



Ick Ptooney!

By Wayne Straiton

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

It was supposed to be a business meeting with good food and good drink. Who could have known? For heroes of levels 1-6.

(Updated July 2010)

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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

While not part of a series, it is best to play LSJ71 “Fight or Flight?” prior to playing this module. But each module can be played unto themselves and can be played individually.

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

Some years ago, House Erikas plotted the downfall of House Arawl, and was partially successful. With the collapse of House Arawl, House Erikas gained some coastal land. House Erikas, heavily involved with privateering, found this land very valuable. Now with the rise of House Arawl, and the recovery of some of their lands, House Erikas is concerned with losing this property, to which they have secretly made improvements.

Dedra Erikas, third child of Lady Consul Marlanda Erikas, and heretofore not known for her ambition, has taken it upon herself to act on a plan which might be ill-conceived. If successful, she would gain respect within her family. If unsuccessful, she has taken steps to shield herself from accusations.

Dedra has tasked Major Marco Notarius, Erikas House Vanguard, with executing this plan. She obtains resources that he needs, but she is careful to insulate herself if things go badly.

Dedra knows that houses Arawl and Jirin are not on friendly terms. Houses Arawl and Erikas are also not on friendly terms. Since houses Erikas and Jirin are on neutral terms, she sees the opportunity to strike at House Jirin and blame House Arawl. If she can weaken House Jirin's monopoly on all things equine, and blame House Arawl for it, thereby issuing them a diplomatic and political blow within Amthydor, she would consider herself successful.

House Jirin has long been known for their horses. In fact, all the horses they breed never have less than half maximum hit points. They maintain strict control of their breeding by selling only geldings. House Jirin has a new foal that they are very proud of, and have literally trotted it out on display. This young stallion of a light warhorse, just one month old, is expected to have the stamina of a heavy warhorse.

Dedra's plot is to steal the foal, and when House Jirin reacts, to attack them, or who they hire, with fake Arawl house guards. Major Notarius has disguised himself as Decius Arawl, and hired thugs

at The Crafty Lady in the port district as house guards. The thugs really do think they are Arawl house guards.

In his guise as Decius Arawl, Notarius has hired a dozen men. With forged passes to the Nobles' District, six of them entered the Nobles' District, stole the foal, and brought it to a secret location south of town on former Arawl property.

The foal was stolen two nights ago. The following day Nysia Jirin obtains names and recommendations of adventurers from the Fraternity of Venturers. She sends them direct invitations to lunch the next day. Servants talk to other house servants, and Notarius quickly learns through Erikas house servants that Nysia is meeting with adventurers the next day.

The day after the horse thievery, Notarius kidnaps Hilda, the sister of a wizard Helga, in order to obtain Helga's services. He sequesters the sister at the secret location on former Arawl property, with the foal.

Helga is not evil, and doesn't wish to harm the PCs, but is forced to do Notarius' bidding in the hopes of saving her sister. She is told of the lunch meeting and formulates a plan to scare off the PCs. She leads Notarius to believe that she is trying to kill the PCs.

Enter the PCs. The PCs arrive early for the meeting to partake in victuals. They are affected by *mass suggestion*, having been rendered unconscious by poison. Nysia arrives, and explains the situation with the foal. The PCs may follow up with the cook, the waitress, and search the room upstairs.

The PCs may now follow up with the Jirin crime scene, and the vial with Cobblespring's Crystal and Glass, and the poison with Kwella's One Stop Herb Shop. These last two locations lead them to Helga.

Helga finds this evidence weak and circumstantial, and must lie to save her sister.

Notarius sends his “Arawl” guards to attack. The PCs may learn from survivors about being hired at The Crafty Lady.

At The Crafty Lady, Polk can tell the PCs that the man who hired the Arawl guards was in disguise.

A return trip to Helga with further information may entice her to reveal the truth.

Following Helga’s clue, the PCs find the secret location, and save Hilda and the foal.

Returning to House Jirin, Nysia thanks them and rewards them. Helga thanks them.

ENCOUNTER 1A – I’M WHERE?

You’re in a 10’ wide rough hewn tunnel. Ahead of you is darkness. Behind you, where you apparently came from, you see a dim light some 100’ away. Please give me your marching order.

The PCs, who met for their lunch meeting, are unconscious but are thought to be dead. In a shared dream prepared by Helga, they adventure together down this tunnel where they encounter an Ochre Jelly. Helga doesn’t know how long the poison will last, so if the PCs kill the jelly she will give them a much more serious encounter. The Ochre Jelly is spread out along the ceiling and will drop on the PCs first rank. Collect any certs the players wish to use, rather than tearing or voiding them.

ATLs 1, 3, 5, 7

⚔ Ochre Jelly

N Large Ooze

Init -5; **Senses** blindsight 60’; **Perception** -5

AC 4, touch 4, flat-footed 4; (-5 Dex, -1 size)

hp 63 (6d8+36)

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

Defense Abilities split; **Immune** electricity, mind-affecting effects, ooze traits, slashing and piercing damage

Spd 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid and grab)

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

Special Attacks constrict (2d4+3 plus 1d4 acid) charge

Str 14, **Dex** 1, **Con** 22, **Int** -, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12) can’t be tripped

Feats Skill Focus (Perception), Run

Skills Climb 10

Special Abilities

Acid Affects only flesh (not bone)

Split Slashing weapons, piercing weapons, and electricity do no damage. Instead the Ochre Jelly splits into two identical jellies, each with half the original creature’s current hit point total, rounded down. A jelly with 10 hit points or less cannot further split.

ENCOUNTER 1B – A MUCH MORE SERIOUS ENCOUNTER

When they enter a large cavern they are attacked by a White Dragon. While Helga has never seen a true White Dragon, as dragons are just beginning to make their comeback in Raia, she has recently seen a Chimera with a White Dragon head. She doesn't expect the dream to kill the PCs, but she hopes to scare them off from their mission.

After travelling awhile, you see that fifty feet ahead of you this tunnel opens into a cavern. It is cold and damp.

When all the PCs are in the cavern, the White Dragon, perched on a high ledge, swoops down upon them from the darkness. It breathes, blocks the exit, and proceeds to kill anyone still alive.

The PCs wake up in the module Introduction, and have not used any hit points or resources.

ATLs 1, 3, 5, 7

⚔ Chromatic Dragon, White (adult)

CE Large Dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22

Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

AC 27, touch 10, flat-footed 26; (+1 Dex, +17 natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +9, **Will** +10

Defense Abilities DR 5/magic; **Immune** cold; paralysis, sleep; **SR** 21; **Weaknesses** vulnerability to fire

Spd 30 ft.; burrow 30 ft.; fly 200 ft. (poor); swim 60 ft.

Melee bite +20 (2d6+10/19-20), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40 ft. cone, DC 21, 12d4 cold)

Spell-Like Abilities (CL 13th)

At will – *fog cloud, gust of wind*

Spells Known (CL 1st)

1st (4/day) – *shield, true strike*

0 (at will) – *dancing lights, detect magic, ray of frost, mending*

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +13; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +11, Intimidate +17, Knowledge (arcana) +17, Perception 22, Spellcraft +17, Stealth +13, Swim +31

Languages Common, Draconic

SQ Ice walking, ice shape

INTRODUCTION – I HATE IT WHEN I WAKE UP DEAD

Slowly you open your eyes. You're lying on a wooden floor. You hear muffled voices close-by. As you begin to stir, you notice that someone has drawn a white chalk line around your body! Your vision clears as a member of the Diamond Legion remarks, "Look! They're not dead after all." A Legion Sergeant sighs dejectedly, tears up a piece of paper he'd been writing on, and offers dryly "Nice of you to join the living. My name is Sergeant Kelson Ayers. I was told you were dead. Now it just looks like a bad case of food poisoning. The owners have never had a complaint against them, and I seriously doubt they meant you any ill will. No harm, no foul. So unless you'd like to lodge a formal complaint, we'll be on our way to see to other matters."

The Sergeant will take any statements, or log any complaints the PCs wish to make, but he's been on shift since midnight, is due to get off shift at noon, and would rather get home to his new bride.

The PCs are at full hit points, and have not used any resources.

With your senses coming back to you, you recall some of what has transpired. Last night you received a note by messenger from Lady Nysia Jirin, asking you to come today to The Black Swan Inn in the Adventurers District for lunch and a mission proposal. Arriving at the appropriate time, you were ushered to a private dining room in the corner of the building where the waitress took your drink order. She came back with the drinks, and returned a short time later with the first course, a cream of brussel sprout soup, garnished with asparagus, broccoli, and spinach. Tasting the soup is the last thing you remember.

ICK PTOOEY! MOMENT A

If any PC offers an "Ick Ptooeey!" at the mention of cream of brussel sprout soup, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the

Experience Point Summary table on page 20. It's possible that more than one PC might qualify for this, and that's okay.

Please give the players Player Handout #2.

Lady Nysia Jirin strides into the private dining room, wearing the House colors of dark green and silver. She has a somewhat puzzled look on her face, as she looks at the overturned chairs, the spilled soup, and the silhouettes in chalk on the floor. "Please excuse me, I was looking for some stalwarts recommended to me by the Fraternity of Venturers. There must be another private dining room here." She turns to leave.

The PCs have the opportunity to stop the Lady and explain that she is in the right place. She'll believe them when she sees the Writ of Invitation.

Well, thank you all for coming. I have a matter of a serious nature to my family which I would request your help with. Two nights ago, a prize foal was stolen from our Amthydor estate. I need your martial skills and expertise in investigation to recover the foal. For this I am prepared to offer you 200 gold pieces each.

The PCs might ask these questions.

☛ **Could you describe the foal?:**

"Yes, the young stallion is one month old, roan in color, and has no markings."

☛ **Why is this foal so important?:**

"He is the product of years of breeding, and is expected to stud for our herd. Also, we don't sell stallions, just geldings."

☛ **How was he stolen?:**

"Sometime in the middle of the night the thieves made off with him. They killed three guards and a stable hand."

☛ **When and where was he stolen?:**

"He was stolen two nights ago from our city estate."

☛ **Why wasn't he at your country estate?:**

“My parents were showing the results of the new breeding to the other noble houses.”

☛ **Why did you wait so long to get help?:**

“I felt that if he was taken from Amthydor, that he was removed that very night. I was more interested in hiring quality people rather than the first people that I could find. After the commotion died down yesterday morning, I went to the Fraternity, acquired your names, and sent you your invitations late yesterday.”

☛ **Have you reported this to the Diamond Legion?:**

“Of course, a Legion Lieutenant and his men spent quite a bit of time at the stable looking around, but I’m afraid they didn’t learn too much. Hence the reason I need your help. Here is a copy of their preliminary report.”

Please give the players Player Handout #3.

☛ **Can you think of anyone that might have done this?:**

“Well certainly all noble houses have their ‘adversaries’, but there haven’t been any overt tensions recently. I can’t think of anyone who would attack my House in this way, though security has now been tripled.”

☛ **Which houses dislike you the most?:**

“I’d say House Jirin has the least in common with Houses Harquith, Reilly, and Torestyn, but House Arawl seems to have the least amount of appreciation for us.”

☛ **Could anyone else in your family shed light on this?:**

“I’m afraid not. We were all asleep. I have been tasked by Lord Consul Jirin to follow up on this. And nobody else in our House would know any more about inter-house relations.”

☛ **May we inspect the stables?:**

“If you think it would help. Let me write a one day pass to the Nobles’ District for the lot of you.”

- If the PCs want to speak with their waitress, and/or the inn’s cook **GO TO Encounter 2A (page 7).**
- If the PCs want to do some sleuthing here **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**

ENCOUNTER 2A – KARYNN AND DA’VID

Should the PCs wish to speak with their waitress Karynn, the petite young brown-haired green-eyed half-elf girl can relate the following:

“There’s nothing really I can tell you. I took your drink order, and after I brought you your drinks I waited a few minutes before getting your soup from the kitchen. I stepped away, to check on the lamb, and when I came back, everyone was on the floor. I couldn’t find a pulse so I called for the Legion.” Pausing briefly, she inquires, “Will you be wanting your entrée?”

Should the PCs wish to speak with the cook Da’Vid, they may find him in the kitchen preparing roast lamb. After all, The Black Swan isn’t closed, and it is noon-time. The stocky middle-aged human with thick black hair and mustache offers the following:

“Look, nothing like this has ever happened before. It’s not my fault you wanted some spice added to the soup, and then couldn’t handle it. What was that stuff anyway?” He holds up a small pink bottle with the remnants of some black powder still inside.

When pressed for further details:

“Karynn came in and told me to get the soup ready, that she was getting your drinks from the bar in the public room, and that she’d be back shortly. She comes back just a few seconds later and said that you requested this spice be added to

the soup. Then she leaves by the back kitchen door. It seemed strange at the time, but heh, she's a woman. So then a few minutes later she comes back in from the dining area to get the soup. A couple of minutes later I'm told that everyone is dead."

- If the PCs want to do some sleuthing here **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**

ENCOUNTER 2B – SLEUTHING

Skill check – Appraise or Craft (Glassblowing) DC 15: The bottle is fine crystal.

Skill check – Perception DC 15: There is a manufacturer's mark on the bottle identifying as being from Cobblespring's Crystal and Glass.

Skill check – Knowledge (Nature) DC 15: You'll need an herbalist to help with the black powder.

Skill check – Knowledge (Local): Kwella's One Stop Herb Shop is well known as being able to provide reliable information.

Skill check – Tracking DC 15: A woman's shoes lead out the back door and around the building to the front door. The tracks are lost at the front door, as many patrons and Legion members have been traipsing through here. The woman's shoes are not the same size as Karynn's shoes.

Skill check – Tracking DC 20: A second tracking check, by someone that succeeded with the first tracking check, will lead the tracker to the room that Helga rented. The room is directly over the private dining room.

Skill check – Stealth DC 15: Karynn wouldn't have had the time to go out the back door, around the building, in the front door, go into the public room, get the drinks, deliver the drinks, and return

to get the soup in the time she had. There must have been two women.

Skill check – Diplomacy DC 15: The man at the front desk will describe a human woman about 22 years old, with auburn hair, dark eyes, fair complexion and slender build, as being the only one to check in for a room today. She specifically requested the room over the private dining room. She gave her name as Vestra Collins. He will allow the PCs access to the room. {The description is an accurate description of Helga. She wasn't expecting that she was the only one to have checked into the inn that morning, so she only gave a false name, and didn't bother to disguise herself.}

Skill check – Sense Motive DC15: No one is lying.

Skill check – Spellcraft DC 15: The powder might explain the unconsciousness, but not the dream. Magic is at work.

Skill check – Perception DC 10: A used scroll is found discarded in the corner. Other than that, this room above the private dining room is undisturbed. It hasn't been lived in.

Skill check – Spellcraft DC 30: After a successful perception check, a successful spellcraft check will reveal that the used scroll had contained an enchantment spell.

- If the PCs want to speak with their waitress, and/or the cook **GO TO Encounter 2A (page 7).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**

ENCOUNTER 3 – JIRIN STABLES

Located in the Noble's District, House Jirin's compound seems to simulate a small ranch. Having presented your writ at the gate, guards escort you past two blood stains on the way to the stables. A stable hand greets you solemnly. While the man seems dour, he also appears to be happy that you're here. The stable is very tidy. Nothing seems to be out of place.

Skill check – Perception DC 20: A scrap of cloth may be found under some hay.

Skill check – Knowledge (nobility) DC 20: The colors resemble those worn by Arawl house guards.

As the PCs leave, someone slips and falls face first into a steaming pile of road apples. Roll randomly to see who you get. No attack roll or reflex save is required. It's not an attack. It's just being in the wrong place at the wrong time.

ICK PTOOEY! MOMENT B

If any PC offers an "Ick Ptooeey!" at the mention of the steaming pile of road apples, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the Experience Point Summary table on page 20. It is possible that more than one PC might qualify for this, and that's okay.

- If the PCs haven't done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**

ENCOUNTER 4 – COBBLESPRING'S CRYSTAL AND GLASS

Located in the Merchant's district, you find Cobblespring's Crystal and Glass. The building is a medium sized single story fieldstone warehouse. With the glassworks out back, it is fronted by a small gallery and public entrance.

The business is owned by Jori Cobblespring, known as the crystalsmith, who manages two businesses with the help of two assistants and a staff of skilled artisans. The glassworks supervisor is Lindor Fane, a talented journeyman with a shrewd business mind. The gallery showcases the crystalsmith's personal works. Jori creates fabulous vases, figurines, and other pieces of fine crystal. He hasn't made vials in years, leaving that to his apprentices. Larina Greymantle administrates the gallery.

If the PCs try to enter through the glassworks, they are informed by Lindor that they should enter through the gallery. Lindor is a slight man, thirty years of age with thinning blonde hair. He stands 5'7" tall and weighs 135 pounds. He has pale, watery blue eyes and speaks in a dull monotone voice. He is dressed mundanely, tending toward grays and browns. He doesn't do sales. He and his people just make the vials.

Jori is away today, and not available for interview.

Entering the gallery through a stout oaken door, you see several tables, shelves, and platforms of varying heights on which are displayed artistic crystal creations. Two continually lit tiles in the ceiling provide illumination. A chair in the southwest corner is occupied by a very becoming lady. "Welcome to Cobblespring's. How may I help you today?"

Larina Greymantle is a ravishing beauty (hf, Cha 19) with a charming demeanor. Her slight build (5' 4" and 110 pounds) and disarming smile are as much at home in the gallery as the fine crystal displayed there. She wears a long flowing emerald

dress, which sets off her piercing green eyes. Larina's waist length hair is long and dark.

What can you tell us about this bottle?:

"Ah, yes, we call that one the 'pink lady'. It's reasonably popular. I think I've sold five in the past week."

Can you tell us who bought them?:

"I suppose it's no great secret. Here, I'll make you a list."

Please give the players Player Handout #4.

May we have the signed receipts for those five sales?:

"Of course you may. Which one of you is with the Diamond Legion?"

Skill check – Diplomacy DC n/a: Following the bosses rules trumps all diplomacy checks. No Diamond Legion badge, no receipts.

If the PCs have, or return with, a handwriting sample, Larina will let them compare it to the receipts.

Skill check – Linguistics DC 15: A receipt for poison obtained from Kwella will match the signature of Helga. She can provide Helga's address as being at the Gallant Gryphon Inn.

Departing Cobblespring's for your next destination, you turn a corner to hear someone exclaim, "look out below". Glancing skyward, you are horrified to see a bedpan of fresh sewage raining down upon you.

Someone takes a face full. Roll randomly to see who you get. No attack roll or reflex save is required. It's not an attack. It's just being in the wrong place at the wrong time.

ICK PTOOEY! MOMENT C

If any PC offers an "Ick Ptooeey!" at the mention of the fresh sewage, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the Experience

Point Summary table on page 20. It is possible more than one PC might qualify for this, and that's okay.

- If the PCs haven't done so and want to go back to the inn to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**
- If the PCs want to speak with Helga, **GO TO Encounter 7 (page 12).**

ENCOUNTER 5 – KWELLA'S ONE STOP HERB SHOP

Located in the Adventurers' District, Kwella's One Stop Herb Shop is easy to find, a two story building made out of a reddish wood. Entering, you find a many wooden canisters and boxes holding a variety of dried and fresh herbs, and other things that are not quite herbs. A woman at the back of the shop beckons to you as you enter. "Welcome. I am Kwella. How may I help you today?"

When presented with the black powder:

"Well this is very interesting! This is an illegal substance. A poison no less. Where did you get it?"

Skill check – Diplomacy DC 15: To make Kwella comfortable discussing this with the PCs.

After listening to the PCs, and achieving a certain comfort level:

"I don't sell poisons to people off the street, but I do keep a variety of specimens on hand in case trusted persons need some for research. This poison is called Black Ichor. It is a very potent

and rare, mostly because it's ingredients are so rare. The primary ingredients are Quasit ichor, Pit Fiend blood, and dormant Basidironid spores. When mixed in the proper ratio, it makes a poison that the even the most stout dwarf could hardly stand. The effect is said to be temporary unconsciousness, with hallucinations. There is often an unfortunate side effect later on."

🗨 **What's the side effect?:**

"More than half the time the recipient dies after two days, without warning."

🗨 **Is there an antidote?:**

"There are rumors that if you drink directly from the blood sack of a Hemosq, that you might survive."

🗨 **What's a Hemosq?:**

"It's a large undead mosquito."

🗨 **Has anyone asked about Black Ichor recently?:**

"Funny you should ask. Just yesterday I filled an order for the League of Thaumaturgical Studies. It was signed for by Leah. She left with it in a paper pouch. I have the receipt here somewhere."

🗨 **May we borrow the receipt?:**

"I suppose. But I'd like it back when you're done."

When the PCs go to leave Kwellas:

Stepping out onto the sidewalk, a horse drawn carriage drives by, splashing up a small wave of mud and sludge. One of you is not able to dodge in time, and takes the wave in the face, the goo penetrating your orifices."

Someone takes a face full. Roll randomly to see who you get. No attack roll or reflex save is required. It's not an attack. It's just being in the wrong place at the wrong time.

ICK PTOOEY! MOMENT D

If any PC offers an "Ick Ptooeey!" at the mention of the mud and sludge, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the Experience Point Summary table on page 20. It is possible more than one PC might qualify for this, and that's okay.

Have the players set up a marching order.

After leaving Kwella's, you're traversing Amthydor on the way to your next destination when you spy a raven circling overhead, a scroll case in its claws.

The raven will continue to circle until a PC holds out his arm for the bird to land.

As the raven comes in to land on the arm, it defecates on a random PC. Someone takes a face full. Roll randomly to see who you get. No attack roll or reflex save is required. It's not an attack. It's just being in the wrong place at the wrong time.

After extending your arm, the raven swoops down to land, suddenly defecates, drops the scroll case at your feet, just as it lands on the outstretched arm. You are wracked with pain as the raven again takes flight, making all haste flying low over the crowded street.

ICK PTOOEY! MOMENT E

If any PC offers an "Ick Ptooeey!" at the mention of the avian fecal matter, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the Experience Point Summary table on page 20. It is possible more than one PC might qualify for this, and that's okay.

When it lands on the PCs' arm, the raven familiar delivers a touch spell from its master Helga. The spell is *vampiric touch*, and it does 3d6 points of damage. The raven doesn't need to score a hit, as the PC offered their arm.

GM Note: Since the idea is to challenge the PCs without actually killing them and because no attack roll was required, the *vampiric touch* will not do more than 2/3 of a PCs hps.

Please give the players Player Handout #5.

Skill check – Disable Device DC 28: to detect a magical trap.

Skill check – Disable Device DC28: to remove a magical trap that has been detected.

The damage of the *explosive runes* is scaled:

ATL 1: 6; ATL 3: 12; ATL 5: 18; ATL 7: 24;
Those PCs within 10' receive a Reflex save for ½ damage.

The raven has a fly speed of 40 ft., and will quickly turn a corner and be out of sight. However, if the PCs are able to chase with a bird of their own, Helga waits around the corner with a *scorching ray* (1 ray at 4d6) prepared.

If stats for Helga, and info on the raven, are needed, they may be found in encounter 9.

If the PCs should need healing, a passing Legion patrol will arrive and heal them up to full, before taking their statements and departing. They will also offer to try to locate the raven if the PCs should describe it to them.

- If the PCs haven't done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 8 (Page 15).**

ENCOUNTER 6 – LT. Morliarch

Should the PCs wish to speak with Diamond Legion Lieutenant Erabel Moliarch, he refuses to discuss an ongoing investigation, although he'd be happy to learn anything the PCs might tell him.

- If the PCs haven't done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
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- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 8 (Page 15).**

ENCOUNTER 7 – “ARAWL” BDFs

You're on your way to meet with the woman named “Helga” at the Gallant Gryphon. Groups of people pass each other in the bustling city streets. Suddenly, citizens scatter as a melee breaks out. Unfortunately, you're part of the melee. It seems some men, wearing the uniforms of House Arawl guards have decided you need a thrashing.

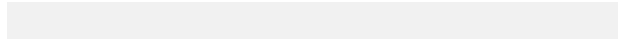
Major Marco Notarius, in the guise of Decius Arawl, had hired a dozen thugs as Arawl house guards, six thieves and six fighters. He dresses them all in Arawl guard uniforms, and provides each of them with armor, longsword, dagger, garrote, crossbow, and the Arawl ceremonial weapon, the sickle.

Notarius has told them that the Arawl barracks are still under construction, and he had provided them with rooms at The Crafty Lady.

The six rogues had stolen the foal and are hidden away south of town. They guard the foal and the kidnapped Hilda. Erikas house guards will deal with the thieves when Notarius no longer has a use for them.

The six fighters are instructed to kill the PCs in the street. As a squad of "Arawl house guards" they should be able to close with the PCs before they strike. While they do not get surprise, they get a +10 circumstance bonus on their initiative.

When four are incapacitated, the other two will surrender. They will volunteer that Lord Decius Arawl hired them at The Crafty Lady, and that he ordered the PCs slain as they are enemies of House Arawl.



ATL 1

\ Human fighter 1 (6)
LE Medium Humanoid
Init +1; **Senses** nil
AC 17, touch 12, flat-footed 15; (+1 Dex)
Hp 14 (10+3+1)
Fort +5, **Ref** +2, **Will** -1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +2 (1d4+3/x2)
Full Atk Longsword +5 (1d8+3, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 16, **Dex** 15, **Con** 16, **Int** 9, **Wis** 9, **Cha** 10
Base Atk +1; **CMB** +4; **CMD** +14
Feats Cleave, Power attack, Weapon focus (longsword)
Skills Climb +7, Survival +3, Swim +7
Languages Common
SQ nil
Gear Chain shirt, shield, longsword, dagger, garrote, crossbow, sickle
Special Abilities Proficient with all simple and martial weapons, and all armor and shields

ATL 3

\ Human fighter 4 (6)
LE Medium Humanoid
Init +2; **Senses** nil
AC 21, touch 14, flat-footed 17; (+3 Dex, Dodge)
Hp 50 (20+14+12+4)
Fort +7, **Ref** +4, **Will** +0
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +6 (1d4+3/x2)
Full Atk Longsword +8 (1d8+5, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 16, **Dex** 16, **Con** 16, **Int** 9, **Wis** 9, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** +20
Feats Cleave, Combat reflexes, Dodge, Power attack, Weapon focus (longsword), Weapon specialization (longsword)
Skills Bluff +1, Climb +7, Diplomacy +4, Escape artist +4, Handle animal+5, Intimidate +2, Perception +0, Ride +6, Sense motive +0, Stealth +4, Survival +3, Swim +7
Languages Common
SQ nil
Gear Breastplate (armor check penalty -3), shield, longsword, dagger, garrote, crossbow, sickle
Special Abilities Proficient with all simple and martial weapons, and all armor and shields, +1 Will save vs. fear

ATL 5

\ Human fighter 7 (6)
 LE Medium Humanoid
Init +2; **Senses** nil
AC 22, touch 14, flat-footed 18; (+3 Dex, Dodge)
Hp 83 (20+35+21+7)
Fort +8, **Ref** +5, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +9 (1d4+3/x2)
Full Atk Longsword +12 (1d8+6, 19-20/x2)
Space 5 ft.; **Reach** Lunge
Special Attacks double damage on one attack
Spell-Like Abilities nil
Spells Known none
Str 16, **Dex** 16, **Con** 16, **Int** 9, **Wis** 9, **Cha** 10
Base Atk +7/+2; **CMB** +10; **CMD** +23
Feats Cleave, Combat reflexes, Dodge, Lunge, Power attack, Step up, Vital strike, Weapon focus (longsword), Weapon specialization (longsword)
Skills Appraise +0, Bluff +1, Climb +7, Diplomacy +4, Escape artist +4, Handle animal+5, Intimidate +2, Heal +0, Knowledge (local) +0, Perception +0, Ride +7, Sense motive +0, Stealth +4, Survival +3, Swim +7
Languages Common
SQ nil
Gear Banded mail (armor check penalty -4), shield, longsword, dagger, garrote, crossbow, sickle
Special Abilities Proficient with all simple and martial weapons, and all armor and shields, +2 Will save vs. fear, Weapon training (blades-heavy)

ATL 7

\ Human fighter 9 (6)
 LE Medium Humanoid
Init +2; **Senses** nil
AC 24, touch 14, flat-footed 18; (+3 Dex, Dodge)
Hp 105 (20+49+27+9)
Fort +9, **Ref** +6, **Will** +3
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +10 (1d4+4/x2)
Full Atk Longsword +14 (1d8+7, 19-20/x2)
Space 5 ft.; **Reach** Lunge
Special Attacks double damage on one attack
Spell-Like Abilities nil
Spells Known none
Str 16, **Dex** 16, **Con** 16, **Int** 9, **Wis** 10, **Cha** 10
Base Atk +9/+4; **CMB** +12; **CMD** +25
Feats Cleave, Combat reflexes, Dodge, Greater weapon focus (longsword), Improved critical, Lunge, Power attack, Step up, Vital strike, Weapon focus (longsword), Weapon specialization (longsword)
Skills Appraise +0, Bluff +1, Climb +8, Diplomacy +4, Escape artist +4, Handle animal+5, Intimidate +2, Heal +1, Knowledge (local) +0, Perception +1, Ride +7, Sense motive +1, Stealth +4, Survival +4, Swim +8
Languages Common
SQ nil
Gear Full plate (armor check penalty -4), shield, longsword, dagger, garrote, crossbow, sickle
Special Abilities Proficient with all simple and martial weapons, and all armor and shields, +2 Will save vs. fear, Weapon training (blades-heavy), Weapon training (thrown)

- If the PCs haven't done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**

- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**
- If the PCs want to head to the League of Thaumaturgical Studies **GO TO Encounter 8 (Page 15).**
- If the PCs want to speak with Helga **GO TO Encounter 9 (Page 15).**
- If the PCs want to go to the Crafty Lady **GO TO Encounter 10 (Page 17).**

ENCOUNTER 8 – LEAGUE OF THAUMATURGICAL STUDIES

Obtaining an audience with Councilor Ariach Trajan, of the chapter of the Ki-rin, the half-elf relates the following.

“We hadn’t seen Leah for a week, but she was in yesterday to obtain a voucher for components for House Arawl. She also purchased a scroll of Mass Suggestion.”

- If the PCs haven’t done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven’t done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**
- If the PCs want to head to Cobblespring’s Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella’s One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**

ENCOUNTER 9 – HELGA

“Following your lead about Helga, you enter the Gallant Gryphon Inn, an establishment for those of moderate lifestyle. You obtain her room number at the front desk. She’s on the top floor of this three-story building.”

Helga will answer the door, if the PCs knock. She shares the room with her sister. She has no other family. There are two beds, two dressers, etc. There is a raven sitting on the ledge of an open window. Helga is a human woman, 22 years old, with auburn hair, dark eyes, fair complexion and a slender build.

Unless the PCs can tell her of the League’s reference to House Arawl and Polk’s knowledge of a disguised man, she will find their claims to be weak and circumstantial. This would not be worth her risking her sister’s life, and she will maintain her façade.

If the PCs haven’t yet been to The Crafty Lady, they can always come back to see Helga.

If the PCs relay the information relating to Arawl and the disguised man, and tell her of the defeat of the fighters in the street, the PCs earn the opportunity to persuade Helga to trust the PCs, and to ask the PCs to help rescue her sister.

All Intimidation techniques fail, as her sister Hilda’s life is worth more than any threats.

Skill check – Diplomacy DC 15: To make Helga comfortable in relating what she knows to the PCs.

Upon a successful Diplomacy check:

“Lord Decius Arawl came to me yesterday. He requested my services as a mage. When I declined, he informed me that he had kidnapped my sister, and demanded my compliance if I ever wanted to see her again. Of course I agreed. I didn’t mean to cause you any grief, but I had little choice against a city noble. Who would believe me if I told the Legion my story?”

When questioned, she will mention that he had a military bearing.

“Is there anything you can do to save my sister? She is three years younger than me, just 19, and has so much to live for.”

After the PCs agree to help Helga rescue Hilda, and ask her if she has any idea where Hilda is being held, she will relay the following.

“I had my raven familiar follow him, so I think I know where the entrance to his hide-out is south of the city. I can give you directions.”

If asked, she will accompany the PCs on the rescue mission. If the PCs do not offer to help Helga, this module could come to an abrupt conclusion, Conclusion D.

For the purpose of this module, Decius Arawl is unavailable for interview.

All ATLS - Helga

‡ **Human wizard 5** (universalist)

NG Medium Humanoid

Init +2; **Senses** nil

AC 13, touch 13, flat-footed 10; (+2 Dex, Dodge)

Hp 34 (12+12+5+5)

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

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

Ranged Dagger +4 (1d4, x2)

Full Atk Staff +2 (1d6, x2)

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

Special Attacks nil

Spell-Like Abilities Hand of the apprentice (x7) at BAB +6. As a standard action, she may throw her staff up to 30ft. and have it return to her.

Spells Memorized 0 level-Detect magic, read magic, ray of frost, touch of fatigue, 1st level-disguise-self, mage armor, ray of enfeeblement, shield, 2nd level-acid arrow, scorching ray, spectral hand, 3rd level-explosive runes, ray of exhaustion

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

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

Feats Dodge, Point-Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (ray), Enlarge Spell

Skills Appraise +12, Bluff +2, Climb +0,

Diplomacy +2, Heal +2, Knowledge (arcana) +9,

Knowledge (history) +5, Knowledge (local) +5,

Knowledge (nobility) +6, Knowledge (planes) +5,

Linguistics +9, Perception +2, Profession (scribe)

+9, Ride +3, Sense motive +2, Spellcraft +9

Languages Common, draconic, elven, dwarven, gnomish, +5XX

SQ nil

Gear Dagger, staff

Special Abilities proficient with club, dagger, heavy crossbow, light crossbow, quarterstaff

Familiar AC 18, HP 17, Spd 40 ft.

- If the PCs haven't done so and want to speak with the waitress and/or cook **GO TO Encounter 2A (page 7).**
- If the PCs haven't done so and want to go back and do some sleuthing at the inn **GO TO Encounter 2B (page 8).**
- If the PCs want to check out the Jirin stables **GO TO Encounter 3 (Page 9).**

- If the PCs want to head to Cobblespring's Crystal and Glass **GO TO Encounter 4 (Page 9).**
- If the PCs want to head to Kwella's One Stop Herb Shop **GO TO Encounter 5 (Page 10).**
- If the PCs want to learn what evidence the Diamond Legion has **GO TO Encounter 6 (Page 12).**
- If the PCs want to go to the Crafty Lady **GO TO Encounter 10 (Page 17).**
- If the PCs want to go rescue Helga's sister Hilda **GO TO Encounter 11 (Page 18).**

ENCOUNTER 10 – THE CRAFTY LADY

The Crafty Lady is a poorly run and rundown inn and tavern by the docks in the Port district. It's dirt-cheap and is worth every copper. Polk (*CG hm Rog 4*), the proprietor, who gave up thievery after breaking a smuggling ring that accused him and two friends of the deed, had stumbled upon a box of gems. He used that money to purchase The Crafty Lady. Polk was able to purchase the tavern, after the amiable old bartender/owner was arrested for possession and trafficking of stolen goods. Polk wears a maroon tabard over his wiry, tanned body, and huge, billowing black pants, in which he hides just about everything. He has dark reddish hair, which he has pulled back in a short ponytail.

Polk has an acute sense of his surroundings. Indeed, nothing much gets by him. Two days ago he recognized Notarius from House Erikas' house guards disguised as Lord Decius Arawl. He noted Notarius hiring a dozen thugs as House Arawl house guards, and mused at the stupidity of the thugs. Everyone knows that all house guards are interviewed at the Silver Fox Inn. Notarius also rented a room for six of the 12 men. He told them they needed to stay here until the barracks were ready.

Polk knows that knowledge is power, and that knowledge has value. He was content to wait until someone was willing to pay for his knowledge. He is willing to share his information with the PCs for 100 gp. A successful Diplomacy check DC 20 would halve that. He can't be intimidated as he has

done nothing wrong, and he has many more friends here than the PCs do.

A search of the room upstairs reveals nothing but a half finished letter. Give the players Player Handout #6.

ENCOUNTER 11 – “ARAWL” ROGUES

“Following the directions you’ve been given, you leave the city by the south gate, and travel about an hour before finding a well disguised game trail to the east. The trail leads through some thick brush and trees before you spy a crevice in a hillside.”

The rogues had a guard stationed just inside the crevice, who heard the PCs approaching through the brush. He retreats to warn his friends, who will be ready when the PCs arrive.

The crevice goes back 25 ft. where it opens into a small cavern roughly 50 in diameter. On the east side of the cavern is a tunnel the Erikas' have dug. It leads to a small protected cove.

The rogues hide in shadows until either spotted, or until all the PCs are in the cavern.

The following text is for the PCs, should they enter the cavern without seeing the rogues.

This roughly 50 ft. diameter cavern is lit dimly on the far side by a single torch above a tunnel opening. A woman lies motionless to one side of the tunnel entrance, her feet shackled to the wall. She is gagged, and her hands are bound behind her. To the other side of the opening is a makeshift corral containing a young foal.

The rogues attack. If captured, the rogues can describe Lord Decius Arawl as the man who hired them.

One round after the battle begins, a Hemosq will fly in from the eastern tunnel and attack the foal, and then Hilda, who is not unconscious. In their weakened state, each will die in three rounds

unless helped. A Hemosq is a metallic undead mosquito.

Through the tunnel opening flies a metallic creature, emitting a loud buzzing. It resembles a mosquito, except that it is pewter in color. It flies to attack the foal.

If any PC offers an “Ick Ptooeey!” upon drinking from the blood sack of the Hemosq, please make a note of it as it will count towards their total of 3 Ick Ptooeey! moments mentioned on the Experience Point Summary table on page 20. It is possible more than one PC might qualify for this, and that’s okay.

ATLs 1, 3, 5, 7

☞ Hemosq (1)
N Medium Undead
Init +8; **Senses** Blindsight 60'; darkvision 60'
AC 18, touch 18, flat-footed 14;
(+4 Dex, +4 natural armor)
hp 23 (5d8)
Fort +1, **Ref** +5, **Will** +4
Defense Abilities Undead traits, blindsight, distraction, flight, resistance to energy (sonic 10), vulnerability to energy (electricity)
Spd 20 ft., fly 60 ft.
Melee sting +7 (1d6+3 plus ability score damage)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Ability score loss; drains 1d4 points of Con with each successful hit
Str 18, **Dex** 18, **Con** -, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +7; **CMD** +21
Feats Improved Initiative, Fly-by Attack, Hover
Skills Acrobatics +9, Sense motive +3, Stealth +9, Perception +5

The Hemosq is a new creature, an entry in an LSJ monster design contest, and is LSJ intellectual property.

The Hemosq is metallic, and resembles pewter. It attacks with Fly-by Attack and Hover, and remains aloft as much as possible. After six successful attacks, it flies off satiated of blood.

Following the battle, the PCs may choose to drink from the blood sack of the dead Hemosq. All who drink will age five years over the next day. Those that do not drink from the blood sack will not die.

[If a PC has a ward named Heidi with them, she will insist on drinking from the blood sack.]

ICK PTOOEY! MOMENT F

ATL 1

\ Human rogue 1 (6)
LE Medium Humanoid
Init +8; **Senses** nil
AC 19, touch 15, flat-footed 14; (+4 Dex, Dodge)
Hp 11 (8+2+1)
Fort +3, **Ref** +7, **Will** +0
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +4 (1d4/x2)
Full Atk Short sword (x2) -4/-8 (1d6, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks Sneak attack +1d6
Spell-Like Abilities nil
Spells Known none
Str 10, **Dex** 18, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +0; **CMB** +0; **CMD** +13
Feats Dodge, Improved initiative
Skills Acrobatics +4, Climb +4, Disable device +4, Escape artist +4, Perception +4, Sense motive +4, Sleight of hand +4, Stealth +4
Languages Common
SQ nil
Gear Chain shirt, short sword (x2), dagger, garrote, sickle
Special Abilities Proficient with all simple weapons, hand crossbow, rapier, sap, shortbow, short sword, light armor

ATL 3

\ Human rogue 4 (6)
LE Medium Humanoid
Init +8; **Senses** nil
AC 19, touch 15, flat-footed 14; (+4 Dex, Dodge)
Hp 40 (16+12+8+4)
Fort +4, **Ref** +9, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Ranged Dagger +4 (1d4/x2)
Full Atk Short sword (x2) +2/+2 (1d6, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks Sneak attack +2d6
Spell-Like Abilities nil
Spells Known none
Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** +16
Feats Dodge, Improved initiative, Step up
Skills Acrobatics +7, Climb +5, Disable device +7, Escape artist +7, Perception +7, Sense motive +7, Sleight of hand +7, Stealth +7, Swim +5
Languages Common
SQ nil
Gear Chain shirt, short sword (x2), dagger, garrote, sickle
Special Abilities Proficient with all simple weapons, hand crossbow, rapier, sap, shortbow, short sword, light armor; evasion; trap sense +1; uncanny dodge; combat trick (2 weapon fighting); weapon training (short sword)

ATL 5

\ Human rogue 7 (6)
LE Medium Humanoid
Init +8; **Senses** nil
AC 19, touch 15, flat-footed 14; (+4 Dex, Dodge)
Hp 61 (16+24+14+7)
Fort +5, **Ref** +10, **Will** +2
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 35 ft.
Ranged Dagger +4 (1d4/x2)
Full Atk Short sword (x2) +11/+11
(1d6, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks Sneak attack +4d6
Spell-Like Abilities nil
Spells Known none
Str 10, **Dex** 18, **Con** 17, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +5; **CMD** +18
Feats Dodge, Fleet, Improved initiative, Mobility, Step up
Skills Acrobatics +10, Climb +7, Disable device +10, Escape artist +10, Perception +10, Sense motive +10, Sleight of hand +10, Stealth +10, Swim +6
Languages Common
SQ nil
Gear Chain shirt, short sword (x2), dagger, garrote, sickle
Special Abilities Proficient with all simple weapons, hand crossbow, rapier, sap, shortbow, short sword, light armor; evasion; trap sense +2; uncanny dodge; Finesse rogue

ATL 7

\ Human rogue 9 (6)
LE Medium Humanoid
Init +8; **Senses** nil
AC 19, touch 15, flat-footed 14; (+4 Dex, Dodge)
Hp 94 (16+42+27+9)
Fort +6, **Ref** +12, **Will** +3
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 35 ft.
Ranged Dagger +4 (1d4/x2)
Full Atk Short sword (x2) (+12/+7)/+12
(1d6, 19-20/x2)
Space 5 ft.; **Reach** nil
Special Attacks Sneak attack +5d6+5; double dice damage on one attack per round
Spell-Like Abilities nil
Spells Known none
Str 10, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +6; **CMB** +6; **CMD** +19
Feats Dodge, Fleet, Improved initiative, Mobility, Step up, Vital strike
Skills Acrobatics +12, Climb +8, Disable device +12, Escape artist +12, Perception +12, Sense motive +12, Sleight of hand +12, Stealth +12, Swim +7
Languages Common
SQ nil
Gear Chain shirt, short sword (x2), dagger, garrote, sickle
Special Abilities Proficient with all simple weapons, hand crossbow, rapier, sap, shortbow, short sword, light armor; evasion; trap sense +3; uncanny dodge; finesse rogue; improved uncanny dodge; bleeding attack

CONCLUSION A – COMPLETE SUCCESS

The trip back to Amthydor is uneventful. Lady Nysia Jirin receives you immediately. She is pleased to have the foal back alive, and happily pays you your 200 gold pieces each. She even has an added gift for you.

After hearing your story, she seems to size you up before adding “I guess I’ll have to let House Arawl know that you inadvertently saved them from a great political catastrophe.”

Helga is thrilled to hear of Hilda’s rescue. While she is a person of meager means, she will offer to scribe a scroll of any one spell she knows, for each PC bard or wizard.

CONCLUSION B – PARTIAL SUCCESS

The trip back to Amthydor is uneventful. Lady Nysia Jirin receives you immediately. She is content to have the foal back, even if dead, and solemnly pays you your 200 gold pieces each.

After hearing your story, she seems to size you up before adding “I guess I’ll have to let House Arawl know that you inadvertently saved them from a great political catastrophe.”

Helga is thrilled to hear of Hilda’s rescue. While she is a person of meager means, she will offer to scribe a scroll of any one spell she knows, for each PC bard or wizard.

CONCLUSION C – VALIANT FAILURE

The trip back to Amthydor is uneventful. Lady Nysia Jirin receives you immediately. She is content to have the foal back, even if dead, and solemnly pays you your 200 gold pieces each.

After hearing your story, she seems to size you up before adding “I guess I’ll have to let House Arawl know that you inadvertently saved them from a great political catastrophe.”

Helga is saddened to hear of her sister Hilda’s death, but she can at least seek solace in being able to bury her.

If the PCs pay to have Hilda raised, Helga will give bards and wizards the scroll from Conclusion A/B.

CONCLUSION D – UTTER FAILURE

Days later the headless body of a young human woman washes up on the beach. The foal is never seen again. On the upside, the Black Ichor poison didn’t kill you.

EPILOGUE

If Hilda survived:

Hilda has had an epiphany. This experience will influence her to become a notable slayer of undead creatures in the future.

THUS ENDS “ICK PTOOEY!”
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
Bonus: Ick Ptooy! Moments (for each PC having at least 3 Ick Ptooy! Moments)	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	700	950	1400	2000

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.

Encounter 7

- **Spoils of War**, Gear and coinage.

Salvage value:

ATL 1: 504 gp

ATL 3: 804 gp

ATL 5: 954 gp

ATL 7: 4,704 gp

reward you with a set of masterwork studded leather barding.

Alternately, if you already own a set of certified masterwork studded leather barding, they will enchant it with a +1 enhancement bonus. If this is the case, attach this cert to that of your masterwork studded leather barding.

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

Encounter 11

- **Spoils of War**, Gear and coinage.

Salvage value:

All ALTs: 384 gp

- **Recommendation for Noble Guards.** Having conducted yourself admirably in battle, and having saved House Arawl from political discomfort, House Jirin and House Arawl hereby recommend you for entrance into the

Conclusion A

- **Barding.** As an added reward for saving the prize foal of House Jirin, they have decided to

Noble Guards of the noble house of your choice.

This cert does not confer acceptance as a Noble Guard, but serves as one of the important criteria for which the noble houses look.

Further, not all noble houses are on equitable terms with each other. This cert may have greater or lesser value depending on which house you choose to serve, should you choose to serve.

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

- **Arcane scroll for each bard and wizard.** For helping save her sister Hilda, Helga will scribe for you an arcane scroll of one spell. Choose your spell from the following list:

Detect magic (Value: 25 gp)
Read magic (Value: 25 gp)
Ray of frost (Value: 25 gp)
Touch of fatigue (Value: 25 gp)
Disguise self (Value: 50 gp)
Mage armor (Value: 50 gp)
Ray of enfeeblement (Value: 50 gp)
Shield (Value: 50 gp)
Acid arrow (Value: 300 gp)
Scorching ray (Value: 300 gp)
Spectral hand (Value: 300 gp)
Explosive runes (Value: 750 gp)
Ray of exhaustion (Value: 750 gp)

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

Conclusion B

- **Recommendation for Noble Guards.** Having conducted yourself admirably in battle, and having saved House Arawl from political discomfort, House Jirin and House Arawl hereby recommend you for entrance into the Noble Guards of the noble house of your choice.

This cert does not confer acceptance as a Noble Guard, but serves as one of the important criteria for which the noble houses look.

Further, not all noble houses are on equitable terms with each other. This cert may have greater or lesser value depending on which house you choose to serve, should you choose to serve.

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

- **Arcane scroll for each bard and wizard.** For helping save her sister Hilda, Helga will scribe for you an arcane scroll of one spell. Choose your spell from the following list:

Detect magic (Value: 25 gp)
Read magic (Value: 25 gp)
Ray of frost (Value: 25 gp)
Touch of fatigue (Value: 25 gp)
Disguise self (Value: 50 gp)
Mage armor (Value: 50 gp)
Ray of enfeeblement (Value: 50 gp)
Shield (Value: 50 gp)
Acid arrow (Value: 300 gp)
Scorching ray (Value: 300 gp)
Spectral hand (Value: 300 gp)
Explosive runes (Value: 750 gp)
Ray of exhaustion (Value: 750 gp)

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

Conclusion C

- **Recommendation for Noble Guards.** Having conducted yourself admirably in battle, and having saved House Arawl from political discomfort, House Jirin and House Arawl hereby recommend you for entrance into the Noble Guards of the noble house of your choice.

This cert does not confer acceptance as a Noble Guard, but serves as one of the important criteria for which the noble houses look.

Further, not all noble houses are on equitable terms with each other. This cert may have greater or

lesser value depending on which house you choose to serve, should you choose to serve.

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

➤ **Arcane scroll for each bard and wizard, (ONLY IF THE PCS PAID TO HAVE HILDA RAISED FROM THE DEAD).** For paying to have her sister Hilda raised, Helga will scribe for you an arcane scroll of one spell. Choose your spell from the following list:

Detect magic (Value: 25 gp)

Read magic (Value: 25 gp)

Ray of frost (Value: 25 gp)

Touch of fatigue (Value: 25 gp)

Disguise self (Value: 50 gp)

Mage armor (Value: 50 gp)

Ray of enfeeblement (Value: 50 gp)

Shield (Value: 50 gp)

Acid arrow (Value: 300 gp)

Scorching ray (Value: 300 gp)

Spectral hand (Value: 300 gp)

Explosive runes (Value: 750 gp)

Ray of exhaustion (Value: 750 gp)

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

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ38 "The Quick and the Dead" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ63 "Beguiling Isn't It?" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ71 "Fight or Flight?"

Players Handout #2

Writ of Invitation

Greetings,

You have come recommended by the Fraternity of Venturers as someone of integrity. Your presence is requested tomorrow an hour before highsun at The Black Swan Inn. You will be served victuals. I will arrive at highsun to brief you on a mission of great importance. I look forward to meeting with you.

Lady Nysia Jirin

Players Handout #3

PRELIMINARY REPORT OF LT. ERABEL MORLIARCH

Theft of foal occurred the fifth evening of Emyr

Human female, aged 33, guard at main gate slain by swordplay. Head removed by sharp blade. Head missing. No living next of kin.

Human male, aged 47, guard making rounds inside compound, slain by garrote. Head removed by sharp blade. Head missing. No next of kin.

Dwarven male, aged 90, guard outside stable, slain by 6 crossbow bolts. Head removed by sharp blade. Head missing. No next of kin.

Human female, aged 14, stable hand. Violated. Head removed by sharp blade. Head missing. No living next of kin. Daughter of guard at main gate.

No witnesses.

No discernable tracks.

It is suspected that heads were removed to prevent clerics from speaking with the dead.

Players Handout #4

KESTREL

VALICE

TALMYRA

HELGA

DARIC

Players Handout #5

Please cease and desists all investigations. I beg you. This is the only warning I can give you.

[explosive runes – bang!]

Players Handout #6

deer mum

i bin hired as a gard for houz aral

I hav yooniform

excitd dat yor boy is makin somdim of
himsevrle

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ18 "Dire Consequences"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ21 "Grimm Evidence"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ38 "The Quick and the Dead"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ58 "Where the Wild Things Are"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ63 "Beguiling Isn't It"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ70 "Sins of the Father"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ71 "Fight or Flight"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

- Lady Nysia Jirin** - (LSJ18, LSJ70)
- Lindor & Larina** - (LSJ63)
- Kwella Harquith** - (LSJ21, LSJ38, LSJ58, LSJ71)

CRITICAL EVENT SUMMARY: ICK PTOOEY!

Convention: _____ Date: _____

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

1. What was the foal's status at the end of the module? (Circle all that apply)

Dead Injured

2. What was Hilda's status at the end of the module? (Circle all that apply)

Dead Injured Friendly

2. How did the heroes treat Helga? (Circle whichever applies)

Attacked her Diplomatically Tried to intimidate

3. What was Helga's status at the end of the module?

Dead Grateful In mourning

4. Did the heroes defeat the Rogues? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

5. Did the heroes discover a link to House Erikas? Yes No

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

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

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



ROSTER OF HEROES: ICK PTOOEY!

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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