 60 sits at a desk covered in papers and a coffee mug that says World's Greatest Mother. The woman takes a drink from the mug and smiles, "Come on in. Sorry, you'll have to stand. We haven't been able to replace the chairs yet."

She sorts through the papers on her desk and begins, "My name is Dorinda McAllister. With the death of Melton Dadderhoff, I've been appointed as the new director of the Hall of Venturers. With that being said, I do have a job offer for you. A gentleman by the name of Rendall Parker is looking for adventurers to go with him on a treasure hunt. He said to just have anyone interested meet him at the South Gate tomorrow morning at 6 bells. The pay is

10 gold a day and a portion of the spoils, if successful. Are you interested?"

If the PCs say no, then the module is over for them. Thank them for their time and wish them a good day.

If the PCs say yes, continue here:

"Very well, meet Mr. Parker at the South Gate at 6 bells. He's a human male about six feet tall, white hair and green eyes with a devilish twinkle to them. Good luck and happy hunting. Oh, and please tell Eliza to send in the next team."

ENCOUNTER 1

The sun is barely shining as you make your way to the South Gate. Besides yourself, there are few others on the street and those that are seem to be wishing they were back in bed.

By the time you reach the gate, you meet up with #PCs-1 also arriving. As you take in the others here, a white-haired man comes out of the guard house and joins you. "Well, good morning! Ready for an adventure? As soon as the wagons get here, we can take off. I have someone else bringing the supplies just to make my morning easier. You might as well know now, I'm not much of a morning person. The only reason I'm so chipper right now is because I haven't slept yet. But don't worry, if I fall asleep on the way, my horse, Bertram, knows where to go. He should. We've been scouting this out for a couple of months now."

"Well, I have a sheet of paper with all of your names and occupations."

He proceeds to name each PC and his job correctly. When he is done with this, continue here:

As he finishes with the introductions, two large wagons come up being pulled by four brown horses each. Attached to the second wagon is a grey horse with a saddle. "Well, there's our ride. Let's get going. I'll explain more out on the trail. Now, who can drive a wagon? We can split up on the wagons

and old Bertam and I can take the lead. Let's get a movin'. Time waits for no man and such."

Before you get much past the city gate, Mr. Parker can be heard snoring, but true to his word, Bertram does indeed seem to know where to go.

Mr. Parker will not answer any questions until they are well out of town. Give the PCs a chance to do whatever they want. The horses at the carts are well trained and plug along following Bertram.

Once the PCs have set up whatever they want, continue here:

After an hour or so, your new boss snorts and wakes up. "Well, let's take a break and have some breakfast. Can't travel on an empty stomach for too far." He leads Bertram off the trail and under a copse of trees.

He goes to the second wagon and starts pulling the tarp covering the supplies. He prowls around and after a moment, he stops, "Well, I either need someone to come over here and get this or we need to unload the whole wagon to get it. Your choice."

Let the PCs decide which they want to do, then continue here:

With your assistance, a crate is pulled out from under piles of canvas, food and rope. "Here we go. This should make the journey easier on all of us. Got one of these years ago and wouldn't leave home without it. If you don't want it taken out of your pay at the end, then you can just give it back. It costs a little over 3,000 gold but you'll have a few days to think about it. I doubt we'll find the treasure the first day."

Give the PCs the cert for Archaeologist Kit.

"Well, let me tell you what's going on. A few years back, Jadenpur got leveled by a meteor. Well, that city had quite a few wealthy retired adventurers living there. Now, one of them, an old, dear friend of mine, died on his way to Free Reign. Now, he was running for his life but refused to give up his treasure. So, he buried it. Now, since he up and died, it took a while for the note he wrote me to actually catch up with me. I found where the treasure is

buried but I'm an old man and can't do the digging like you young folks. So, that's where we are."

He opens up a box like the one he gave you and pulls out some firewood. "Well, anyone hungry? I could eat a horse." He pulls out a picnic basket and the other goods to start making breakfast.

Bertram snorts indignantly at this.

If the PCs have questions, continue here:

"Well, of course you have questions. Sorry about that. Been spending too much time out on the trail by myself. While Bertram is a fine horse, he is not a very good conversationalist."

☛ **How much of the treasure do we get?**

"Well, according to my friend, the treasure should be about 50,000 gold worth. Doesn't sound like much to the active adventurers, but us old folks can live mighty fine on that kind of money. I figure we split it 60/40, with me getting the 60 since I'm the one who knows where the treasure is and put up the money for the supplies. Besides, 20,000 gold to split among you young folks is a goodly amount."

The PCs can attempt to get a better split, but it is a fruitless endeavor. This is his last score before retiring and wants to live comfortably for the rest of his day.

☛ **Why did we have to leave so early just to stop here?**

"Well, I just don't like the idea of other people snooping into my business. Loose lips and all that. I might get drunk and spill the beans, so to speak."

☛ **Isn't this an awful lot of supplies?**

"Well, it might be, then again it might not. My friend said he used an earth elemental to bury the treasure so I figure we have a pretty deep dig ahead."

☛ **Why do you need adventurers?**

"Well, I forgot to mention the burial spot is on the edge of the Darkwood."

☛ **How long will it take to get there?**

"Well, we should get there by early evening."

🗨️ **What's the Darkwood?**

“Well, it's a wood that is dark. It is known to have some nasty residents living in it. I'm an old man who can take care of himself, but can't do that and dig a hole at the same time.”

🗨️ **What kind of nasty residents?**

“Well, vampires, lycanthropes, an insane dryad and other creepy crawly things. Stuff that we don't want to deal with.”

When the PCs are done with questions, continue here:

It's not long before breakfast, scrambled eggs and bacon, is finished and eaten. You soon find yourself back on the trail with your employer snoring loudly. Again, it's a good thing Bertram knows where you are going.

ENCOUNTER 2

It's a rather boring ride. You spend hours watching what started out as a dark blob become more defined and turn into a forest that is twilight at the edge and becomes so dark inside it looks like midnight when it is barely past noon. Your boss has slept soundly the whole time but wakes when Bertram the horse comes to a stop.

Mr. Parker wakes up with a bit of a start, “Well, it looks like we've gone as far as we need to. Let's make camp and we can start digging in the morning. We need to take the stuff off the second wagon to set up camp. The other wagon just needs the horses tended to.”

The place for your camp is on the edge of the Darkwood. The part that has been twilight all day is turning darker as natural twilight starts heading toward full dark. With the coming darkness, the local denizens seem to be waking up as you hear cries and calls of animals, some easily named and others less common.

Knowledge (Nature) DC 5 to recognize a wolf's howl.

Knowledge (Nature) DC 10 to recognize a large cat's roar.

Knowledge (Nature) DC 15 to recognize that the wolf's howl isn't completely normal.

Knowledge (Nature) DC 20 to recognize that the cat's roar is that of a tiger but isn't quite natural either.

“Well, we usually set up the camp over there.” He points to a small circle of rocks about ten feet from where you stand in a clearing that's not more than fifteen feet across. “We'll have to lead the animals into the trees. The trees are too close together to pull the wagons in here so we can just pull them as close as we can and keep an eye on them.”

Once again, he takes his box that looks like yours and, leading Bertram, he starts making camp, leaving the wagons to you.

Handle Animal DC 20 or Strength DC 20 to convince or drag the horses into the wood. If the PCs come up with another way to convince the horses to move into the clearing, reward creativity. The carrot on a stick works wonders on a tired horse.

When the horses are dealt with, continue here:

With the horses settled, you start unpacking the cart finding boxes marked fodder, oats, blankets, tarps, food, long beams and miscellaneous. “Well, don't just stand there. Let's get some water. There's a creek that's safe to drink from about twenty feet in that direction.” He points to the north with a pair of buckets in his hands. “Go get these filled while I get the dinner started. Some of you can get the horses fed and the tents set up. Recommend putting a tarp under the tents. Don't want the rain to seep into your tent tonight.”

For the PCs going for water, continue here:

Following the general directions of Mr. Parker, you move through the trees to the edge of a creek that's not more than eight feet across and looks to be a couple of feet deep at the edge but possibly much deeper in the middle.

Knowledge (Nature) DC 10 A variety of nasty creatures live in creeks like this including poisonous frogs, piranhas and snakes.

Knowledge (Dungeoneering) DC 10 Nereids, hags and kelpie are known to frequent areas around water.

Perception (Vision) DC 15 to see the tracks around the creek.

Knowledge (Nature) DC 10 The footprints are wolf-like but much, much bigger than a normal wolf.

Knowledge (Nature) DC 20 The footprints are possibly those of a dire wolf.

Continue here:

As you reach down to fill the bucket, a branch snaps about ten feet away on the other side of the creek. Although you don't see what did it, it does feel like you are being watched.

This is just to keep the PCs on their toes. Since they can't see what did it; let their imagination fill in the blanks.

Returning with the water, Mr. Parker has a nice fire going and a cast iron pot sitting in the coals. "Well, took you long enough." He takes a bucket from you and carefully removes the lid of the pot and pours in some of the water. "I don't want the auroch to dry out and I hate to use too much wine in there. The more wine in there, the less we have to drink with dinner."

It takes a few hours, but the tents are up, dinner is consumed and the clean-up is completed. "Well," Mr. Parker says, "We need to set up watches to make sure the wagons stay put and we do too." He stands up, stretches his back and heads for the tent he set up next to the tree where Bertram is tied up. "Try to get as much sleep as you can. Tomorrow will be a hard day." He enters the tent and in a matter of seconds, you hear snoring coming from inside the tent.

If the PCs ask about Mr. Parker standing watch, continue here:

"Well, if I'm going to do all the work, then perhaps I should get another 10% of the treasure. This is what you were hired for. I'll gladly stand watch if you want to give up another 10 percent of the treasure."

If the PCs are okay with that, then he will stand watch and nothing will happen on his watch. You will need to adjust the treasure at the end of the mod.

For watches, have the PCs roll **Perception**, but nothing happens the first night. Go ahead though and make them a little paranoid about the sounds and sights in the Darkwood at night.

Continue here:

After your morning chores and breakfast are done, Mr. Parker gathers you together, "Well, it's time to start the digging. Follow me and stay close. It's easy to get lost in this place and believe me, you don't want to be lost in here. You won't be lost for long before you'll become someone's dinner. Make sure you bring your kits. We'll be needing items from it for sure."

He leads you along a path that is too small and narrow to be used as more than an occasional game trail. Deeper into the Darkwood you go and after an hour or so of walking, you stop.

"Well, this is the place. Now, I'm not sure exactly where it is, but I know it's in this area. I marked four trees as the border area on where it could be. I don't know exactly where it is, but I promise we'll find something in this area. Since an earth elemental dropped, I'm going to guess it's about 20 feet down."

As you start digging, you hear Mr. Parker singing.

Have the PCs pick a space to dig in. If more than one of the PCs dig in one area, the whole will be bigger than 5 feet wide. Otherwise, it is 5 feet wide. Since there are tree roots and other vegetation to contend with, the digging is slow going. Have the PC make a **strength** check to see how far he can dig. If two or more are digging in the same area, average their strength checks for their progress.

Strength DC	Result
1-5	1 foot deep per hour
6-10	2 feet deep per hour
11-15	3 feet deep per hour
16-20	4 feet deep per hour
21-25	5 feet deep per hour

Have the PCs make a **Strength** checks the total to determine what they find:

Average Strength	Result
1-5	You hit something hard. It takes an hour of intense work to recover a large rock. Value: 0
6-10	You hear a metallic chunk as you dig. With just a little bit of work, you manage to recover a rusty dagger. Value: 1 gold
11-15	You find a bone, then another and yet another. It is most of the skeleton of a dead humanoid. Examining the bones reveals that the humanoid, probably an orc or half orc, was torn apart.
16-20	You don't find anything of interest except a sweaty brow.
21+	Your digging results in a thunk into something wooden. Digging it up, you find a small chest that is starting to rot. Opening it is not a problem and you find 114 silver, 600 copper and 5 gold.

The chest equals out to 20 gold, 4 silver.

Continue here:

After a long day of hard work, you have nothing to show for it except some random stuff, worth pretty much nothing and sweat. Good thing you are at least earning 10 gold a day.

ENCOUNTER 3

You spend the night with nothing happening. Next thing you know, you're back digging a hole.

Perception (Listen) DC 20 to hear footsteps approaching.

If at least one success, continue here:

As you dig, you hear the sound of footsteps approaching.

If no successes or after the previous boxed text, continue here:

Your digging is interrupted by a human male appearing out of the nearby woods. "Well, well, well, what do we have here? Are you digging for my buried treasure by any chance? Where is that scoundrel Parker?"

Looking around, Mr. Parker is nowhere to be found. Now that you think about it, you haven't heard his singing for a couple of hours at least.

Give the PCs a chance to respond.

☞ **We don't know a Parker.**

"Really? You want to go that route? Bertram is right over there. I'd know that horse anywhere."

Bertram stomps his foot in response and snorts indignantly.

☞ **We don't know where he is.**

"Then I guess you can go back to your digging of the treasure for me and my boys."

☞ **Why do you think this treasure is yours?**

"Because Parker and me go way back. He owes me."

☞ **What boys?**

"Them." He says pointing into the woods where # of PCs step out from behind trees.

☞ **Why do you think you deserve this treasure?**

"Because Parker owes me. You have to be careful with him. He's been known to try and cheat his compatriots. We worked together and he took my share. He's done it in the past, but he won't be doing it to me."

After the above discussion, continue here:

"Look, you've shown me the right neighborhood to dig so I don't need you any longer." With that, he draws his sword.

Let the combat begin!

⚔ ATL 1

Mouthy Leader

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+7 armor +1 dex)

hp 42 (4d10+8)

Fort +6, **Ref** +3, **Will** +3 (+4 vs. Fear)

Spd 20 ft.

Melee Long Sword +8, (1d8+5) (19-20, X2)

Ranged Dagger, +6, (1d4+3)

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

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword

Skills +5 Survival,+5 Knowledge (dungeoneering), +5 Intimidate

Languages Common

Gear Banded Mail (+7),

Human Fighters (level 2) x Number of PCs-1

CN Medium (6 ft. tall)

Init +2 (Dex);

AC 16, touch 12, flat-footed 16; (+5 armor +1 dex)

hp 24 (2d10+4)

Fort +5, **Ref** +2, **Will** +0

Defense Abilities Nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee Long Sword +6, (1d8+3) (19-20, X2)

Ranged Dagger, +4, (1d4+3)

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

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +5; **CMD** 17

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave

Skills +5 Survival,+5 Knowledge (dungeoneering)

Languages Common

Gear Scale Mail (+5 to AC),

⚔ ATL 3

Mouthy Leader

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+7 armor +1 dex)

hp 60 (6d10+12)

Fort +7, **Ref** +4, **Will** +4 (+6 vs. Fear)

Spd 30 ft.

Melee Long Sword +11/+6, (1d8+6) (19-20, X2)

Ranged Dagger, +8, (1d4+3)

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

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +9; **CMD** 21

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave

Skills +6 Survival,+5 Knowledge (dungeoneering), +6 Intimidate,

Languages Common

Human Fighters (level 4) x Number of PCs-1

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+7 armor +1 dex)

hp 42 (4d10+8)

Fort +6, **Ref** +3, **Will** +3 (+4 vs. Fear)

Spd 30 ft.

Melee Long Sword +8, (1d8+5) (19-20, X2)

Ranged Dagger, +6, (1d4+3)

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

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 19

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword

Skills +5 Survival,+5 Knowledge (dungeoneering), +5 Intimidate

Languages Common

Gear Banded Mail (+7),

ATL 5

Mouthy Leader

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+8 armor)

hp 78 (8d10+12)

Fort +8, **Ref** +4, **Will** +4 (+6 vs. Fear)

Spd 30 ft.

Melee Long Sword +13/+8, (1d8+6) (19-20, X2)

Ranged Dagger, +10, (1d4+3)

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

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +12; **CMD** 24

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder

Skills +6 Survival, +5 Knowledge (dungeoneering), +6 Intimidate, +6 Climb

Languages Common

Human Fighters (level 6) x Number of PCs-1

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+7 armor +1 dex)

hp 60 (6d10+12)

Fort +7, **Ref** +4, **Will** +4 (+6 vs. Fear)

Spd 30 ft.

Melee Long Sword +11/+6, (1d8+6) (19-20, X2)

Ranged Dagger, +8, (1d4+3)

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

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +9; **CMD** 21

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave

Skills +6 Survival, +5 Knowledge (dungeoneering), +6 Intimidate,

Languages Common

Gear Banded Mail (+7 to AC), Light Steel Shield (+1 to AC)

ATL 7

Mouthy Leader

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+8 armor)

hp 92 (10d10+16)

Fort +9, **Ref** +5, **Will** +4 (+7 vs. Fear)

Spd 30 ft.

Melee Long Sword +15/+10, (1d8+6) (19-20, X2)

Ranged Dagger, +12, (1d4+3)

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

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +10/+5; **CMB** +14; **CMD** 26

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder

Skills +6 Survival, +5 Knowledge (dungeoneering), +10 Intimidate, +6 Climb

Languages Common

Gear Half Plate (+8 to AC), Light Steel Shield (+1 to AC)

Human Fighters (level 8) x Number of PCs-1

CN Medium (6 ft. tall)

Init +2 (Dex)

AC 18, touch 12, flat-footed 18; (+8 armor)

hp 78 (8d10+12)

Fort +8, **Ref** +4, **Will** +4 (+6 vs. Fear)

Spd 30 ft.

Melee Long Sword +13/+8, (1d8+6) (19-20, X2)

Ranged Dagger, +10, (1d4+3)

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

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +12; **CMD** 24

Feats Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder

Skills +6 Survival, +5 Knowledge (dungeoneering), +6 Intimidate, +6 Climb

Languages Common

After the last combatant falls, Mr. Parker enters the clearing. "Well, what happened here?"

The PCs are probably a little angry. Parker is going to attempt to bluff the PCs. His **Bluff** for each answer is at the end of his answer.

🗨️ Where were you?

“I had to go to the privy. I was over there.” He points to a tree about 20 feet from the digging area.

Bluff 15

🗨️ Why didn't you come and help us?

“Well, they caught me with my pants down.”

This isn't a lie. He was caught unexpected by these men.

🗨️ Do you know this guy?

“Nope. Should I?”

Bluff 13

🗨️ What's really going on here?

“We're digging for treasure. What do you think is going on here?”

🗨️ Why don't you know more precisely where the treasure is buried?

“My dear old friend gave me a description, but didn't say exactly where it was buried.”

Bluff 18

🗨️ Why are you lying to us?

“I'm not lying.”

Bluff 13

Give the PCs a **Linguistics DC 10** or **Wisdom DC 15** to notice when he lies, he doesn't begin the sentence with “well”.

When the PCs call him out for lying, continue here:

“Well, I guess it's time to come clean. I was afraid this fellow,” he says pointing to the dead leader of the assailants, “would catch up to me, kill me and take all the treasure. I faked this location and left you here while I went to dig at the right spot. I swear, if I found the real treasure I will cut you in for your share.”

🗨️ Why don't we dig there now?

“Well, it's pretty late. Why don't we move camp today and dig in the right place tomorrow?”

🗨️ How do we know you won't just abandon us here during the night?

“Well, believe it or not, I really am an honest man. I was just afraid. I knew I couldn't take him and his cohorts on my own and I really didn't want them to find the real treasure.”

🗨️ We deserve more treasure since you lied to us.

“Well, when you're right, you're right. How about 55/45 split?”

Diplomacy DC 20 will get a 50/50 split.

Diplomacy DC 30 will get a 45/55 split. That is the best they can get.

With things settled, you go break camp to head to the **REAL** treasure.

If any of the PCs are hurt, Parker will break out potions of *Cure Moderate Wounds* for everyone until all are back to full.

ENCOUNTER 4

You find yourself back on the main road but this time, your moving back toward Amthydor but turn and move along the mountains. With the wagons, it takes about six hours to get to the new sight, between the Delambir Mountains and the Darkwood. “Well, this takes quite a bit longer since we can't cut through the woods. We probably should have stayed over where we were and moved over here in the morning.” Mr. Parker leads you around a small hillock and back into the edge of the Darkwood again.

“Well, we can make camp here and start the digging again in the morning. It's too dark to do it now.”

It seems like night has chased you to your new site and rain has joined it.

The PCs can set up camp and watches. Have those on watch make either a **Perception (Listen) DC 15** or **Perception (Vision) DC 18** to see the creatures below before they attack. This occurs during the second watch.

If the PCs succeed at the check, continue here:

The rain finally stops which is why you see/hear the creature approaching. It looks like a wolf, but it certainly isn't a normal wolf.

If the PCs fail, continue here:

The rain finally stops just in time for you to see the strange looking wolf attack you.

GM NOTE: Parker will not fight but will do things to help those who get hit. He will use a wand of *Cure Light Wounds* to heal or a wand of *Remove Paralysis*. He also has potions of *Lesser Restoration* for after the fight.

⌘ ATL 1

Ghoul Wolf x2

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

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

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +2;

Immune undead traits

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis plus trip)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

Str 17, **Dex** 15, **Con** –, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5; **Racial**

Modifiers +4 Survival when tracking by scent

⌘ ATL 3

Ghoul Wolf x3

NE Medium undead

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

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

hp 18 (4d8)

Fort +1, **Ref** +3, **Will** +6

Defensive Abilities channel resistance +2;

Immune undead traits

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis plus trip)

Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

Str 17, **Dex** 15, **Con** –, **Int** 6, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5; **Racial**

Modifiers +4 Survival when tracking by scent

⌘ ATL 5

Shadow Wolf

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

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

hp 26 (4d8+8)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities Incorporeal (when hit by spells or magic weapons, it takes only half damage from a corporeal source (except for channel energy), **Immune** undead traits

Speed 50 ft.

Melee incorporeal bite +5 (1d4 Str)

Special Attacks trip (bite)

Str –, **Dex** 15, **Con** –, **Int** 4, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Alertness, Improved Initiative

Skills Perception +9, Sense Motive +3, Survival +2 (+6 tracking by scent);

Trip: Can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. Shadow wolves use their Dexterity modifier on trip attacks. The shadow wolf remains corporeal for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.

⌘ ATL 7

Shadow Wolf x2

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., scent; Perception +9

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

hp 26 (4d8+8)

Fort +3, **Ref** +3, **Will** +5

Defensive Abilities incorporeal, shadow blend; (Do not use shadow blend after the second round of combat.)

Immune undead traits

Speed 50 ft.

Melee incorporeal bite +5 (1d4 Str)

Special Attacks trip (bite)

Str –, **Dex** 15, **Con** –, **Int** 4, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. trip)

Feats Alertness, Improved Initiative

Skills Perception +9, Sense Motive +3, Survival +2 (+6 tracking by scent);

Trip: Can assume a corporeal form as a free action and bite (as a standard action) a foe in an attempt to trip the opponent. A shadow wolf that hits with its bite attack can attempt to trip the opponent as a free action without provoking an attack of opportunity. Shadow wolves use their Dexterity modifier on trip attacks. The shadow wolf remains corporeal for the entire round in which it attempts to trip an opponent. It can assume its incorporeal form on its next turn as a free action.

Shadow Blend: In any light other than full daylight, a shadow wolf can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* will.

When the fight is over, continue here:

As the last wolf dies again, Mr. Parker shakes his head, “Well, I didn’t think this place would be more dangerous than the other one. Perhaps we should just stay up and get a really early start.”

Whatever the PCs decide, when they are ready to move on to digging, continue here.

Once again, you find yourself on your way to dig. You follow Mr. Parker through the woods, around brambles that seem to reach out for you. He stops abruptly before a ten-foot-wide hole that’s about four or so feet deep. “Well, this is where the treasure is supposed to be. Shall we get to work?”

After a full day, when you’re about to stop for the night, your shovel hits something hard. “Well, that

must be it. Let’s get it out of there and see what we have.”

It takes about another hour, but you bring out a large chest. Mr. Parker lets out a whoop and stoops to the chest. He pulls a key on a chain from the inside of his tunic and inserts into the lock on the chest. With a click, the lock opens and Mr. Parker throws the lid back revealing a pile of jewels, coins and items.

“Well, we did it! Let’s take this thing back to camp! We can divvy it up around the fire and have a real celebration!”

CONCLUSION

You discover during the divvy what was in the other wagon. Besides what looks like all the furniture and other such items he owns, there are # of PCs+1 empty chests. With your items secured, you load up the wagons and head back to the main road. You get to the point where you have to turn right toward Amthydor when Mr. Parker stops you.

“Well, this is where we part ways.” He hands you a bag of gold pieces, “That’s your pay for doing this. Sorry I tried to bamboozle you but it all worked out in the end. If your ever in Free Reign, look Bertram and me up. We’ll have a pint or two and lie about the good times we had in the Darkwood. If you would, leave the wagon at the South Gate. The company I rented it from will find it there. It’s all paid for.” He starts to leave and stops, “Oh, we need to settle up for the kits. How about you pay me what I paid for them at a 2000 gold?”

If the PCs decide they want the box, make sure it is deducted from their total at the end. If they don’t want it, get the cert back from the player.

With that settled, he tips his hat, jiggles the reins on the four horses pulling the cart and heads north with Bertram plodding along behind him.

Thus ends *What Do We Have Here?*

Time Units 5

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	650	900	1300	1900

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

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Conclusion:




Gold received if got 40/60 split 400xATL+50 gold as pay along with items from certs

Gold received if got 45/55 split 450xATL+50 gold as pay along with items from certs

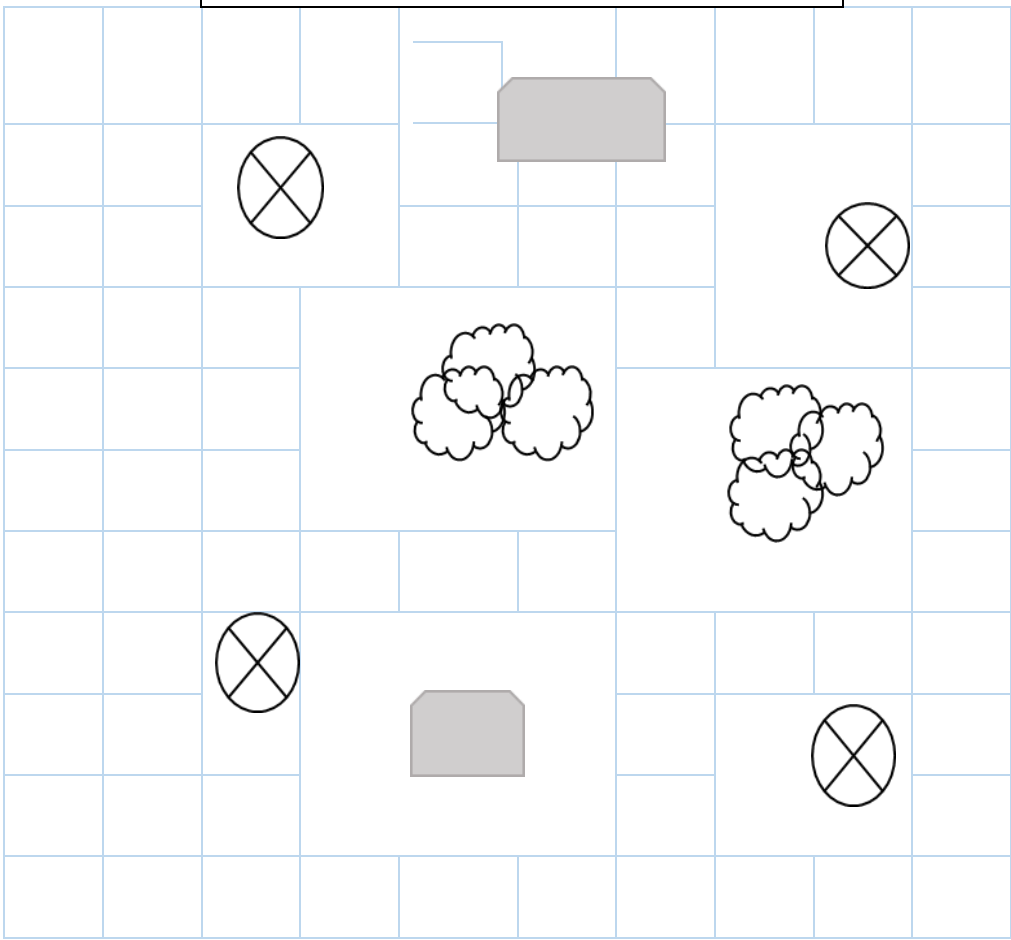
Gold received if got 50/50 split 500xATL+50 gold as pay along with items from certs

Gold received if got the 45/55 split 550xATL+50 gold as pay along with items from certs.

GM PLAY AID #1

Marked Tree 	Large Rock 	Unmarked Trees 
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Squares are five foot.



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