



Nobody's fool

By David Santana

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

Who is killing the great Bards of Amthydor? It is up to the heroes to find out whom and stop it before another bard dies. Perhaps the joke is on them? For heroes of levels 1-6.

(Updated July 2010)

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CREDITS

AuthorDavid
Santana
Editor(s) Nancy Clark
Plots Coordinator David
Samuels

lsj-plots@theshiningjewel.com

Playtesters: Daniel Lewis, Andy Polan, Sandi
Polan, Catie Straiton, Wayne Straiton

LEGAL TEXT

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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

“Nobody’s Fool” is a stand-alone module..

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

Over two decades ago, a noble from house Krimpach by the name of Phule Krimpach decided to become a bard extraordinaire. He practiced his trade from materials he was comfortable with, but his performances were flat and poorly received. He changed his style and they became dark and moody. The more he was panned, the more dark and macabre his performances grew. Eventually, the Bard's Guild took a hand and had him barred from the bard's guild and not allowed to perform in Amthydor. The people who did this were Trachieo, Jackomo and Bartolo, based on the information provided by Erick Donne, the Sad Bard.

Vowing revenge, Phule Krimpach left Amthydor and was never seen again. Phule was actually demon touched before he was born and carried the taint into the world. His powers were not derived from song, but from his sorcerer's natural ability. Taking on life as an adventurer, he proceeded to experience several adventures, but always vowed he would return for his revenge.

Now Phule Krimpach has returned and in the guise of the Jester, has started to kill the bards of Amthydor, who had banned him 20 years before.

Several bards have turned up dead, but killed through strange methods. So far, the guild has been able to keep this quiet as the Diamond Legion attempts to investigate. The Diamond Legion has had little success in finding who killed them. There is little time before Erick Donne, the Sad Bard, returns to perform his 20th anniversary performance. The show must go on, but they fear an attempt will be made on his life. The guild has turned to adventurers to stop the murderer before he kills again.

Introduction – The heroes are invited to an opera performance. Upon arrival, they find the show has been canceled due to unforeseen circumstances. Representatives of the opera house ask if they could speak to the adventurers.

Encounter 1: Bartolo's Dressing Room

Here the PCs can find evidence of people connected to Bartolo and find out how he was killed.

Encounter 2: Note in E Flat
PCs go to the Bard's Guild and can gather information about the tribunal and who was involved in it.

Encounter 3: The Diamond Legion
PC's don't find much information at the Diamond Legion, other than the homes of the dead Bards have been thoroughly searched with no results

Encounter 4: – The Krimpachs
PCs Get to visit the Jeweled Cup and find out more information about Phule Krimpach

Encounter 5: – The Toyman
PC's find the toy man, Veren Drell, and fight his pet rover.

Encounter 6: – Black Alice
PCs are accosted by Black Alice, a fan and follower of Phule Krimpach. She delays them from getting to the theater too early.

Encounter 7: – Black Alice Speaks
Black Alice tells the PCs why the Jester is here before the Diamond Legion hauls her away.

Encounter 8: – Final Curtain
PCs have to save Erick Donne from being poisoned and face down the Jester before he escapes

Conclusion A
PCs save Erick Donne and Capture the Jester.

Conclusion B
PCs save Erick Donne, but the Jester escapes.

Conclusion C
PCs fail to save Erick Donne but capture the Jester.

Conclusion D
PCs fail to save Erick Donne and fail to capture the Jester.

Epilogue – What happens to Black Alice.

INTRODUCTION

There is no greater stage than the Darkenon Theater for the Performing Arts in Amthydor. The greatest and most renowned bards and entertainers have and will continue to perform here. These performances are always sold out months, if not years, in advance. So receiving hand-delivered front row tickets is a big surprise indeed.

If they ask, the PCs received the invitations delivered by regular messengers. Along with the tickets, a playbill advertizing that Bartolo the Great will be performing *The Vesting of Sorena*. **(Players Handout 1)** Give the PCs ample time to decide what to wear and if they are doing anything to prepare for the event.

If they want to know anything about the Darkenon Theater for the Performing Arts or Bartolo a Knowledge (Local) DC 10 check will tell them that the Opera House is host to the great bards of Amthydor and that Bartolo is one of the old greats from the early days of the Theater. Once the PCs are ready, continue:

Arriving at the Darkenon Theater, you are greeted by an usher who takes your invitations, and escorts you into the opera house. The main greeting hall is held up by columns, each one carved as a statue of one of the deities of the Quorum of Faith. People mill about talking and drinking the wine being served by waiters wearing finery from one hundred years ago. The wealthy and the well known talk amongst themselves until a bell is rung announcing the time for the performance.

You are guided to the front row, much to the glares of those around you. You are seated next to several other people, who seem as anxious as you are.

Time passes and a low murmur rises in the audience, until the curtain parts and a man steps out.

“Good evening honored ladies and gentlemen. It is with regret to inform you Bartolo will not be able to perform tonight due to an unexpected

illness. But the show must go on! Our own troupe will be performing the Dance of the Fire Mage! So, without further ado....”

The lights dim, the orchestra begins to play and the performers take the stage.

This does not hold your attention long as an usher comes up to your row and motions you to follow him.

The usher will not take no for an answer and will insist the PC's follow him.

The usher leads you and several others to the back stage and up a flight of stairs. At the top of the stairs is an office door labeled ‘Manager’. The usher quickly opens the door and lets you in. He steps in behind you, closes the door, goes behind the desk and sits down.

“I am glad you could come. My name is Francis Carter and I am the manager of the Darkenon Theater. I sent out those tickets to find potential adventurers to do an investigation for me. I understand adventurers can be discrete in their investigations. So, I would like you to keep this investigation quiet for awhile. Can I trust you to do that?” he looks at all of you expectantly.

Once the PCs agree, continue.

“Well, then. Let me begin from the start. A few days ago, the famous violinist Trachieo was to perform in the theater. The morning of the performance, he was found in his apartment dead, his bow piercing his throat. His death was put down as if they were at the hands of a jealous lover. He was known to be a ladies man. Then two days ago, Jackamo, the royal clown, was to perform. After he was late to rehearsal, he was found dead backstage, a jack-in-the-box spring getting him through his heart. This time it was different. This time we found a calling card, a white card that read only ‘The Jester’.”

He places a small white card with a yellow ribbon attached on the table. In a flourishing script it reads ‘The Jester’.

“We felt something was wrong. Talking to the Diamond Legion has been an issue. They seem to feel that this matter is worth pursuing, just not a

priority. We do not need the public to know of a murderer on the loose. But, we certainly didn't want him free to kill again. So, we sent out invitations to adventurers who might be able to assist us in an investigation." He stops to look at you. "Will you help, and more important, will you be discreet?"

The PCs might have questions, some he can answer, others only if he gets them to agree to help.

☛ **How much will you be paying us?**

*"I understand that the adventurers standard is (50gp * ATL) each, though there might be other rewards that we can offer you."*

☛ **How much will you be paying us?**

"The Diamond Legion will do an investigation in due time. We want adventurers to be a bit more discreet and maybe more effective."

If a member of the Diamond Legion, or a Noble are present, Francis will assure them that he has the cooperation of the Diamond Legion. While he might not have the official capacity to give a writ, the Legion told him that he can give those that he hires something stating that they were asked to look into the "murders".

☛ **How many people have died?**

"Right now three. You see, Bartolo has also been murdered."

He won't answer any other questions until the PCs have agreed to help. Once they do, he can answer the following questions:

☛ **Do the three people murdered have anything in common?**

"Aside from being bards of great renown? None that we know of. The Society of Entertainers and Providers might have more information."

☛ **Do the three people murdered have anything in common?**

"Aside from being bards of great renown? None that we know of. The Society of Entertainers and Providers might have more information."

☛ **The methods of death are strange:**

"Yes. They seem to be tricks or the kind of things used for pranks. I would look into any toymakers or perhaps the Noble House of Krimpach might have some ideas."

☛ **Why did you mention Noble House Krimpach when you suggested pranks?**

"Noble house Krimpach is well known throughout Amthydor for their propensity to play tricks, or perform childish pranks on people for no other reason than they felt like it."

☛ **How did Bartolo die?**

"He was found in his dressing room suffocated with a stuffed fish down his throat. The jester note was attached to its fin."

☛ **What ladies was Trachieo involved with?**

"I'm not sure. I think that the Diamond Legion would have that information, especially since they think that he was killed by a jealous lover."

☛ **Can we talk to the Diamond Legion?**

"They are aware that we are hiring adventurers to look into the murders. How helpful they could be to you, you will need to find out."

☛ **Can we see Bartolo's body (place of death, place of the death of others, etc):**

Bartolo's body is still in his dressing room. Trachieo has an apartment in the merchant's district, while both Jackamo and Bartolo had rooms at a local boarding house since they are traveling bards. I can take you to see Bartolo's body, but to see the others you'll need to get permission from the Diamond Legion as their homes are now crime scenes."

☛ **Are Bartolo, Trachieo, and Jackamo members of the Society of Entertainers and Providers:**

“They are all prominent members of the Society of Entertainers and Providers.”

The PCs now have enough information to do an investigation and several places they might wish to go.

- If the PCs want to see Bartolo’s body **GO TO Encounter 1 (Page 6).**
- If the PCs want to learn what evidence the Diamond Legion has, **GO TO Encounter 3 (Page 8).**
- If the PCs want to visit the Society of Entertainers and Providers **GO TO Encounter 2 (Page 7).**
- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs want to go to the Toy Shoppe, **GO TO Encounter 5 (Page 10).**

ENCOUNTER 1: BARTOLO’S DERSSING ROOM

The door leading to the dressing room is in the backstage area. Several of the dressing rooms are in use as the performance goes on. Francis leads you to a locked dressing room. “This dressing room has been locked since the body was found. When Bartolo didn’t show up for his scheduled rehearsal, I went looking for him and decided to check his dressing room. When I reached his dressing room I discovered that the door was locked, and I had to use my master key to enter the room. Upon seeing the body I locked the door and sent for adventurers.” He then opens the door and lets you inside.

In the room, there is a dressing table lit by continual flame balls with a mirror as its centerpiece. Several vials, boxes and gadgets litter the table and some spilt on the floor. Bartolo’s body is on the floor in front of the dresser, the fin’s of a fish sticking out of his mouth. There is no window in this room so the door is the only way in or out f this room.

The PC’s can search the room. Several things are of note that they can find are:

A sheet of music lies on the dresser titled

“Enchantment of the Mermaid.” A Knowledge (local) DC 20 check reveals that this was one of Bartolo’s greatest works. Bards and those with ranks in the perform skill get a +5 circumstance bonus to this check.

A heal DC 5 check tells that Bartolo died of suffocation. If the fish is examined or removed, it seems to be a stuffed fish. A Perception DC 10 check shows that it’s a windup fish, and that winding it up that makes the fish whip forward as if it were swimming.

A vase of fresh flowers have been knocked over. A card was attached which reads:

Congratulations on 20 years of excellence – Krimpach.

If the PCs ask, or check the vase they will learn that the flowers came from Blossom’s Blooms. Francis will confirm that Niko, Blossom’s Blooms deliveryman delivered flowers to Bartolo. Niko always delivers flowers to the artists here from their patrons. He does not recall either Trachieo or Jackamo receiving flowers.

If the PCs are able to cast themselves, or discreetly arrange to have a *speak with dead* spell cast they can learn the following information:

- He thinks that he knows his attacker. He’s not sure of the person’s name, but the voice sounded similar to one that he remembers from his past.
- He doesn’t have any enemies
- He was not involved with anyone at the time of his death, and hadn’t been for a while. He’s been busy honing his craft.
- He, Jackamo, and Trachieo are all members of the Society of Entertainers and Providers. He gets along well with both of them, and they all got along with the other members of the Society.

If the PCs search the area they will find some sets of tracks in here and if they ask Francis about them he will say that Jackamo and Bartolo both shared this dressing room. Some of the tracks could be from Jackamo, or people gathering his things up after his death. If asked about Jackamo’s

belongings Francis will tell the PCs that the Legion took them hoping that they might shed some light into the reason for his death.

Examining the vials, and boxes will show them to be makeup and foundation, as well as Not much more can be found here. So the PCs need to decide what to do next.

- If the PCs want to learn what evidence the Diamond Legion has, **GO TO Encounter 3 (Page 8).**
- If the PCs want to visit the Society of Entertainers and Providers **GO TO Encounter 2 (Page 7).**
- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs want to go to the Toy Shoppe, **GO TO Encounter 5 (Page 10).**
- If the PCs have visited 2 of these encounters, other than the opera house, **GO TO Encounter 6 (Page 12).**

ENCOUNTER 2: A NOTE in E FLAT

Arriving at visit the Society of Entertainers and Providers, you are engulfed by a state of confusion. Several groups are playing instruments, but not together. Several mandolins, harps, recorders and drums are playing simultaneously different music pieces than each other. A few dancers seem to weave through these musicians and there are two mimes trying to break out of the same invisible box.

A gnome with a clipboard is weaving his way around the different performers, taking notes as he goes. His spectacles keep slipping down his nose. At one point, as he is readjusting his glasses, he takes note of you and strides over. "Okay, who are you and what do you do? Quickly now, I don't have all day."

This is Autero Valentine. He is the Keeper of the Roles for visitors to the Society of Entertainers and Providers. His job is to keep the records of members and performances and other such information important to the Society. He is currently besieged by several groups of people

seeking performances in the Society, and he is trying to keep it under control.

Once the PC's convince him they aren't here for work, he will be more open to them especially if they ask about his records. If they start asking for details, he will take them to his office:

☞ **Who are you?**

"I am the Keeper of the records for visit the Society of Entertainers and Providers. But you may know me by name. I am Autero Valentine, the Golden Voice!"

☞ **Do you know anything about Trachieo, Jackamo, and Bartolo?**

"Yes, they are three of the greats! I remember back more than 20 years ago when they all started as young guild members. They even served on the Triumvirate Performance Board for a few years. Great performers, all three of them!"

☞ **Do you know anyone who would mean them harm?**

"Well, anyone jealous enough could always try to hurt someone, but I can think of anyone who would."

☞ **Would you know of any Krimpachs who were members of the League?**

"Now that you mention it, I do remember something..." He searches through his files and pulls out a ledger. "Well, it seems that about 20 years ago there WAS one Krimpach who was a member of the League...shortly. Seems he got barred from the guild. Something about ghastly performances. I knew it struck a chord! Those three were part of the tribunal who had him barred. But again, that was twenty years ago."

☞ **Anyone else on that tribunal?**

"No, that would be silly. Tribunals come in three. If it is important, I can do a thorough search and see if anyone else was connected to his disbarment Come back in a few hours."

☞ **Is it possible that you can do it sooner than that, we're in a hurry?**

"I will try, but I can't promise."

Once the PCs gather information the here, they have several directions they can go in.

- If the PCs want to see Bartolo's body **GO TO Encounter 1 (Page 6).**
- If the PCs want to learn what evidence the Diamond Legion has, **GO TO Encounter 3 (Page 8).**
- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs want to find a toymaker's shop, **GO TO Encounter 5 (Page 10).**
- If the PCs have visited 2 of these encounters, **GO TO Encounter 6 (Page 12).**

ENCOUNTER 2A: REPEAT PERFORMANCE

Only go to this encounter if the PCs wish to return to the Society of entertainers and Providers for any further information.

Your arrival is much quicker than your first visit, as you are ushered into Autero Valentine's office. "I am glad you have returned. I did uncover one more piece of information. It seems that at the time, evidence was put forward against Phule Krimpach. This was done by the now famous bard Erick Donne, the Sad Bard. It's very strange that I did uncover this, as he is performing this afternoon at the Darkenon Theater."

- At this point the PCs may want to rush out of the office and head toward the theater. That is fine, but first, they will encounter Black Alice **GO TO Encounter 6 (Page 12).**

ENCOUNTER 3: THE DIAMOND LEGION

The Diamond Legion is abuzz with activity with legionnaires coming and going as well as bringing in prisoners. Approaching the desk, you are told to wait to be seen.

Tell the PCs they might have to wait an hour or two to be seen. The PCs can move on, since there isn't anything to find out here.

Eventually you are escorted into the office of Lt. Hennessy. The lieutenant is a rather large fellow with a handlebar moustache, strong blue eyes and a full head of black hair. He regards you for a moment. "I understand you are interested in an investigation?"

☛ **Can you tell us what you've learned about the two bards? / What do you know about Jackamo and Trachieo?**

"Despite what Francis thinks we are actively looking into these deaths. It takes time to conduct a thorough investigation. We do not have any suspects in the death of Trachieo. He was a ladies' man and we think it's possible that it could be a jealous lover that killed him. We've been checking out the women that he's been involved with in order to try to either come up with a suspect, or prove that it wasn't a jealous lover. We've interviewed a number of them and still have a number to go. It is possible that the 2nd death could be an accident since he was killed by a toy."

☛ **Were the bards residences searched for clues to the attacks?**

"Yes, we searched both residences and secured them. We did not find anything in either place that would shed light on why they were attacked."

☛ **May we check the 2 residences?**

"No. You do not have authorization to check the residences, and we've already conducted a thorough search of both residences."

☛ **Did you examine the jack in the box, and the bow string?**

"Yes. The clown at the top of the jack in the box fell off and Jackamo's heart was pierced by the point of the metal coil, which could have been an accident. The bow string was examined and found to be a bit sharper, and tauter than a usual bow string. Whoever did this wanted him to suffer, which is why we think it's a jealous lover."

☛ **Did you speak with the bards?**

"Yes. We spoke with both of the bards ad learned the following: neither of the bards knew their

killer; they know each other and are both members of the society of Entertainers and Providers, and have been for the past 20 years; Trachio has been with many women, while Jackamo hasn't. Trachio said that he always told anyone he planned to be involved with that he wasn't interested in a serious relationship."

☛ **Can we see the bow, jack-in-the-box, or items from Jackamo's dressing room?**

"Not without a writ from a ranking Diamond Legion officer, or other figure of authority. What I can tell you is that the belongings from Jackamo's dressing room were all ordinary things that you'd find in a performer's dressing room. There was nothing out of the ordinary."

☛ **What can you tell us about this Jester person?**

"We are aware of the Jester and are actively trying to discern his identity. We do not have any leads to discuss at this point"

☛ **May we see the bodies?**

"Unfortunately that is not possible, as you're not officially authorized to see them, and there isn't an actual need for you to do so. We did a thorough examination of the bodies. We've already had speak with dead, raise dead, and detect magic spells cast on them. The bodies did not radiate any magic, and before speaking with them we did attempt to raise the two bards. The Society of Entertainers was adamant about covering the costs of the spell castings. The raise dead spells did not work so we believe that both Trachio and Jackamo are at peace and do not wish to come back"

Lt Hennessy will quickly tell them that without a writ from an official, they really don't have access to the material. He will tell them that they are aware of the Jester fellow and are investigating. They will also find out that the homes of the two dead men have been searched and secured. (They don't know about the 3rd death yet). The bodies will not be available to them to view.

- If the PCs want to see Bartolo's body **GO TO Encounter 1 (Page 6).**
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- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs want to go to the Toy Shoppe, **GO TO Encounter 5 (Page 10).**
- If the PCs have visited 2 of these encounters, **GO TO Encounter 6 (Page 12).**

ENCOUNTER 4: THE KRIMPACHS

Finding the Krimpachs may not be easy. Unless a PC is a noble, they cannot enter the Noble's district. If a PC is a noble, they won't find anyone at the house that is helpful.

A Diplomacy DC 12 check to gather information will show that the a member of House Krimpach operates an establishment in the Adventurers District called the Jeweled Cup. If a PC is a member of House Krimpach or a House Guard for the House, they will instantly remember the Jeweled Cup and realize they don't need to go to the Noble's District.

The Jeweled Cup, in the Adventurer's District, is one of the more upscale businesses in the area. A brass-framed sign hangs over the door depicting a large cup festooned with gems. When opening the door, the first thing you notice is a cloying smell in the air. Pungent, yet sweet, it seems to waft around the room.

The room itself is decorated with a dark, mahogany type wood. The lights are low, most likely magical flames on candle holders placed on the walls around the room. Several ornate tables are laid out around the room along with a well stocked bar and an area holding tins and boxes of cigars, tobacco and pies of varying sizes.

A well dressed gnome with a full head of hair approaches you. The pipe he is smoking seems to

be emitting that pungent smoke. “Welcome to the Jeweled Cup! I am Diamondtear Krimpach, your host. Can I interest you in a smoke or perhaps some fine ale?”

Diamondtear Krimpach currently runs the Jeweled Cup. He is the eldest son of Stoutfist Krimpach, who built the establishment. The Jeweled Cup offers the finest in ale and tobacco and is renowned for its selection. The Jeweled Cup was built to be a place to go to get fine ale, a good smoke and a good tall tale.

Diamondtear, being the eldest son, knew Phule Krimpach and the story leading up to his being banned. He will insist on swapping his tale for another. Before he tells the PCs about Phule, he needs one of the PC’s to share a tale over an ale. PC’s can be imaginative here in telling a tale. This is a good point for a bit of role-play, but don’t spend too much time on it.

Once the PCs share a tale, Diamondtear will share his. The story is in Appendix A. Read it, but do not give it to the players.

Diamondtear is also a collector of stories so he knows many things. Information Diamondtear knows (but not limited to):

☛ **Are you a relative of the Krimpachs?**

“I am the eldest son of Stoutfist Krimpach, the High Counsel of the House. He is the one who built this place.”

☛ **What do you know about practical jokes?**

“The family is fantastic at making them. But sometimes it’s better to sit back and enjoy the pipeweed.”

☛ **Do you know anyone who could have made such items (they can describe the items or show them)?**

“My family is masters of things like this, though these seem to have been built to fail. I would try one of the toymakers in the city. Veren Dree is known to make curious and specialty items.”

☛ **Do you know Trachieo, Jackamo or Bartolo?**

“Of course! The great performers! My family is a patron of the Great Bartolo!”

☛ **Have you ever heard of the Jester?**

“I am not sure. I mean, I know what a jester is, but I can’t remember someone going by that name.”

The PCs have the opportunity to buy tobacco and cigars if they so desire.

Corothian Red Pipeweed	1 gp/tin
Pyrothian Smooth Cigars	1 gp/doz
Cardiz Blend	1 gp/doz

Once the PC’s have gathered information here, they have several directions they can go in as follows:

- If the PCs want to see Bartolo’s body **GO TO Encounter 1 (Page 6).**
- If the PCs want to learn what evidence the Diamond Legion has, **GO TO Encounter 3 (Page 8).**
- If the PCs want to visit the Society of Entertainers and Providers **GO TO Encounter 2 (Page 7).**
- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs want to go to the Toy Shoppe, **GO TO Encounter 5 (Page 10).**
- If the PCs have visited 2 of these encounters, **GO TO Encounter 6 (Page 12).**

ENCOUNTER 5: WOODEN SOLDIERS

Following directions, you find yourselves in front of The Tinkerer’s Paradise. What was once a simple storefront in the merchant’s district has been converted into a sight! As you approach, you hear the tinkling of bells.

The sign above the entrance is of a toy soldier. The toy soldier seems to light up and move across the sign. The walls of the building are painted in stripes in red and white, like a candy cane.

A life-size toy soldier stands at attention by the door. It moves as you approach, showing its weapon before coming to attention again. Beyond the large blue-tinted windows, you see a number of toys on shelves and on display. A large Olek toy waves his hand as you walk by.

The PCs can arrive here after getting information from Francis, the Society of Entertainers and Providers, or House Krimpach.

Once the PCs enter the shop, continue.

The inside of the store is filled with the noise of little clockwork gears turning other gears as little figures move and turn. Music plays from a music box where a ballerina turns and moves to the music. Several toy soldiers march in place. The shelves are full of all sorts of toys, some moving, some not. A toy owl hoots at your presence and you hear movement from the back of the shop.

The curtain that separates the back of the shop from the storefront parts and a man passes through. He is rather tall for a human. His work clothes and apron show signs of wear and use. His spiked silver hair hangs wild on top of his head, though he is balding in the middle. He has strange looking, multi-lensed goggles press against the top of his head as if he had just pushed them from his eyes. "Ahh, customers! I greet you to the Tinkerer's Paradise! What wonders can I interest you in?"

Veren Dree, the proprietor, is of Corothian descent. He was once an adventurer who traveled with Phule Krimpach while he plied his trade as a wizard. After a few years, he decided he would rather be a tinker than an adventure, so he decided to return to Amthydor and build his clockwork emporium.

Phule knew Veren could build specialized items, including magical ones. So, with his plan in hand, he has used Veren's services to build some of the props he has used. Veren has no idea what the items would be used for, but he knows he has made some questionable items for others in the city. So he will be wary of anyone coming to question him about custom work.

Veren starts out the encounter indifferent. If people come at him with questions about the Jester he will become unfriendly. The PC's can try to change his mood, but depending on the mood he is in when questioned, he could answer any questions differently.

Information Veren knows:
If Unfriendly or Hostile

☛ **Do you know the Jester (Phule Krimpach)?**

"I have not heard that name before."

☛ **Have you seen him recently?**

"As I said, I don't believe I know him"

☛ **(If the PCs have some of the props) Did you make these items?**

He looks at the items. "I can't place who the maker is."

☛ **Did you know what they were going to be used for?**

"I would say that they were made for a practical joke, but they didn't work right.."

☛ **How do you know the Jester (Phule Krimpach)?**

"I don't know this person"

If friendly or better

☛ **Do you know the Jester (Phule Krimpach)?**

"Phule was an old adventuring friend of mine."

☛ **Have you seen him recently?**

"As a matter of fact, he called on me a few days ago. He said he needed to make a few things as gifts and wanted to use my workshop."

☛ **(If the PCs have some of the props) Did you make these items?**

"I made these items, but they are different. Oh right, he must have modified them in my workshop."

☛ **He used your workshop?**

“Yes, he wanted to work at night, so I lent him the key. But he stopped coming a few days ago. I haven’t been down in my workshop since then. You think there might be something important down there?”

Once the PCs ask about the workshop, Veren will take them down there. Veren maintains a workshop under his store for doing his custom work. He guards the place with a clockwork watchdog that will block the entry or attack anyone who enters unless Veren is present. Unfortunately, the Jester managed to change the command word and didn’t bother to tell Veren, figuring the dog would take out Veren covering his tracks.

As you reach the door at the bottom of the stairs, Veren says, “Now wait, I have to turn off my watchdog, Rover.” He opens the door and says, “Spatchu, sit!” In the dark of the workshop, two red eyes open, and a low growl rises...

ATL 1-3

⚔ Rover – Animated object CR 3

N Medium Construct

Init +0; **Senses** darkvision 60 ft, lowlight vision, perception -5

AC 14 touch 10, flat-footed 12; (+4 natural armor)

hp 20 (2d10+15)

Fort +1, **Ref**+1, **Will** -4

Defensive Ability Hardness 5 (wood), **Immune:** construct traits

Spd 40 ft.

Melee bite +5 (1d6+3,plus trip)

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

Special Attacks nil

Str 14, **Dex** 10, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ Construction 1CP –Fast, Construction 1CP - Trip Attack

ATL 5+

⚔ Rover – Animated object CR 5

N Medium Construct

Init +0; **Senses** darkvision 60 ft, lowlight vision, perception -5

AC 14 touch 10, flat-footed 12; (+4 natural armor)
hp 36 (3d10+20)

Fort +1, **Ref**+1, **Will** -4

Defensive Ability Hardness 5 (wood), **Immune:** construct traits

Spd 40 ft.

Melee Claw +5(1d6+3) and bite +5 (1d6+3,plus trip)

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

Special Attacks nil

Str 14, **Dex** 10, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5; **CMD** 15

SQ Construction 1CP –Fast, Construction 1CP - Trip Attack, 1 CP – Extra Attack

Once Rover is defeated, the PCs can search the workshop. Among the pieces left behind can be found pieces cut off from the devices found. Veren will be very thankful that the PCs saved him from his pet rover and will make sure they are rewarded. Veren will say one more thing,

“The last thing I made was a breakaway bottle. It is supposed to break away when unstopped. I have no idea what he would do with it.”

- If the PCs want to see Bartolo’s body **GO TO Encounter 1 (Page 6).**
- If the PCs want to learn what evidence the Diamond Legion has, **GO TO Encounter 3 (Page 8).**
- If the PCs want to visit the Society of Entertainers and Providers **GO TO Encounter 2 (Page 7).**
- If the PCs want to go to House Krimpach, **GO TO Encounter 4 (Page 9).**
- If the PCs have visited 2 of these encounters, **GO TO Encounter 6 (Page 12).**

If the PCs want to learn what evidence the

ENCOUNTER 6: BLACK ALICE

This encounter happens after the PCs visit two locations apart from the opera house. Black Alice is a gnome infatuated with the Jester. While not a thief, Alice and her acrobatic troupe will defend those they think of as one of their own. Alice heard through rumors that the PCs are investigating the Jester, so she and her troupe are coming to attempt

to dissuade them from looking for him. Alice doesn't know where he is, but she does know what he is up to. If caught, Alice will tell the PC's his plan as far as she knows it. Alice and her troupe will not use lethal damage against the heroes. (So they will only face jail time instead of a hangman's noose).

Before combat starts, they will be hiding in the area but can be noticed with a Perception DC 30 check.

Heading down the street you see a gnome woman leaning against a post. Dressed in simple dark purple leathers she stands out in any crowd. A black diamond is tattooed over her right eye. Her wavy black hair has a streak of pink running through it. She beacons to you as you approach. "Are you looking for the Jester?"

She adjusts her stance and smiles. "I will tell you if that Phule is back in town, he has good reason and I suggest you give up your investigation. You won't find him."

Black Alice will introduce herself and will answer questions, while insisting that they give up their search.

🗨 **Do you know where the Jester is?**

"I don't know where he is, except somewhere in the city."

🗨 **Do you know who the Jester is?**

"I have known him for a long time, by this name and his real name."

🗨 **Why do you want to stop us?**

"You can't stop fate of destiny."

After the third asked question, she will say

"I see that I cannot change your mind, but I can't let you just go after him now. Hey Rube!"

This is the signal for the troupe to attack. They will initially charge from around the PC's attacking with their saps. The combat can grow from here.

Black Alice herself will not participate in the combat, just slide back and watch. If people do decide to attack Alice, please use the stats of the rogues in ATL 7 for her with the exception of her having maximum hit points.

If the PCs are having trouble with the rogues, the Diamond Legion will arrive just in time to save them.

ATL 1

⚔ Black Alice's Rogues 1 (4) CR1

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +4
AC 16 touch 14, flat-footed 13; (+2, leather armor, +3 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, **Ref**+5, **Will** +0

Spd 20 ft.

Melee dagger +1 (1d4+1) or Sap +1 (1d4+1, nonlethal)

Ranged dagger +1 (1d4+1)

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

Special Attacks sneak attack +1d6

Spell-Like Abilities (DC 12+spell level) 1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals.*

Spells Known nil

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14
Base Atk +0; **CMB** +1; **CMD** 12

Feats Trapfinding, Dodge

Skills Acrobatics (Dex)+7, Climb (Str)+5, Disable Device (Dex)+7, Escape Artist (Dex)+7, Knowledge (local) (Int) +5, Perception (Wis)+4, Perform (Cha)+6, Sleight of Hand (Dex)+7, Stealth (Dex)+7.

Languages Common, Gnome, and Sylvan and Dwarven,

Gear dagger, sap, entertainer's clothing, and leather armor

Special Abilities nil

ATL 3

⚔ Black Alice's Rogues 3 (4) CR1

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +7
Defense

AC 17 touch 14, flat-footed 14; (+3, studded leather armor, +3 Dex, +1 size)

hp 25 (3d8+3)

Fort +2, **Ref**+6, **Will** +1

Defensive Abilities Evasion;

Offense

Spd 20 ft.

Melee dagger +3 (1d4+1) or Sap +3 (1d4+1, nonlethal)

Ranged dagger +3 (1d4+1)

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

Special Attacks sneak attack +2d6

Spell-Like Abilities (DC 12+spell level) 1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals.*

Spells Known nil

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 14

Feats Trapfinding, Dodge, Mobility

Skills Acrobatics (Dex)+10, Climb (Str)+7, Disable Device (Dex)+8, Escape Artist (Dex)+10, Knowledge (local) (Int) +6, Perception (Wis)+7, Perform (Cha)+10, Sleight of Hand (Dex)+8, Stealth (Dex)+8.

Languages Common, Gnome, and Sylvan and Dwarven,

Gear dagger, sap, entertainer's clothing, studded leather armor

Special Abilities Trap sense +1, rogue crawl

ATL 5

⚔ **Black Alice's Rogues 5 (4) CR5**

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +12

AC 17 touch 14, flat-footed 14; (+3, studded leather armor, +3 Dex, +1 size)

hp 39 (5d8+5)

Fort +2, **Ref**+7, **Will** +1

Defensive Abilities Evasion, Uncanny Dodge;

Spd 20 ft.

Melee dagger +4 (1d4+1) or Sap +4 (1d4+1, nonlethal)

Ranged dagger +4 (1d4+1)

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

Special Attacks sneak attack +3d6

Spell-Like Abilities (DC 12+spell level)1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals.*

Spells Known nil

Str 13, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 14

Feats Trapfinding, Dodge, Mobility

Skills Acrobatics (Dex)+12, Climb (Str)+8, Disable Device (Dex)+8, Escape Artist (Dex)+12, Knowledge (local) (Int) +8, Perception (Wis)+12, Perform (Cha)+12, Sleight of Hand (Dex)+10, Stealth (Dex)+10.

Languages Common, Gnome, and Sylvan and Dwarven,

Gear dagger, sap, entertainer's clothing, studded leather armor

Special Abilities Trap sense +2, rogue crawl, fast stealth

ATL 7

⚔ **Black Alice's Rogues 5 (4) CR5**

N Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +7

Defense

AC 18 touch 14, flat-footed 15; (+4, masterwork studded leather armor, +3 Dex, +1 size)

hp 53 (7d8+7)

Fort +3, **Ref**+8, **Will** +2

Defensive Abilities Evasion, Uncanny Dodge;

Offense

Spd 20 ft.

Melee dagger +5 (1d4+1) or Sap +5 (1d4+1, nonlethal)

Ranged dagger +5 (1d4+1)

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

Special Attacks sneak attack +4d6

Spell-Like Abilities 1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals.*
Caster level 1 base DC 12

Spells Known nil

Str 13, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +3; **CMD** 14

Feats Trapfinding, Dodge, Mobility, Spring Attack

Skills Acrobatics (Dex)+12, Climb (Str)+8, Disable Device (Dex)+8, Escape Artist (Dex)+12, Knowledge (local) (Int) +8, Perception (Wis)+12, Perform (Cha)+12, Sleight of Hand (Dex)+10, Stealth (Dex)+10.

Languages Common, Gnome, and Sylvan and Dwarven,

Gear dagger, sap, entertainer's clothing, masterwork studded leather armor

Special Abilities Trap sense +3, rogue crawl, fast stealth, stand up

- Once the PCs have finished with the rogues, and Black Alice has not escaped, **GO TO Encounter 7 (page 18)**

ENCOUNTER 7: BLACK ALICE SPEAKS

Assuming the PCs capture Alice and the troupe, the Diamond Legion can take them into custody. Before doing so, the PCs can ask Black Alice questions. Information that she can give:

🗣 **Do you know where the Jester is?**

"Haven't seen him, just heard that he was in town."

🗣 **Why is he killing bards?**

"It was the bards who ruined him and he left the city, vowing revenge!"

🗣 **Is he really Phule Krimpach?**

"He is who he wants to be."

🗣 **What is his plan?**

"He said that he would kill those responsible. Erick Donne, the Sad Bard, would be the last."

The PC's should realize Erick Donne said the show must go on and he would be on stage now. Once the PCs head off to the opera house, Black Alice laughs.

"I have delayed you enough, that Phule will have gotten his revenge!!!!"

- If the PCs want to head to the Opera House **GO TO Encounter 8 (Page 18).**

ENCOUNTER 8: FINAL CURTAIN

As you come into the theater, you can see Erick Donne, the Sad Bard on stage performing a soliloquy. He reaches out for a vial on the table and says, "...and with this drink I will pass beyond..." and proceeds to un-stopper it.

Quick-thinking PC's will realize the bottle is not what it is supposed to be and they need to think fast. The possibilities are they can shoot the bottle out of her hand. This will cause the bottle to fall and explode in a gas cloud of poison, but will not touch Erick Donne.

Poison: Black Lotus Essence

Type: poison, contact; **Save** Fortitude DC16

Onset: on contact; **Frequency** 1/round 4 rounds

Affect 1d4 Con damage; **Cure** 1 save

The second possibility is to tackle Erick Donne before he goes to un-stopper the bottle. This will also cause it to break but, Erick Donne and the tackler will have to save vs. the poison. Spells and potions to neutralize or delay poison will help in this case.

If the bottle isn't knocked out of his hands, Erick Donne will be affected by 4 points of Con loss (two failed saves) and die straightaway because he has an instant allergy to Black Lotus. Spells and potions will have no effect on him at that point.

The PCs should make a *perception check DC 15 to hear* the Jester climbing a ladder nearby, invisible as he hits his knee on a rung and goes 'ouch'. PC's that make the *perception (vision) DC 25 check* will notice the Jester trip on the top rung.

Knowing he is revealed, he will yell out, "No one can stop the Jester!" As he hits the landing above, something will drop from him and a lion appears. He does this during the surprise round. The Jester will proceed down the landing trying to escape through a window. He has 4 rounds to make an escape.

The lion is a programmed image conjured from the power of the Pint O Djinn he carries. The lion doesn't do any real damage. It is just to delay the party.

ALL ATLS

\ Lion

N Large Animal

Init +7; **Senses** low-light vision, scent; Perception +9

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

Speed 40 ft.

Melee bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +7, 1d4+5)

Statistics

Str 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception)

Skills Acrobatics +11, Perception +9, Stealth +8 (+16 in undergrowth);

Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ATL 1

\ The Jester Sorcerer 4

CE Small humanoid (gnome)

Init+3; **Senses** Low-Light Vision; Perception +7

AC 14 touch (+3 Dex, +1 size) 14 (+3 Dex, +1 size), flat-footed 11 (+1 size);

hp 24 (4d6+4)

Fort +2, **Ref** +3, **Will** +5

Defense Abilities +4 dodge bonus vs. Giant type, +2 save vs. illusion, resist electricity 5, +2 save vs. poison; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee dagger +3 (1d3) or claw +2 (1d3-1)

Ranged nil

Full Atk dagger +3 (1d3) or 2 claws +2 (1d3-1)

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

Special Attacks Nil

Spell-Like Abilities (DC 15+spell level) 1/day dancing lights, ghost sound, prestidigitation, and speak with animals. Caster level 4.

Spells Known (DC 15+ spell level) **0 level** - *Acid splash*, *bleed*, *daze*, *mage hand*, *open close*, *read magic*; **1st level (6/day)**: *magic missile*, *shield*,

summon monster I; **2nd level (4/day)**: *summon monster II*

Str 9, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18 (20)

Base Atk +2 ; **CMB** +0; **CMD** +13

Feats throw anything, brew potion

Skills craft (toys) +9, knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

Languages common, gnome sylvan, draconic, demonic.

SQ nil

Gear *Jester's cap*, *Pint O Djinn*, entertainer's robes, *dagger +1*, *ring of protection +1*, *headband of alluring charisma +2*, boots, rope, bag of tricks (gray), thunderstone, flask of acid., bag of marbles, pouch of caltrops, a recorder, makeup case, 3 juggling balls;

Special Abilities: bloodline arcana (abyssal – when you cast summoning spells, the summoned creature(s) gain DR 2/good); bloodline spell (*cause fear*); bloodline powers (demon resistance, claws (ex)can grow claws as a free action and use them for 7 rounds)

Jesters Cap

This appears to be a normal jester cap with three points each point being red or blue or green. At the end of each tip dangles a skull. The cap functions once per day as follows:.

ATL 1 Magic missile 1d4 +1

Pint O Djinn

In his travels, the original Jester learned magic to trap a small Djinn into a bottle and force it to use its magic. The Djinn is used to summon the illusory lion. The DC of the illusion is DC 14 will if interacted with.

ATL 3

⚡ The Jester Sorcerer 6

CE Small Humanoid (gnome)

Init +3; **Senses** Low-Light Vision; Perception +9

AC 14 touch (+3 Dex, +1 size) 14 (+3 Dex, +1 size), flat-footed 11 (+1 size);

hp 34 (6d6+6)

Fort +3, **Ref** +5, **Will** + 6

Defense Abilities +4 dodge bonus vs. Giant type, +2 save vs. illusion, resist electricity 5, +2 save vs. poison; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee dagger +4 (1d3) or claw +3 (1d3-1)

Ranged nil

Full Atk dagger +4 (1d3) or 2 claws +3 (1d3-1)

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

Special Attacks Nil

Spell-Like Abilities (DC 15+spell level) 1/day dancing lights, ghost sound, prestidigitation, and speak with animals. Caster level 6.

Spells Known (DC 15 (16* for evocation spells) + spell level) **0 level** - *Acid splash, bleed, daze, mage hand, open close, ray of frost**, *read magic*; **1st level (7/day)**: *grease, magic missile**, *shield, summon monster I*; **2nd level (6/day)**: *invisibility, summon monster II*; **3rd level (4/day)**: *summon monster III*

Str 9, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +3 ; **CMB** +1; **CMD** +14

Feats throw anything, brew potion, spell focus (evocation)

Skills craft (toys) +11, knowledge (arcana) +11; knowledge (planes) +11, perception +9, spellcraft +11,

Languages common, gnome sylvan, draconic, demonic.

SQ nil

Gear *Jester's cap, Pint O Djinn*, entertainer's robes, *dagger +1, ring of protection +1, headband of alluring charisma +2*, boots, rope, bag of tricks (gray), thunderstone, flask of acid., bag of marbles, pouch of caltrops, a recorder, makeup case, 3 juggling balls;

Special Abilities: bloodline arcana (abyssal – when you cast summoning spells, the summoned creature(s) gain DR 3/good); bloodline spell (*cause fear, bull's strength*); bloodline powers (demon resistance, claws (ex)can grow claws as a free

action and use them for 7 rounds, claws are considered magic weapons to overcome DR).

Jesters Cap

This appears to be a normal jester cap with three points each point being red or blue or green. At the end of each tip dangles a skull. The cap functions once per day as follows:.

ATL 3 Magic missile 1d4 +1

Pint O Djinn

In his travels, the original Jester learned magic to trap a small Djinn into a bottle and force it to use its magic. The Djinn is used to summon the illusory lion. The DC of the illusion is DC 14 will if interacted with.

ATL 5

⚡ The Jester Sorcerer 8

CE Small Humanoid (gnome)

Init +3; **Senses** Low-Light Vision; Perception +11

AC 14 touch (+3 Dex, +1 size) 14 (+3 Dex, +1 size), flat-footed 11 (+1 size);

hp 44 (8d6+8)

Fort +3, **Ref** +5, **Will** +7

Defense Abilities +4 dodge bonus vs. Giant type, +2 save vs. illusion, resist electricity 5, +2 save vs. poison; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee dagger +6 (1d4+1) or claw +5 (1d4)

Ranged nil

Full Atk dagger +6 (1d4+1) or 2 claws +5 (1d4)

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

Special Attacks Nil

Spell-Like Abilities (DC 15+spell level) 1/day dancing lights, ghost sound, prestidigitation, and speak with animals. Caster level 8.

Spells Known (DC 15(16* for evocation and conjuration spells) + spell level) **0 level** - *Acid splash**, *bleed*, *daze*, *mage hand*, *open close*, *ray of frost**, *read magic*, *touch of fatigue*; **1st level (7/day)**: *grease*, *color spray*, *magic missile*, *shield*, *summon monster I**; **2nd level (7/day)**: *invisibility*, *summon monster II**, *web**; **3rd level (6/day)**: *gaseous form*, *summon monster III**; **4th level (4/day)**: *summon monster IV**

Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +4 ; **CMB** +3; **CMD** +16

Feats throw anything, brew potion, spell focus (evocation), spell focus (conjuration), augment summoning (bloodline power bonus feat)

Skills craft (toys) +13, knowledge (arcana) +13; knowledge (planes) +13, perception +11, spellcraft +13,

Languages common, gnome sylvan, draconic, demonic.

SQ nil

Gear *Jester's cap*, *Pint O Djinn*, entertainer's robes, *dagger +1*, *ring of protection +1*, *headband of alluring charisma +2*, boots, rope, bag of tricks (gray), thunderstone, flask of acid., bag of marbles, pouch of caltrops, a recorder, makeup case, 3 juggling balls;

Special Abilities: bloodline arcana (abyssal – when you cast summoning spells, the summoned creature(s) gain DR 4/good); bloodline spell (*cause*

fear, *bull's strength*, *rage*); bloodline powers (demon resistance, claws (ex) can grow claws as a free action and use them for 7 rounds, claws are considered magic weapons to overcome DR)

Jesters Cap

This appears to be a normal jester cap with three points each point being red or blue or green. At the end of each tip dangles a skull. The cap functions once per day as follows:.

ATL 5 Scorching ray (1 beam for 4d6)

Pint O Djinn

In his travels, the original Jester learned magic to trap a small Djinn into a bottle and force it to use its magic. The Djinn is used to summon the illusory lion. The DC of the illusion is DC 14 will if interacted with.

ATL 7

⚡ The Jester Sorcerer 10

CE Small Humanoid (gnome)

Init +3; **Senses** Low-Light Vision; Perception +13

AC 14 touch (+3 Dex, +1 size) 14 (+3 Dex, +1 size), flat-footed 11 (+1 size);

hp 54 (10d6+10)

Fort +4, **Ref** +6, **Will** + 8

Defense Abilities +4 dodge bonus vs. Giant type, +2 save vs. illusion, resist electricity 10, +4 save vs. poison; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee dagger +10 (1d4+2) or claw +9 (1d4+1)

Ranged nil

Full Atk dagger +10 (1d4+2) or 2 claws +9 (1d4+1)

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

Special Attacks Nil

Spell-Like Abilities (DC 15+spell level) 1/day *dancing lights, ghost sound, prestidigitation, and speak with animals*. Caster level 10.

Spells Known (DC 15 (16* for evocation and conjuration spells)+ spell level) **0 level** - *Acid splash**, *bleed*, *daze*, *flare*, *mage hand*, *open close*, *ray of frost**, *read magic*, *touch of fatigue*; **1st level (7/day)**: *color spray*, *grease*, *magic missile**, *shield*, *summon monster I**; **2nd level (7/day)**: *flaming sphere**, *invisibility*, *summon monster II**, *web**; **3rd level (7/day)**: *gaseous form*, *lightning bolt**, *summon monster III**; **4th level (6/day)**: *resilient sphere**, *summon monster IV**; **5th level (4/day)**: *summon monster V**

Str 12, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +5 ; **CMB** +5; **CMD** +18

Feats throw anything, brew potion, spell focus (evocation), spell focus (conjuration), augment summoning (bloodline power bonus feat), combat casting

Skills craft (toys) +15, knowledge (arcana) +15; knowledge (planes) +15, perception +13, spellcraft +15,

Languages common, gnome sylvan, draconic, demonic.

SQ nil

Gear *Jester's cap*, *Pint O Djinn*, entertainer's robes, *dagger +1*, *ring of protection +1*, *headband of alluring charisma +2*, boots, rope, bag of tricks (gray), thunderstone, flask of acid., bag of

marbles, pouch of caltrops, a recorder, makeup case, 3 juggling balls;

Special Abilities: bloodline arcana (abyssal – when you cast summoning spells, the summoned creature(s) gain DR 5/good); bloodline spell (*cause fear*, *bull's strength*, *rage*, *stoneskin*); bloodline powers (demon resistance, claws (ex) can grow claws as a free action and use them for 7 rounds, claws are considered magic weapons to overcome DR, strength of the abyss (+2 strength))

Jesters Cap

This appears to be a normal jester cap with three points each point ending in either red, blue or green. At the end of each tip dangles a skull. When worn, the dangling skulls can be used as follows. ATL 7 Scorching Ray (1 beam for 4d6)

Pint O Djinn

In his travels, the original Jester learned magic to trap a small Djinn into a bottle and force it to use its magic. The Djinn is used to summon the illusory lion. The DC of the illusion is DC 14 will if interacted with.

- If the PC's Save Erick Donne and catch the Jester **GO TO Conclusion A (Page 19)**.
- If the PC's Save Erick Donne and fail to catch the Jester, **GO TO Conclusion B (Page 20)**
- If the PCs Fail to save Erick Donne, the Sad Bard and catch the Jester **GO TO Conclusion C (Page 20)**
- If the PCs fail to Save Erick Donne, the Sad Bard and fail to catch the Jester, **GO TO Conclusion D (Page 21)**.

CONCLUSION A (PCS SAVE ERICK AND CAPTURE THE "JESTER")

As the Diamond Legion moves in to calm the crowd and restore order, you are left with a few decisions.

Erick Donne attempts to regain his composure. "The show must go on", he says, standing up, and completing his performance to the applause of the audience. From a pocket of the Jester comes a

voice, a small little voice. ‘Free me! Please, free me!’

The voice is from the Pint O Djinn bottle. The PC’s need to decide whether, or not to free the Djinn. PC’s can determine that the Djinn is not evil, either through detect evil or sense motive DC 5. If freed, it will rise up out of the bottle to a height of 6 inches then disappears in a puff of smoke. If they free the Djinn they get the **Djinn’s favor cert.** If they do not, the city confiscates the bottle.

Two days later you received a letter from Francis Carter thanking you for stopping the murders. Enclosed you find a season pass for two boxed seats to the Darkenon Theater and a writ for (50 gp x ATL) as your reward.

Along with the letter is another missive. It reads:

The man you captured is not Phule Krimpach, but someone charmed into believing he was. The Jester is still at large. I will reach out to you again in the future if I have need of your services against this evil.

*Captain Abram Carter
Diamond Legion,
Special Services*

As you read the words, they begin to vanish and are gone as you finish reading. All you are left is a blank piece of paper.

Go To Epilogue 1.

CONCLUSION B (PCS SAVE ERICK AND THE “JESTER” ESCAPES)

As the Diamond Legion moves in to calm the crowd and restore order, you are left to ponder what’s happened. You’ve managed to save Erick Donne, but unfortunately in doing so the Jester managed to escape. It’s a safe bet that he’ll probably make his presence known again when least expected.

Erick Donne attempts to regain his composure. “The show must go on’, he says, standing up, and completing his performance to the applause of the audience.

Two days later you received a letter from Francis Carter thanking you for saving Erick Donne. While you weren’t able to bring the murderer to justice, you did manage to stop his plans this time saving Erick’s life. Enclosed you find a writ for (50 gp x ATL) as well as a season pass for two boxed seats to the Darkenon Theater as your reward.

Along with the letter is another missive. It reads:

My reports say that the man that you were fighting is not Phule Krimpach, but someone that was charmed into believing he was. Phule Krimpach aka the Jester is still at large. I will probably need to reach out to you again in the future if I have need of your services against this evil man.

*Captain Abram Carter
Diamond Legion,
Special Services*

As you read the words, they begin to vanish and are gone as you finish reading. All you are left is a blank piece of paper.

Go To Epilogue 1.

CONCLUSION C (PCS CAPTURE “JESTER” BUT ERICK DIES)

As the Diamond Legion moves in to control the situation, Francis Carter himself rushes the stage saying, “The show must go on!” He begins to sing the aria that Erick Donne was performing to the applause and cheers of the audience. From a pocket of the Jester comes a voice, a small little voice. ‘Free me! Please, free me!’

The voice is from the Pint O Djinn bottle. The PCs need to decide to free the Djinn or not to. PCs can determine that the Djinn is not evil, either through detect evil or sense motive DC 5. If freed it will

rise up out of the bottle to a height of 6 inches then disappear in a puff of smoke. If they free the Djinn they get the **Djinn's favor cert.** If they do not, the city confiscates the bottle.

Two days later, you received a letter from Francis Carter thanking you for stopping the murders, even if it wasn't until another bard died. Enclosed you find a season pass for tickets to the Darkenon Theater and a writ for (50 gp x ATL) as your reward.

Along with the letter is another missive. It reads:

The man you captured is not Phule Krimpach, but someone charmed into believing he was. The Jester is still at large. I will reach out to you again in the future if I have need of your services against this evil.

*Captain Abram Carter
Diamond Legion,
Special Services*

As you read the words, they begin to vanish and are gone as you finish reading. All you are left is a blank piece of paper.

Go To Epilogue 1.

CONCLUSION D (ERICK DIES AND THE JESTER ESCAPES)

As the Diamond Legion moves in to control the situation, Francis Carter himself rushes the stage saying, "The show must go on!" He begins to sing the aria that Erick Donne was performing to the applause and cheers of the audience."

Two days later, you received a letter from Francis Carter. The letter said that while you weren't able to stop the murders, you did manage to light a fire under the Diamond Legion. They have pledged to prioritize this case until the being known as the "Jester" is brought to justice for his crimes. For that I am grateful. Enclosed you find a season pass for tickets the Darkenon

Theater and a writ for (50 gp x ATL) as your reward.

Along with the letter is another missive. It reads:

My sources say that the man that you tried to capture is not Phule Krimpach, but someone that was charmed into believing that he was. Phule Krimpach aka the Jester is still at large. I will probably need to reach out to you again in the future if I have need of your services against this evil man.

*Captain Abram Carter
Diamond Legion,
Special Services*

As you read the words, they begin to vanish and are gone as you finish reading. All you are left is a blank piece of paper.

Go To Epilogue 1.

EPILOGUE 1

The sun rises the next morning as you head to Diamond Legion Headquarters, in response to an offer of prospective employment. As you arrive, you see the doors open brusquely as the pretty gnome woman known as Black Alice bursts through the doors. The black diamond mark almost shines in the sunlight. "We will see how this turns out, my dear Captain Carter. Indeed we will." She quickly turns into the shadows and disappears.

When you speak with the desk sergeant about the message he informs you that he doesn't know who sent for you, but that the Legion isn't hiring anyone at this point. He also tells you that he doesn't know anything about Black Alice being released, but that he doesn't have clearance to know everything that's going on here. If Black Alice was released there must be a good reason, one that would probably be revealed in time.

THUS ENDS "NOBODY'S FOOL"
TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	600	850	1200	1800	2900	4500	7000	10500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	650	900	1300	1900	3000	4700	7200	11000

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.

All Conclusions

50gp * ATL

- **Notice of Diamondtear Krimpach 1 Per PC**, Diamondtear will remember that you tried to find and capture the black sheep of the family. One time during any adventure that happens in the city, you can visit the Jeweled Cup and trade him a story. In exchange, you can add a+10 circumstance bonus to any Knowledge: History, Knowledge: local or Knowledge: Nobility roll.

- **The Toyman's Gift 1 Per PC**, The toyman is grateful for saving him from Rover and has given you a gift. You may choose any of the following:

[] Stuffed Olek

[] A dozen diamond legion toy soldiers

[] Music box that plays: 'Merry-go-round Broke Down'

[] Jack-in-the-box with a Jester

(Value: 5 gp, Tradable: Yes, Rarity: Common, CL: nil, Legality: Legal)

- **Season Pass, 1 Per PC**, You have been given a season pass to the Darkenon Theater! You will have front row seats to the greatest bards of Raia, even if there are a few less of them. (Value: 100 gp, Tradable: Yes, Rarity: Common, CL: Nil, Legality: Legal).

- **Blank Sheet of Paper 1 Per PC**, This blank sheet of paper is all that remains of a letter you received. Though no one knows who sent it to you, maybe you are better off keeping it. (Value: 1 cp, Tradable: Yes, Rarity: Common, CL: Nil, Legality: Legal).

➤ **Leather Armor +1**

The back of this armor is teal. The front is chartreuse. There is a bright red heart depicted in the center of the chest (Value:1160 gp, Tradable: Yes, Rarity: Common, CL: 5, Legality: Legal).

➤ **Slippers of Spider Climbing**

These red slippers curl up at the toe and have a small bell at the tip (Value:4800 gp, Tradable: Yes, Rarity: Uncommon, CL:8, Legality: Legal)..

Conclusions A&C

➤ **Jester's Cap**, This appears to be a normal jester cap with three points, each point being red or green or blue. At the end of each tip dangles a small skull. The cap functions once per day as follows:

[]ATL 1-3: 1 magic missile (1d4+1) (Value: 400 gp)

[]ATL 5+: scorching ray (1 beam for 4d6) (Value: 2,400 gp)

(Value: varies, Tradable: Yes, Rarity: Uncommon, CL: 4, Legality: Legal)

➤ **Ring of protection +1**

(Value:2000 gp, Tradable: Yes, Rarity: Common, CL: 5, Legality: Legal).

➤ **Dagger +1**

(Value:2302 gp, Tradable: Yes, Rarity: Common, CL: 5, Legality: Legal).

➤ **Headband of alluring charisma +2**

(Value:4000 gp, Tradable: Yes, Rarity: Common, CL:8, Legality: Legal).

➤ **Pint O Djinn's Favor (VARIES BASED ON WHEN BOTTLE IS OPENED - 1 PER PC UNLESS OPENED AFTER TREASURE DIVISION AT WHICH POINT THERE IS ONLY 1 CERT)**

The PC can summon the Pint O Djinn to do them a service once. The services possible are listed below:

1. Cast floating disc (1500#, 1 hour)
2. Cast mending 100# of material
3. Cast create food and water (enough for 20 people)
4. Cast mage hand (for use for 1 minute)
5. Cast detect law or detect chaos
6. Cast ghost sound as a 1st level sorcerer
7. Cast minor image as a 1st level sorcerer

(Value: Priceless, Tradable: No, Rarity: Uncommon, CL: Nil, Legality: Legal).

Dexcon 2010 Only, Conclusions A and C

➤ **Pint O Djinn's Favor (VARIES BASED ON WHEN BOTTLE IS OPENED - 1 PER PC UNLESS OPENED AFTER TREASURE DIVISION AT WHICH POINT THERE IS ONLY 1 CERT),**

The PC can summon the Pint O Djinn to do them a service. The PC can summon him a total of three times and only one time during any adventure. When the three services are used, the Cert is void. The services possible are listed below:

1. Cast floating disc (1500#, 1 hour)
 2. Cast mending 100# of material
 3. Cast create food and water (enough for 20 people)
 4. Cast mage hand (for use for 1 minute)
 5. Cast detect law or detect chaos
 6. Cast ghost sound as a 1st level sorcerer
 7. Cast minor image as a 1st level sorcerer
- (Value: Priceless, Tradable: No, Rarity: Uncommon, CL: Nil, Legality: Legal).

PLAYER'S HANDOUT #1

The Darkenon Theatre proudly presents

Bartolo the Great

Recreating his most famous

role in

The Vesting of Sorena.

Due to high demand, tickets are limited. Please contact the Darkenon Theatre box office for more information.

APPENDIX 1

Phule Krimpach was the black sheep of the family. He always dreamed of being a world renowned bard. It's a nice aspiration, or rather it would have been if he had the talent to actually back it up. Unlike most performers Phule limited himself to material that he was comfortable with, but his delivery left something to be desired. His performances were incredibly flat and widely panned.

Unfortunately his poor performances, and the negative reviews of them wore him down and caused him to change his style. As a result his material and performances took on a darker and more macabre feel. Unfortunately the change in his material did nothing to help his reviews. Each and every negative review caused his performances to grow darker in tone. Eventually the Society of Entertainers and Provider had no choice but to ban from performing within Amthydor, those involved in this decision were Trachieo, Jackamo and Bartolo, based on the information provided by Erick Donne, the Sad Bard. Phule was humiliated, and vowed revenge on those that had wronged him before leaving Amthydor. We have not heard from him since he left Amthydor

Unfortunately, Phule's humiliation was a black mark on my family's legacy. That is why we consider him to be the black sheep of the family. Never before had any member of my family been kicked out of an organization, much less the Society of Entertainers and Providers a number of whose members we are patrons of. My family is known for having an appreciation of the arts, whether it's singing, musical instrument playing, dancing, or even performing pranks. We know talent and can recognize those with potential. As I mentioned we've been the patrons of many of distinguished performers over the years, some of them throughout their whole careers. People questioned how we could be such good judges of other individuals potential, but not notice Phule's lack of talent. There was no easy answer to that question.

CRITICAL EVENT SUMMARY: NOBODY'S FOOL

Convention: _____ Date: _____

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

1. Did the PCs try not to let out that the bards were dead?

Yes No

2. Did they Destroy Rover?

Yes No

3. Did they kill Alice or any of her rogues?

Alice 1 2 3 4

4. Did they Kill or Capture the Jester

Kill Capture

6. Did the Jester Get Away? Yes No

7. Did they Save Erick Donne, the Sad Bard? Yes No

8. Did they free the Pint O Djinn? Yes No

1. If anyone kept the bottle list his name, and character name below.

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: NOBODY'S FOOL

Judge Name: s _____

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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