



Help Wanted II: Size Does Matter!

By Christian J. Alipounarian

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

Despite the old saying, size *does* matter – especially if you are a giant! Olek has a “little” problem, one that threatens to become a disaster for not just him, but all the people of Amthydor as well. Can you help the gentle colossus? For heroes of levels 1-13. It is strongly recommended that participants have played *LSJ05 Help Wanted!* prior to playing this scenario.

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www.theshiningjewel.com/lcj

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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.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

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 say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

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)

Add up the levels of all characters at the table (plus ECL adjustments) 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.

A Note About ATLs and the Power of PCs

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).

Adventure Background

In the module *LSJ05 Help Wanted!*, the PCs foiled a plot created by Giblet, the goblin shaman of the Gnasher tribe. His plan was to sneak into the city and magically seized control of the simple-minded, kind-hearted giant named Olek. Giblet planned on ordering Olek to flatten the city, and move his tribe into the ruins when the humans abandoned the wrecked city.

Giblet's plot was foiled by a group of brave heroes, culminating in a battle against Giblet as he rode through Amthydor on Olek's shoulder. The goblin was defeated, and his body was retrieved and buried in a pauper's grave outside of the city.

A wandering priest of Kohr, who found the destruction wrought by the little goblin's scheme to be quite satisfactory to his god's interest, noted the whole incident. The priest exhumed Giblet and returned him from the dead. However, the experience has left Giblet somewhat touched – and ripe to be changed by this module author into an even more comedic villain than he already was. Giblet has changed his name to “Doctor Giblet” (to “impress the humans”), and has hatched a new scheme to lay waste to the city.

While “Doctor Giblet” was working on his plan he discovered a spell that could help him achieve his goal. He has copied the spell, and has stolen the material components for this spell, a new spell from Keliban the Blue, an elderly wizard and master alchemist. Called *steal size*, the spell's caster and their target would transform into each other's previous sizes. The little goblin was elated – instead of stealing a giant to do his dirty work, Doctor Giblet could *become* a giant and do it himself!

Introduction - Rebuilding – Thanks to Olek's help, Amthydor's Port District has been fully restored from recent incidents. A small ceremony has been arranged by the Lord Monarch to commemorate the work. Olek has had a large part in the rebuilding, and is attending the ceremony. The PCs will get an update, via the crowd's gossip, of the

current state of affairs in the city. The PCs may also overhear of a breakout of some sort that occurred the previous evening. Several goblins, members of the Gnasher tribe led by Doctor Giblet, were broken out in a daring rescue effort. The whereabouts of the goblins are unknown.

Later that evening, Doctor Giblet casts the *steal size* spell unnoticed while Olek is sleeping. Olek is stunned to awake and find that he has shrunk to the size of an ordinary man! In the meantime, Doctor Giblet has returned to his secret forest lair in the Darkwood and waits to complete his growth to Olek's former size before descending on the city.

Encounter 1 – Olek's Little Problem – The next day, a distressed Olek approaches Commander Vestra and explains his dilemma. She immediately summons the stalwart heroes of Amthydor and sets them to look into the matter. Olek found the discarded material components for the spell at the scene – a set of nesting dolls. While not knowing what they were for, he sensed they were related to his predicament. A fair Spellcraft check will determine for the PCs that they might be a component for a heretofore-unknown spell. Alternatively, the PCs may look up the craftsman known for making such toys in Amthydor, a halfling doll-maker named Epplinger.

Encounter 2 – The Magic Connection – This encounter covers the investigation of the nesting dolls from the angle of being spell components. Such an inquiry will lead the PCs to the mage's guild, where they confirm that the dolls are indeed likely spell components for a new spell. They theorize that, given the usual sympathetic relationship between material components and spell effects, the spell is probably one of transmutation. This will lead the guild to direct the heroes to Keliban the Blue, an elderly but well-known transmuter who is considered to be a pioneer in spell research within his chosen school.

Encounter 3 – The Toymaker – Epplinger's Toys crafts the unusual dolls of the same sort that the PCs received from Olek. Epplinger is a very stout halfling that enjoys crafting the dolls and possesses a wide variety of them. He will confirm that the

dolls were created by him, and also that the dolls were purchased by a wizard. He didn't get the mage's name (Keliban the Blue) but can describe him and mentions that he wore a pin similar to those worn by many other mages in the city – probably a guild pin.

Encounter 4 - Jailbreak – An investigation of the city jail will reveal that the Gnasher goblins were those captured in the period around Olek's rampage in the city. The city warden, a dwarf named Sergeant Skobus Forgefury, relates that a goblin wearing a monocle and white, pasty skin somehow got inside without being noticed and blew open the door to the other goblins' cell with a single word (*knock*). He had never seen the goblin leading the breakout before. The wizard-goblin had chalky skin and wore a monocle. His description will not match that of Giblet, and he'll mention that the Diamond Legion buried the goblin witch doctor in a pauper's grave just outside the city. A visit to Giblet's grave reveals it to be empty.

Encounter 5 – Keliban the Blue – A visit to the old transmuter will yield information key to the investigation. He will verify that the nesting dolls belonged to him, and that he purchased them in Epplinger's shop. He mentions that the dolls are the material components in a new spell he is researching. It causes one target to grow while the other shrinks. But a thief that remains at large stole the dolls and all of his research notes and the only two copies of the spell (on a scroll) three nights ago. He will detail how the spell functions, which should *really* worry the PCs. Keliban will offer to show the PCs his library where the theft took place. The Diamond Legion has already gone over the room in search of clues, but one remains behind – a bit of a wilted plant's leaf. Nature-oriented PCs or some research will reveal that the plant is trailfrond, and is found in the Darkwood.

Keliban agrees to provide the PCs with a bit of *oil of dispel magic* mixed with *oil of reduce person* that might reverse the *steal size* spell.

Encounter 6- Potter's Field – If the PCs travel to the pauper's graveyard where Giblet was buried, they find the goblin's grave vacant.

Interlude – Reviewing the Clues – This section is to review the clues the PCs have found thus far, and explains how they should be used to “bridge” the PCs to meeting with Blaze and/or exploring the Darkwood.

Encounter 7 – Blaze the Ranger – Any PCs that have played *LSJ01 Merchants* may have earned the favor of a ranger named Blaze. Now this is the chance to call in that favor. If PCs do not have her favor, but know of her, she can be hired to lead the PCs into the foreboding forest.

Encounter 8 - The Darkwood – Once PCs enter the forest, they will run into a dangerous situation, though Blaze or a ranger or druid in the party with a goodly amount of outdoor savvy can avoid this encounter. PCs that have chosen to stumble into the woods without such resources will find hardship.

Encounter 9 – Fey, Haven't We Met? – A number of fey creatures arrive on the scene. They are very angry with the goblins, and possibly with the PCs if any amongst them earned their ire in *LSJ01*. Their leader, Glittersmirk, requests that they indulge them in a riddle contest, and if they succeed, she'll help them. Glittersmirk can actively work with or against the PCs depending on their success at the game – and whether one or more of them has angered the fey in the past.

Encounter 10 – Doctor Giblet – The goblin stands waiting for the PCs in a copse of thick, tall trees. He snaps his fingers, increasing to his enormous proportions, and delivers his demands for not destroying the city. Splashing Keliban's alchemical concoction on the massive Doctor will cause him to shrink somewhat (how much depends on ATL), but it's clear that the potion didn't work quite as well as it should have. Doctor Giblet and his minions attack the heroes. If Glittersmirk is aiding the PCs, she supports them from the sidelines.

Conclusion – The PCs meet with Commander Vestra and brief her on the results of their mission.

Preparation for Play

The DM should ask the PCs to list any and all certs showing earned favor with NPCs in the city. You should be on the lookout for the “Gratitude of Blaze” and/or “Enmity of the Darkwood Fey” from *LSJ01 Merchants*. This will become relevant in Encounter Six.

The module begins with the PCs observing a commemoration marking the finish of the city’s major rebuilding. A great gathering has occurred in the docks district, and a number of people have turned out for the event. Also present is Olek, whose enormous muscle has contributed greatly to the effort.

The DM should ask if any players present have not played *LSJ05 Help Wanted!* If so, the DM should advise them that they may be exposed to some “spoiler” information. The player may opt to continue playing so forewarned, or may bow out of the event.

Introduction – Rebuilding

*The overcast skies and drizzle have not cast a pall on the small but meaningful celebration at Amthydor’s docks. The city is celebrating the finish of the reconstruction of the city’s sewer system, an important first step in the city returning to its former glory. A makeshift stage has been set up, and a number of speakers are on hand. Chief among them is Minister Hemmett, Assistant Undersecretary for Interior Security. He is a willowy human with white hair and watery eyes.*¹

The second speaker is Captain Ardent Vestra. Commander Vestra is well known for working with adventurers to uncover the mystery of why laborers in the sewers were being killed by an unknown enemy, as well as on several other

¹ PCs that played *LSJ05 Help Wanted!* met Minister Hemmett.

*cases. The effort in uncovering the truth about what happened to those workers was pivotal in ensuring that the sewers could be safely and speedily repaired.*²

Dwarfing all present is the monstrous form of Olek the giant. Even standing hip deep in the water the giant towers two stories above the street. His hands are the size of wagons, and a crown to fit his head would be the diameter of a good-sized city well. The gentle giant has fashioned an entire bolt of bright yellow cloth into a crude tie and fastened it around his neck, making him seem rather dapper for the occasion.

Olek whistles cheerfully, and it is hard to believe that this simple fellow – albeit unwillingly – was responsible for a rampage that almost demolished the city. A crazy goblin shaman named Giblet had magically enchanted the giant to do so. The goblin had sneaked into the city with others from his tribe, intent on using the giant to destroy it, only to be thwarted by a group of heroes.

In a brief ceremony, Minister Hemmett acknowledges the rebuilding effort and announces that Captain Ardent Vestra has been promoted to Commander. She seems surprised and grateful for the announcement, and acknowledges the role that heroes of Amthydor have had in her success and that of the city.

Lastly, Minister Hemmett thanks Olek for his continuing efforts for rebuilding the city. Olek gives a lopsided grin and says, “TANK YOU, HOOMIN HEMMETT. I IS STILL VERY SORRY ABOUT WHAT DAT GOBLIN MADE ME DO, AND I HAFTA WORK HARD SO I CAN MAKE IT UP TO YOUSE PEOPLE!”

With the ceremony concluded, people begin to come forward to talk amongst themselves and to the notables present. The PCs may acquaint (or

² Captain Ardent Vestra has appeared in a number of modules including *LSJ09 Down and Out in the Shining Jewel*. The event referred to in the boxed text occurred in the latter module.

reacquaint) themselves with Hemmett, Vestra and/or Olek.

Minister Hemmett still seems rattled by the presence of the giant, and if he can be made to acknowledge Olek's subsequent zeal in rebuilding after his unwitting rampage, such will come reluctantly. Hemmett is very whiny and rather irritating; however, his stewarding of Olek's rebuilding efforts has placed him on the fast track to a promotion within the city's bureaucracy. He is polite to the PCs, but is clearly bored with the proceedings and wants to get back to work.

Commander Vestra is cheerful and genuinely pleased to see any PCs that have aided her in the past. She acknowledges that her promotion was an unexpected surprise, but she is grateful for the recognition of her efforts on behalf of the city. She vows to make sure that the role of adventurers in the city's reconstruction is not forgotten. If the PCs ask about the jailbreak (see below) Commander Vestra will politely decline to comment about an investigation in progress. If the PCs offer to look into the matter, she is grateful and suggests they visit the jail, on her authority, and begin looking into the matter. She tells them to speak with Sergeant Skobus Forgefury, the warden. Proceed to Encounter Four if they do so.

Important Note to the DM: Ask the PCs to refrain from discussing with Vestra the events of any module in which she may have appeared but which players at the table might not yet have participated.

Olek is his usual dim-witted, cheerful self. He'll drone on happily about the weather, his job, and even his new tie ("YELLOW, LIKE DUH SUN!"). He'll look sad if the events of *LSJ05 Help Wanted!* are brought up, but he states his determination to keep working hard to regain the trust of the people of Amthydor.

Rumors and Hearsay: The crowd is discussing a lot of things. The main topic of conversation is a breakout at the city jail. Details are sketchy, but it seems as if a number of goblins escaped the city

jail. PCs can look into the matter on their own; if they do, proceed to Encounter Four.

PCs can each make a Gather Information check DC 10 to overhear some rumors (one per PC):

- 1 The Diamond Legion let some prisoners escape from the city jail.
- 2 Some unseen force is testing the city, and its adventurers.
- 3 It's good that Lt. Collins and Sgt. Kenness have been rescued. It would be nice if High Warrior Breng were seen.
- 4 I heard that a group of elves are planning on killing the Lord Monarch
- 5 The elves from the Mystwood eat women and children for breakfast
- 6 Creatures long thought to be myth are going to be returning.
- 7 People are saying that house Kailin can't be trusted if the city's at war with elves.
- 8 Undead have been spotted roaming the streets of the city again.

When things break up after the ceremony, the PCs are free to go their own separate ways. After they do, some events will take place off-camera. Later that evening, Doctor Giblet casts the *steal size* spell unnoticed while Olek is sleeping. Olek is stunned to awake and find that he has shrunk to the size of a goblin! In the meantime, Doctor Giblet has returned to his secret forest lair in the Darkwood and waits to complete his growth to Olek's former size before descending on the city.

Encounter One – Olek's "Little Problem"

Upon waking and finding himself much less of a giant than he was, Olek immediately gathers up the nesting dolls he finds there (see Adventure Summary) and heads into the city to find Commander Vestra. She immediately summons the heroes with an urgent request for their presence.

You grimace as your morning relaxation is disturbed by a persistent knock on the door. Despite this relatively innocuous event, you know as a seasoned adventurer that you are about to be catapulted into your next adventure. Sure enough, you open the door to reveal a well-dressed and affluent-looking young messenger – adventurers certainly tip these lads well! The fellow hands you a scroll sealed with the official stamp of the Diamond Legion.

The boy will offer to read the letter to any in the group that cannot do so themselves. He will mention that the missive was sent with the utmost urgency if the PCs don't open it immediately. Assuming they do, distribute Player Handout One.

The adventure is over for any PCs that don't wish to pursue Commander Vestra's plea for help. For those that do, they can head to Vestra's watch post at the Port District tower. When they do:

You are not surprised to see several adventurers from yesterday's gathering – birds of a feather and all that. As you sit in Commander Vestra's office, you wonder what danger faces the city that would require so urgent a summons. It is then that something extraordinary happens.

Olek enters the room.

Your jaws collectively drop. Somehow, the giant has been reduced to less than a tenth of his forty-foot height. He comes in shuffling and kicking his feet, looking thoroughly dejected. He still wears his bright yellow tie. Commander Vestra motions for Olek to take a seat. With some effort he hefts himself onto the man-sized chair.

Vestra leans against her desk, arms folded across her chest. "Well, the nature of the problem should need no explanation. I'll let Olek fill in the details of what happened. The last time foul magic hexed this poor fellow, the city suffered for it."

Olek heaves a sigh that goes to his toes as she continues. "Given what happened in the past, I

feel in my heart this matter is one of the utmost urgency. I want you to look into this and get to the bottom of what's going on." She turns, and gestures for Olek to speak. He swallows hard and begins.

"Yesterday, I wuz at duh docks for dat ceremony ting. After dat I went back to duh field outside duh city where I sleep. When I woke up dis morning, I looked like dis!" Olek has shrunk to the size of a halfling, although he retains his stout build. "I wuz really confused... even more den usual. Not far from where I wuz sleeping, I found a little wooden hoomin with smaller hoomins inside of it, and took it here cuz I thought it might be important."

Vestra walks around behind her desk, reaches into a drawer, and pulls out an egg-shaped doll with exaggerated features. She places it on the desk and lifts the doll while holding the base. It separates at a horizontal seam in the middle, opening to reveal another, smaller doll inside. Presumably, more and smaller dolls lurk within.

"I think they are called 'nesting dolls.' I have never actually seen one before this. I can confirm that it radiates neither magic nor evil, but that is all I know about it. Presumably it is a clue of some sort, but how it relates to what is going on isn't clear."

If the players ask whether the dolls are a material component for a spell, a DC 24 Spellcraft check reveals that they are such for no commonly known spell. If a DC 30 check is made, the PC can guess that, given the usual sympathetic relationship between spell components and the function of the spells that they power, if they are material components, the spell belongs to the Transmutation school.

Presumably, the PCs will have questions for the Diamond Legion commander and possibly for Olek. The latter can't provide any more relevant details (he slept through the whole thing). Some common questions for Commander Vestra, and her possible replies, follow:

- **Do you know who makes these kinds of dolls?**

“I would assume a woodcarver or toy-maker. I don’t know of any one person specifically. There are a few toy-makers in the city but you shouldn’t assume it isn’t something made at home by a parent for a child.”

A DC 12 + ATL Knowledge (local) or Craft (woodcarving or toymaking) check will jog the memory of a PC that the best of these dolls is crafted by a rotund halfling named Epllinger. If the PCs visit his shop, proceed to Encounter Three.)

- **Do you think this has anything to do with the escaped goblins?**

“Given the connection between the goblins and poor Olek here, I would not rule it out. I’d suggest you speak to the city warden. He is a dwarf, Sergeant Skobus Forgefury. He can tell you about the jailbreak.”

(If the PCs visit the jail, proceed to Encounter Four.)

- **Do you think it might be a spell component?**

“I’m no wizard, but it does seem the odd sort of object one associates with their dweomercraft. If there are no wizards among you, perhaps a visit to those more knowledgeable is in order.”

- **Is there a wizard in the city that specializes in this kind of magic?**

“I’ve no idea. You could ask at their guild.”

- **Whatever happened to the goblin shaman responsible for Olek’s rampage?**

“Giblet was defeated, and died when he toppled from Olek’s shoulder. We buried him in a potter’s field outside the city.”

(Commander Vestra will admit if asked that she hasn’t checked the burial site; if the PCs go there to check it out for themselves, they will find clear evidence that the body was exhumed many weeks ago – see Encounter Six if the PCs explore this avenue. If the PCs report the

body missing, Vestra will ask the PCs to look into this matter as well.)

Treasure: Vestra will offer a reward to be determined later but appropriate to the investigation’s scope. If they accept, she awards them each 25gp as a working stipend and asks them to keep her apprised of the investigation’s progress.

Encounter Two ~ The Wizard’s Guild

The most logical place for the PCs to attempt to do research on the nesting dolls, or on the spells that might be involved, is the League of Thaumaturgical Studies.

An initiate will greet PCs, and after doing so will politely ask the PCs about their reasons for visiting. There is a flat fee of 50 gp per day to use the library for research; this also grants them access to the staff.

Research done here regarding the nesting dolls and/or a spell that alters size allows the PCs to conclude that the dolls are suitable components for such a spell. The Professor Emeritus of Transmutation, Arno Kain, is available for questions about such a spell. He’s a human in his early fifties, with salt-and-pepper hair and bright green eyes.

Arno Kain will explain to the PCs that he has never heard of a spell of reduction powerful enough to affect a creature such as Olek, short of a *wish*. The nesting dolls are also an enigma to him, although they are certainly something that could be used in a Transmutation spell. Kain will suggest that the PCs speak to his master and the former Professor of Transmutation. This fellow is named Keliban the Blue, and he is a master alchemist of great ability. Kain will offer to give the PCs directions to Keliban’s home, along with a letter of introduction. If the PCs decide to pay Keliban a visit, proceed to Encounter Five.

Encounter Three – The Toymaker

The carved wooden sign above this toyshop shows promise. It reads “Epplinger’s Fine Toys and Amusements,” and has a note beneath it in smaller letters that indicates “Exotic Dolls a Specialty!” Pushing the door inside, the place smells pleasantly of scented wood. Indeed, the whole place – from the floors to the open-faced displays and the toys within them – is made of wood. Shavings and sawdust are prevalent. Behind the counter, presumably sitting on a crate or high chair is an exceptionally rotund halfling. The fellow has dark hair and mutton-chop sideburns. He is midway through a sandwich, but he puts it down excitedly when you enter. “Greetings, lords (and/or ladies),” he says. “Welcome to Epplingers!” Behind him, you notice some of the now-familiar nesting dolls.

All ATLS

⚔ **Epplinger, male halfling Exp 3:** hp 13. Appraise +6, Bluff +5, Craft (Toymaking) +13, Diplomacy +7, Sense Motive +4; Skill Focus (Craft [Toymaking]), Toughness.

The halfling is cheerful and honest, but he’s aware of the reputation many of his kin possess and will get very defensive if the PCs insinuate he is involved in some kind of plot against the city. He is otherwise helpful, although gently persistent in his efforts to get the PCs to buy something. He also does commissioned work.

Epplinger, if shown the nesting doll, will verify that it was made by him. The quality of the doll is noticeably greater than that of the others on the shelves. The halfling will explain that the doll was a commissioned piece for an elderly human male (Keliban the Blue), one that he suspected was a wizard. The wizard stated that the dolls had to be of the highest quality, and he purchased two sets of dolls. Each was identical in appearance and function to the other. The halfling is happy to describe the man (elderly human male, late seventies, neatly trimmed beard, white hair, with a carved walking stick whose head was crafted to

look like a dog), but he will be reluctant to divulge the wizard’s address (where he delivered the dolls personally). It will take a DC 15 check using Bluff, Diplomacy or Intimidate (DM’s discretion, based on what method is used) to get Epplinger to divulge the location of Keliban’s home in the Temple District. (The PCs can still track down Keliban; they can obtain the location of his home from the wizard’s guild, the Diamond Legion, or other logical sources.)

Epplinger will confirm if asked that he has never dealt with a wizard before or since, nor can he think of any business rivals he has that would go to such lengths to get rid of his humble toy shop. If the PCs are interested in purchasing any toys, they can do so. These items are not provided in certificate form, but the player can note any of his PCs purchases on their log sheet. Toys range from 5 cp for the simplest items (small tops, non-articulated miniatures) to 50 gp for the kinds of masterwork quality dolls such as Epplinger made for Keliban.

Encounter Four – Jailbreak

Having made your way to the city jail of Amthydor, you’re ushered into an office by a non-sense pair of Diamond Legion guards. The office in which you find yourselves has walls that are adorned with axes... lots and lots of axes. You’re not waiting long before a red-faced shield dwarf enters the room. He gives a curt nod to your group before rumbling, “I’m Sergeant Skobus Forgefury, the warden o’ this fine institution. I’ve got a wee bit o’ a problem here, lads (and lasses). I seem to be missing a bunch o’ gobbos! So forgive me for being so curt, but what brings ye to me doorstep?”

All ATLS (EL 10)

⚔ **Sgt. Skobus Forgefury, male dwarf Ftr 10:** hp 88; Bluff -1, Diplomacy -1, Intimidate +12, Sense Motive +2.

The reason for the PCs visit will drive Skobus' reactions to the PCs. If the PCs are here on their own, just nosing around, and before having met with Commander Vestra, it will take a DC 20 Diplomacy check to keep him from having the PCs tossed out on their ears.

PCs sent by Commander Vestra (either directly or as part of their investigation), or those PCs succeeding in the above check will be taken into the jail to see the scene of the jailbreak.

Sergeant Forgefury gruffly acknowledges you. "Aye, come on then. I'll show ye where the little rat-catchers escaped." He pushes the door to his office open and leads you into the interior of the jail. You descend a flight of steps, and pass by a number of bare cells each with a barred window barely at street level. You notice a number of trampled rose petals litter the floor.

The dwarf grunts. "A goblin wizard, of all things. Pasty white skin, broke in here and cast a spell on me men, puttin' 'em to sleep with a few words. Broke out his buddies with another spell – he opened the door without a key, only a magic word. There were five o' those gobbos – their names were Boogie, Lumpy, Spoons, Lookout and Stu. They all busted out of here; thankfully they didn't hurt me men while they dozed their shifts away."

A DC 16 Spellcraft check will identify the rose petals as the material components for a *sleep* spell. A second DC 17 check will reveal the spell cast to open the door was probably a *knock*. For anyone that has played *LSJ03*, and who asks, the PCs will know that a pasty-skinned goblin does not match Giblet's description. (The PCs will have no way of knowing how their adversary's appearance has changed since his return from death.)

There is not a lot of evidence here that the PCs can find; this was a smash-and-grab job by Doctor Giblet to break his cronies out. Anyone that makes a DC 21 Survival check will find a few petals among the roses' from a different flower. A DC 13 Knowledge (nature) check, Craft (alchemy) check,

or a druid of sufficient level, can identify these petals as coming from a *trailfrond*. This flower is fairly unique, found only in the Darkwood forest to the east, with highly alkaline properties that make it useful to alchemists. This is identical to the leaf that can be found in Keliban's library (see Encounter Five).

If they ask, any PC that makes a DC 15 Knowledge (geography) or bardic lore check can be given Player Handout Two to summarize what they know about the Darkwood. This is the same forest into which, in *LJS01*, that they were escorted by the ranger, Blaze, and rescued her from the mad dryad Heloise.)

Encounter Five – Keliban the Blue

The shingle in front of this shop features a rendering of a bubbling azure potion bottle. Beneath it, the sign reads, "Keliban the Blue – Alchemy and Transmutation a Specialty!" The windows are of fine colored blue glass, preventing you from seeing within the establishment.

Allow each character to make a Listen check (DC 15). For any PC that makes it, add the following:

From inside, you think you hear the sound of a crashing bottle and a muffled yelp.

Keliban creates unusually powerful potions via his Improved Brew Potion feats (see Appendix). A *potion of monster summoning* was in a beaker that just burst over its heater, and the resultant magical mishap has led to strange magical creatures being summoned into Keliban's lab.

Entering the shop, you find that the azure-tinted windows of the shop leave everything in here cast in a blue light. One of the windows looks to have been recently broken and is covered in canvas. The shop is very spacious and well-kept. It is a single large room with high ceilings. It contains a study table, an alchemical work table, and three stacks of books and tomes. A small spiral stair leads up to what are presumably living quarters.

A square central table houses several flaming burners over which bubble beakers and vials.

From the side of that table opposite the front door, strange creatures have appeared. A man in blue robes stands in the room's corner to your left, looking fearfully at them.

All ATLS

⌘ **Keliban the Blue, male human Wiz10:** CR 10; Medium Humanoid (Human); HD 10d4; hp 31; Init +0; Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 deflection), touch 12, flat-footed 16; BAB/Grp +5/+5; Atk unarmed strike +6 melee (1d3); Full Atk unarmed strike +6/+1 melee (1d3); SQ Transmuter; AL NG; SV Fort +6, Ref +6, Will +12; Str 10, Dex 10, Con 10, Int 18, Wis 15, Cha 14.

Skills & Feats: Craft (alchemy) +17, Knowledge (arcana) +16, Knowledge (architecture & engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (nobility) +10, Knowledge (religion) +10, Knowledge (the planes) +9, Spellcraft +19. Brew Potion^B, Greater Spell Focus (Transmutation), Improved Brew Potion³ x3, Spell Focus (Transmutation), Craft Wondrous Item^B, Scribe Scroll^B.

Wizard *Spells* *Prepared*
(4+1/5+1/5+1/4+1/4+1/2+1 per day; DC 14 + spell level, +2 for transmutation spells): 0 – *detect magic, mage hand, message, open/close*; 1st – *comprehend languages, erase, mage armor, shield, unseen servant*; 2nd – *arcane lock, fox's cunning, locate object, resist energy, whispering wind*; 3rd – *arcane sight, dispel magic x2, secret page, tongues*; 4th – *detect scrying, dimension door, mnemonic enhancer, remove curse, stone shape*; 5th – *break enchantment x2, fabricate*.

Equipment: Bracers of armor +4, robe of resistance +3 (acts as cloak of resistance), ring of protection +2, spell component pouches.

³ A new Feat; see Appendix.

ATL 1

⌘ **Pink Hyena (3):** CR 1; medium animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +1/+3; Full Atk bite +3 melee (1d6+3); SA Trip; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.

Skills & Feats: Hide +3*, Listen +6, Spot +4. Alertness.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

ATL 3

⌘ **Salt Mephit (3):** CR 3; small outsider (Earth, Extraplanar); HD3d8+6; hp 19, Init -1; Spd 30 ft. (6 squares), fly 40 ft. (average); AC 16 (-1 Dex, +6 natural, +1 size), touch 10, flat-footed 16; BAB/Grp +3/+2; Atk claw +7 melee (1d3+3); Full Atk 2 claws +3 melee (1d3+3); SA Breath weapon, spell-like abilities; summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +4, Ref +2, Will +3; Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15.

Skills & Feats: Bluff +8, Escape Artist +5, Hide +9, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +5, Spot +6, Use Rope -1 (+1 with bindings). Power Attack, Toughness.

Breath Weapon (Su): 10-foot cone of salt crystals, damage 1d4, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes. This effect imposes a -4 penalty to AC and a -2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, *glitterdust* (DC 14, caster level 3rd). Once per day it can draw

the moisture from an area in a 20-foot radius centered on itself. Living creatures within range take 2d8 points of damage (Fortitude DC 14 half; caster level 6th). This effect is especially devastating to plant creatures and aquatic creatures, which take a -2 penalty on their saving throws. This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A salt mephit heals only if in an arid environment.

ATL 5

∖ Rast (3): CR 5; Medium Outsider (Extraplanar, Fire); HD 4d8+7; hp 25 hp; Init +5; Speed 5 ft. (1 square), fly 60 ft. (good); AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grp +4/+6; Atk claw +6 melee (1d4+2) or bite +6 melee (1d8+3); Full Atk 4 claws +6 melee (1d4+2) or bite +6 melee (1d8+3); SA Paralyzing gaze, improved grab, blood drain. SQ Darkvision 60 ft., flight, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +5, Will +5; Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12.

Skills & Feats: Hide +8, Listen +8, Move Silently +8, Spot +8. Improved Initiative, Toughness.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

ATL 7

∖ White Dragon-headed Chimera (3): CR 7; Large Magical Beast; HD 9d10+27 (76 hp); Init +1; Spd 30 ft. (6 squares), fly 50 ft. (poor); AC 19

(-1 size, +1 Dex, +9 natural), touch 10, flat-footed 18; BAB/Grp +9/+17; Atk bite +12 melee (2d6+4); Full Atk bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills & Feats: Hide +1*, Listen +9, Spot +9. Alertness, Hover, Iron Will, Multiattack.

Breath Weapon (Su): 20-foot cone of cold. A chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

Skills: A chimera's three heads give it a +2 racial bonus on Spot and Listen checks. *In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

ATL 9

∖ Hellhound, Nessian Warhound (3): CR 9; Large Outsider (Evil, Extraplanar, Fire, Lawful); HD12d8+60; hp 114; Init +6; Spd 40 ft. (8 squares); AC 24 (+6 armor, +2 Dex, +7 natural, -1 size); BAB/Grp +12/+24; Full Atk bite +20 melee (2d6+12 plus 1d8 fire; 19-20/x2); Space/Reach 10 ft. / 10 ft.; SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +13, Ref +9, Will +10; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills & Feats: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8*, Tumble +3. Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite)

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A Nessian warhound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Equipment: +2 chain shirt barding.

ATL 11 & 13

\ Basilisk, Abyssal Greater (2): CR 12; Large Outsider (Augmented Magical Beast, Extraplanar); HD18d10+90; hp 189; Init -1; Spd 20 ft. (4 squares); AC 17 (-1 Dex, +9 natural, -1 size); BAB/Grp +18/+29; Full Atk bite +29 melee (2d8+10); SA Petrifying gaze, smite good; SQ Resistance to cold and fire 10, damage reduction 10/magic⁴, darkvision 60 ft., low-light vision, spell resistance 23; AL CE; SV Fort +18, Ref +12, Will +8; Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15.

Skills & Feats: Hide +0*, Listen +10, Spot +10. Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite).

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 21 negates. The save DC is Charisma-based.

Skills: *The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

Smite Good (Su): Once per day an abyssal greater basilisk can make a normal melee attack to deal an extra 18 points of damage against a good foe.

Setup:

Refer to DM Aid #1. Keliban begins in the square marked with an "X" on the map. The creatures begin in the squares marked 1-3 (note that there are only two creatures at ATL 11).

Keliban is too surprised to act in the round in which the mishap occurs; likewise, the creatures are too disoriented. Following that, however, if the heroes don't get inside quickly, the old wizard is likely to be torn into pieces.

Note that Keliban has mostly divination and non-offensive spells, making him much more

⁴ An abyssal greater basilisk's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

vulnerable to the creatures than a wizard of his level would normally be.

Tactics:

Keliban will attempt to use his *dimension door* as soon as he's able to escape. If this fails, he will shriek for help while casting any defensive spells he has. Note that Keliban is not an adventuring sort of wizard; he has no offensive spells memorized, nor does he have any ranks in the Concentration skill. Even the weakest of these creatures present a hazard for him as a result.

The creatures attack Keliban if possible, though they immediately switch targets to attack anyone who actually hurts them.

Important: The creatures are all hostile and magically summoned (thus, spells such as *magic circle* and *protection from good/evil/law/chaos* are useful). The creatures remain for a number of rounds equal to 3 + ATL. After this period (or after they are slain), they and their possessions disappear in a puff of pink smoke.

In the second story of the building, Keliban's living quarters can be found. They include a locked (DC 30) desk in which is contained the wizard's spellbooks along with several letters of credit which can be redeemed by any merchant in the city for a total of 300 gp.

Development:

If Keliban meets some grim end in this encounter – slain or perhaps turned to stone – the PCs can't proceed in the adventure until this situation is remedied. Any number of temples of the Quorum of Faith can provide the requisite *raise dead* or *break enchantment* spells needed to restore Keliban. If this is done, Keliban offers his entire life's savings – 300 gp – towards defraying the cost. The rest will have to be borne by the PCs.

If he survives, the old wizard will be gushing with praise and thanks, and will insist that the heroes come inside and enjoy a spot of tea with him. He's a sweet but somewhat doddering old man who

probably should be thinking about retirement. He'll begin with an explanation of the strange events that just transpired:

It's a good thing that you happened along when you did! I've been working on a new sort of monster summoning potion, you see. You throw the bottle at the point where you want the creatures to be summoned, and they appear and attack your enemies. I think I used too many elderberries in the admixture... that, or perhaps the bottle fell off the counter when I wasn't looking. Err... what did you kind people want again?

Some possible questions that the PCs might ask, and Keliban's suggested answers, follow.

➤ **Why do they call you Keliban "the Blue?"**

It's a funny story. As an apprentice I worked on a topical solution for the face that would prevent hair growth. It would have put the barbers out of business, it would have! But unfortunately, the hair DID grow back, and in a bright shade of blue. I used to hate the nickname, but now I embrace it.

➤ **Do you know anything about this nesting doll? / Did you have a doll crafted by Eppinger?**

Oh yes! I asked the toymaker to craft them for me. I'm using them as material components for a new spell. It's all very exciting!

➤ **What new spell? / What does this spell do?**

It's called steal size. It's a spell that causes two targets to grow or shrink to each others' former sizes. It's all VERY exciting!

➤ **Great googly moogly! Do you realize someone cast this spell on OLEK?!?**

Oh. [pauses] OH. That's... um... uh... [pauses] Oh dear. I guess the spell works though. That's good news. Isn't it?

➤ **What happened to the window over there? / Has anything odd happened lately?**

About a week ago there was a break-in. The panes on that window were broken out. Do you know how expensive stained glass is these days? What? Why are you looking at me like... oh, yes, well, anyway, whoever broke in left everything undisturbed and didn't take anything except the nesting dolls. I didn't bother reporting it to the authorities. Probably just children - must have been, considering what they stole, and given the size of the hole that they made in the window. They trailed in mud and trailfrond all over the place. Couldn't imagine what they were doing in the Darkwood, but children do get into the strangest places...

➤ **Trailfrond?**

Yes. It's a species of leafed plant native to the Darkwood. The plant was caked into the mud of their footprints. It's a very alkaline plant, useful in alchemy, which is why it stuck in my memory when few other things do.

(If the PCs have samples of trailfrond with them from Encounter 4, Keliban can confirm that the petals are those of that plant.)

➤ **Your spellbooks weren't touched?**

They were the first things I checked! But everything was in order. I suppose it's possible the spell could have been copied, or perhaps someone used my formulae to create their own version of the spell.

➤ **Can the spell be reversed?**

Erm... that's... well, I don't know. The spell's duration is rather long. You know, permanent? It wasn't really meant to be reversed. However... [rushes off to rummage through some potions on his desk] EUREKA! This is a bit of oil of reduce person mixed with oil of dispel magic. You need only hurl the bottle at your target, and presto-chango! Back to normal! There's only enough there for one use, and I know you'll need one for the other affected target, so I'll get working on creating a second mixture straight away.

It'll take a week or so, though, so you might want to come back for it.

- **If we use the oil mixture on Olek, won't he and whoever stole his size revert back to their normal forms?**

No, it doesn't work like that. Once the magic is done, the changes are permanent, and they must be dispelled individually.

- **Can't we use some other sort of magic to end the spell (such as *break enchantment* or *dispel magic*)?**

No, I'm afraid not. This is a rather potent spell, I'm afraid.

(A *limited wish*, *wish*, or *miracle* spell could do the trick, but it's doubtful that even at the highest ATL, the PCs have access to this sort of magic. If they do, the spell is automatically broken, reverting Giblet back to his normal size.)

- **Do you have any enemies or anyone who would have wanted to steal this spell or ruin you?**

None! I daresay I'm rather liked by Amthydor's magical community.

Keliban will give the oil to the heroes. Giving the first potion to Olek, or waiting for the alchemist to complete the second potion is a *bad* idea, as the city will be wrecked while they dawdle.

Encounter Six – Potter's Field

If the characters go to visit the place where Giblet was buried, read the following.

Amthydor's potter's field is the place where the destitute and unknown were buried in unmarked graves. It was also a common final resting place for executed criminals. The wide field is marked only with small stones, irregularly placed, with numbers engraved upon them so the city authorities can keep some semblance of records on the interred.

Since the city's problems with undead, Amthydor's people have taken to cremating many of their departed loved ones. Those here, however, have no such interested parties looking out for them.

The stones are irregularly placed and appear utterly random to your eye. You have no idea where to begin looking for what you seek.

The Caretaker: The cemetery is overseen and maintained by Old Man Hicks, who keeps a small stone cottage on the field's edge. He's a little odd, and more than a bit edgy, since the cemetery is a frequent place that undead rise.

You find a stone cottage on the edge of the field; presumably, it belongs to the caretaker of the cemetery. The small structure looks to have been fortified. Sharpened wooden posts jut out from the perimeter of the building, and a razor wire fence provides a second level of security. The shutters appear to be made of heavy iron and are no doubt barred.

No noise can be heard from within. Hicks spends most of his time sitting in an old rocking chair, with a crossbow on his lap and a mace at his side. The front door is locked and barred. If the PCs knock, a shuffling will be heard from within and Hicks will answer the door – sort of.

The door abruptly pops ajar, and you see a wide-open, bloodshot eye peering at you from the shadows. The figure remains cloaked in shadow. "What is it?" The voice sounds hoarse with age, and perhaps carries with it a twinge of fear.

If the PCs explain their task, ask whichever PC is doing the talking to make a check (DC 15 Diplomacy, or a DC 17 Bluff or Intimidate, if appropriate). If the PCs are successful, Hicks will answer their questions (see below) though he won't willingly let them into his home. If the check fails, Hicks slams the door in their collective faces. A DC 24 Strength check allows a PC to force her

way inside, at which point Hicks will defend himself.

If the PCs have no luck talking to Hicks, they will need to search the cemetery in order to find Giblet's vacant grave. It will take a DC 20 Search check, made by each searching PC, with no assisting allowed on checks. Each such roll takes an hour to make. If the PCs find the grave, see **The Grave**, below.

All ATLS (EL4)

⚔ **Old Man Hicks, male human Exp5:** CR 4; medium humanoid (human); HD5d6+5; hp 28; Init +0; AC 10; Full Atk dagger +6 melee (1d4+2; 19-20/x2) or light crossbow +3 missile (1d8); AL LN; SV Fort +2, Ref +1, Will +6; Str 14, Dex 10, Con 13, Int 14, Wis 14, Cha 8.

Skills & Feats: Craft (hedge-clipping) +10, Handle Animal +10, Knowledge (history) +10, Knowledge (nature) +10, Listen +4, Spot +12, Profession (caretaker) +10, Search +10, Sense Motive +10, Survival +10. Alertness, Skill Focus (Profession [caretaker]), Weapon Focus (dagger).

Equipment: Dagger, light crossbow and 20 bolts, straw hat.

If the characters make headway in speaking to Hicks, some possible questions and answers are provided below.

➤ **Who are you?**

I'm Clifford Hicks, the caretaker of potter's field for the past thirty years.

➤ **What's with all the defenses? What are you afraid of?**

Undead often rise in places like this. I've been telling the Legion that they need to start cremating bodies instead of interring them here. But they never listen. They think I'm crazy.

➤ **We're looking for a goblin that was buried here...**

The one that caused the ruckus with that giant? I'd need to check my records. [pauses as he reaches for a ledger on a table near the door] Let's see here... yep, number twelve-sixty. That's down near the southern end of the field.

➤ **(Assuming that they return after checking it) Did you know that the grave is vacant?**

WHAT?!? Well, go find the goblin and... re-plant him! When is the Legion going to post a permanent guard here?

➤ **Has anything odd happened lately?**

A week ago, I saw someone loitering around that part of the field. I came out with my crossbow and asked him what he was doing or he was going to get a bolt in his rump. But he seemed like a nice enough fellow. One of those adventuring priests, though I didn't recognize the holy symbol that he wore. I'm not much of a religious person – I put my faith in myself. Anyway, he said that he was a follower of the Quorum of Faith, and that he was checking the graveyard for undead.

➤ **What did the holy symbol look like?**

Looked like a jagged line. Maybe a lightning bolt?

[A DC 13 Knowledge (religion) check identifies the holy symbol of Kohr, greater god of destruction.]

➤ **You fool! That's the symbol of Kohr!**

WHAT?!? Damn it! That's it, now evil clerics are stalking the graveyard? I quit! [He will indeed vacate the premises upon the conclusion of the conversation.]

The Grave: Grave #1260 is now nothing more than a gaping hole in the earth. The priest of Kohr used a pair of small summoned earth elementals to excavate the grave and bring Giblet's body back to the surface to be *raised*.

A PC with the Track feat can attempt to look for, and follow, the tracks that the priest and Giblet

made. The base DC is 17 (Soft ground DC 10, +7 for a week's passage of time), or DC 20 if the PCs are attempting to track by night without darkvision.

If the PCs succeed, they see heavy boot-prints of a medium humanoid creature move from the grave about a hundred yards south (and out of the field). At that point, the impression of a small humanoid is seen on the ground. The larger footprints – now leaving less of an impression in the ground – continue south, while smaller booted feet move westward and into the Darkwood.

A PC capable of following the tracks will need to make a second Track check (same DC) to follow Gible's trail. You should warn the PCs that the Darkwood is rather dangerous to travel in (and PCs that have played *LSJ01 Merchants* will know this firsthand). You can remind those same players that they may have the favor of Blaze the ranger, who would be a good guide in the woods.

If the PCs seek out Blaze, proceed to Encounter Seven. If they go it alone, proceed to Encounter Eight.

Interlude – Reviewing the Clues

By now, the PCs have these clues in their investigation.

- If tracked down, the goblins that Doctor Gible broke out of jail can tell the PCs that their old boss has made an alliance with the decimated but fierce worg-riding Lurker tribe, and that they're gathering in the Darkwood.
- An examination of Gible's grave in Potter's Field revealed that the grave was empty, and that old tracks from the grave led in the direction of the Darkwood.
- At the scene of the jailbreak, and at Keliban's, trailfrond leaves were found. The plant is unique to the Darkwood, and has alkaline properties.

The evidence should point the PCs to the Darkwood. If they missed the evidence entirely, you'll need to get them back on track. The easiest way is by having Blaze the ranger contact Commander Vestra about having spotted an unusual-looking goblin in the Darkwood. Vestra would then pass along the information to the PCs, instructing them to meet with her (see Encounter Six).

Ultimately, you want to get the PCs to Encounter Six, preferably by not leading them by the nose. In the worst case, a *divination* spell might be cast by (or on behalf of) the PCs to get them back on track.

Encounter Seven – Blaze the Ranger

The PCs might seek out Blaze, the accomplished ranger of the Darkwood, by a number of means. If any PCs ask anyone “in the know” for a recommendation of someone who can take them through the Darkwood, Blaze's name is the first to come up. Commander Vestra thinks highly of Blaze's reputation and her honest dealings and won't hesitate to recommend her if asked.

It's also likely that the PCs might have earned Blaze's favor in *LSJ01 Merchants*. Now is the time that the PCs can call in that favor.

If the PCs seek out Blaze, she can be found at the *Dauntless Dolphin*, her usual watering hole in Amythdor:

The Dauntless Dolphin lives up to its name. Mirth and cheer flow as easily as the casks of beer and ale that must surely be well-stocked to handle such a crowd! All manner of friendly races can be found here enjoying an afternoon's refreshment! Looking through the crowded tavern, in the back booths you see a striking individual. Her straight, fire-red hair is tied in a single pony-tail, which disappears behind her strong shoulders. Her leathers are well-worn, though in good repair. While taking a sip from her mug, you spy what looks to be part of a blue

tattoo peeking from the edge of the shirt sleeve on her right forearm. She locks your gaze with intense eyes that shine like emeralds.

Blaze's attitude is abrupt and no-nonsense. She is somewhat more affable to people that have earned her favor; she will escort such PCs in and out of the Darkwood at no charge if they wish. She will consider her debt to the PCs as discharged at that point (i.e. void the *Favor* cert).

If the PCs need to hire her, she charges a fairly stiff fee – 100 gp, with another (50 gp x ATL) hazard pay if she is forced into combat. She expects 50 gp up front.

Regardless of whether or not she's doing it for free, she has some ground rules that she explains to the PCs. First, she's paid to guide, not to fight. If she is forced into combat to save the PCs' skins, she'll hit them with the hazard pay charge (even if the rest of the trip is free). Second, she forbids the PCs from bringing mounts or pack animals – the woods are treacherous in terms of footing, and she won't abide PCs putting an animal at risk. (She herself has no fighting animal companion for this reason.) Third, the PCs are required to port all supplies.

Blaze can be ready in two hours if the PCs agree to her terms. If not, she will wish them farewell. If the PCs should insult her, she will not feel any further obligations to them (void any *Favor of Blaze* certs insulting PCs might have) and will tell them to hit the road. The PCs will have to manage the Darkwood on their own at that point.

All ATLS (EL 7)

⚔ **Blaze, female human Rgr7:** CR 7; Medium Humanoid (human); HD 7d10+21; hp 66; Init +7; Spd 30 ft.(6 squares); AC 19 (+5 armor, +1 deflection, +3 Dex), touch 15, flat-footed 16; BAB/Grp +7/+10; Atk +1 *short sword* +10 melee (1d6+4) or +1 *shortbow* +12 missile (1d6+4); Full Atk +1 *short sword* +10/+5 melee (1d6+4) and +1 *short sword* +5 melee (1d6+2) or +1 *shortbow* +12/+7 ranged (1d6+4); SA favored enemy (orcs +2, shapeshifters +1), SQ combat style (two-

weapon fighting), improved combat style (two-weapon fighting), track, wild empathy, woodland stride; AL NG; SV Fort +9, Ref +6, Will +6; Str 17, Dex 17, Con 17, Int 17, Wis 17, Cha 17.

Skills and Feats: Handle Animal +8, Hide +13, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Knowledge (nature) +13, Listen +13, Move Silently +13, Ride +10, Spot +13, Search +13, Survival +16; Improved Initiative, Improved Two-Weapon Fighting^B, Skill Focus (Survival), Two-Weapon Fighting^B, Weapon Focus (short sword).

Ranger spells prepared (2; DC 13 + spell level): 1st - *delay poison, resist elements.*

Equipment: +1 composite shortbow (+3 Str) and 40 arrows, two +1 short swords, +1 mithral chain shirt, +1 cloak of resistance, +1 ring of protection.

Encounter Eight – The Darkwood

You've traveled west from Amthydor into the small but thick forest that lies nearby. The Darkwood's heavy canopy of thickly-grown, intermingled boughs gives the oppressive air that earned the forest its nickname. Although the heavy canopy keeps the forest floor mercifully clear of growth, traveling is still difficult. The ground is surprisingly rocky, and the trees' roots make the danger of turning an ankle ever-present.

If the PCs have Blaze with them, she leads them on a winding but navigable path through the forest's terrain. If they do not, determine which PC(s) are leading the party; ask for her/them to make a DC 20 Survival roll. They may “take 10” on the check if they wish (Blaze is assumed to do so; hence, she automatically avoids the hazard), but may not “take 20” (since there is a consequence for failure).

If the roll succeeds, read the following:

The trail is barely wide enough for two abreast or a single horse. Odd noises come from the forest, and one loud screech of some predatory bird catches your attention. As the bird takes flight, you notice a sinkhole alongside the road. No, not a sinkhole – a footprint! The immense boot-prints come from out of the forest and onto the path.

The PCs can easily follow Giblet's very obvious trail (no check needed). Proceed to Encounter 9.

If the roll is failed, the lead PC makes an ill-advised choice in paths. At ATL 1-5, the PCs blunder into a mounted goblin patrol, one that answers to Doctor Giblet, and that guards the Darkwood against intruders. At ATL 7-11, they encounter an especially dangerous denizen of the forest.

What the PCs blunder into depends on their ATL:

- **ATL 1 (EL 2):** One goblin (CR 1/3) mounted on one worg (CR 2).
- **ATL 3 (EL 4):** Two goblins (CR 2/3) mounted on two worgs (CR 4).
- **ATL 5 (EL 6):** Three goblins (CR 1) mounted on three worgs (CR 6).
- **ATL 7 (EL 8):** Two digesters (CR 6).
- **ATL 9 (EL 10):** Four digesters (CR 6).
- **ATL 11 (EL 12):** Two razor boars (CR 10).

Terrain Notes (All ATLs): The battlefield is essentially open terrain except for tree trunks that average ten feet in diameter. The trees are roughly fifty feet from one another and range from thirty to fifty feet in height. The trail on which the PCs find themselves is wide enough for them to travel two abreast, or for a single column of horses. You should draw the trail ten feet in width, and give it a 45 degree bend midway along its length.

There is more than enough vegetation on the forest floor for *entangle* spells.

As noted earlier, the terrain is hazardous. Any terrain off the road is considered difficult terrain (movement costs are doubled; no charging, no

five-foot steps). In general, this won't impact ATL 1-5, and benefits the PCs at the higher ATLs.

Setup (ATL 1-5): Read the following:

The trail is barely wide enough for two abreast or a single horse. Odd noises come from the forest, and one loud screech of some predatory bird catches your attention. As the bird takes flight, you notice a sinkhole alongside the road. No, not a sinkhole – a footprint! The immense boot-prints come from out of the forest and onto the path. As your eyes track the prints up the trail, a great shaggy wolf comes around the bend in the road ahead. On a saddle upon its back is a goblin.

Creatures:

‡ **Goblin War1:** CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 9; Init +1; Spd 30 ft. (6 squares); AC 15 (+2 armor, +1 Dex, +1 shield, +1 size), touch 12, flat-footed 14; BAB/Grp +1/-3; Full Atk morningstar +2 melee (1d8) or javelin +3 ranged (1d6); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills & Feats: Hide +5, Listen +0, Move Silently +5, Ride +4, Spot +0. Mounted Combat.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

Possessions: Javelins (3), leather armor, light shield, morningstar.

‡ **Worg:** CR 2; Medium Magical Beast; HD 4d10+8 (30 hp); Init +2; Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +4/+7; Full Atk bite +7 melee (1d6+4); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills & Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*. Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or

provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

Setup: The encounter begins with the goblin(s) 100 feet away from the lead PC. The goblins attack to the best of their ability. Note that their Mounted Combat feats allow them the chance to negate one successful attack per round against their mounts. The goblins will allow the worgs to strike first, hoping to attack a tripped opponent (+4 to hit).

If a worg is reduced to ¼ or fewer hit points, it will attempt to flee back up the trail. Once a worg has escaped, the others (if there are more than one) fight to the death to cover its flight. A fleeing worg runs the five miles back to Giblest and report the presence of the PCs (remember, worgs are capable of speech). The goblins fight until incapacitated or slain.

Setup (ATL 7-13): Read the following:

The trail is barely wide enough for two abreast or a single horse. Odd noises come from the forest, and one loud screech of some predatory bird catches your attention. As the bird takes flight, you notice a sinkhole alongside the road. No, not a sinkhole – a footprint! The immense boot-prints come from out of the forest and onto the path. As your eyes track the prints up the trail, a number of dangerous-looking forest predators burst from behind a tree to your right!

The encounter begins with the creatures 100 feet away from the lead PC. The creatures move as quickly as they are able to engage the PCs. The digesters will stop when within 20 feet and blast the party with a cone-shaped acid spray before moving into melee. Once they have engaged a PC, they use their concentrated one-target acid spray against that foe as often as they are able. The razor boars simply lumber into combat as rapidly as they are able, seeking to cut the PCs to pieces with their tusks.

Creatures:

⚔ Digester: CR 6; Medium Magical Beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft. (12 squares); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB/Grp +8/+11; Full Atk claw +11 melee (1d8+4); SA Acid spray; SQ Darkvision 60 ft., immunity to acid, low-light vision, scent; AL N; SV Fort +9, Ref +10, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills & Feats: Hide +9, Listen +6, Jump +21, Spot +6. Alertness, Improved Initiative, Lightning Reflexes.

Acid Spray (Ex): A digester can spray acid in a 20-foot cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 feet. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

⚔ Razor Boar: CR 10; Large Magical Beast; HD 15d10+45; hp 127 hp; Init +1; Spd 50 ft. (10 squares); AC 27 (-1 size, +1 Dex, +17 natural), touch 10, flat-footed 26; BAB/Grp +15/+27; Atk tusk slash +22 melee (1d8+8) or bite +22 melee (1d8+8); Full Atk tusk slash +22 melee (1d8+8) and 2 hooves +17 melee (1d4+4) or bite +22 melee (1d8+8); Space/Reach 10 ft. / 5 ft.; SA trample 2d6+12, vorpal tusks; SQ damage reduction 5/-, darkvision 60 ft., fast healing 10, low-light vision, scent, spell resistance 21; AL N; SV Fort +12, Ref +10, Will +7; Str 27, Dex 13, Con 17, Int 2, Wis 14, Cha 9.

Skills & Feats: Listen +8, Spot +8, Survival +8. Alertness, Awesome Blow, Diehard, Endurance, Improved Bull Rush, Power Attack.

Vorpal Tusks (Ex): On a successful critical hit against a creature of up to one size category larger than itself, the razor boars' tusk slash attack severs

the opponents head (if it has one) from its body. Though some creatures, such as golems and undead other than vampires, are not affected by the loss of their heads, most creatures die when their heads are cut off.

Trample (Ex): Reflex DC 25 half. The save DC is Strength-based.

Development: Assuming that the PCs triumph, they may easily follow the enormous footprints (no check needed). Proceed to Encounter 9.

Encounter Nine – Fey, Haven’t We Met?

The infamous Darkwood pixies have been noting the growing power of Doctor Gible with despair, and the fey see the PCs as a way to perhaps rid themselves of the goblins. However, according to rather sketchy fey logic, the pixies need to test the adventurers with some riddles, to determine their worth. If the PCs succeed, they will have earned the aid of the pixies. They provide them with information – *unless* one of the PCs in the group has earned the *Enmity of the Darkwood Fey* from *LSJ01 Merchants*. In that case, the fey are playing the riddle game and dangling the promise of a reward to get back at the PC that earned their ire.

The trail cuts a ragged, narrow swath through the forest, winding further westward into its depths. At least the tracks are easy to follow.

If any of the PCs have a spell that detects or purges *invisibility*, you may need to make some *ad hoc* adjustments to the next bit of read-aloud text.

The air shimmers not far from where you are walking. All around you, with a sound like that of popping wine corks, diminutive figures appear. They can only be the infamous pixies of the Darkwood. They wear green tunics, brown breeches, and sport curly-toed shoes. The tallest among them is no more than thirty inches high. They flit in the air, held aloft without any apparent wings.

A female pixie flits a bit closer. “Big and rumbly! Tramp, tramp, tromple, tromple! You look for the ones that gobble!” The rest of the pixies burst into uproarious gaiety, disappearing and reappearing in time with their gales of laughter, with the chorus of popping cork noises each time they blink back into view.

She continues, “We know stuff! Yes we do! Play with us, and you’ll know, too!”

The pixies squeal with glee, and begin chanting, “RIDDLE FIGHT! RIDDLE FIGHT!”

She silences the rowdy fey with a stern look before turning to all of you. “So,” she says with a sly smile. “Are ya game?”

Creatures: The lead pixie is named Glittersmirk. She claims to have information that the PCs will find useful against “those that gobble” (goblins).

⚔ **Pixies (10):** CR 4 (Glittersmirk, CR 5); Small Fey; HD 1d6; hp 6; Init +4; Spd 20 ft. (4 squares), fly 60 ft. (good); AC 16 (+4 Dex, +1 natural, +1 size), touch 15, flat-footed 12; BAB/Grp +0/-6; Full Atk short sword +5 melee (1d4-2/19-20) or longbow +5 ranged (1d6-2)/×3; SA spell-like abilities, special arrows; SQ damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL NG; SV Fort +0, Ref +6, Will +4; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills & Feats: Bluff +7, Concentration +4, Escape Artist +8, Hide +8, Listen +10, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +10. Alertness, Dodge^B, Weapon Finesse^B

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts* (DC 15), *dispel magic*, *entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only). Caster level 8th. The save DCs are Charisma-based.

Glittersmirk can use *irresistible dance* (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 15 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish*, *wish*, or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 15 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

The PCs can decline to play if they wish. If they do so, and none of the PC possesses the *Enmity* cert, they can leave unmolested. However, should one of the PCs possess the *Enmity* of these fey, the vindictive Glittersmirk will actually warn Giblet of the PCs arrival!

If the PCs agree to play, Glittersmirk lays out the ground rules:

The female fey introduces herself as Glittersmirk and explains the ground rules. "Normally we'd just ask riddles of each other until one of us missed three in a row. But whether you know it or not, you're pressed for time..."

"Pressed like a grape!" comes a voice from the other fey. More titters of laughter erupt along with corks popping.

Glittersmirk fights back her laughter and continues. "SO... I ask three riddles. You get two out of three, you get my help. Deal?"

If the PCs press her for details, guarantees, elaborate rules explanations, or otherwise try to manipulate her, she uses her *permanent image* ability to make herself briefly appear in a

powdered wig and dark robes, and says "HELLO? OK, I'm NOT a barrister! Deal or no deal, what's it going to be?" If the PCs persist, she'll assume that they don't want to play and will react as such; the PCs will turn invisible and scatter (with Glittersmirk warning Giblet if a PC possesses the *Enmity* cert).

The Riddles: For your reference, a number of riddles have been listed below. Feel free to pick three or, if you're so inclined, come up with your own. The PCs are free to guess as often as they would like, until they get the answer or give up.

- Q: What is cut at the table yet never eaten? (A: *A deck of cards*)
- Q: How is a naughty schoolboy beneath a switch [a whip] like your eye? (A: *Both are pupils under a lash*)
- Q: What is bought by the yard and worn by the foot? (A: *A carpet or rug*)
- Q: I have neither flesh nor bone, but in 21 days I walk alone. What am I? (A: *A chicken's egg*)
- Q: What always remains down even when it's up? (A: *A feather*)
- Q: What is black when you buy it, red when you use it, and grey when you throw it out? (A: *Coal*)
- Q: No matter your mood, I can bring you to tears. What am I? (A: *An onion*)

If the PCs fail, and one of them has the *Enmity* of the fey:

Following your failure, the pixies jeer you with raspberry noises before disappearing with a chorus of pops. Only Glittersmirk remains. Her smile has disappeared. "Well, well. Looks like you lost. But I'll tell you something that you need to know anyway." She points at a member [or members] of your party and says, "Every bill comes due – when you least expect it, and sometimes when you most can't afford to pay it. Just ask him [or her/them]." Then she too is gone.

Unless stopped, she invisibly flees to warn Giblet of the PCs impending arrival. Proceed to Encounter 10.

If the PCs fail, but none of them has the *Enmity* of the fey:

Despite your failure, the pixies cheer before disappearing with a chorus of pops. Only Glittersmirk remains. Her smile is broad. “Our riddles are hard. Don’t fret! We appreciate a good attempt. But rules are rules. Still, we wish you the best of luck! We don’t have much use for those gobblers. Cheers!” She disappears with a pop.

Proceed to Encounter 10.

If the PCs succeed, but one of them has the *Enmity* of the fey:

Following your success, the pixies cheer before disappearing with a chorus of pops. Only Glittersmirk remains. Her smile has disappeared. “Well, well. Looks like you won. So I’ll tell you what you need to know.” She points at a member [or members] of your party and says, “Every bill comes due – when you least expect it, and sometimes when you most can’t afford to pay it. Just ask him [or her/them].” Then she too is gone.

Unless stopped, she invisibly flees to warn Giblet of the PCs impending arrival. Proceed to Encounter 10.

If the PCs won the contest and none have the *Enmity* cert, read the following:

Following your success, the pixies cheer before disappearing with a chorus of pops. Only Glittersmirk remains. Her smile is broad. “Well, well. Looks like you won. So I’ll tell you what you need to know. There have always been gobblers in the Darkwood, their tribe is called the Gnashers. But never so many, and now they have their awful worgs with them!”

*Recently, a new gobbler showed up, all pasty and magical. Then the other day, he thundered back into the forest and he was a **BIG HUGE GOBBLING GOB-KNOBBER OF A GOBBLER**, I tell you! He was... **THIS BIG!**”*

*For emphasis, she throws out her arms as wide as she is able, disappears with a pop, and reappears a moment later. “... and **BIGGER** yet! He makes the pixies sad, and the animals are scared of him. He’s a mile up the road, in a clearing. He’s built himself an egg throne, that gobbler! If you’re good and quiet, you might be able to sneak up on him. That’s probably a good idea, because he’s **HUGE!** And I’m good to my word, so I’ll be following along right behind you. I’ll help you deal with the big ol’ nasty gobbler!”*

The little fey disappears into the air.

Invisible, Glittersmirk flies back into the woods to await the PC’s encounter with Giblet. Proceed to Encounter 10.

Encounter Ten – Doctor Giblet

The nefarious Doctor Giblet and the remnants of the Gnasher tribe lie in wait. The Doctor is planning on launching his attack soon. He’s made an alliance with another decimated tribe of goblins, the Lurkers, and it is from this tribe that the goblin intends to launch his attacks on Amthydor.

At ATLs 1 and 5, the goblin is aided by one or more worgs. At ATL 11, he is attended by a pair of *Kohrbred Stormhounds*. The creatures are identical to the “Nessian Warhound” form of the standard hellhound, except for those differences noted in the stat blocks. These beasts were gifts from the priest of Kohr that brought the Doctor back to life.

If the PCs should use the potion on Doctor Giblet, there will be a blinding flash of light as the potion hits the goblins body. The potion will take effect during the round after it was thrown, at which time doctor giblet will shrink to the size of a .

DM Note on EL Calculations: For ATL 1, Doctor Giblet's CR, stat and abilities were calculated ignoring the benefits of his larger size, as he hasn't had the time to fully adjust to it.

At ATL 3+, Doctor Giblet's CR was calculated as if he was a type of giant with four non-associated class levels, as noted below:

ATL 3 and 5: ogre

ATL 7: hill giant

ATL 9 - 13: frost giant

Note that Doctor Giblet's creature type and subtype remain unchanged.

As Doctor Giblet's size growth is magical, not natural, he does not gain additional skill points for his monster hit dice, though he gains additional feats as normal (with the latter being those that would make sense given his new stature, such as Cleave, Power Attack, and Improved Critical). In the case of ATLs 9 and 11, the goblin possesses neither the rock throwing, immunities, nor the vulnerabilities of the base giant, and so the CR of the base creature is unchanged.

ATL 1

⚔ Doctor Giblet, male goblin Adp2/Wiz2: CR 3; Large Humanoid (goblin); HD 3d8+2d4+8; hp 30; Init +3; Spd 30 ft. (6 squares); AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; Full Atk morningstar +3 melee (1d8) or sling +6 ranged (1d6); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +5, Will +10; Str 10, Dex 16, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats: Concentration +9, Craft (alchemy) +6, Knowledge (arcana) +9, Knowledge (religion) +9, Hide +6, Listen +3, Move Silently +4, Spot +4; Dodge, Iron Will, Lightning Reflexes, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 12 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: Small morningstar, small sling and 20 bullets, holy symbol.

⚔ Worg: CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +4/+7; Full Atk bite +7 melee (1d6+4); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3. Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills & Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2* (+6 when tracking by scent); Alertness, Track.

ATL 3

⚔ Doctor Giblet, male goblin Adp2/Wiz2: CR 5; Large humanoid (goblin); HD 2d4+2d6+4d8+24; hp 61; Init +2; Spd 40 ft. (8 squares); AC 18 (+2 armor, +2 Dex, -1 size, +5 natural), touch 11, flat-footed 16; BAB/Grp +5/+14; Full Atk masterwork large morningstar (2d6+7) or masterwork Large sling (1d6+5), AL NE; SV Fort +7, Ref +5, Will +11; Str 20, Dex 14, Con 17, Int 12, Wis 14, Cha 8.

Skills & Feats: Concentration +10, Craft (alchemy) +5, Hide -1, Jump +9, Move Silently +3. Dodge, Iron Will, Lightning Reflexes, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 11 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: *Bracers of armor* +2, masterwork Large morningstar, masterwork Large sling and 20 bullets, holy symbol.

ATL 5

⚔ Doctor Giblet, male goblin Adp2/Wiz2: CR 5; Large humanoid (goblin); HD 2d4+2d6+4d8+24; hp 61; Init +2; Spd 40 ft. (8 squares); AC 18 (+2

armor, +2 Dex, -1 size, +5 natural), touch 11, flat-footed 16; BAB/Grp +5/+14; Full Atk masterwork large morningstar (2d6+7) or masterwork Large sling (1d6+5), AL NE; SV Fort +7, Ref +5, Will +11; Str 20, Dex 14, Con 17, Int 12, Wis 14, Cha 8.

Skills & Feats: Concentration +10, Craft (alchemy) +5, Hide -1, Jump +9, Move Silently +3. Dodge, Iron Will, Lightning Reflexes, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 11 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: *Bracers of armor* +2, masterwork large morningstar, masterwork large sling and 20 bullets, holy symbol.

‡ **Worg (4):** CR 2; Medium Magical Beast; HD 4d10+8; hp 30; Init +2; Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB/Grp +4/+7; Full Atk bite +7 melee (1d6+4); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3. Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills & Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2* (+6 when tracking by scent); Alertness, Track.

ATL 7

‡ **Doctor Giblet, male goblin Adp2/Wiz2:** CR 9; Large Humanoid (goblin); HD 2d4+2d6+12d8+96; hp 173; Init +2; Spd 40 ft. (8 squares); AC 22 (+2 armor, +2 Dex, -1 size, +9 natural), touch 11, flat-footed 20; BAB/Grp +11/+22; Atk +1 *Large morningstar* +18 melee (2d6+11; 19-20/x2) or +1 *large sling* +13 missile (1d6+7); Full Atk +1 *large morningstar* +18/+13/+8 melee (2d6+11; 19-20/x2) or +1 *large sling* +13/+8/+3 missile (1d6+7); AL NE; SV Fort +14, Ref +8, Will +14; Str 24, Dex 14, Con 22, Int 14, Wis 14, Cha 8.

Skills & Feats: Concentration +13, Craft (alchemy) +6, Hide -1, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +3, Move Silently +3, Spot

+2; Cleave, Dodge, Improved Critical (morningstar), Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 12 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: *Bracers of armor* +2, +1 *large morningstar*, +1 *large sling* and 20 bullets, holy symbol.

ATL 9

‡ **Doctor Giblet, male goblin Adp2/Wiz2:** CR 11; Large Humanoid (goblin); HD 2d4+2d6+14d8+146; hp 221; Init +2; Spd 40 ft. (8 squares); AC 24 (+4 armor, +2 Dex, +9 natural, -1 size), touch 11, flat-footed 21; BAB/Grp +12/+25; Atk +1 *large morningstar* +21 melee (2d6+14; 19-20/x2) or +1 *large sling* +14 missile (1d6+9); Full Atk +1 *large morningstar* +21/+16/+11 melee (2d6+14; 19-20/x2) or +1 *large sling* +13 missile (1d6+9); AL NE; SV Fort +16, Ref +3, Will +11; Str 28, Dex 14, Con 24, Int 14, Wis 18, Cha 12.

Skills & Feats: *Skills and Feats:* Concentration +14, Craft (alchemy) +6, Hide -2, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +6, Move Silently +3, Spot +4; Cleave, Dodge, Improved Critical (morningstar), Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 12 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: *Bracers of armor* +4, +1 *large morningstar*, +1 *large sling* and 20 bullets, holy symbol.

ATL 11 & 13

‡ **Doctor Giblet, male goblin Adp2/Wiz2:** CR 11; Large Humanoid (goblin); HD

2d4+2d6+14d8+146; hp 221; Init +2; Spd 40 ft. (8 squares); AC 24 (+4 armor, +2 Dex, +9 natural, -1 size), touch 11, flat-footed 21; BAB/Grp +12/+25; Atk +1 *large morningstar* +21 melee (2d6+14; 19-20/x2) or +1 *large sling* +14 missile (1d6+9); Full Atk +1 *large morningstar* +21/+16/+11 melee (2d6+14; 19-20/x2) or +1 *large sling* +13 missile (1d6+9); AL NE; SV Fort +16, Ref +3, Will +11; Str 28, Dex 14, Con 24, Int 14, Wis 18, Cha 12.

Skills & Feats: Skills and Feats: Concentration +14, Craft (alchemy) +6, Hide -2, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +6, Move Silently +3, Spot +4; Cleave, Dodge, Improved Critical (morningstar), Iron Will, Lightning Reflexes, Power Attack, Scribe Scroll^B.

Adept spells prepared (3/2 per day; DC 12 + spell level): 0 - *cure minor wounds* x3; 1st - *cure light wounds, sleep*.

Wizard spells prepared (4/3 per day; DC 12 + spell level): 0 - *daze* x2, *ray of frost, open/close*; 1st - *mage armor, magic missile, shield*.

Equipment: Bracers of armor +4, +1 *large morningstar*, +1 *large sling* and 20 bullets, holy symbol.

‡ **Kohrbred Stormhounds (2):** CR 9; Large Outsider (Air, Chaotic, Evil, Extraplanar); HD 12d8+60; hp 114; Init +6; Speed 40 ft. (8 squares); AC 24 (+6 armor, +2 Dex, +7 natural, -1 size), touch 11, flat-footed 22; BAB/Grp +12/+24; Full Atk bite +20 melee (2d6+12 and 1d8 electricity; 19-20/x2) or armor spikes +20 melee (1d6+8); Space/Reach 10 ft. / 10 ft.; SA Breath weapon, shocking bite; SQ Darkvision 60 ft., immunity to electricity, scent, vulnerability to acid; AL CE; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills & Feats: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8 (+16 when following tracks by scent), Tumble +3. Alertness, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite).

Equipment: +2 *spiked chain shirt* *barding*.

A Kohrbred Stormhound's natural weapons, as well as any weapons it wields, are treated as evil-

and chaotic-aligned for the purposes of overcoming damage reduction.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 electricity, Reflex DC 21 half. The save DC is Constitution-based.

Shocking Bite (Su): A Kohrbred Stormhound deals an extra 1d8 points of electrical damage every time it bites an opponent, as if its bite were a shocking weapon.

Conclusion A

You report back to Commander Vestra to inform her about the details of your mission. As you are ushered into her office you notice that Commander Vestra is not alone, Olek and Keliban are there as well. Keliban has an excited look on his face. "It's done! I've completed the 2nd potion. Now all that we need to do is find a safe place to administer this where Olek won't cause any damage as he reverts back to his normal size.

You accompany Keliban, Olek and Commander Vestra to the harbor area. Commander Vestra orders her officers in the area to have the harbor cleared of all ships, and to have all establishments in the area to safeguard their wares and equipment. Once those orders are implemented Olek gets ready to jump off the dock as soon as he's hit with the potion. Keliban hurls the potion at Olek, which upon impact causes a bright flash of light. You also hear the sounds of Olek jumping as the bottle hits him. As Olek hits the water a large wave of water showers the dock dousing you.

Standing in the location where he hit the water Olek begins speaking. "Tank you Hoomin Keliban for fix Olex. It good to be Olek again. Hoomin Vestra, Olek tank you too. Olek friends give you tanks too.

Commander Vestra instructs everyone to say goodbye to Olek and head back to her office. When you arrive at the commander's office she begins speaking. "Thank you for helping me with this unusual problem, and thwarting the plans of

Doctor Giblet again. This could have been a really bad situation for the city if Doctor Giblet was allowed to carry out his devious plans. It's good to know that even though I've been promoted, the adventurers of this fine city are still there when the city needs them. I have arranged for you to receive an item of your choosing based on your level of expertise.

Keliban continues "I also want to thank you. I am willing to cast a spell for you at a future time.

THUS ENDS "HELP WANTED II: SIZE DOES MATTER"

Conclusion B (Potion Already Used on Olek)

You report back to Commander Vestra to inform her about the details of your mission. As you are ushered into her office you notice that Commander Vestra is alone. Thank you for helping me with this unusual problem, and thwarting the plans of "Doctor" Giblet again. This could have been a really bad situation for the city if Doctor Giblet was allowed to carry out his devious plans. It's good to know that even though I've been promoted, the adventurers of this fine city are still there when the city needs them. I have arranged for you to receive an item of your choosing based on your level of expertise. Keliban is willing to cast a spell for you at a future time.

THUS ENDS "HELP WANTED II: SIZE DOES MATTER"

TU Cost 5

EXPERIENCE POINT SUMMARY

ATL1

Completing the mission	400 xp
Roleplaying up to	100xp
Max	500xp

ATL 3

Completing the mission	600 xp
Roleplaying up to	100xp
Max	700xp

ATL 5

Completing the mission	800 xp
Roleplaying up to	100xp
Max	900xp

ATL 7

Completing the mission	1000 xp
Roleplaying up to	100 xp
Max	1100 xp

ATL 9

Completing the mission	1200 xp
Roleplaying up to	100 xp
Max	1300 xp

ATL 11

Completing the mission	1400 xp
Roleplaying up to	100 xp
Max	1500 xp

ATL 13

Completing the mission	1600 xp
Roleplaying up to	100 xp
Max	1700 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it.

Introduction:

25gps

Conclusions A or B

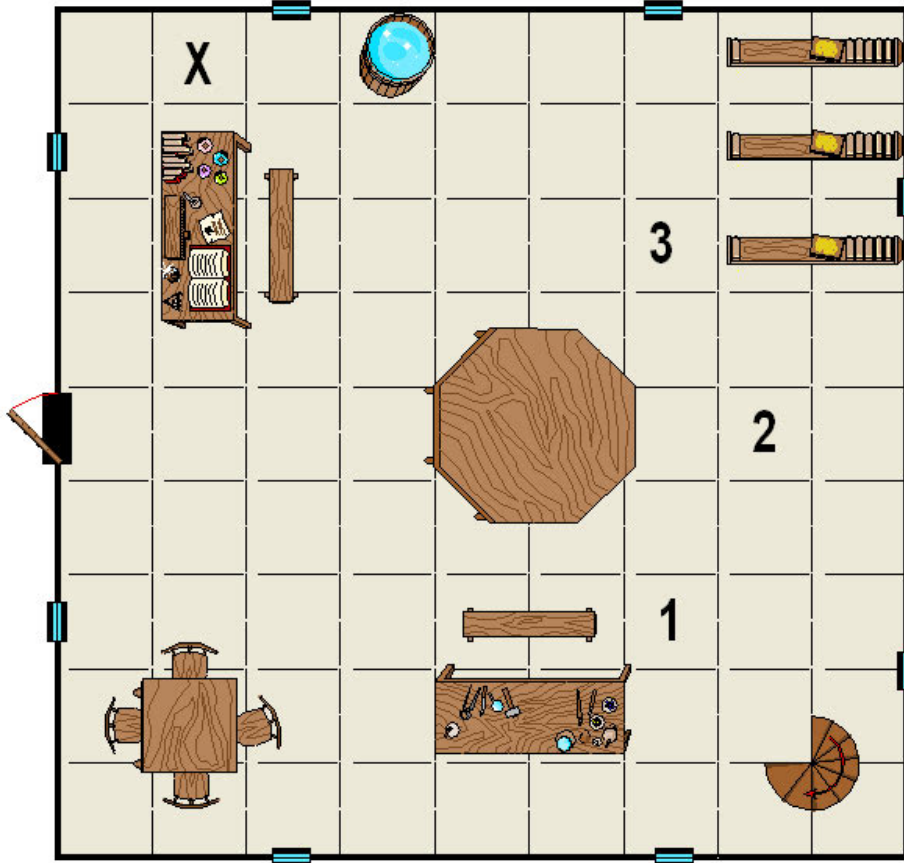
75gps

- **Gratitude of Commander Vestra** (1 per PC)
In appreciation for your efforts Commander Vestra has arranged for you to receive a single magic item valued at 500 gold pieces per experience level. The item must be one that is available at a market place or through a shopping spree, although you don't need to wait for a marketplace to use this cert. No money may be spent to get a better item than the cert provides, nor is any money gained if the full value afforded the PC is not used.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Legality: Legal).
- **Gratitude of Keliban The blue** (1 per PC) In appreciation for your help Keliban has agreed to cast a single arcane spell of 1st through 4th level at a future date. The spell is not chosen until the PC needs it to be cast.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Legality: Legal).
- **Gratitude of Olek** (1 per PC) In appreciation for your help in his regaining his size Olek promises to help you at a future time. The effects of this assistance will come into play at a future time.
(Value: varies, Size: Tiny, Tradable: No, Rarity: Common, Legality: Legal).

DM Aid #1

Map of Keliban's Shop (Encounter Five)

Keliban's Lab - One Square = Five Feet



Appendix 1– New Feat

Improved Brew Potion (Su). This feat allows the combination of multiple spells into a single potion at maximum effectiveness. Because the potion created is a combination of multiple spells the DC to dispel it is that of the highest spells, with a +2 modifier to the DC for each additional spell.

Critical Event Summary: Help Wanted II: Size Doesn't Matter

Convention: _____ **Date:** _____

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

1. What was the state of Doctor Giblet? (Circle all that apply)

Dead In custody Escaped

2. Did the PCs use the potion on Doctor Giblet? Yes No

3. Did the PCs go to the graveyard? Yes No

3a. What was the status of Hicks after the PCS spoke with him? (Circle all that apply)

He quit He's still employed there

4. Did the PCs investigate the jailbreak? Yes No

5. Did the PCs use the first potion on Olek? Yes No

6 Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to
lsj-roster@theshiningjewel.com.



Roster of Heroes: Help Wanted II: Size Doesn't Matter

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Gained a level: Out of Play: Dead: Lost level(s):

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

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

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

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