



Three Lock Box

By Nancy Lee Clark

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

A gnome succumbed to the excitement of the big city. He now needs your help completing his quest. A one-round Legends of the Shining Jewel module for character levels of 1-5.

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. 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 cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

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).

ABOUT THE MODULE

“*Three Lock Box*” is a stand-alone introductory module, that is suitable for existing heroes of levels 1-5.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

Three months ago, an older gnome, Haluciam Sniftensnap, was wandering near the Mystwood. During his wander, he came upon an elf garbed in the clothes of the elven council. He watched the elf from the brush for several minutes before approaching. He cautiously checked the elf and he discovered the elf was very much dead. With the elf face down, he couldn't tell what the cause of death was. He rolled the elf over and saw what appeared to be a sword slash across his abdomen. Clutched to the elf's chest was a wooden box.

The box was unique. It was made of walnut with brass hinges and three locks on the front of the box. There was an inscription on the top in elven that read "Magic keeps this whole." Haluciam said a prayer to the gods and buried the body being careful to mark the grave. He took the courier's box and ring to prove his story.

Upon returning home, Haluciam started to work on opening the box. Being an accomplished locksmith and tinkerer, he expected to do it quickly. He thought to turn it into a knick knack box for his grandson, Buzuciam. Hours turned into days, days into weeks and weeks into months. When he was finally able to open the locks in the correct order to look inside the box, he found papers written in Elvish. His Elvish was not real good, but he took some time and pieced it together.

When Haluciam was young, he had spent some time in Amthydor and assisted Lord Alaric Grimm with some locksmith activities. After reading the documents, he contacted Lord Grimm to send the box to him, for a price. After some negotiating, it was agreed that Buzuciam would bring the box to Amthydor in exchange for 5,000 gold and a proper marriage for Buzuciam.

Introduction – Bright lights big city. The PCs begin the module at the Dragon Flagon

Encounter 1: A gnome walks into a bar. The PCs will learn about the task at hand and can decide whether to undertake it.

Encounter 2: Diamond's are forever. The PCs will head to the Diamond Legion with Buzz and can get cues as to what bars he visited.

Encounter 3: Come Mr. tally man. The PCs will head to the Wolf's Den Tavern looking for information on the missing box.

Encounter 4: What goes up The PCs will head to the Sailor's Refuge looking for information on the missing box.

Encounter 5: He's my cherry pie. The PCs will head to the Brass Lantern Inn & Tavern looking for information on the missing box.

Encounter 6: Why can't we be friends? The PCs will encounter those that have stolen the lock box

Conclusion: The PCs will meet with Buzz again and learn what's in the box.

Epilogue – The PCs will discover that their actions have consequences.

INTRODUCTION – BRIGHT LIGHTS, BIG CITY

It is a beautiful day in Amthydor, if you're a duck. The rain has been pelting the town for what feels like forever, but has only been days really. The streets are full of large puddles that have to be crossed carefully to prevent a thorough soaking of your footwear. This is probably why you have sought out a warm fire and something to eat. The Dragon's Flagon, a new place in town, seems like a good place to satisfy this need.

The place is crowded, seems it was a great idea for many different people. You find space at a table and are soon drying off in front of the fireplace with a good drink and the inn's famous stew. It seems to be a peaceful way to spend an otherwise rotten day.

ENCOUNTER 1– A GNOME WALKS INTO A BAR

The door to the Dragon Flagon bursts open. A small pile of rags slogs thru the door. It moves what looks to be the remains of a once fine hat to look around the room. A young gnomes head is exposed. He looks around and spots your table. He dodges past the serving wench and comes dripping up to your table.

This should be read in one breathe with a high pitched squeak if at all possible. If not, at least make it sound excited and as close to one word as possible.

“GooddayyoulooklikeadventurersIneedyourhelpplease?”

The young gnome looks at you expectantly.

Allow the party to speak to him. If they do not say anything, have him sigh and walk away. The adventure is over for the party at this point. Once the party has asked him to repeat it or slow down, he will speak again.

“I’m sorry. I am looking for help. Are you heroes or adventurers or someone who can help me? I’ve been robbed.” He drops to the floor making a splash in the puddle that has formed at his feet and starts crying.”

🗣 **What happened?**

“My Grandfather gave me a very important box to take to Alaric Grimm. He said it would change my life forever and not to lose it. I went to some inn when I got to town, to get out of the rain. I set it on the table where I was sitting. Then, this bard came on stage and started singing. Next thing I knew, it was gone.”

🗣 **What is in the box?**

“I don’t know. I just know it is important. Will you help me find it?”

🗣 **What was the name of the inn?**

“I think it was something named after a bird. I just don’t remember. This is the 10th inn or

tavern I have been in trying to find help. They are all blending together.”

🗣 **Did you see who took it?**

“No. I went to the Diamond Legion, but he said he couldn’t help me.”

🗣 **Why?**

“I don’t know.”

🗣 **How much?**

“I will give you my life savings” (5 gp per ATL total)”

🗣 **Is that all?**

“It is all that I can afford. Please my entire life depends on it.”

If the party refuses to help for this price, the gnome will understand and leave.

The gnome turns and sighs, a tear running down his cheek “I understand your position. I know that it’s not a lot of money, but Grandfather always talked about how noble adventurers and heroes can be.” (sniffle) “I guess he was wrong. I guess I’ll never know what was in that box.”

Unless the PCs change their minds, and go after the gnome and indicate that to him the adventure is over for this party, they will get no XP or gold.

🗣 **What does the box look like?**

“It is a brown walnut box. It has 4 sides, with brass hinges and a lock on 3 of the sides”

🗣 **Do you have the keys for it?**

“I think so, but my Grandfather told me that Supreme Lord Grimm would definitely know how to open it”

🗣 **What is your name?**

“My name is Buzuciam Agnastociam Haluciam Sniftensnap. My friends call me Buzz. Like a bee. I like bees, and honey.”

“Will you help me

At this point, the party has a couple of options. They can gather information to find the inn, start with the Diamond Legion's office or try any underground sources they may have. If they seem lost on how or where to begin, Buzz will suggest the Diamond Legion's office, he might have told them the inn's name.

If the PCs go to the Merchant's Guild they can get a list of the city's inns and taverns. Buzz will look at the list and point out 10 that he's been to and then say that none of the other names look familiar. Buzz will then mention that he's sure that he must have told that rude Diamond Legion officer when he reported the box stolen.

Allow the PCs a Knowledge (local) DC 10+ATL check to realize that Alaric Grimm is the head of the Diamond Legion.

ENCOUNTER 2 – DIAMONDS ARE FOREVER

Buzz leads you thru the streets of Amthydor to the Diamond Legion office. You enter the office to find a human male sitting at a large wooden desk. The sign on the front of the desk reads "DESK SARGENT". The man raises his head from a stack of papers as the door closes. "Oh, it's you." He says with a heavy sigh looking at Buzz. "What do you want now? Did pixies come over and eat your lunch?"

Buzz starts to stammer and can't seem to get any words out. He finally stutters "Do you know where I was robbed?"

The sergeant answers, "Yeah, it's on my list of things to look into, right up there with unicorns eating the fruit in the market."

If the party starts interrupting here, let them. This is a chance for some answers.

☞ Why are you being rude?

"This little twerp comes in here ranting he was robbed by a gang of halflings. How many gangs of Halflings are there in the city? Besides, he was ripping drunk. We locked him up overnight, for his own protection."

☞ What was the name of the inn?

"I don't know. He was runnin' around here makin' buzzin' noises. We were busy and he was drunk. He mentioned a couple of places. Let me think. There was the Sailor's Refuge, the Brass Lantern Inn & Tavern and the Wolf's Den Tavern. I think those were what he said, but I could be wrong. Did I mention he was pretty tipsy?"

☞ Have you gotten any leads or information on this?

"Look, we're busy here. We have bigger things to worry about than some gnome who misplaced a box and wants to tell stories about gangs of Halflings."

"If there is nothing else, I have real work to do. Besides, it's a lost cause. If it hasn't turned up by now, it never will."

If the PCs should mention the fact that Buzz's grandfather is friends with Alaric Grimm the head of the Diamond Legion, the sergeant's demeanor will change. He still thinks it's a lost cause but will agree to assign someone to look into it.

As you leave the Diamond Legion station with your list of possible locations, the rain has decided to pelt you once again. It takes only a few blocks before you are soaked to the skin. Buzz is looking more and more disheveled as his rain soaked clothes start falling off of him from the weight. He clutches his pants with both hands and continues to trot along with you.

"Do you think it's a lost cause like the sergeant said?" Buzz asks as he flips his head back and dumps a puddle of water from the brim of his once fine hat into his own face.

If the PC's say yes, continue here:

Buzz smiles broadly as he attempts to wipe the water from his face while not losing his pants, "Then you must be really great adventurers for helping me? Does this make us friends?"

If the PC's say no, it's not a lost cause, continue here:

"Then we must be great friends! We fear nothing on our great quest!"

After either, continue:

Buzz scampers along with you, making noises. You now know what a happy bee sounds like.

- If the PCs go to the Wolf's Den Tavern, **GO TO Encounter 3 (page 6).**
- If the PCs go to the Sailor's Refuge, **GO TO Encounter 4 (page 11).**
- If the PCs go to the Brass Lantern Inn & Tavern, **GO TO Encounter 5 (page 15).**

ENCOUNTER 3 – COME MR. TALLY MAN

The party should be making their way to the inn. Now is the time for the Halflings to see what the party is made from.

Your group finds itself wandering the streets to get to the Wolf's Den Tavern. As you turn a corner, a large crowd blocks the street ahead of you. There is a side street that is currently clear.

If the party pushes their way thru the crowd, they will find a tipped over wagon that was filled with fruit. 2 human males are trying to keep the crowd back while 2 young women pick up the various pieces of fruit.

Blocking the path is an overturned cart. A horse is nibbling on some of the fallen apples, pears and watermelons from the cart. Two human males are attempting to push the cart back over, while two females pick up the fruit and put it back in baskets before it disappears into the hands of the gathering crowd.

The older looking man says, "Jefferson, it's not hard. You steer the cart. How hard is it?"

"Well Gregory, if you weren't so busy makin' eyes at Laura, then you would have seen the unicorn and understand why I flipped the cart."

"Well, the girls' dad and ours are gonna beat us bloody if we don't get this stuff to the stall. Ready? On three, push. One, two, three."

The two of them are not strong enough to right the cart on their own. It takes a combined Strength DC 50 check to flip the cart without damaging it.

If the party helps pick up fruit, etc., continue below.

With the fruit all picked up and the horse back in the harness and ready to go, the girl, Kimber, hands you each a shiny, red apple.

She will also kiss any males on the cheek and curtsy to any females before they leave.

If the party decides to cut down the side street, the random thug encounter occurs. If they clean up the fruit, the thug encounter will take place after the crowd disperses.

If the PCs are having problems with this combat, a Diamond Legion patrol will happen upon them before the last PC falls. The halflings on the roof do not wish to battle the Legion and will flee.

ATL 1

⚔ Halfling rogue 1 (2)

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +6

AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 13 (+2 leather armor, +1 size)

hp 22 (2d8+4+2 (favored class))

Fort +3, **Ref** +8, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +1 (1d4)

Ranged shortbow +6 (1d4)

Full Atk short sword +1 (1d4) or shortbow +6 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 10, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** +14

Feats improved initiative

Skills Acrobatics +11; Disable Device +9; Disguise +5; Escape Artist +9; Knowledge (local) +4; Perception +6; Stealth +13 ;Use Magic Devise +5

Languages common,

SQ nil

Gear leather armor, short sword, shortbow,

Special Abilities Sneak attack +1d6; trapfinding

⚔ Halfling Monk 1 (2)

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +8

AC 16 (+3 Dex, +2 Wis, +1 size), touch 16 (+3 Dex, +2 Wis, +1 size), flat-footed 13 (+2 Wis, +1 size)

hp 20 (2d8+2+2 (favored class))

Fort +4, **Ref** +6, **Will** +5 (+7 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee unarmed strike +2 (1d4+1, 20/x2) or quarterstaff +2 (1d4+1/1d4+1, 20/x2)

Ranged light crossbow +2 (1d6, 20/x2)

Full Atk unarmed strike +2 (1d4+1, 20/x2) or

quarterstaff +2 (1d4+1/1d4+1, 20/x2)
or light crossbow +2 (1d6, 20/x2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +0; **CMB** +0; **CMD** +15

Feats Deflect arrows

Skills Acrobatics +9; Knowledge (history) +5; Knowledge (religion) +5; Perception +8; Stealth +11

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike;

ATL 3**🗡️ Halfling rogue 2 (2)**

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +7**AC** 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 13 (+2 leather armor, +1 size)**hp** 22 (2d8+4+2 (favored class))**Fort** +3, **Ref** +9, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** short sword +7 (1d4)**Ranged** shortbow +7 (1d4)**Full Atk** short sword +7 (1d4) or shortbow +7 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 10, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12**Base Atk** +1; **CMB** +0; **CMD** +15**Feats** improved initiative**Skills** Acrobatics +12; Disable Device +10; Disguise +6; Escape Artist +10; Knowledge (local) +5; Perception +7; Stealth +14 ;Use Magic Devise +6**Languages** common,**SQ** evasion**Gear** leather armor, short sword, shortbow,**Special Abilities** Sneak attack +1d6; trapfinding; Finesse rogue*;trap sense +1**🗡️ Halfling Monk 2 (2)**

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +9**AC** 16 (+3 Dex, , +2 Wis, +1 size), touch 16 (+3 Dex, +2 Wis, +1 size), flat-footed 13 (+2 Wis, +1 size)**hp** 20 (2d8+2+2 (favored class))**Fort** +5, **Ref** +7, **Will** +6 (+8 vs. fear)**Defense****Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** unarmed strike +3 (1d4+1, 20/x2) or quarterstaff +3 (1d4+1/1d4+1, 20/x2)**Ranged** light crossbow +3 (1d6, 20/x2)**Full Atk** unarmed strike +3 (1d4+1, 20/x2) or quarterstaff +3 (1d4+1/1d4+1, 20/x2)

or light crossbow +3 (1d6, 20/x2)

Space 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 16**Base Atk** +1; **CMB** +1; **CMD** +16**Feats** Deflect arrows**Skills** Acrobatics +10; Knowledge (history) +6; Knowledge (religion) +6; Perception +9; Stealth +12**Languages** common, halfling,**SQ** nil**Gear** quarterstaff**Special Abilities** flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style

ATL 5**‡ Halfling rogue 4 (2)**

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +12**AC** 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 18 (+5 Dex, +2 leather armor, +1 size)**hp** 40 (4d8+8+4(favored class))**Fort** +4, **Ref** +10, **Will** +2**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 20 ft.**Melee** short sword +9 (1d4)**Ranged** shortbow +9 (1d4)**Full Atk** short sword +9 (1d4) or shortbow +9 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 10, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12**Base Atk** +3; **CMB** +2; **CMD** +17**Feats** Weapon finesse (short sword)*; skill focus (perception), improved initiative, dodge**Skills** Acrobatics +14; Disable Device +12; Disguise +8; Escape Artist +12; Knowledge (local) +7; Perception +12; Stealth +16 ;Use Magic Devise +8**Languages** common,**SQ** evasion, uncanny dodge**Gear** leather armor, short sword, shortbow,**Special Abilities** Sneak attack +2d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack**‡ Halfling Monk 4 (2)**

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +11**AC** 18 (+3 Dex, , +2 Wis, +1 size, +1 class AC bonus, +1 dodge), touch 18 (+3 Dex, +2 Wis, +1 size, +1 class AC bonus, +1 dodge), flat-footed 14 (+2 Wis, +1 size, +1 class AC bonus)**hp** 36 (4d8+4+4 (favored class))**Fort** +6, **Ref** +8, **Will** +7 (+9 vs fear or enchantment)**Defense****Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** unarmed strike +5 (1d6+1, 20/x2) or quarterstaff +5 (1d6+1/1d6+1, 20/x2)**Ranged** light crossbow +5 (1d6, 20/x2)**Full Atk** unarmed strike +5 (1d6+1, 20/x2) or quarterstaff +5 (1d6+1/1d6+1, 20/x2) or light crossbow +5 (1d6, 20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 16**Base Atk** +3; **CMB** +4; **CMD** +20**Feats** Deflect arrows, dodge**Skills** Acrobatics +12; Knowledge (history) +8; Knowledge (religion) +8; Perception +11; Stealth +14**Languages** common, halfling,**SQ** nil**Gear** quarterstaff**Special Abilities** flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style; maneuver training (use level instead of BAB to determine CMB)); ki pool (4); still mind; slow fall 20'

ATL 7

✂ Halfling rogue 6 (2)

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +14

AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 18 (+5 Dex, +2 leather armor, +1 size)

hp 58 (6d8+12+6(favored class))

Fort +5, **Ref** +11, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +10 (1d4)

Ranged shortbow +10 (1d4)

Full Atk short sword +10 (1d4) or shortbow +10 (1d4)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**

Spells Known none

Str 10, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** +18

Feats Weapon finesse (short sword)*; skill focus (perception), improved initiative, dodge

Skills Acrobatics +16; Disable Device +14; Disguise +10; Escape Artist +14; Knowledge (local) +9; Perception +14; Stealth +18 ;Use Magic Devise +10

Languages common

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow,

Special Abilities Sneak attack +3d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack; minor magic**

✂ Halfling Monk 6 (2)

LN Small humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil; **Perception** +13

AC 18 (+3 Dex, , +2 Wis, +1 size, +1 class AC bonus, +1 dodge), touch 18 (+3 Dex, +2 Wis, +1 size, +1 class AC bonus, +1 dodge), flat-footed 14 (+2 Wis, +1 size, +1 class AC bonus)

hp 52 (6d8+6+6 (favored class))

Fort +7, **Ref** +9, **Will** +8 (+10 vs fear or enchantment)

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee unarmed strike +6 (1d6+1, 20/x2) or quarterstaff +6 (1d6+1/1d6+1, 20/x2)

Ranged light crossbow +6 (1d6, 20/x2)

Full Atk unarmed strike +6 (1d6+1, 20/x2) or quarterstaff +6 (1d6+1/1d6+1, 20/x2) or light crossbow +6 (1d6, 20/x2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +6; **CMB** +6; **CMD** +21

Feats Deflect arrows, dodge, improved initiative

Skills Acrobatics +14; Knowledge (history) +10; Knowledge (religion) +10; Perception +13; Stealth +16

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style; maneuver training (use level instead of BAB to determine CMB)); ki pool (4); still mind; slow fall 30'; high jump; purity of body; mobility

If the thugs start getting defeated they will attempt to run away. If one of them is captured, the Halfling will not give up any information. They will not say anything to the Diamond Legion, either.

The idea here is to test the players and see how tough they are. This is a rooftop battle. The Halflings will stay up on the roofs of the various buildings. If the party starts to advance on them, they will flee. The halfling's locations are noted on the map..

“After chasing halflings and not getting anywhere, you end up at the Wolf’s Den Tavern. The place is deserted except for the bartender wiping down tables to the right of the door. The small, wiry human looks up and smiles. After a few seconds, his face begins to turn red and he

bellows, “No! He is not welcome here! Get that bee boy out of here!”

☛ **Why are you doing that? What happened? Etc.**

“That little rodent was in here last night. I had to use old Bessy here,” He says pulling a club out from behind the bar, “To keep him from bein’ torn limb from limb.”

☛ **What was he doing?**

“Bee boy there was runnin’ all over the place, pinchin’ people and makin’ buzzin’ noises. He kept tellin’ people he was a bee and he was stinging them.”

☛ **What did you do?**

“I bashed a couple of heads and threw the little weasel out.”

☛ **Were there any Halflings here?**

“No, just the usual crowd. Don’t get many ankle biters in here. After last night, I can honestly said I am glad about that.”

☛ **Did he have a box?**

“Yeah, I threw that out with him. He told me to be careful with it, somethin’ about it bein’ valuable. If it was so valuable, why’d he leave it by the door so he could sting people?”

He has no further information for the party.

- If the PCs go to the Sailor’s Refuge, **GO TO Encounter 4 (page 11).**
- If the PCs go to the Brass Lantern Inn & Tavern, **GO TO Encounter 5 (page 15).**

ENCOUNTER 4 – WHAT GOES UP....

Entering the Sailor’s Refuge is a relief. It feels like hours since you have been out of the rain and the warmth of the fireplace makes the slightly smelly bar seem like a decent place. Before you can get your bearings, Buzz screams, “He has my box.” He runs to a table near the fireplace where

a half-orc is dozing in a tipped back chair. In his arms is a wooden box. Before you can grab him, Buzz has dived for the box and toppled the chair, sending the box flying toward the fireplace.

This would be a good place for initiative. The half-orc is mad about being knocked out of his chair and will try to grab Buzz. His 9 buddies will be assisting him to hamper the party from reaching him. Buzz will be going after the box. He can reach it at the end of the first round of combat.

At the end of the first round, once Buzz has the box, Buzz will go over to whoever is in combat with the half orc, tug on his sleeve and say:

“Sorry. False alarm. Can we go?”

Allow the PC’s to get away any way they want. If anyone gets killed, the Diamond Legion will arrive and the PC’s will be arrested. The sailors are not using lethal force and neither should the PC’s. Make sure that the PCs know that the combatants here are throwing punches, and using glass beer mugs and chairs as weapons.

Use the stats for farmer Bill for the half-orcs buddies.

If this fight gets out of hand the bartender will tell people to knock it off or he’ll summon the Diamond Legion.

ATL 1**\ Grappler Jim** (War lvl 2)

NG Medium Humanoid (Half-orc)

Init +1; **Senses** darkvision 60'; Perception +0**AC** 13, touch 11, flat-footed 12; (+1 Dex, +2 Armor)**hp** 18 (2d10+2)**Fort** +4 **Ref** +1, **Will** +0**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +3 Punch/Kick (1d3+1)**Ranged** Nil**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Improved Grapple**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Improved Unarmed Strike, Improved Grapple**Skills** Acrobatics +2, *Intimidate* +5**Languages** Common, Orc**SQ** nil**Gear** leather armor**Special Abilities:** Orc ferocity (if brought below 0 hit points but not killed, he can fight for 1 more round. At the end of his next turn, unless brought to above 0 hit points he immediately begins dying begins dying)**\ Farmer Bill** (Com lvl 1)

NG Medium Humanoid(Human)

Init +0; **Senses** nil**AC** 13, touch 10, flat-footed 13; (+3 Armor)**hp** 9 (1d6+1)**Fort** +1 **Ref** +0, **Will** -1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +2 Punch/Kick (1d3+2) or +2 quarterstaff (1d4+1) or +2 sickle (1d6+1)**Ranged** +0 Chair (1d4+2) or +1 Mug o' Beer (1d3+2 direct, 0 splash to adjacent)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +0; **CMB** +2; **CMD** 12**Feats** Toughness, Throw Anything**Skills** *Handle Animal* +2, *Profession: Farmer* +3**Languages** Common, Dwarven**SQ** nil**Gear** studded leather armor**Special Abilities** Nil

ATL 3**\ Grappler Jim** (War lvl 4)

NG Medium Humanoid (Half-orc)

Init +1; **Senses** darkness 60'; Perception +0**AC** 14, touch 11, flat-footed 13; (+1 Dex, +3 Armor)**hp** 36 (4d10+4)**Fort** +5 **Ref** +2, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +6 Punch/Kick (1d3+2)**Ranged** Nil**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Improved Grapple**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +4; **CMB** +6; **CMD** 17**Feats** Improved Unarmed Strike, Improved Grapple, Catch Off-Guard**Skills** Acrobatics +4, *Intimidate* +5**Languages** Common, Orc**SQ** nil**Gear** leather armor +1**Special Abilities** Orc ferocity (if brought below 0 hit points but not killed, he can fight for 1 more round. At the end of his next turn, unless brought to above 0 hit points he immediately begins dying begins dying)**\ Farmer Bill** (Com lvl 3)

NG Medium Humanoid(Human)

Init +0; **Senses** nil**AC** 13, touch 10, flat-footed 13; (+3 Armor)**hp** 21 (3d6+3)**Fort** +2 **Ref** +1, **Will** +0**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +3 Punch/Kick (1d3+2) or +3 quarterstaff (1d4+2) or +3 sickle (1d6+2)**Ranged** +1 Chair (1d4+2) or +2 Mug o' Beer (1d3+2 direct, 0 splash to adjacent)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 15, **Dex** 11, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Toughness, Throw Anything, Step Up**Skills** *Handle Animal* +3, *Profession: Farmer* +4, *Perception* +4**Languages** Common, Dwarven**SQ** nil**Gear** studded leather armor, potion cure light wounds**Special Abilities** Nil

ATL 5**\ Grappler Jim** (War lvl 6)

NG Medium Humanoid (Half-orc)

Init +1; **Senses** darkvision 60'; Perception +0**AC** 15, touch 12, flat-footed 14; (+1 Dex, +3

Armor, +1 Deflection)

hp 54 (6d10+6)**Fort** +6 **Ref** +3, **Will** +2**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +8/+3 Punch/Kick (1d3+2) or +8

Punch/Kick (2d3+2)

Ranged Nil**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Improved Grapple**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +6/+1; **CMB** +8; **CMD** 19**Feats** Improved Unarmed Strike, Improved

Grapple, Catch Off-Guard, Vital Strike

Skills Acrobatics +4, *Intimidate* +5**Languages** Common, Orc**SQ** nil**Gear** leather armor +1, ring of protection +1**Special Abilities** Orc ferocity (if brought below 0 hit points but not killed, he can fight for 1 more round. At the end of his next turn, unless brought to above 0 hit points he immediately begins dying begins dying)**\ Farmer Bill** (Com lvl 5)

NG Medium Humanoid(Human)

Init +1; **Senses** nil**AC** 15, touch 11, flat-footed 14; (+4 Armor, +1 Dex)**hp** 27 (3d6+3)**Fort** +3 **Ref** +3, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** +4 Punch/Kick (1d3+2) or +5 quarterstaff

(1d4+3) or +5 sickle (1d6+3)

Ranged +3 Chair (1d4+2) or +4 Mug o' Beer

(1d3+2 direct, 0 splash to adjacent)

Space 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil**Spells Known** Nil**Str** 15, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Toughness, Throw Anything, Step Up**Skills** *Handle Animal* +3, *Profession: Farmer* +4, *Perception* +4**Languages** Common, Dwarven**SQ** nil**Gear** studded leather armor +1, potion cure light wounds, (magic weapon +1)**Special Abilities** Nil

ATL 7

⚔ **Grappler Jim** (War lvl 8)

NG Medium Humanoid (Half-orc)

Init +2; **Senses** darkvision 60'; Perception +0

AC 16, touch 13, flat-footed 14; (+2 Dex, +3 Armor, +1 Deflection)

hp 72 (8d10+8)

Fort +7 **Ref** +4, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee +10/+5 Punch/Kick (1d3+2) or +10
Punch/Kick (2d3+2)

Ranged Nil

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

Special Attacks Improved Grapple

Spell-Like Abilities Nil

Spells Known Nil

Str 14, **Dex** 14, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +8/+3; **CMB** +10; **CMD** 21

Feats Improved Unarmed Strike, Improved Grapple, Catch Off-Guard, Vital Strike, Greater Grapple

Skills Acrobatics +6, *Intimidate* +8

Languages Common, Orc

SQ nil

Gear leather armor +1, ring of protection +1

Special Abilities Orc ferocity (if brought below 0 hit points but not killed, he can fight for 1 more round. At the end of his next turn, unless brought to above 0 hit points he immediately begins dying begins dying)

⚔ **Farmer Bill** (Com lvl 5)

NG Medium Humanoid (Human)

Init +1; **Senses** nil

AC 15, touch 11, flat-footed 14; (+4 Armor, +1 Dex)

hp 27 (3d6+3)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee +4 Punch/Kick (1d3+2) or +5 quarterstaff (1d4+3) or +5 sickle (1d6+3)

Ranged +3 Chair (1d4+2) or +4 Mug o' Beer (1d3+2 direct, 0 splash to adjacent)

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

Special Attacks Nil

Spell-Like Abilities Nil

Spells Known Nil

Str 15, **Dex** 12, **Con** 12, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 15

Feats Toughness, Throw Anything, Step Up

Skills *Handle Animal* +3, *Profession: Farmer* +4, *Perception* +4

Languages Common, Dwarven

SQ nil

Gear studded leather armor +1, potion cure light wounds, (magic weapon +1)

Special Abilities Nil

- If the PCs go to the Wolf's Den Tavern, **GO TO Encounter 3 (page 6)**.
- If the PCs go to the Brass Lantern Inn & Tavern, **GO TO Encounter 5 (page 15)**.

ENCOUNTER 5 –HE'S MY CHERRY PIE

The Brass Lantern Inn & Tavern is not a fancy place. It looks like many other pubs and inns in the area. Upon entering, the inn has a warm feeling to it followed closely by the smell of cherry pie. Six tables are spread around the room. A large fireplace adorns the wall to the right, the bar is straight ahead. There is another door behind the bar. The table closest to the door has a pair of humans sitting at it. The table by the fireplace has 4 halflings sitting at it. The bartender eyes the party as they enter. He nods at them, steps to the door and says something. A young human female comes bustling out the door, wiping her hands on a clean apron.

When the party sits down, the barmaid will come over with a menu. (The cost of the items is as listed in the Pathfinder Core Rulebook)

If the party sits with the Halflings, she will still come over and hand them menus.

The Halflings:

☛ **What do you know about a stolen box?**

"A stolen box? I stole a kiss once, but not a box." The first halfling answers. "I stole money from my mother once, couldn't sit down for a week." The second one chimes in. "What kind of box? Why would anyone bring a box to a bar? Was it a lunch?" asks the slightly rotund halfling.

The fourth Halfling says nothing, just gets really interested in his stew.

If the party gets in his face, he will start to choke and pass out. His friends will revive him and lead him out. If the party follows or manages to talk to the passed out Halfling, this is what he knows.

☞ **Who are you?**

I am Payton.

☞ **Why did you steal the box?**

I didn't, my friends did.

☞ **Why did they steal it?**

Some human, Alistar something or another, said he would pay for it.

☞ **How much?**

500 gold.

☞ **Where is the box now?**

With my friends. They are taking it to the drop point now.

☞ **Why aren't you with them?**

They thought I would screw it up. They said I'm too dumb to keep my mouth shut.

☞ **Can you show us?**

No. I'm not rat. I won't tell you my friends are at the closed bakery.

A Knowledge (Local), DC15+ATL check will get the name and address of the bakery. A Diplomacy DC 15+ ATL check to gather information or an Intimidate DC 20+ATL check will also yield the information)

GM Note: It is possible that the PCs might not allow the halflings to leave the tavern. If that is the case then Payton will try harder to draw attention to himself by pretending not to notice the PCs. If the PCs turn their attention to deal with Payton trying to ignore what's going on the halflings will attempt to sneak out of the tavern using the stealth skill. If they have to, 2 of the

other 3 halflings will attempt to get Peyton not to reveal the information above, which of course he will reveal, while the 3rd escapes. The box is not in the tavern, the halfling that escapes will pick up the box and then deliver it to the bakery

The Humans:

☞ **What do you know about a stolen box?**

"Never saw anything. "No clue."

The Bartender:

☞ **What do you know about a stolen box?**

"When did it happen? Yesterday? We were real busy. Didn't see a thing."

The Barmaid:

☞ **What do you know about a stolen box?**

"When did it happen? Last night? That Halfling at the back table was here. The one with the stew. He came in with 4 others. They didn't stay very long. They left right before the fight."

☞ **What fight?**

"Some guy called a half orc a pig. He did have a funny little snout. Anyway, next thing I knew mugs were going through the air, I went and hid in the kitchen until the fighting stopped."

☞ **What stopped it?**

"I don't know. It might have been because of the Diamond Legion walking by."

If the party waits until after speaking to the barmaid to speak to the Halflings, the one with the stew will ignore everything. If the party gets in his face, he will not say anything. He will tell the party he has no idea what they are talking about and leave.

If the party follows the Halfling, they are on the right track. If they do not, then they are off track and probably lost. You can either clue them in, or let them wander around town until the slot is over.

The Halfling wanders thru the streets, down alleys and finally stops in the marketplace. He looks

around to see if anyone is watching him (have the party make a stealth check versus his perception check). If he doesn't see the party, he will proceed. If he does see the party, he will begin wandering the streets again making continuous perception checks to see if he has lost them.

You see the Halfling enter a pastry shop. Upon trying the door to the shop, it is locked. The sign reads closed.

A Disable Device DC 15 check opens the door. Behind the shop, there is another door. It is also locked, DC 15. There is an open window on the second floor.

In the shop thru the front door:

The shop is extremely clean. A small table with 2 chairs by the window, a counter sits to the back with a doorway covered by a curtain behind it. No one is in the shop. There is nothing further in here.

In the shop thru the back door or the curtained doorway:

The back of the shop is immaculately clean. No flour anywhere, including the barrel marked flour. The oven is completely cold. There are no ashes in it. No wood by the oven. A set of stairs leads up to the second floor. There are no secret doors here.

On the second floor up the stairs or thru the window:

The stairs open up to a second story. The floor is clean, shiny hardwood floor. 2 chests sit along the wall facing the street. The chests are empty. A closet is to the right of the stairs.

In the closet:

A Perception DC 10+ATL check will reveal a ring on the floor. When the ring is lifted, there are a set of stairs leading down.

ENCOUNTER 6 –WHY CAN'T WE BE FRIENDS?

The stairs lead down to a platform and turn to continue downward. There is a light visible as a faint glow 10 feet from the bottom.

At the bottom of the stairs, there is a trip wire trap. A Perception DC 20 check will notice the trip wire, and a Disable Device, DC 20 check will disable it. It is a dart trap that will attack the first PC at +10 ranged attack. At ATLS 1 and 3, it is a sleep poison on the darts, Fortitude save DC 10 to resist. Failure means that the PC will fall asleep for 1d4 rounds. At ATLS 5 and 7 it is a poison trap. Fortitude save DC 15 to resist. Failure means that the PC will lose 1d4 constitution. The trap does not reset.

Allow the party to make whatever plans they like at this time. The Halflings are already in place.

The stairs open out to a large room. A black ebony desk sits in the middle of the room. The chair behind it is occupied by a human male. He is tall and painfully thin. He has a chisel and hammer in his hand and a brown box with three locks sits on the desk. "I was wondering how long it would take you to get here. And you brought me the gnome. Good. Leave him here and go. I would hate to see you get hurt." He smiles. 2 halflings in leather step toward the gnome.

If the party surrenders Buzz, bad party. They'll still get their experience for playing the module, but will get no treasure from the module.

The party has some options:

- 1) Fight the villains. If the party chooses this option they will only fight the halflings, as Damien the human sorcerer has better things to do and makes his exit.
- 2) Bribe the halflings to abstain from the fight. If the PCs chose this option they will need to offer the halflings more than 100gp each. If they do so the halflings will take the money and leave. They'd rather take the money and live than engage the PCs and die. If the PCs take this option their fight will be with Damien, the sorcerer. Damien doesn't wish to be

captured and if pressed to battle the PCs will initially try not to kill the PCs.

- 3) Use diplomacy or intimidate the halflings to persuade them to abstain from the fight. If the PCs chose this option they will need to make a Diplomacy DC 15+ATL check, or an Intimidate DC 20+ATL check to persuade the halflings not to join the fight.. If the PCs take this option their fight will be with Damien, the sorcerer. Damien doesn't wish to be captured and if pressed to battle the PCs will initially try not to kill the PCs.
- 4) The party offers to have the box opened by Buzz, and the male elf will think about it. With a Diplomacy DC 15+ATL check the male elf will agree to it. If the negotiations go well, Buzz can try to open the lock. It is a Disable Device DC 20+ATL check for each lock, but, Buzz can make that with no problem as he's had experience with these types of locks for Buzz.

Once the box is open, the human pushes Buzz aside. He reaches in and pulls out a stack of papers. He starts looking through them. With a wide smile, he puts the papers back in the box, pours oil on it and lights it on fire. "That will take care of that problem. Now my friends kill them. I will pay you an extra 100 gold for each one you kill."

If the PCs should look inside the box, or fish the papers out of the fire (if they allowed the villain to toss them there) they will find that the papers are in elvish, and that they refer to one of the city's noble houses

ATL 1 & 3

⚔ **Damien human Sorcerer 10**

LE Medium humanoid

Init +3; **Senses** nil

AC 19, touch 15, flat-footed 12; (+3 Dex, +4 Armor, +2 Deflection)

hp 48 (10d6)

Fort +3 (+7 vs poison), **Ref** +6, **Will** +10

Defense Abilities fire resistance 10; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee +6 Dagger of Frost (1d4+1+1d6 cold, x2)

Ranged

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

Special Attacks

Spell-Like Abilities *Corrupting Touch, Hellfire, see below*

Spells Known see below

Str 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 16, **Cha** 24

Base Atk +5; **CMB** +8; **CMD** 23

Feats Eschew Materials, Armor

Proficiency(Light), Quick Draw, Spell

Focus(Enchantment), Arcane Armor Training,

Defensive Combat Training, Agile Maneuvers,

Blind-Fight

Skills Acrobatics +5, *Appraise* +5, *Bluff* +15,

Climb +3, *Craft (Tailoring)* +5, *Diplomacy* +13,

Fly +7, Handle Animal +8, Heal +4, *Intimidate*

+11, *Knowledge Arcana* +5, Knowledge Local +2,

Knowledge Nobility +2, *Spellcraft* +5, Perception

+7, Perform: Dance +8, Ride +6, Sense Motive +8,

Stealth +5, *Use Magic Device* +13

Languages Common, Elven, Infernal

SQ nil

Gear Mithral Chain Shirt, Rod of Metamagic

Maximize (Lesser), Headband of Mental Prowess

(+4 Wis, Cha), Ring of Protection +2, +1 Dagger

of Frost, Scroll of Teleport

Special Abilities

Infernal Bloodline Arcana: Whenever Damien casts a spell of the charm subschool, increase the spell's DC by +2.

Infernal Bloodline Powers:

Corrupting Touch (Sp): Damien can cause a creature to become shaken as a melee touch attack. This effect persists for 5 rounds. Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider. Multiple touches do not

stack, but they do add to the duration. You can use this ability 10 times per day.

Infernal Resistances (Ex): Damien has fire resistance 10 and a bonus on poison saving throws of +4.

Hellfire (Sp): Damien can call down a column of hellfire. This 10-foot-radius burst does 10d6 points of fire damage. Those caught in the area of the blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for 10 rounds. The DC of this save is 22 and Charisma based. He can use this ability once per day. This power has a range of 60 feet.

Spells per Day: 8/8/8/6/4

Spells Known: 5/4/3/2/1 + Bloodline spells

1st: *Protection from Good, Shield, Grease, Ray of Enfeeblement, Charm Person, Expeditious Retreat*

2nd: *Scorching Ray, Touch of Idiocy, Hideous Laughter, Eagle's Splendor, Spectral Hand*

3rd: *Suggestion, Haste, Hold Person, Fireball*

4th: *Charm Monster, Invisibility Greater, Shout*

5th: *Mind Fog*

ATL 1

⚔ **Halfling rogue 1 (2)**

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +6

AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 13 (+2 leather armor, +1 size)

hp 22 (2d8+4+2 (favored class))

Fort +3, **Ref** +8, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +1 (1d4)

Ranged shortbow +6 (1d4)

Full Atk short sword +1 (1d4) or shortbow +6 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 10, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** +14

Feats improved initiative

Skills Acrobatics +11; Disable Device +9;

Disguise +5; Escape Artist +9; Knowledge (local) +4; Perception +6; Stealth +13 ;Use Magic Devise +5

Languages common,

SQ nil

Gear leather armor, short sword, shortbow,

Special Abilities Sneak attack +1d6; trapfinding

⚔ **Halfling Monk 1 (2)**

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +8

AC 16 (+3 Dex, , +2 Wis, +1 size), touch 16 (+3 Dex, +2 Wis, +1 size), flat-footed 13 (+2 Wis, +1 size)

hp 20 (2d8+2+2 (favored class))

Fort +4, **Ref** +6, **Will** +5 (+7 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee unarmed strike +2 (1d4+1, 20/x2) or quarterstaff +2 (1d4+1/1d4+1, 20/x2)

Ranged light crossbow +2 (1d6, 20/x2)

Full Atk unarmed strike +2 (1d4+1, 20/x2) or quarterstaff +2 (1d4+1/1d4+1, 20/x2) or light crossbow +2 (1d6, 20/x2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 16

Base Atk +0; **CMB** +0; **CMD** +15

Feats Deflect arrows

Skills Acrobatics +9; Knowledge (history) +5; Knowledge (religion) +5; Perception +8; Stealth +11

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike;

⚔ **Halfling sorcerer 1**

N Small humanoid

Init +3; **Senses** Perception +3 (untrained)

AC 18 (+3 Dex, +1 size, +4 *mage armor*), touch 14 (+3 Dex, +1 size), flat-footed 15 (+1 size, +4 *mage armor*)

hp 18 (2d6+4+2 (favored class))

Fort +3 , **Ref** +4, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee dagger +1 (1d3, 19-20/x2) or claw +1 (1d3, 20/x2)

Ranged light crossbow +4 (1d6, 19-20/x2)

Full Atk dagger +1 (1d3, 19-20/x2) or 2 claws +1 (1d3, 20/x2) or light crossbow +4 (1d6, 19-20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *acid splash, bleed, prestidigitation, touch of fatigue*; **1st level (3/day)** – *mage armor, magic missile*

Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk 0; **CMB** -1; **CMD** +12

Feats Skill focus (spellcraft), eschew materials

Skills Knowledge (arcana) +4, spellcraft +7

Languages common, halfling

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (fire based spells deal 1 extra point of damage per die)

⚔ **Halfling cleric (Meneon) 1**

N Small humanoid

Init +3; **Senses** Perception +5 (untrained)

AC 20 (+2 Dex, +6 scalemail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-footed 18 (+6 scalemail armor, +1 light steel shield, +1 size)

hp 22 (2d8+4+2 (favored class))

Fort +5 , **Ref** +4, **Will** +6

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee light mace +1 (1d4, 20/x2)

Ranged light crossbow +4 (1d6, 19-20/x2)

Full Atk light mace +1 (1d4, 20/x2) or light crossbow +4 (1d6, 19-20/x2)

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

Special Attacks channel positive energy 1d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 13+spell level) 0 level – *guidance,, resistance, virtue*; **1st level** – *bless, cure light wounds, shield of faith (D-G)*

Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

Base Atk 0; **CMB** -1; **CMD** +12

Feats Skill focus (spellcraft)
Skills Knowledge (religion) +4, spellcraft +7
Languages common, halfling
SQ nil
Gear scalemail armor, light steel shield, light crossbow, quiver with 10 crossbow bolts, holy symbol of Meneon (crescent moon)
Special Abilities cast speak with dead once per day (lasts 1 round), gentle rest (D-Reuse), touch of glory (D-Glory)

✂ Halfling fighter 1

N Small humanoid

Init +3; **Senses** nil; Perception +2 (untrained)
AC 20 (+2 Dex, +6 chainmail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-footed 18 (+6 chainmail armor, +1 light steel shield, +1 size)
hp 26 (2d10+4+2 (Favored class))
Fort +5, **Ref** +4, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee shortsword +6 (1d4+3, 19-20/x2)
Ranged shortbow +5 (1d4)
Full Atk shortsword +6 (1d4+3, 19-20/x2) or shortbow +5 (1d4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** +16
Feats Weapon focus (shortsword) power attack
Skills Climb +3; Ride +1;
Languages common,
SQ nil
Gear chainmail armor, shortsword, shortbow, quiver with 10 arrows, light steel shield,
Special Abilities Nil

ATL 3

✂ Halfling rogue 2 (2)

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +7
AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 13 (+2 leather armor, +1 size)
hp 22 (2d8+4+2 (favored class))

Fort +3, **Ref** +9, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee short sword +7 (1d4)
Ranged shortbow +7 (1d4)
Full Atk short sword +7 (1d4) or shortbow +7 (1d4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 10, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12
Base Atk +1; **CMB** +0; **CMD** +15
Feats improved initiative
Skills Acrobatics +12; Disable Device +10; Disguise +6; Escape Artist +10; Knowledge (local) +5; Perception +7; Stealth +14 ;Use Magic Devise +6
Languages common,
SQ evasion
Gear leather armor, short sword, shortbow,
Special Abilities Sneak attack +1d6; trapfinding; Finesse rogue*;trap sense +1

✂ Halfling Monk 2 (2)

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +9
AC 16 (+3 Dex, , +2 Wis, +1 size), touch 16 (+3 Dex, +2 Wis, +1 size), flat-footed 13 (+2 Wis, +1 size)
hp 20 (2d8+2+2 (favored class))
Fort +5, **Ref** +7, **Will** +6 (+8 vs. fear)
Defense
Abilities evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee unarmed strike +3 (1d4+1, 20/x2) or quarterstaff +3 (1d4+1/1d4+1, 20/x2)
Ranged light crossbow +3 (1d6, 20/x2)
Full Atk unarmed strike +3 (1d4+1, 20/x2) or quarterstaff +3 (1d4+1/1d4+1, 20/x2) or light crossbow +3 (1d6, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 16
Base Atk +1; **CMB** +1; **CMD** +16
Feats Deflect arrows

Skills Acrobatics +10; Knowledge (history) +6; Knowledge (religion) +6; Perception +9; Stealth +12

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style

✠ **Halfling sorcerer 2**

N Small humanoid

Init +3; Senses Perception +3 (untrained)

AC 18 (+3 Dex, +1 size, +4 *mage armor*), touch 14 (+3 Dex, +1 size), flat-footed 15 (+1 size, +4 *mage armor*)

hp 18 (2d6+4+2 (favored class))

Fort +3, **Ref** +4, **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee dagger +2 (1d3, 19-20/x2) or claw +2 (1d3, 20/x2)

Ranged light crossbow +5 (1d6, 19-20/x2)

Full Atk dagger +2 (1d3, 19-20/x2) or 2 claws +2 (1d3, 20/x2) or light crossbow +5 (1d6, 19-20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *acid splash, bleed, prestidigitation, resistance, touch of fatigue*;

1st level (4/day) – *mage armor, magic missile*

Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +1; **CMB** 0; **CMD** +13

Feats Skill focus (spellcraft), eschew materials

Skills Knowledge (arcana) +5, spellcraft +8

Languages common, halfling

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (fire based spells deal 1 extra point of damage per die)

✠ **Halfling cleric (Meneon) 2**

N Small humanoid

Init +3; Senses Perception +5 (untrained)

AC 20 (+2 Dex, +6 scalemail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-

footed 18 (+6 scalemail armor, +1 light steel shield, +1 size)

hp 22 (2d8+4+2 (favored class))

Fort +6, **Ref** +4, **Will** +7

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee light mace +2 (1d4, 20/x2)

Ranged light crossbow +5 (1d6, 19-20/x2) guidance, guidance

Full Atk light mace +2 (1d4, 20/x2) or light crossbow +5 (1d6, 19-20/x2)

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

Special Attacks channel positive energy 1d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 13+spell level) 0 level – *create water, guidance, resistance, virtue*; **1st level** – *bless, cure light wounds, divine favor, shield of faith (D-G)*,

Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

Base Atk 1; **CMB** 0; **CMD** +13

Feats Skill focus (spellcraft)

Skills Knowledge (religion) +5, spellcraft +8

Languages common, halfling

SQ nil

Gear scalemail armor, light steel shield, light crossbow, quiver with 10 crossbow bolts, holy symbol of Meneon (crescent moon)

Special Abilities cast speak with dead once per day (lasts 2 rounds, gentle rest (D-Repouse), touch of glory (D-Glory))

✠ **Halfling fighter 2**

N Small humanoid

Init +3; **Senses** nil; Perception +2 (untrained)

AC 20 (+2 Dex, +6 chainmail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-footed 18 (+6 chainmail armor, +1 light steel shield, +1 size)

hp 26 (2d10+4+2 (Favored class))

Fort +6, **Ref** +4, **Will** +1 (2)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee shortsword +7 (1d4+3, 19-20/x2)

Ranged shortbow +6 (1d4)

Full Atk shortsword +7 (1d4+3, 19-20/x2) or shortbow +6 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none
Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +4; **CMD** +17
Feats Weapon focus (shortsword) power attack, deadly aim
Skills Climb +4; Ride +2;
Languages common,
SQ nil
Gear chainmail armor, shortsword, shortbow, quiver with 10 arrows, light steel shield,
Special Abilities bravery +1*

ATL 5

⚔ **Halfling rogue 4 (2)**

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +12

AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 18 (+5 Dex, +2 leather armor, +1 size)

hp 40 (4d8+8+4(favored class))

Fort +4, **Ref** +10, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +9 (1d4)

Ranged shortbow +9 (1d4)

Full Atk short sword +9 (1d4) or shortbow +9 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 10, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** +17

Feats Weapon finesse (short sword)*; skill focus (perception), improved initiative, dodge

Skills Acrobatics +14; Disable Device +12; Disguise +8; Escape Artist +12; Knowledge (local) +7; Perception +12; Stealth +16 ;Use Magic Devise +8

Languages common,

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow,

Special Abilities Sneak attack +2d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack

⚔ **Halfling Monk 4 (2)**

LN Small humanoid

Init +3 (+3 Dex); **Senses** nil; **Perception** +11

AC 18 (+3 Dex, , +2 Wis, +1 size, +1 class AC bonus, +1 dodge), touch 18 (+3 Dex, +2 Wis, +1 size, +1 class AC bonus, +1 dodge), flat-footed 14 (+2 Wis, +1 size, +1 class AC bonus)

hp 36 (4d8+4+4 (favored class))

Fort +6, **Ref** +8, **Will** +7 (+9 vs fear or enchantment)

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee unarmed strike +5 (1d6+1, 20/x2) or

quarterstaff +5 (1d6+1/1d6+1, 20/x2)

Ranged light crossbow +5 (1d6, 20/x2)

Full Atk unarmed strike +5 (1d6+1, 20/x2) or quarterstaff +5 (1d6+1/1d6+1, 20/x2)

or light crossbow +5 (1d6, 20/x2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** +20

Feats Deflect arrows, dodge

Skills Acrobatics +12; Knowledge (history) +8; Knowledge (religion) +8; Perception +11; Stealth +14

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style; maneuver training (use level instead of BAB to determine CMB)); ki pool (4); still mind; slow fall 20'

⚔ **Halfling sorcerer 4**

N Small humanoid

Init +3; **Senses** Perception +5 (untrained)

AC 19 (+3 Dex, +1 size, +1 natural armor, +4 *mage armor*), touch 14 (+3 Dex, +1 size), flat-footed 16 (+1 natural armor, +1 size, +4 *mage armor*)

hp 32 (4d6+8+4 (favored class))

Fort +4 , **Ref** +5, **Will** +6

Defense Abilities resist energy – fire 5; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee dagger +3 (1d3, 19-20/x2) or claw +3 (1d3, 20/x2)

Ranged light crossbow +6 (1d6, 19-20/x2)

Full Atk dagger +3 (1d3, 19-20/x2) or 2 claws +3 (1d3, 20/x2) or light crossbow +6 (1d6, 19-20/x2)

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

Special Attacks nil

Spell-Like Abilities Nil.

Spells (DC 14 (15 vs. evocation (+)) + spell level)

0 level – *acid splash, bleed, daze, prestidigitation,*

resistance, touch of fatigue; 1st level (7/day) -

burning hands+, magic missile+, shocking*

grasp+; 2nd level (4/day) - *flaming sphere*+*

Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +2; **CMB** +1; **CMD** +14

Feats Skill focus (spellcraft), eschew materials, spell focus (evocation)+

Skills Knowledge (arcana) +7, spellcraft +10

Languages common, halfling

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (fire based spells deal 1 extra point of damage per die)*, bloodline spell *mage armor* (1/day)

⚔ **Halfling cleric (Meneon) 4**

N Small humanoid

Init +3; Senses Perception +5 (untrained)

AC 20 (+2 Dex, +6 scalemail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-footed 18 (+6 scalemail armor, +1 light steel shield, +1 size)

hp 40 (4d8+8+4 (favored class))

Fort +7, **Ref** +5, **Will** +8

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee light mace +4 (1d4, 20/x2)

Ranged light crossbow +7 (1d6, 19-20/x2)

Full Atk light mace +4 (1d4, 20/x2) or light crossbow +7 (1d6, 19-20/x2)

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

Special Attacks channel positive energy 2d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 13+spell level) 0 level – *create water, guidance, resistance, virtue; 1st level* - *bless, command, cure light wounds, divine favor, shield*

of faith (D-G); 2nd level - *bless weapon (D-G), cure moderate wounds, hold person x2*

Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13

Base Atk 3; **CMB** +2; **CMD** +15

Feats Skill focus (spellcraft), selective channeling

Skills Knowledge (religion) +7, spellcraft +10

Languages common, halfling

SQ nil

Gear scalemail armor, light steel shield, light crossbow, quiver with 10 crossbow bolts, holy symbol of Meneon (crescent moon)

Special Abilities cast speak with dead once per day (lasts 4 rounds), gentle rest (D-Repouse), touch of glory (D-Glory)

⚔ **Halfling fighter 4**

N Small humanoid

Init +3; **Senses** nil; Perception +2 (untrained)

AC 21 (+3 Dex, +6 chainmail armor, +1 light steel shield, +1 size), touch 14 (+3 Dex, +1 size), flat-footed 18 (+6 chainmail armor, +1 light steel shield, +1 size)

hp 48 (4d10+8+4 (Favored class))

Fort +7, **Ref** +5, **Will** +2 (3)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee shortsword +9 (1d4+3, 19-20/x2)

Ranged shortbow +8 (1d4)

Full Atk shortsword +9 (1d4+3, 19-20/x2) or shortbow +8 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** +19

Feats Weapon focus (shortsword) power attack, deadly aim, cleave, blindfight

Skills Climb +6; Ride +4;

Languages common,

SQ nil

Gear chainmail armor, shortsword, shortbow, quiver with 10 arrows, light steel shield,

Special Abilities bravery +1*; armor training 1

⚔ **Damien human sorcerer 12**

LE Medium humanoid

Init +3; **Senses** nil

AC 19, touch 15, flat-footed 12; (+3 Dex, +4

Armor, +2 Deflection)
hp 56 (12d6)
Fort +4 (+8 vs poison), **Ref** +7, **Will** +11
Defense Abilities fire resistance 10; **DR** nil;
Immune nil; **SR** nil
Spd 30 ft.
Melee +7/+2 Dagger of Frost (1d4+1+1d6 cold, x2)
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities *Corrupting Touch, Hellfire, see below*
Spells Known see below
Str 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 16, **Cha** 24
Base Atk +6/+1; **CMB** +9; **CMD** 25
Feats Eschew Materials, Armor Proficiency(Light), Quick Draw, Spell Focus(Enchantment), Arcane Armor Training, Defensive Combat Training, Agile Maneuvers, Blind-Fight, Greater Spell Focus(Enchantment),
Evasion
Skills Acrobatics +5, *Appraise* +6, *Bluff* +17, *Climb* +3, *Craft (Tailoring)* +5, *Diplomacy* +16, *Fly*+7, *Handle Animal* +8, *Heal* +4, *Intimidate* +11, *Knowledge Arcana* +5, *Knowledge Local* +2, *Knowledge Nobility* +2, *Spellcraft* +5, *Perception* +9, *Perform: Dance* +8, *Ride* +4, *Sense Motive* +8, *Stealth* +6, *Use Magic Device* +14
Languages Common, Elven, Infernal
SQ nil
Gear Mithral Chain Shirt, Rod of Metamagic Maximize (Lesser), Headband of Mental Prowess (+4 Wis, Cha), Ring of Protection +2, +1 Dagger of Frost, Scroll of Teleport, Wand of Cure Serious Wounds, Ring of Evasion
Special Abilities
Infernal Bloodline Arcana: Whenever Damien casts a spell of the charm subschool, increase the spell's DC by +2.
Infernal Bloodline Powers:
Corrupting Touch (Sp): Damien can cause a creature to become shaken as a melee touch attack. This effect persists for 6 rounds. Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider. Multiple touches do not stack, but they do add to the duration. You can use this ability 10 times per day.

Infernal Resistances (Ex): Damien has fire resistance 10 and a bonus on poison saving throws of +4.

Hellfire (Sp): Damien can call down a column of hellfire. This 10-foot-radius burst does 12d6 points of fire damage. Those caught in the area of the blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for 12 rounds. The DC of this save is 23 and Charisma based. He can use this ability once per day. This power has a range of 60 feet.

Spells per Day: 8/8/8/7/6/4

Spells Known: 5/5/4/3/2/1 + Bloodline spells

1st: *Protection from Good, Shield, Grease, Ray of Enfeeblement, Charm Person, Expeditious Retreat*

2nd: *Scorching Ray, Touch of Idiocy, Hideous Laughter, Eagle's Splendor, Spectral Hand, Web*

3rd: *Suggestion, Haste, Hold Person, Fireball, Blink*

4th: *Charm Monster, Invisibility Greater, Shout, Dimension Door*

5th: *Dominate Person, Mind Fog, Feeblemind*

6th: *Eyebite*

ATL 7

⚔ **Halfling rogue 6 (2)**

N Small humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; **Perception** +14

AC 18 (+5 Dex, +2 leather armor, +1 size), touch 16 (+5 Dex, +1 size), flat-footed 18 (+5 Dex, +2 leather armor, +1 size)

hp 58 (6d8+12+6(favored class))

Fort +5, **Ref** +11, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +10 (1d4)

Ranged shortbow +10 (1d4)

Full Atk short sword +10 (1d4) or shortbow +10 (1d4)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**

Spells Known none

Str 10, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** +18

Feats Weapon finesse (short sword)*; skill focus (perception), improved initiative, dodge

Skills Acrobatics +16; Disable Device +14;

Disguise +10; Escape Artist +14; Knowledge (local) +9; Perception +14; Stealth +18 ;Use Magic Devise +10

Languages common

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow,

Special Abilities Sneak attack +3d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack; minor magic**

⚔ **Halfling Monk 6 (2)**

LN Small humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil; **Perception** +13

AC 18 (+3 Dex, +2 Wis, +1 size, +1 class AC bonus, +1 dodge), touch 18 (+3 Dex, +2 Wis, +1 size, +1 class AC bonus, +1 dodge), flat-footed 14 (+2 Wis, +1 size, +1 class AC bonus)

hp 52 (6d8+6+6 (favored class))

Fort +7, **Ref** +9, **Will** +8 (+10 vs fear or enchantment)

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee unarmed strike +6 (1d6+1, 20/x2) or quarterstaff +6 (1d6+1/1d6+1, 20/x2)

Ranged light crossbow +6 (1d6, 20/x2)

Full Atk unarmed strike +6 (1d6+1, 20/x2) or quarterstaff +6 (1d6+1/1d6+1, 20/x2) or light crossbow +6 (1d6, 20/x2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 16, **Con** 13, **Int** 12, **Wis** 15, **Cha** 16

Base Atk +6; **CMB** +6; **CMD** +21

Feats Deflect arrows, dodge, improved initiative

Skills Acrobatics +14; Knowledge (history) +10; Knowledge (religion) +10; Perception +13; Stealth +16

Languages common, halfling,

SQ nil

Gear quarterstaff

Special Abilities flurry of blows (additional attack either unarmed or with quarterstaff (attacks are at monk level -2 modifier)); stunning fist; improved grapple; improved unarmed strike; evasion; scorpion style; maneuver training (use level instead

of BAB to determine CMB)); ki pool (4); still mind; slow fall 30'; high jump; purity of body; mobility

⚔ **Halfling sorcerer 6**

N Small humanoid

Init +3; Senses Perception +5 (untrained)

AC 19 (+3 Dex, +1 size, +1 natural armor, +4 *mage armor*), touch 14 (+3 Dex, +1 size), flat-footed 16 (+1 natural armor, +1 size, +4 *mage armor*)

hp 46 (6d6+12+6 (favored class))

Fort +5, **Ref** +6, **Will** +7

Defense Abilities resist energy – fire 5; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee dagger +4 (1d3, 19-20/x2) or claw +4 (1d3, 20/x2)

Ranged light crossbow +7 (1d6, 19-20/x2)

Full Atk dagger +4 (1d3, 19-20/x2) or 2 claws +4 (1d3, 20/x2) or light crossbow +7 (1d6, 19-20/x2)

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

Special Attacks nil

Spell-Like Abilities Nil.

Spells (DC 14 (16 vs. evocation (+))+ spell level)

0 level – *acid splash, bleed, daze, flare, prestidigitation, resistance, touch of fatigue*; **1st level (7/day)** – *burning hands**+, *magic missile*+, *shocking grasp*+, *true strike*; **2nd level (6/day)** – *flaming sphere**+, *scorching ray**+; **3rd level (4/day)** – *fireball**+

Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +3; **CMB** +2; **CMD** +15

Feats Skill focus (spellcraft), eschew materials, spell focus (evocation)+, greater spell focus (evocation)+

Skills Knowledge (arcana) +9, spellcraft +12

Languages common, halfling

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (fire based spells deal 1 extra point of damage per die)*, **bloodline spell** *mage armor* (1/day)

⚔ **Halfling cleric (Meneon) 6**

N Small humanoid

Init +3; Senses Perception +5 (untrained)
AC 20 (+2 Dex, +6 scalemail armor, +1 light steel shield, +1 size), touch 13 (+2 Dex, +1 size), flat-footed 18 (+6 scalemail armor, +1 light steel shield, +1 size)
hp 58 (6d8+12+6 (favored class))
Fort +8, **Ref** +6, **Will** +9
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.
Melee light mace +5 (1d4, 20/x2)
Ranged light crossbow +8 (1d6, 19-20/x2)
Full Atk light mace +5 (1d4, 20/x2) or light crossbow +8 (1d6, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks channel positive energy 3d6 (treat as CL +2 vs. undead)
Spell-Like Abilities Nil.
Spells (DC 13+spell level) 0 level – *create water, guidance, resistance, virtue*; **1st level** – *bless, command, cure light wounds, divine favor, shield of faith (D-G), ; 2nd level* – *bless weapon (D-G), cure moderate wounds, hold person x2, owl's wisdom ; 3rd level* – *cure serious wounds x2, protection from energy, speak with dead (D-R)*
Str 10, **Dex** 17, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13
Base Atk 4; **CMB** +3; **CMD** +16
Feats Skill focus (spellcraft), selective channeling, channel heal
Skills Knowledge (religion) +9, spellcraft +12
Languages common, halfling
SQ nil
Gear scalemail armor, light steel shield, light crossbow, quiver with 10 crossbow bolts, holy symbol of Meneon (crescent moon)
Special Abilities cast speak with dead once per day (lasts 6 rounds), gentle rest (D-Repouse), touch of glory (D-Glory)

✧ Halfling fighter 6

N Small humanoid

Init +2; **Senses** nil; Perception +1 (untrained)
AC 21 (+3 Dex, +6 chainmail armor, +1 light steel shield, +1 size), touch 14 (+3 Dex, +1 size), flat-footed 18 (+6 chainmail armor, +1 light steel shield, +1 size)
hp 81 (6d10+12+6 (favored class))
Fort +8, **Ref** +6, **Will** +3 (5)*
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee shortsword +12 (1d4+7, 19-20/x2) **
Ranged shortbow +10 (1d4)
Full Atk shortsword +12/+7 (1d4+7, 19-20/x2) ** or shortbow +10/+5 (1d4)
Space 5 ft.; **Reach** 5 ft
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 17, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +6/+1; **CMB** +8; **CMD** +21
Feats Weapon focus (shortsword) power attack, deadly aim, cleave, blindfight, weapon specialization (shortsword); point blank shot;
Skills Climb +8, Ride +6
Languages common,
SQ nil
Gear chainmail armor, shortsword, shortbow, quiver with 10 arrows, light steel shield,
Special Abilities bravery +2*; armor training 1; weapon training (light blades)**

✧ Damien human sorcerer 14

LE Medium humanoid

Init +3; **Senses** nil
AC 19, touch 15, flat-footed 12; (+3 Dex, +4 Armor, +2 Deflection)
hp 64 (14d6)
Fort +5 (+9 vs poison), **Ref** +8, **Will** +13
Defense Abilities fire resistance 10; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee +8/+3 Dagger of Frost (1d4+1+1d6 cold, x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities *Corrupting Touch, Hellfire, see below*
Spells Known see below
Str 10, **Dex** 16, **Con** 11, **Int** 13, **Wis** 16, **Cha** 24
Base Atk +7/+2; **CMB** +10; **CMD** 27
Feats Eschew Materials, Armor Proficiency(Light), Quick Draw, Spell Focus(Enchantment), Arcane Armor Training, Defensive Combat Training, Agile Maneuvers, Blind-Fight, Greater Spell Focus(Enchantment), **Evasion**, Spell Penetration, Quicken Spell
Skills Acrobatics +7, *Appraise* +6, *Bluff* +17, Climb +3, *Craft (Tailoring)* +5, *Diplomacy* +16, *Fly*+7, Handle Animal +8, Heal +5, *Intimidate*

+11, *Knowledge Arcana* +5, *Knowledge Local* +2, *Knowledge Nobility* +4, *Spellcraft* +5, *Perception* +12, *Perform: Dance* +8, *Ride* +4, *Sense Motive* +9, *Stealth* +6, *Use Magic Device* +14

Languages Common, Elven, Infernal

Gear Mithral Chain Shirt, Rod of Metamagic Maximize (Lesser), Headband of Mental Prowess (+4 Wis, Cha), Ring of Protection +2, +1 Dagger of Frost, Wand of Cure Serious Wounds, Ring of Evasion, Staff of Conjuratation

Special Abilities

Infernal Bloodline Arcana: Whenever Damien casts a spell of the *charm* subschool, increase the spell's DC by +2.

Infernal Bloodline Powers:

Corrupting Touch (Sp): Damien can cause a creature to become shaken as a melee touch attack. This effect persists for 7 rounds. Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider. Multiple touches do not stack, but they do add to the duration. You can use this ability 10 times per day.

Infernal Resistances (Ex): Damien has fire resistance 10 and a bonus on poison saving throws of +4.

Hellfire (Sp): Damien can call down a column of hellfire. This 10-foot-radius burst does 14d6 points of fire damage. Those caught in the area of the blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for 14 rounds. The DC of this save is 24 and Charisma based. He can use this ability once per day. This power has a range of 60 feet.

Spells per Day: 8/8/8/7/7/6/4

Spells Known: 5/5/4/4/3/2/1 + Bloodline spells
1st: *Protection from Good, Shield, Grease, Ray of Enfeeblement, Charm Person, Expeditious Retreat*
2nd: *Scorching Ray, Touch of Idiocy, Hideous Laughter, Eagle's Splendor, Spectral Hand, Web*
3rd: *Suggestion, Haste, Hold Person, Fireball, Blink*
4th: *Charm Monster, Invisibility Greater, Shout, Dimension Door, Geas(Lesser)*
5th: *Dominate Person, Mind Fog, Feeblemind, Wall of Force*
6th: *Planar Binding(Devils and creatures with the fiendish template only), Eyebite, Geas*
7th: *Power Word Blind*

If the party wins the combat, Buzz wants to hurry and take the box to Alaric Grimm. If the party tries to open it, the DC to open it is exactly 5 higher than what anyone at the table can get.

CONCLUSION

After waiting for what feels like an eternity outside of Alaric Grimm's office, a young woman comes out, takes Buzz by the hand and leads him away. After another eternity, Buzz comes back out to join you.

"Hey there! Thanks so much for your help. His Most Wonderfulness Grimm told me to give you these. He said you would appreciate it. He also told me he has plans for me. There's a family, Beekeeper's their name, raise bees. The Supreme said he has had their son Reginald or Randall or some such, work for him in the past. He also said something about some woman and me getting to know each other. His Most Greatness said she is some noble or some such. I don't really care one way or the other. I am much more excited about the Beekeepers than some Crimson woman."

If the party asks if he means Krimpach, he will say:

"Are you sure it is Krimpach? I thought he said Crinoline. Either way, she doesn't have bees, so she isn't nearly as exciting." He then rummages around in a bag at his hip and pulls out number of players at the table jars of golden honey and hands one to each of you. "This is what I did at home. I hope you like it. Well, I gotta go. Bees don't wait for no gnome as my great granny used to say."

🗨️ **Wait! What was in the box?**

"In the box? Some papers that his Absolute Most Greatness said should definitely fall into the wrong hands. He said I was worth my weight in gold for bringing it to him. How neat would that be? My weight in gold. Do you know how many hives I could get?" With that, he turns and skips out the door, making buzzing noises.

GM Note: If the PCs spend money to buy off the halflings, High Warrior Alaric Grimm will have them compensated by the rewards that were offered for the return of the stolen magic items that Damien was using.

EPILOGUE

Another week has passed when a box is delivered to your home. Inside is a note along with a bloody rag. The note reads, "The League of Humans for Amthydor is displeased with your actions. It is in your best interests to make sure you do not interfere further. You won't like the results." In the bloody rag, you find a finger that belongs to someone of small stature, perhaps a gnome or a halfling.

THUSENDS "Three Lock
Box"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

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

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

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

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

Conclusion

- **Pot of honey**, 1 per PC (Standard)
This black and yellow pot of honey was given to you by Buzz as a way to thank you for helping him recover the lockbox. The honey is really good and provides the benefits of a *goodberry* spell. (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

5 gp/ATL from Buzz
100 gp from Alaric Grimm

- **Magic potion from Alaric Grimm**, 1 per PC
ATL 1
Cure light wounds
Endure elements
Enlarge Person

Mage armor
Oil of magic weapon
True strike
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

ATL 3

Alter self
Barkskin
Bear's endurance
Delay Poison
Lesser restoration
Remove Paralysis
(Value: 300 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 3rd level caster, Legality: Legal).

ATL 5

Bull's Strength

Cat's Grace

Cure moderate wounds

Invisibility

Protection from arrows

Resist energy - fire

(Value: 300 gp, Size: Tiny, Tradable: Yes,
Rarity: Common, 3rd level caster, Legality:
Legal).

ATL 7

Cure serious wounds

Greater magic fang

Heroism

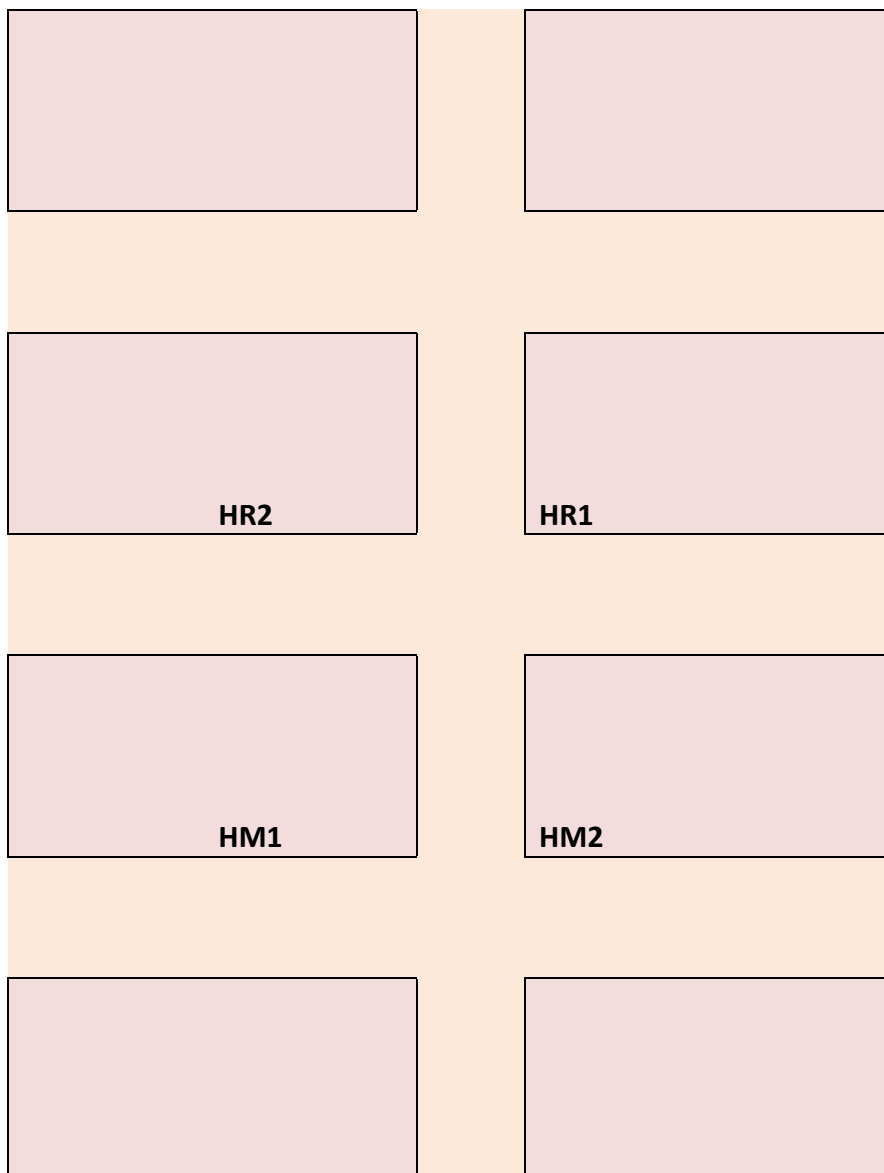
Protection from energy – cold

Rage

Water breathing

(Value: 750 gp, Size: Tiny, Tradable: Yes,
Rarity: Common, 5th level caster, Legality:
Legal)

Encounter 3: Halflings Attack



Legend

HM -halfling monk

Street

HR halfling rogue

Rooftops
15'

CRITICAL EVENT SUMMARY: THREE LOCK BOX

Convention: _____ Date: _____

1. Did the PCs recover the lock box (Circle all that apply)

Yes No

2. What was the status of the Halflings from Encounter 3?

Escaped Captured Killed

3. Did the PCs kill anyone in the barfight?

Yes No

4. If yes, did they make adjustments to raise the dead sailor

Yes No

5. How did the PCs deal with the halflings in Encounter 6?

Persuading them to stay out of the combat by intimidation/diplomacy checks

Buying them off Fought them

6. . What was the status of the human sorcerer from Encounter 6?

Escaped Captured Killed

7. 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**



ROSTER OF HEROES: 3 LOCK BOX

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 Pathfinder RPG Core Rulebook.

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)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 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)	NA / 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)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	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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