



# Helping Hands

**By David Samuels**

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

Lady Cassandra Atwood, a wealthy and reclusive former member of Amthydoran nobility has passed away. Lady Cassandra wished to be remembered fondly after her passing so she decided to do something unusual with her fortune. That's where you come in. For character levels 1-6

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**[www.theshiningjewel.com/lcj](http://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

Lady Cassandra Atwood, a wealthy and eccentric former member of Amthydoran nobility, has passed on. Lady Cassandra wished people to remember her fondly after her passing, so she decided to do something unusual with her fortune. Lady Cassandra wished her fortune to go to those who would benefit the most from it. Realizing that she would not be alive to choose the recipients, she stipulated in her will that a group of 4-6 individuals would be chosen at random, and that they would evaluate potential benefactors, and choose the most worthy individual(s).

Lady Cassandra's will stipulated that the executor of her will would accompany the group to keep track of any and all potential benefactors, but that he would have no input into the group's decision. The group would travel the city's Poor District looking for worthy candidates for her fortune. The will further stipulated that the PCs can not name themselves, although she did leave something in her will to show her appreciation, for those who helped fulfill her wishes.

Unknown to the executor, Lady Cassandra Atwood was a member of House Gallastan. Just before the fall of House Gallastan, and after a major falling out with her sister Kiandra, Lady Atwood took part of the family fortune and fled Amthydor in the hopes of starting over. She travelled Raia seeking a life that would satisfy her. It was in Corothia that she met her future husband Lord Atwood a minor Corothian noble. The 2 were married and spent many years in Corothia before a yearning to return to Amthydor led the Atwood's to settle into Amthydor 5 years ago. Lord Atwood succumbed passed away last year, and as Lady Atwood's health began to decline she decided that she wanted to do something unusual with her fortune. She wanted to make sure that the fortune was put to good use helping the unfortunate, while ensuring that her sister Lady Kiandra Gallastan-Gaines was not able to get her hands on the fortune.

Introduction: You've Been Served. The PCs will receive a summons to the law offices of Gnome,

Gnome, and Gnome, a prestigious law firm run by a family of gnomes.

Encounter 1: Gnome, Gnome and Gnome. Upon arriving the PCs will learn the details of their assignment and will have a chance to ask questions.

Encounter 2: Taking It to the Streets. The PCs will head towards the Amthydoran Poor District and the start of their quest. Once inside the Poor District, the PCs will have little trouble finding people to talk to in the district that meet the criteria that they have been instructed to look for. While the PCs are moving through the streets of the district they will be bumped by some children who will "borrow" some of their belongings. They will be able to apprehend the thief and can meet with his/her family.

Encounter 3: Soup's On. The PCs will have the chance to visit one of the districts soup kitchens, this one run by Arbril Crythian, the high priest of Lucor. The PCs will learn about what the soup kitchen accomplishes, as well as what it could accomplish with additional funding

Encounter 4: Sleep Soundly. The PCs will head to a homeless shelter run by Reva, the High Priestess of Pietos. The PCs will learn about the services that the shelter provides, as well as those that they could provide with additional funding.

Encounter 5: Misery Loves Company. The PCs will be able to talk to several of the Poor District's residents and find out about their struggles

Encounter 6: Temple Of Peliron. The PCs can talk with the priests of Peliron to learn about what the temple of Peliron is doing to help the residents of the Poor District

Encounter 7: Obligatory Combat 101. After the PCs have been to 2 locations other than Gnome, Gnome and Gnome, they will run into a group of a group of villains working for Lady Kiandra Gallastan-Gaines.

Encounter 8: Decisions, Decisions. When the PCs are ready to render their decision, their guide will insist that they wait until they reach the safety of the law offices before they do so, as discussing who is about to receive a fortune in an area where people have little or no money could start a riot. Once the PCs are in Darvox's office the door will be flung open by villains seeking Lady Atwood's fortune.

Conclusion: There will be a few different conclusions based on whom the PCs decide to give Lady Atwood's fortune to.

### **Introduction – You've Been Served**

*It's the start of another fine day in Amthydor, the city referred to as the Shining Jewel. As you are going about your business a young boy dressed in livery clothing comes up to you. After verifying your identity he hands you a rolled up piece of parchment and says consider yourself served before turning and walking away.*

If the PCs open the parchment please give them Player Handout 1 which says. "Your presence is requested for a meeting at the offices of Gnome, Gnome and Gnome. Failure to respond to this summons will result in no further solicitation.

If the PCs should question the messenger they can learn the following information:

➤ **Who are you?**

*"I am Indrion. I work at the law firm of Gnome, Gnome and Gnome. I deliver summons and run errands for the firm. It's the first time I've ever said "you've been served"*

➤ **Why did they send for us?**

*"I don't know. You'll need to ask them. I need to go and deliver more summonses".*

➤ **What can you tell me about gnome, Gnome, and Gnome?**

*"It's a law firm. The firm is run by 3 gnomes, which was why they decided to call their business*

*what they did. The business is very successful, they have lots of clients".*

### **Encounter 1 – Gnome, Gnome, and Gnome**

*You locate the law offices of Gnome, Gnome and Gnome. The sign outside the law office has a number of books and scrolls on it. The offices are on the ground floor and you can't help but notice that both the window sills and doorknob are less than 2' off the ground. When you knock on the door it opens. You barely notice the young woman who opened the door in time to avoid tripping on her.*

*Welcome to the offices of Gnome, Gnome and Gnome I am Ziran. Please enter and have a seat, she says indicating some seats in front of a desk. Mr. Darvox should be with you shortly. After about 5 minutes time a door opens and Ziran tells you that you should head inside to talk with Mr. Darvox.*

*Going through the door you find that it leads into a large room with shelves filled with books. There's also a ladder in the corner of the room by the shelves. Once you're all inside the room, the door closes and you see the gnome that opened the door. He motions for you to be seated before climbing up on his desk at which point he begins speaking.*

*"Thank you for coming. I am Mr. Darvox one of the founders of Gnome, Gnome and Gnome. I have a situation that I need your help with. Before I begin I need your assurances that what I'm about to tell you will remain between us."*

He will wait for the PCs to agree before continuing.

*"One of my clients, a wealthy widow named Cassandra Atwood, has passed away. This client had no family to leave her fortune to, which is where you come on. She wants her fortune to go to somewhere where it can be put to good use. She left a list of several such places that need to be evaluated to see which can do the most good.*

*I am hiring you to evaluate those places and choose the one that you feel would put her fortune to the best use. It is also possible that you might come up with something that would accomplish the same thing but is not part of her list which would be fine as well. The only stipulation is that it can't go to you or your companions. Will you agree to help me find the most deserving recipient of Mrs. Atwood's fortune?"*

If the PCs attempt a Knowledge: Nobility check regardless of the DC attained they will not be able to come up with anything on Mrs. Atwood.

If the PCs ask for a list of places, please give them Player Handout 2.

➤ **How much does this pay?**

*"I can offer you 50 gold pieces each."*

If the PCs should try to haggle, Mr. Darvox will tell them that 50gp is what he can offer now. He will let them know that he might be able to offer them more money later.

## **Encounter 2 – Taking it to the Streets**

*You follow Mr. Darvox through the streets of the city towards the Poor District. As you reach the gates to the Poor District you notice two legionnaires standing at the gate. They are checking the passes of everyone entering and leaving the district. Before the legionnaires can ask, Mr. Darvox produces the necessary pass and the officers allow you to pass through the gate.*

*Upon entering the district you can't help but notice the squalor that the residents are subjected to. There are no fancy buildings or well-dressed individuals in the district. The majority of people here are dirty and dressed in tattered clothing. Most of the people turn away from your gaze, as if hoping that by turning away quickly you won't notice their shame or their pain. A small group of children are playing in the streets. As you move through the streets the children use you as shields to prevent being touched by their friends*

*in this game of tag. The children eventually move away from you and continue their movement away from you down the street.*

PCs that wish to may make a **spot** check **DC 15+ATL** to notice that one of the children's pockets appears fuller than before. If the PCs should call out to the child, she will turn and approach them. Her friends will continue running and will return with some of their elders to help the girl.

Before the PCs have a chance to mention the missing item the girl will pull it out of her pocket and give it to them. As she does the PCs will notice that all of the visible areas on her hands are burned, bruised or both and that she is trembling as if afraid for her life. They will also notice with a **spot** check **DC5+ATL** that their interaction with the young girl is being watched.

If the PCs assure her that they mean no harm they can learn the following:

➤ **What is your name?**

*"Inara."*

➤ **Why did you take our belongings?**

*"I'm really sorry about that. I was scared and didn't know what to do."*

➤ **What are you scared of/who gave you those burns/bruises?**

*"The man holding my family prisoner did this to me. He sends me out everyday to "raise" money. If I make enough money he lets me see my mom and my brothers and sisters."*

➤ **How much money?**

*"I need to bring back 15 gold pieces per day otherwise he does this to me."*

➤ **Are any of your brothers and sisters out there raising money?**

*"No, they're all too young. My mom can't help either because she's in a family way."*

➤ **Have you told the Diamond Legion?**

*"He said that he'd kill my family if I told anyone. Besides, the Diamond Legion doesn't patrol this area often enough."*

➤ **Have you and your family always lived like this?**

*"We've always been poor, but my dad had always been able to find the odd job to support us. My dad's not around anymore."*

➤ **What happened to your dad?**

*"He died about a month ago. Since then this man's been keeping my family prisoner and forcing me to make him money."*

➤ **How do you feed your family?**

*"I get food from the soup kitchen, but when I return with it the bad man takes most of it. I barely have enough to feed the 8 other people."*

➤ **Aren't you worried about talking to us now?**

*"Yes, but I didn't see any other option."*

The PCs have some options available to them

- If the PCs decide to turn Inara in to the Diamond Legion GO TO Encounter 2A (page 6).
- If the PCs decide to follow Inara home and help her and her family GO TO Encounter 2B (page 6).
- If the PCs decide to give Inara money to pay her "handler" GO TO Encounter 2C (page 7).

## Encounter 2A: Diamond Legion Here We Come

*You escort Inara to the gate guards. Inara has a somber look on her face and is quiet for the whole walk back to the gate. The legionnaires put handcuffs on Inara and take her into custody. They give you directions to the nearest Legion post so that you can file your report.*

If the PCs should change their minds and decide to help her, the guards will release her after asking the PCs whether they're sure that they want her released. If they say yes the guards will release Inara and tell the PCs to be on their way.

- If the PCs decide to follow Inara home and help her and her family GO TO Encounter 2B (page 6).
- If the PCs decide to give Inara money to pay her "handler" GO TO Encounter 2C (page 7).

## Encounter 2B: Rescue Me

*Inara leads you through the Poor District to a dilapidated building. There is a big burly man in front of the building. He glares at Inara as she approaches the building. He tells Inara that her tardiness will cost her an extra five gold. He demands that she pay him the money now.*

If the PCs are with her, he will tell them that this is none of their business and they should just leave.

If the PCs threaten him, are confrontational to him or have weapons drawn he will attempt to flee.

The PCs can easily capture him and if so can get the following information:

➤ **What is your name?**

*"Earlis."*

➤ **Why are you holding Inara's family prisoner?**

*"I needed to find a way to make money and this seemed like a good idea. I'm making money, but none of the thefts can be blamed on me. It's a perfect situation. It's the easiest money I've ever made."*

➤ **How much money do you force her to give you?**

*"I charge her 15 gold pieces per day for the privilege of seeing her family."*

➤ **What happens if she doesn't pay you?**

*"I beat her, lock her in a cage like her family and then torture her. She needs to understand that disobedience has consequences."*

➤ **What happened to her father?**

*"I killed him."*

➤ **Where is her family?**

*"I keep them locked in a cage."*

➤ **Why are you doing this?**

*"I'm not heartless; I give her family just enough food to survive."*

➤ **Aren't you concerned about the Diamond Legion?**

*"The Diamond Legion doesn't care about those of us in the Poor District. They barely patrol in this area, preferring to let us handle things ourselves."*

If the PCs should check they will be able to find Inara's family in a cage in the basement. There are 8 people crammed into 1 cage.

If the PCs decide to bring Earlis to the Diamond Legion, the legionnaires willing be most interested in hearing about his activities. They will take him into custody and tell the PCs that they will make sure that he never hurts anyone like he did Inara. They will ask the PCs and Inara to testify at Earlis trial to help ensure this. Inara will agree to do this and will thank the PCs for their help.

## **Encounter 2C: Money Money**

*You give Inara the money that she needs to give to her family's jailer. She thanks you for your assistance. She wishes that there was more that she could do to help her family. She promises that she'll find another way to earn money.*

- If the PCs want to go to the Soup Kitchen **GO TO Encounter 3 (page 7).**
- If the PCs want to go to the homeless shelter **GO TO Encounter 4 (page 8).**

- If the PCs want to speak to any of the poor **GO TO Encounter 5 (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 6 (page 9).**
- If the PCs have been to 2 encounters other than Encounter 1 or they're leaving the Poor District **GO TO Encounter 7 (page 10).**

## **Encounter 3 – Soup's On**

*(With Inara's situation now dealt with) You make your way through the Poor District towards your destination, the soup kitchen run by the temple of Lucor. The sadness in the district is evidenced by the pained and hungry looks its inhabitants have on their faces. Women look at you with disdain trying to figure out why the gods have shined upon you and your friends while neglecting them and their families. The men eye you with envy trying to put a vale on your clothing and equipment and then wondering if they will ever see money like that in their lifetimes.*

*It's not hard to find your destination, as the long line of people is an indicator. A man in robes steps through the door and tells the people in line that they need to be a little more patient as the soup kitchen has run out of some items and are substituting others. While the situation isn't ideal, the soup kitchen is doing what it can to make sure that everyone gets something to eat. Some people in the crowd react to his comments with cynicism and sarcasm. Murmuring is heard questioning whether everyone will get the same amount of food or whether favoritism reared its head and the people in line are suffering now because people that were here earlier received more than their fair share of food.*

*A second man steps forward and says something to the crowd and then suddenly their demeanor becomes calmer and more serene. "Impressive isn't he?" Mr. Darvox asks, "that's Arbril Crythian the high priest from the temple of Lucor. When he says something his word's as good as gold."*

If the PCs decide to speak with the high priest they will find him inside the soup kitchen overseeing the dispensing of food. If they speak with the High Priest they can learn the following information:

- **Why does the temple operate the soup kitchen?**

*“The poor people in the city need to be taken care of and the temple of Lucor can do it more economically than the other temples in the city. We know how to make the tough decisions, decisions that allow us to maximize the number of people we can help.”*

- **You ran for patriarch of the Quorum of Faith last summer, what were you hoping to gain?**

*“I believed that the temples needed to utilize better fundraising methods to raise donations, which was something that I as the head of the Quorum could help them with. Each of the temples needs to be more financially prudent to cut wasteful spending while maximizing the number of people that the temples can care for.”*

- **How much money does the temple need?**

*“We at the temple of Lucor are skilled at making every silver or copper piece count. We do not turn down any donations as they allow us to help the less fortunate.”*

- **How do you feel about the war with the elves?**

*“I wish that the elves would understand that we weren’t negligent in protecting the tome. While it is true that we were focused on the Quorum of Faith elections, that was not at the expense of the tome that the city was protecting for the elves. Whoever stole the tome managed to bypass the defenses we had in place.”*

- **Is there anything else you can tell us?**

*“Unfortunately not, I must head back to the temple of Lucor to deal with some of the other things I need to deal with.”*

- If the PCs want to go to the homeless shelter **GO TO Encounter 4 (page 8).**
- If the PCs want to speak to any of the poor **GO TO Encounter 5 (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 6 (page 9).**
- If the PCs have been to 2 encounters other than Encounter 1 or they’re leaving the Poor District **GO TO Encounter 7 (page 10).**

## **Encounter 4 – Sleep Soundly**

*(With Inara’s situation now dealt with) You continue through the Poor District to the homeless shelter run by the temple of Pietos. You see acolytes and temple elders alike offering services to the poor. An acolyte looks in your direction as if he’s waiting for you to state your reason for being here so that he can help you.*

Once the PCs explain who they are and why they’re here, they will be able to get the following information:

- **Who are you?**

*“I am Latham, a priest of Pietos.”*

- **Why is your temple operating the homeless shelter?**

*“Every temple needs to do its part to help the homeless in Amthydor. Operating the homeless shelter is but a small way that we can do just that.”*

- **How much money does the temple need?**

*“We are always in need of donations to be able to help more people. There is no set amount of money that the temple needs.”*

- **How do you feel about the war with the elves?**

*“This war is going to cost many people their lives, people on both sides. There has to be some way to diffuse this conflict.”*



➤ **Is there anything else you can tell us?**

*“Unfortunately not, I wish you luck in your mission. I have some other things that I need to deal with.”*

- If the PCs want to go to the Soup Kitchen **GO TO Encounter 3 (page 7).**
- If the PCs want to speak to any of the poor **GO TO Encounter 5 (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 6 (page 9).**
- If the PCs have been to 2 encounters other than Encounter 1 or they’re leaving the Poor District **GO TO Encounter 7 (page 10).**

## **Encounter 5 – Misery Loves Company**

*You continue walking through the Poor District pain etched in the faces of everyone you meet before they turn away. Strangely, several people don’t avert their gaze as you look in their direction. They are: a young red-haired human girl dressed in tattered clothing; a soot covered blond-haired blue-eyed human woman in her early twenties that’s in a family way; a frail white-haired emaciated human woman in her sixties; and a brown-haired brown-eyed man in his early twenties.*

The information that the PCs can get depends on who they talk to.

Perlin, 8 year old red-haired human girl.

- Her name is Perlin.
- Her parents died 3 years ago
- She’s been living on the streets living off donations.
- She goes to the temples for help but doesn’t go everyday because there’s so many other poor people that really need help more than she does.
- She’s never stolen anything in her life and isn’t about to start now.

Amber, blond-haired blue-eyed human woman in her early 20’s that’s in a family way.

- Her name is Amber.
- She has no job and no family
- She visits the temples for food and supplies, but sometimes needs to visit more than one temple to obtain enough to survive on.
- The priests at the temples are very supportive they’re just limited by the donations that their temples have received. They could so much more if they had more money.

Desdenoma, a frail white-haired emaciated human woman in her 60’s. You can almost see her bones.

- Her name is Desdenoma.
- She is in her 60’s
- She lost her family. Her husband and children died years ago
- She lives in a deserted building with 10 other individuals.
- She visits the temples to get food and supplies for the other people in the building.
- She sometimes goes without food or supplies because others need it more.

Talmira, a young brown-haired brown-eyed young human male in his early 20’s.

- His name is Talmira.
- He is in his 20’s
- He doesn’t like to ask for help, he’d rather work but there are no jobs. He’s willing to do anything, no job is beneath him.
- He has no family.
- He watches out for the people in this district because the Diamond Legion doesn’t.
- The legion is concerned with making sure that the inhabitants from the Poor District stay in the Poor District.
- He’s carried people needing assistance to the temples for aid.
- He’s gotten food from the temples but given in to others needing it more.

- If the PCs want to go to the Soup Kitchen **GO TO Encounter 3 (page 7).**

- If the PCs want to go to the homeless shelter **GO TO Encounter 4 (page 8).**
- If the PCs want to go to the Temple of Peliron **GO TO Encounter 6 (page 9).**
- If the PCs have been to 2 encounters other than Encounter 1 or they're leaving the Poor District **GO TO Encounter 7 (page 10).**

## **Encounter 6 – Temple of Peliron**

*You head to the temple of Peliron and manage to make your way past the line of people waiting to see the temple's priests. Once inside the temple entrance an acolyte comes up to you. "I am brother Ignium. How can I help you?"*

Once the PCs explain who they are and why they're here, they will be able to get the following information:

- **What is the temple doing to help the homeless?**

*"We are collecting donations of food and supplies and distributing them to the other temples to pass out to the poor. We are working with the other temples to come up with guidelines on what each person should be receiving in terms of aid so that each temple is treating the homeless exactly the same. No one should receive either more or less aid because of the temple that they chose to go to.*

*We're coordinating with Commander Vestra to make sure that legionnaires protect the residents of the Poor District from anyone that might wish to prey on them. We've also arranged that legionnaires will be guarding areas where donated supplies and food items are stored to prevent the problem we had a few years back where food and supplies that were to be donated to the poor were replaced with rotten food and ruined supplies.*

*Supplies cost money. We're working with the other temples to revamp our fundraising efforts. The more donations we have, the more good we can do for the poor.*

- **How much money does the temple need?**

*"We are always in need of donations to be able to help more people. There is no set amount of money that the temple needs."*

- **How do you feel about the war with the elves?**

*"This war started because the elves were upset that during the election for Patriarch of the Quorum of Faith, a powerful tome was stolen from this city. The elves feel that if it weren't for the election than all attention would've been on the tome and it wouldn't have been stolen.*

*Unfortunately, that just isn't true. While it is true that the city was focused on the election of the Quorum's leader, that attention did not divert any of the tomes guards from their posts".*

- **Is there anything else you can tell us?**

*"Unfortunately not. I wish you luck in your mission. I have some other things that I need to deal with."*

- If the PCs want to go to the Soup Kitchen **GO TO Encounter 3 (page 7).**
- If the PCs want to go to the homeless shelter **GO TO Encounter 4 (page 8).**
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## **Encounter 7 – Combat 101**

*You head out to your next destination when 2 individuals dressed in chainmail armor and wielding longswords. The men definitely look hostile"*

**ATL 1**

**⚔ Ftr 2 (3):** CR 2; Medium humanoid (human female); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk +5 (1d8)+3 (longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +4, Handle Animal +3, Jump +0, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

**ATL 3**

**⚔ Ftr 3 (3):** CR 3; Medium humanoid (human female); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +3/+8; Atk/Full Atk +9 (1d8+5 longsword), or +8 (1d4+5 dagger) or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Power Attack; SQ Nil; AL NE; SV Fort +6, Ref +2, Will +4; Str 16 (20), Dex 12, Con 17, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +7, Handle Animal +3, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~potion of bull's strength~~.

**ATL 5**

**⚔ Ftr 5 (3):** CR 5; Medium humanoid (human female); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+10; Atk/Full Atk +11(1d8+5 longsword), or +10 (1d4+5 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +9, Handle Animal +5, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~potion of bull's strength~~.

**ATL 7**

**⚔ Ftr 7 (3):** CR 7; Medium humanoid (human female); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+12; Atk +13/ (1d8+9 longsword) or +12 (1d4+5 dagger) or +8 (1d6 shortbow); Full Atk +11/+6(1d8+9 longsword), or +10/+5 (1d4+5 dagger) or +8/+3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +11, Handle Animal +7, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~potion of bull's strength~~.

If the PCs can defeat the villains they can learn the following information:

- This does not concern you. If you don't wish to be hurt you should mind your own business.
- Our boss is someone you don't want to mess with.
- Our boss wants the money you're trying to give away.
- Our boss said that the money that you're trying to give away is hers.
- Our boss' name is Lady Kiandra Gallasatan-Gaines

If the PCs are having trouble with the combat, members of the Diamond Legion will show up and help them out, otherwise the legion will show up when the last villain falls claiming that they were delayed with rioting in the streets.

### **Encounter 8 – Decisions, Decisions**

*After you've been to the places on the list, Mr. Darvox suggests that you head back to his office to render your decision. He leads you back to the streets to his office and then motions for you to be seated. Now that we're in a safe place you can discuss your choice for the disposition of Cassandra Atwood's fortune.*

*Suddenly the door flies open and several individuals burst in. We're here to make your decision easier. We'll take that money off your hands right now."*

The number of individuals that the PCs will face depends on the ATL.

#### **ATL 1**

⚔ **Ftr 2 (2):** CR 2; Medium humanoid (human female); HD 2d10+6; hp 26 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +2/+5; Atk/Full Atk +5 (1d8+3 longsword), or +5 (1d4+3 dagger) or +3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Nil; SQ Nil; AL NE; SV Fort +6, Ref +1, Will +1; Str 16, Dex 12, Con 17, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +4, Handle Animal +3, Jump +0, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp.

⚔ **Wiz 2:** CR 2; Medium Humanoid; HD 2d4+4; hp 12; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +2, Ref +2, Will +3; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

*Skills and Feats:* Concentration +7, Craft: Alchemy +5, Decipher Script +9, Knowledge: Arcana +9, Knowledge: The Planes +9, Knowledge: Religion +9, Spellcraft +11; Combat Casting, Spell Focus - Evocation

*Spells:* DC 14+ spell level/15+ spell level for evocation(\*)

0 level - acid splash\*, acid splash\*, flare, ray of frost\*; 1st level - color spray, ~~mage armor~~, magic missile\*

*Equipment:* dagger; quarterstaff; artisans robes

**ATL 3**

**⚔ Ftr 3 (3):** CR 3; Medium humanoid (human female); HD 3d10+9; hp 36 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +3/+8; Atk/Full Atk +9 (1d8+5 longsword), or +8 (1d4+5 dagger) or +4 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Power Attack; SQ Nil; AL NE; SV Fort +6, Ref +2, Will +4; Str 16 (20), Dex 12, Con 17, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +7, Handle Animal +3, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

**⚔ Wiz 3:** CR 3; Medium Humanoid; HD 3d4+6; hp 17; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, quarterstaff) or +0 melee (1d4-1, dagger) or +3 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 18 Wis 10 Cha 10

*Skills and Feats:* Concentration +8, Craft: Alchemy +6, Decipher Script +10, Knowledge: Arcana +10, Knowledge: The Planes +10, Knowledge: Religion +10, Spellcraft +10; Combat Casting, Spell Focus – Enchantment, Spell Focus - Evocation

*Spells:* DC 14+ spell level/15+ spell level for evocation(\*) and enchantment (\*\*)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile\*; 2<sup>nd</sup> level - acid arrow\*, flaming sphere\*

*Equipment:* dagger; quarterstaff; artisans robes

**ATL 5**

**⚔ Ftr 5 (3):** CR 5; Medium humanoid (human female); HD 5d10+20; hp 61 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +5/+10; Atk/Full Atk +11(1d8+5 longsword), or +10 (1d4+5 dagger) or +6 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +8, Ref +2, Will +4; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +9, Handle Animal +5, Jump +5, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Power Attack, Weapon Focus (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

**⚔ Wiz 5:** CR 5; Medium Humanoid; HD 5d4+10; hp 28; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +2/+1; Atk/Full Atk +1 melee (1d6-1, quarterstaff) or +1 melee (1d4-1, dagger) or +4 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +3, Ref +3, Will +4; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

*Skills and Feats:* Concentration +10, Craft: Alchemy +8, Decipher Script +12, Knowledge: Arcana +12, Knowledge: The Planes +12, Knowledge: Religion +12, Spellcraft +12; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile)

*Spells:* DC 14+ spell level/15+ spell level for evocation(\*) and enchantment (\*\*)

0 level - acid splash, acid splash, flare, ray of frost; 1st level - color spray, ~~mage armor~~, magic missile\*, magic missile\*; 2<sup>nd</sup> level - acid arrow\*, fox's cunning, flaming sphere\*; 3<sup>rd</sup> level – fireball\*, heroism

*Equipment:* dagger; quarterstaff; artisans robes

## ATL 7

**¶ Ftr 7 (3):** CR 7; Medium humanoid (human female); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+12; Atk +13/ (1d8+9 longsword) or +12 (1d4+5 dagger) or +8 (1d6 shortbow); Full Atk +11/+6(1d8+9 longsword), or +10/+5 (1d4+5 dagger) or +8/+3 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

*Skills and Feats:* Climb +11, Handle Animal +7, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

*Equipment:* Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, ~~poti~~on of bull's strength.

**¶ Wiz 7:** CR 7; Medium Humanoid; HD 7d4+14; hp 38; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*), touch 16 (+2 Dex, +4 *mage armor*), flat-footed 14 (+4 *mage armor*); BAB/Grp +3/+2; Atk/Full Atk +2 melee (1d6-1, quarterstaff) or +2 melee (1d4-1, dagger) or +5 ranged (1d4-1, dagger); Space/Reach 5 ft/5 ft; SA nil; SQ nil; AL CE; SV Fort +4, Ref +4, Will +5; Str 8 Dex 14 Con 14 Int 19 Wis 10 Cha 10

*Skills and Feats:* Concentration +12, Craft: Alchemy +10, Decipher Script +14, Knowledge: Arcana +14, Knowledge: The Planes +14, Knowledge: Religion +14, Spellcraft +14; Combat Casting, Spell Focus – Enchantment, Spell Focus – Evocation, Spell Mastery (acid arrow, fireball, heroism, magic missile), Greater Spell Focus - Evocation

*Spells:* DC 14+ spell level/15+ spell level for evocation(\*) and enchantment (\*\*)  
0 level - acid splash, acid splash, flare, ray of frost;  
1st level - color spray, ~~mage armor~~, magic missile\*, magic missile\* magic missile\*; 2<sup>nd</sup> level - acid arrow\*, fox's cunning, flaming sphere\*

spectral hand; 3<sup>rd</sup> level – fireball\*, heroism, vampiric touch; 4<sup>th</sup> level - bestow curse, crushing despair

Equipment: dagger; quarterstaff; artisans robes

At end of each Encounter, use page location notes to guide the GM in his search for the next Encounter if you are writing a non-linear event.

## All Conclusions

*Once the villains are taken care of Mr. Darvox thanks you for your assistance in dealing with them. He then suggests that you get down to the business of determining who to give the fortune to.*

If the PCs should ask Mr. Darvox about Lady Kiandra Gallastan-Gaines he will tell them the following: House Gallastan is a former Noble house in this city and Lady Gaines is the last surviving member of that house. During the fall of House Gallastan, it's rumored that a portion of the families fortune disappeared. Mr. Darvox doesn't know anything about this money belonging to House Gallastan. Just that his client wanted her money to do some good.

Note that it is possible that the PCs might decide to donate some of their own money to one or more of the places listed below. If that is the case they will still earn the favor of that temple/individual. Unless they donate the fortune to House Gaines, they will earn the house's ire

### Conclusion A (Soup kitchen run by Lucor)

*You've decided to donate (the) money to the Soup Kitchen run by the temple of Lucor. The temple has prepared a special reward for you*

Please give the PCs the favor of the temple of Lucor cert as well as the Disfavor of House Gaines

**Conclusion B (Homeless Shelter run  
by Pietos)**

**TIME UNIT COST: 5 TU**

*You've decided to donate (the) money to the Homeless Shelter run by the temple of Pietos. The temple has prepared a special reward for you*

Please give the PCs the favor of the temple of Pietos cert as well as the Disfavor of House Gaines

**Conclusion C (Temple of Peliron)**

*You've decided to donate (the) money to the temple of Peliron. The temple has prepared a special reward for you*

Please give the PCs the favor of the temple of Peliron cert as well as the Disfavor of House Gaines

**Conclusion D (giving the fortune to  
Inara, Perlin, Amber, Desdnoma, or  
Talmira)**

Ignore the names of those that they didn't choose

*You've decided to donate (the) money to (Inara, Perlin, Amber, Desdnoma, or Talmira) The city's poor have prepared a special reward for you*

Please give the PCs the favor of the poor cert as well as the Disfavor of House Gaines

**Conclusion E (giving the fortune to  
house Gaines)**

Ignore the names of those that they didn't choose

*You've decided to donate the money to House Gaines. House Gaines has prepared a special reward for you*

THUS ENDS "HELPING HANDS"

# **Player Handout 1**

**Your presence is requested for a meeting at the offices of Gnome, Gnome and Gnome.  
Failure to respond to this summons will result in no further solicitation.**



## **Player Handout 2**

- 1. Soup Kitchen run by the Temple of Lucor**
- 2. Homeless Shelter run by the Temple of Pietos**
- 3. Temple of Peliron**

### EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
<b>Encounter 2</b>				
Helping out Inara's family	100	200	300	400
<b>Encounter 7</b>				
Defeating the villains	150	200	250	300
<b>Encounter 8</b>				
Defeating the villains	150	200	250	300
<b>Discretionary Role Playing Award</b>	100	100	100	100
<b>Maximum Possible XP</b>	<b>500</b>	<b>700</b>	<b>900</b>	<b>1,100</b>

### TREASURE SUMMARY

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

**Introduction:** 50 gold

**Conclusion:** 500 gold

- **Favor of the Temple of Lucor (1 per PC).** In appreciation for your donation to the Temple of Lucor to help keep the Soup Kitchen running, the Temple of Lucor has arranged to cast a free first or second level spell for you. (Value: varies, Size: NA, Tradable: No, Rarity: Common, 3rd level caster, Legality: Legal).
- **Favor of the Temple of Pietos (1 per PC).** In appreciation for your donation to the Temple of Pietos to help keep the Homeless Shelter running, the Temple of Pietos has arranged to cast a free first or second level spell for you. (Value: varies gp, Size: NA, Tradable: No, Rarity: Common, 3rd level caster, Legality: Legal).
- **Favor of the Temple of Peliron (1 per PC).** In appreciation for your donation to the Temple of Peliron to help to help the temple help the poor and homeless, the Temple of

Peliron has arranged to cast a free first or second level spell for you. (Value: varies gp, Size: NA, Tradable: No, Rarity: Common, 3rd level caster, Legality: Legal).

- **Favor of the Poor (1 per PC).** You donated money to help the poor of Amthydor, and the poor will not forget this. If you are in the Poor District, you gain a +3 circumstance bonus to any Charisma-based skill checks. Also, if you are in trouble, the poor will come to your aid by sending for a squad of Legionnaires. It will take 1d4 rounds for the squad to arrive (this benefit can only be used once). (Value: Priceless, Size: NA, Tradable: No, Rarity: Common, 1<sup>st</sup> level caster, Legality: Legal).
- **Favor/Disfavor of House Gaines.** Your choices regarding Noble House Gaines and the money it claims belongs to it have consequences. [ ] Favorably House Gaines will remember that you returned stolen money to it. [ ] Unfavorably House Gaines will remember that you chose not to return stolen money to it. The consequences of these choices will be dealt with in a future module. 1 per PC (Value: Priceless, Size: NA, Tradable: No, Rarity: Common, Legality: Legal).

# Critical Event Summary: Helping Hands

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

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

1. Who did the PCs decide to give the fortune to?

- |                 |                                  |                      |
|-----------------|----------------------------------|----------------------|
| a) Soup Kitchen | d) Homeless Shelter              | g) Temple of Peliron |
| b) Perlin       | e) Amber                         | h) Desdenoma         |
| c) Talmira      | f) Lady Kiandra Gallastan-Gaines |                      |

2) Did the PCs donate any of their own money? **Yes** **No**

If yes, then to whom?

- |                 |                      |              |
|-----------------|----------------------|--------------|
| a) Soup Kitchen | d) Homeless Shelter  | g) Desdenoma |
| b) Perlin       | e) Amber             |              |
| c) Talmira      | f) Temple of Peliron |              |

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

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto: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: Helping Hands

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_

**Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## 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.

<b>Available Potions / Scrolls</b>	<b>Scroll Price A / D</b>	<b>Potion Price</b>
<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
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

\* 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.

\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

\*\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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