



Elementary, My Dear

By Nancy Lee Clark

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

A man disappears on his way to his wedding leaving his bride to be at Destine's altar. Can you find the man before it's too late? A one round Legends of the Shining Jewel campaign for heroes from levels 1-17.

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CREDITS

Author Nancy Lee Clark
Editor(s) David Samuels
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com
Playtesters. Damian Miller, Aaron Bianco, Frank Lazar, Larry Creager

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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.

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

"*Elementary, My Dear*" is not part of any series. However, there are other modules that PCs may have played and visited some of these locations. I have noted those as needed and on Player's Handout 1. It will not ruin the play of any of the other modules to play this one first.

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 147 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

If you have the time and have played the modules listed in GM Aid 1, you might want to refresh yourself with the locations mentioned there. It is not necessary to have played the modules listed to GM this module.

Jevon Marshall married Anabelle Randall, Abigail Marshall's mother, Anabelle Randall, 5 years ago. Abigail was uncomfortable living at home with her mother and new husband so she followed the calling of Destine to go out and gather knowledge of the people of Raia, which she has been doing for about five years.

Abigail returned home for a visit to write her book. It was at that point that Ednar Grubill entered her life. Ednar was very charming and shared her wish to learn more of the people of Raia. He asked her to marry him and she said yes. The honeymoon was to be a trip to the Shoji Republic. Unfortunately, those plans never came to fruition. Ednar disappeared on the way to their wedding. Abigail has spent the past two weeks hiring people to locate Ednar without any luck.

Unknown to Abigail, Ednar did not enter her life on his own. Abigail's mother and stepfather hired him. Abigail's mother was unhappy with the inheritance that her late husband left her. She wanted to climb the social ladder and couldn't live in the appropriate style on her inheritance and her new husband's less than successful business. She figured that if Abigail decided to stay in Amthydor she would want access to her inheritance and they needed to find a way to prevent that from happening.

They hired an actor to play the part of Abigail's beau with the purpose of him getting her to leave Amthydor. He was supposed to get her to leave Amthydor and head to the Shoji Republic to meet him, but he wasn't going to be there. Her mother figured that Abigail would be so distraught and embarrassed from being "dumped" that she wouldn't want to return to Amthydor. This way her mother could still have access to Abigail's inheritance.

Unfortunately, the actor strayed from the script that Anabelle had provided him. The actor asked Abigail to marry him. Her mother revised the script and had him disappear on the way to their wedding. The actor has moved on to other things and is using his pay to try to join the Society of Entertainers and Performers. The mother figured she would leave town to cure her heartbreak. She never thought she would stay in town to try to find out what happened to him.

Introduction: The PCs are enjoying lunch when they over hear a potential job.

Encounter 1: Meet the new employer, Abigail Randall.

Encounter 2: PCs visit the Silver Fox Inn for information.

Encounter 3: PCs visit the Cup and Tome Bookstore for more information.

Encounter 3A: Confrontation with Camden's father.

Encounter 4: Discussion with Jevon Marshall.

Encounter 5: Discussion with Anabelle Randall Marshall.

Encounter 6: Meeting with a gambler, Blue.

Encounter 7: Visit the Society of Entertainers and Providers.

Encounter 8: Return to the Black Swan Inn for information.

Encounter 9: A trip to the Dragon's Flagon to find an actor.

Encounter 10: Telling the employer what happened. This is dependent on the PCs' actions on whether it is Encounter 10-1, 10-2 or 10A.

Conclusions: A, B and C dependent on what the PCs do.

Epilogue – The death of a boy and the execution of his murderer.

INTRODUCTION

This is the tavern from *Three Hour Tour*.

It is a beautiful day in Amthydor. The sun is shining with just a few scattered clouds to break up the monotony. The temperature is moderate with a nice, refreshing breeze blowing in off the Tasman Sea. The city is filled with energy as new businesses and housing are being built for the recently returned citizens.

You are wandering around the city, running errands and trying to decide what sounds good for lunch. There are plenty of possibilities. Many places are full with people waiting for seats. After a short wait, you are finally shown to a table at the Buxom Belle Tavern. The serving girl is quite stunning and does a wonderfully efficient job of taking orders, bringing drinks and food and making sure no one leaves without paying.

As you sit back waiting for your food and drink, you overhear a conversation at the other end of the table from where you are sitting. Two women, who apparently work nearby in one of the local shops, are passing their lunch break with the time honored tradition, trading gossip.

Woman one: “So, are ya goin’ out with that young clerk from the vegetable stand?”

Woman two: “I was, but I decided he should spend time with his wife instead of with me.”

Woman one: “What is it with men? Did you hear what happened to Abigail Randall?”

Woman two: “Who is she? What happened?”

Woman one: “She’s that fine lookin’ Jevon Marshall’s step-daughter. He’s been runnin’ her business for her while she travelled. She recently came back and met a guy. They were supposed to get married when he up and disappeared.”

Woman two: “Really? How sad. At least she had a chance to almost get to the altar.”

Woman one: “Yeah, she’s paying handsomely to anyone who can find him. Wish I had those kind

of skills. I could use the money so I didn’t have to wolf my lunch and run back.”

Woman two: “Me too. Speaking of which, I better get back. Reschar will be all over me if I’m late again.”

While you settle your bill, the two women pay their bill and leave the tavern.

If the PC’s follow, they can stop the ladies on the street and ask questions.

As you call out to the two women, they both stop. “Is there something wrong?” The first woman answers. “We have to get back to work. I can’t afford to miss out on a chance to earn my pay.”

If the PCs offer her money, she will accept it gladly. She is a woman in her early 20’s working in a dead end job that she despises. She is willing to do anything, as long as it is both moral and legal, to earn some extra money so she can find a better job.

GM Note They will still be able to get the information listed even if they don’t offer her money.

☛ **Where did you hear about this issue?:**

“An adventurer stopped by our leather good stand. He mentioned having tried his luck at it, but came up with nothing.”

☛ **Do you know where she is staying?:**

“I heard she’s at the Black Swan Inn trying to recruit someone to find her missing beau. She is staying at her parents’ home at the southern end of the Port District, where Hinterdale Manor used to be. Other than that, I really don’t know. Can I go now? I have to get back to work before I get fired.”

Hinterdale Manor is from *Lament*.

They can also do a **Diplomacy DC 10 + ATL check** to gather information to find out where Abigail Randall is staying.

- If the PCs take the bait, **GO TO Encounter 1 (page 5).**
- If the PCs do not take the bait, **GO TO Introduction B (page 5).**

INTRODUCTION B

As you continue to run your errands through the city, you hear bits and pieces of gossip regarding Abigail Randall being left at the altar by Ednar Grubill. Some tell the story with a sad note to their voices. Others tell the story with a slight laugh. You hear more than once the comment, “If she really wants a husband, she can have mine.” You also see notices pegged to poles and buildings that read:

Adventurers wanted. Quality pay for quality work. Ask at the front desk at the Black Swan Inn for further details.

If the PCs still don't take the bait, the module is over for them. They get no XP.

- If the PCs do take the bait, **GO TO Encounter 1 (page 4).**

ENCOUNTER 1

Taking the information from the woman at the Buxom Belle tavern, you head to the Black Swan Inn, which is located in the Adventurers District. Once you arrive there, the young man with blonde hair and bright, green eyes stops filing little white cards in a box and addresses you from his place behind the counter. “Welcome to the Black Swan Inn. My name is Raoul. How may I assist you today?”

Once the PCs ask about Abigail Randall, he will continue:

“Miss Randall is currently with someone at the moment. If you would please take a seat, I will let her know that you are here.” He leads you to a sitting room that contains three over-stuffed chairs covered in burgundy velvet, a couch

covered in the same fabric, except a forest green. The room is lit by lamps, apparently containing eternal flames, set on the two end tables. A crystal chandelier’s lights bounce off the crystals to cause interesting shadows around the room. There are (# of PCs -1) others already waiting in the room.

This would be a good time for player introductions, if they haven't already formed a party.

After a few moments, the young man rejoins you bearing a tray with a china pot and cups for you and the others in the room. There is also a plate of cookies and other small pastries. “Miss Randall will be with you in a moment. She sends her apologies for your wait and asks that you enjoy this tea she brought with her from the Eastern Provinces. She will be with you momentarily.”

He leaves the tray on a table in the center of the room and leaves. Once you’ve had a chance to sample the treats that were brought to you, a woman in her mid to late twenties enters the room. She is just over five feet tall with black hair and brown eyes. Her skin is a dark tan more evident against her pale pink dress. She wears a pair of sandals that appear to be made of rope and wood.

A Knowledge (local) DC 10 check for female PCs, aristocrats or nobles will reveal that the dress is two seasons old, but is made from fine fabrics.

A Knowledge (local) DC 15 check for everyone else will reveal the same information.

A Profession (seamstress) DC 10 check will reveal the same thing.

A Knowledge (geography) DC 15 will reveal that the shoes are common for the nomads in the Sea of Fire region of Raia.

She sits with the manners of someone of an upper class background, but her hands look like someone who has done manual labor. She pours herself a cup of tea and takes a sip. “Wonderful. It is so hard to find good tea in the city. My name

is Abigail Randall and I am in need of adventurers. Are you willing to listen to my problem and hopefully take the job and help?"

Once she receives acknowledgement to this, she will continue:

"Thank you. I am not sure if you will be able to find my fiancé Ednar Grubill. He disappeared two weeks ago. I have hired a few people, supposed adventurers, to find him, but they have had no luck. I have been hiring one or two people at a time. Thus the group of you being here. I am hoping that a group will succeed where others have failed. My fiancé was supposed to be at the temple of Destine two weeks ago today. We were to be married and then take a trip to the land of the tabreens. He never showed. I checked the Silver Fox Inn and Tavern, where he was staying. They said he checked out the day of our wedding. I don't know where else to look. Will you help?"

🗨 **How much?:**

"I am not sure of the going rate for adventurers. Would (200 x ATL) each be sufficient?"

🗨 **How much money did your father leave you?:**

"I'm not really sure. Quite a bit, I guess. I was the apple of his eye, so to speak. He left me a couple of businesses that do shipping and such. I really have no clue. I turned all that over to my step-father to control."

🗨 **What did your father die from?:**

"He was quite a bit older than mother. I believe old age just got the better of him. He's been dead for over seven years. Thank you for bringing back that painful memory."

🗨 **Where do you suggest we start?:**

"I really don't know. I am afraid it may be hopeless. That is what my step-father, Jevon Marshall, keeps telling me. He says he heard that Ednar had jumped ship and sailed away. I do not believe him, but I don't know why. Perhaps he or my mother knows something."

🗨 **How long has he been your step-father?:**

"He and my mother, Anabelle Randall Marshall, married about five years ago. It was a little uncomfortable living in the same house, so I left to pursue my true passion, knowledge. I have been travelling all over Raia working on a book about the people of the world and how they live. I left my step-father in charge of the businesses and investments my father left me. When I came home for a visit, I had decided to stay here for a while to actually write my book, then Ednar entered my life." She gets a look on her face of melancholy. "He encouraged me to go to learn about the more exotic people on Raia. Thus, our trip to the tabreen's lands hur'Resa. We were thinking of going to the Shoji Republic, too. We hadn't decided when he disappeared." She wipes a tear from her face with a fine silk handkerchief.

A Knowledge (geography) DC 15 +ATL check will reveal the Shoji Republic is a small, rocky island located south of the Burning Sea. She will tell the PCs this also, if asked.

🗨 **What can you tell us about your fiancé?:**

"Ednar is the youngest of six from a family in Jadenspur. His family is in the military there. He wasn't interested in the family business and moved to Amthydor a year ago to try his luck at being a writer and scribe. He has had some minor success with some of his poetry. He has written some beautiful poems to me. He is almost six feet tall and of a medium build. He has brown hair and amazing blue eyes with just a hint of elf to them. He didn't dress in the latest styles, but neither do I any more. He often found freelance work at the Cup and Tome Bookstore, where we met."

The Cup and Tome Bookstore is from *Author, Author*.

🗨 **Did Ednar have any specialties?:**

"He's a scribe and poet. I'm not sure what more you want to know."

🗨 **Where can we find your step-father?:**

“He usually spends his days at his office in the Merchant’s District. It is just off the Shining Way, the sign has a ship with blue sails on it.”

☛ **Where can we find your mother?:**

“That is much more difficult. She spends quite a bit of her time visiting with the other upper class women and doing charity work. My guess would be in the Poor District, at that new place. What did she call it?” She sighs as she obviously is trying to remember something. “Oh, that’s right. Opportunity Knocks. It is supposed to be near the gate to the district. That’s all I know about it.”

☛ **Did Ednar do anything unusual before he disappeared?:**

“He came to my parent’s home to pick up my mother and I to head to the temple of Destine. He had two carriages so that my dress wouldn’t get crushed.” She blushes slightly, “It is my dream dress. It’s mother of pearl with little gems that sparkle like diamonds sown all over the big hoop skirt. It is beautiful. He helped me into the carriage and made me swear on all that I hold holy to stay completely faithful to him. I’m not sure what that was all about. It did seem odd given what has happened. I will keep my promise to him, I am worried something foul has happened to him.”

☛ **Did Ednar have any enemies?**

“Why no. Why would anyone have an issue with a scribe?”

☛ **Do you or your family have any enemies?**

“Not that I’m aware of. My mother or step-father would know better than I on that.”

☛ **Why the Temple of Destine?**

“We are both lovers of knowledge and education. I believe the goddess blesses us with the ability to learn and teach. Do you not agree?”

☛ **Have you contacted the Diamond Legion?**

“I filed a missing persons report at Legion headquarters. I spoke to a private Lyons. He said

he would alert the Legion foot patrols and let me know if they find out anything. He said he would do what he could, but he can only do so much since Ednar may have returned to Jadenspur. They did call for me two days ago, to see if a body they found in the harbor was Ednar.” She visibly shudders, “It wasn’t, thank Destine. I’m still having a hard time shaking that image.”

☛ **How long were you two together?**

“We met after I had been home for a couple of weeks. We were together for a month before he disappeared.”

He has been missing for two weeks, at this time. Total time is seven weeks.

☛ **Isn’t that a bit quick? Shouldn’t you know him longer to get married?**

“Perhaps, but I am not a young woman. I am closer to 40 than 30, much closer. I never thought I would find someone who shared my interests and wanted to travel the way I do. It was refreshing to think about setting out for new places with someone by my side, not alone. I have been doing this for 15 years now, alone. Always alone. It gets very, well, lonely for lack of a better word. I was foolish to think a man would want to run away with me like that, but I have always been a bit of a romantic. And an optimist.” She smiles and sips her tea.

☛ **Who was he working for?**

“He said he had just finished a large job for a Rouge Halibut. He said he had plenty of money for quite a while. He was a perfect gentleman and insisted on paying for everything. He didn’t even hold my hand until the third date.”

If asked, they were never intimate physically and the employer is a red herring. When the PCs are done with their questions, continue here:

“Thank you for your assistance in this. I will go to the temple of Destine and see if there is any new divinations there. I don’t really believe in those, but I need to believe in something right now. If you need me, please send message here. I

am thinking of checking in and staying here. Where can I contact you?"

If the PCs do not have a place to leave the message, she will ask them to stop by here periodically to see if the temple was able to come up with anything.

- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8).**
- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14).**
- If the PCs want to speak with Abigail's mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16).**

ENCOUNTER 2

This location is from *Where the Wild Things Are*.

Located in the Services District Located in the Services District, the Silver Fox Inn s nestled between an import shop, The Land and Sea, and a hairstylist, Hair Today. As you start to enter the inn, you see the heavy oak door has the following carved very neatly into it:

Absolutely
NO Brawling
NO Profanity
NO Thieving

The Silver Fox Inn has a reputation of being a place for making deals on both sides of the law. A man, more than likely the proprietor, eyes you as you enter. He is a burly weathered man with dark eyes and a neatly trimmed dark beard. He hands a mug to the serving girl. She smiles and thanks him as she turns back to the mostly empty room. There is a table toward the middle of the room with a small group of dwarves seated at it. They seem to be more interested in their mugs and bowls than they are in you.

The serving girl comes over to you. With a smile, she says, "Welcome. Are you here for food, drinks, a room or all three?"

Once the PCs tell her what they are here for, continue below:

"I can't help you on that one. I just started here this week. I'm helping out while Neiria, Reichen the owner's wife," she says pointing to the man behind the bar, "is visiting her sister and her new baby. I can ask Reichen if he has a minute to talk to you. Why don't you take a seat at that table there?" She says pointing to a table close to the bar where Reichen is moving kegs. Once every one is seated and orders have been taken, the serving girl leaves and heads to the bar. She speaks quietly to the man, who responds with a nod. She returns with your order and tells you, "Reichen is switching out kegs at the moment. He'll be with you in a few minutes." Good to his word, Reichen comes over to your table carrying a full mug. He pulls a chair from a nearby table, placing it at the head of the table. He folds his large, muscular body into the chair and speaks, "I'm Reichen. I understand you're looking for Ednar. Why?"

For the purposes of this, Reichen has a **+15 modifier** to his **Sense Motive** checks. Have him check if the PCs try to **Bluff** him.

If he figures out the PCs are lying, continue here:

"Look, I'm a busy man. I have things I have to do before the night rush. Since you can't talk to me like a normal person, then I am through with you. Finish your drinks and get out. We don't appreciate being lied to here." He slams his fist into the table, takes his mug and walks away.

He will not answer any more questions, nor will he cooperate in any way. If the PCs make too much of a scene or start a fight, the serving girl will run for the Diamond Legion. They will appear in two rounds.

If the PCs tell the truth or succeed in bluffing him, continue here:

“That seems reasonable. Go ahead and ask your questions, but be brief. I’ve got to get ready for the evening rush.” He says taking a drink from his mug.

☛ How long did he stay here?:

“He was here for about six weeks. He paid by the week, even after I offered him a monthly rate. Really surprised me. With all the new people here, we’ve been able to increase our rates. Most people jump at the chance to save any money.”

☛ Was there anything strange about him?:

“He got really drunk one night and told my wife that he was playing the greatest role of his life. I have no idea what he meant.”

☛ Can we speak to your wife?:

“She went to Roseville to visit her sister, Matalin. She just had a baby and my wife was all excited about being an aunt.” With a look of perplexity, he says, “Women! I’ll never understand why they get so caught up in babies. They’re noisy, messy and generally annoying. I just don’t get it.”

☛ Did you ever see him with anyone?:

“He met with some guy, don’t know his name. He called him Martin, Marcus, something like that. They met here a couple of times. After the Mar-whatever-it-is left, Ednar would pay his rent.”

☛ Why are you telling us this?:

“Cause you were honest. That and Miss Randall told me she would pay me handsomely if I helped anyone who came by here asking about Ednar.”

☛ Has anyone else been asking about him?:

“There were a couple of people a week or so ago. He takes a drink from his mug, “And a very pretty woman has stopped by to see if he was here several times..”

If the PCs ask for a description of the woman, it will match that of Abigail Randall.

When the PCs are done asking questions, continue here:

A large, loud group of street repair workers comes in the door, calling for food and drink as they come in. Reichen finishes off his mug and stands, “Well, back to work. Good luck with your hunt. A good hunt can be its own reward.” Turning from you, he calls a greeting to the men who just came in and returns to his job.

If anyone casts *detect lycanthrope*, Reichen does show up as one. With a **Knowledge (nature) DC 15 +ATL check**, he will show as a werebear.

- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14).**
- If the PCs want to speak with Abigail’s mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 20).**
- If the PCs want to go to return to the Black Swan Inn, **GO TO Encounter 8 (page 21).**
- If the PCs want to go to the Buxom Belle Inn, **GO TO Encounter 8 (page 22).**

ENCOUNTER 3

This location is from *Author, Author*.

Located in the Adventurer’s District, you quickly find the Cup and Tome Book Sales. The windows sparkle as if someone just cleaned them and the door has a pleasant bell that rings as you open it. Once inside, you find a very pristine shop with the books sorted by category and author. Two halflings are looking over a book at the back of the store. A list proclaiming the top ten selling books is written in a neat and precise hand on a chalkboard behind the counter.

Please give Player Handout 2 to the PCs

A young man of about 20 years of age comes from between the book shelves, pushing back his ginger colored hair and smiles, “Greetings,

welcome to Cup and Tome Book Sales. How may I assist you today?"

☛ **Where's the other guy who runs the place?:**

"That's my grandfather. He was putting some books on a high shelf. He forgot he was on a ladder and fell, breaking his hip. He is staying with my parents until my mother says he's well, he drives her crazy, or both."

☛ **Do you know someone named Ednar?:**

"Tall guy, early thirties? Kind of mousy? Yeah, he was in here every day for a few weeks. Haven't seen in a month or so."

☛ **Did he say why he was here?:**

"No, he came in every day, looked at books all day and left. Never bought anything until this woman showed up. Then, all of a sudden, he had to have a book on the Republic of Halidorn."

☛ **Did you have the book?:**

"At the time, I couldn't find it. This place was a complete disaster. I spent hours cleaning and organizing things. My grandfather won't like it. He could find anything in the joint, but I couldn't. If you see him, would you tell him I have it?"

Before the PCs are done asking questions, have them make a **Perception check** with the results listed below by DC. If the PC is a halfling, add 10 to their result.

DC 5-Those halflings are noisy.

DC 10-They're awfully tall for halflings.

DC 15-Why would halflings be looking at dwarven erotica?

DC 20-Something isn't right about those halflings, but I can't put my finger on it.

DC 25-They must be using a disguise or something because they aren't normal halflings.

Once the PCs figure this out, it is up to them how to react. If they tell the owner's grandson, Dante Kippley, continue here:

"Are you sure?" He says as he reaches under the counter and pulls out a large magnifying glass and peers at the two halflings through it. "You little brats! I told you not to come back here without your parents! Grab them! Don't let them get away!" He yells as the two halflings dart toward the door.

The halflings CMD is 11. So is their AC. Once they are caught, continue here:

"Aww, come on. We didn't do anything. We were just lookin'", the taller halfling says as he tries to squirm from your grip. The second halfling says, "You got no right to do this. Do you know who my daddy is? He's gonna clobber you good for hurtin' me."

Dante puts the magnifying glass away and looks at the two halflings. "Look you little brats, I can't afford to have any more of my books go missing. How did you get the magicks to change yourselves?"

The first halfling looks up with big eyes, "My sister is gonna kill me." The second one tries to hit the first one, "Idiot. Don't say nothin'. They got no proof we did nothin'"

"I'll let the Diamond Legion settle this. How are you going to enjoy life minus a hand?" Dante says while trying to be intimidating, and not quite succeeding.

The second one comments, "Hey, we know stuff. Just ask us. We know all kindsa stuff."

☛ **What's your names?:**

"He's Argent Zix and I'm Alaric Grimm." The second one smirks, "And you're an idiot." His features start blurring and his face becomes more human. He is a scruffy looking blonde haired kid with sad, blue eyes. He has bruises up and down his arms and a black eye and is maybe ten years old. His clothes look to be either hand me downs or never fits with holes exposing more skin and bruises.

The first halfling's features also change. His hair is brown and shaggy. His eyes have the sad puppy look to them. His clothes fit better and have patches to cover the holes. "He's lyin'. I'm Tyler and he's Camden. You're not gonna call the Legion, are you?"

Any PCs that make a **Knowledge (local) DC 5 check** will recall that Argyn Zix is dead and this kid is not the High Warrior.

☛ **To Dante: Why can't they see these books? / Is seeing the books the reason that you don't want them to leave?:**

"Personally, not my issue. My issue is I don't need some kid's parents in here yelling at me because their precious little darling saw some anatomy books. I don't need the headache or the bad-mouthing in the neighborhood. I am trying to build the business from the neglect my grandfather has left it in over the last few years."

☛ **Why shouldn't we call the Legion?:**

"Look, we didn't mean no harm. We were just curious. One of the older kids told us that the other races do "it" differently and we were curious." Alistar/Camden tells you, his arrogance gone. "If ya tell the legion, my old man will kill me."

☛ **Who's your old man? Is he the one who bruises you?:**

"My dad's Bestin Drogg, he's a dock worker. He ain't never hit me. I'm just clumsy. I fall a lot."

A **Sense Motive DC10 check** will reveal that the name and job are true, the rest is a lie.

☛ **Why does he hit you?:**

"He don't mean it. He tends to drink a lot and gambles some. Ever since my mother died in the big quake, he's been worse. He'll be okay, once there's more work for him."

☛ **Why do you come to this bookstore if you live in the Port District?:**

"He puts the books about, you know, stuff," a slight blush rises on Camden's cheeks as he

continues, "On the lower shelves for the shorter races. That one guy who came in here for a couple of weeks would get us books off the higher shelves, when he wasn't watchin'." He says nodding at Dante.

☛ **Do you have any siblings?:**

"Nah, just me," says Alistar/Camden. "There's ten of us," Tyler tells you. "Ever since all those people came back, money's been tighter than ever. Dad can hardly find work on the docks. My oldest sister took a job at the Gilded Cage so she could help out. She uses the cream we used so Dad and Mom don't find out. It would break their hearts to find out their girl was workin' there. She told me not to tell since it's a secret. Mom's been doin' laundry for people, but there are too many people doin' that now, too."

When the PCs are done asking questions, let them decide how to deal with the boys. If they turn them over to the Diamond Legion, continue here.

A Diamond Legion foot patrol is stopped on their rounds by Dante, the store keeper. After a quick explanation of what has happened, the four legionnaires enter the store. The tallest, widest and scariest one looks at the two boys and grins, "So, a couple of magic using wise acres, huh? Well, let's see how wise you are when your parents have to pick you up at Legion Headquarters. Of course, we'll have to lock you up for in one of the cells until we have time to get them. Might be a day or two, depending on how quick we are to file the paperwork."

Both boys visibly gulp. Tyler breaks down in tears, "Please. I don't wanna go to jail. Please. Please. I won't ever do it again. I swear." Camden stares at his feet, "I don't wanna go to jail either."

The officers look at the boys and nod to each other. The smallest officer, who is still close to six feet tall and the size of a small ox, kneels down to Camden. "How'd ya get the bruises, son?" Camden looks him in the eye and says with a defiant grin, "I fell. I'm clumsy like that."

His fear of what would happen to him if his father finds out he told the Legion he was being hit makes this a **Sense Motive DC 35 check**. Kids have a way of convincing themselves of things that an adult can never understand.

If the PCs should discover that he is hiding something, he will not reveal that he is being beaten while the legionnaires are there. If the PCs should ask him, he will not confirm it because while he fears his father, he loves him and does not wish him any harm.

The legionnaires all look at each other with a knowing look in their eyes and the lead officer continues, "Fine then, come with us. We'll take you home and let your parents know what is going on." The two boys are surrounded by the legionnaires as if they were dangerous criminals and led through the streets toward their homes.

If the PCs ask if they are going to arrest Camden's Dad, continue here:

"As much as I'd like to, we can't. If his son won't tell us and no one reports him doing it, we have no grounds. The kid told us he fell. I know it's a lie, but I can't prove it. We will explain to the father, in very clear terms, what will happen to him if we ever find out he has hurt the boy in the future. Legionnaires look out for everyone, especially those who can't look out for themselves."

The officers don't like it but since they have no proof of a crime they don't have the authority

- If the PCs want to go to see Camden's dad **GO TO Encounter 3A (page 12)**.
- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8)**.
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14)**.
- If the PCs want to speak with Abigail's mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16)**.
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 19)**.
- If the PCs want to go to return to the Black Swan Inn, **GO TO Encounter 8 (page 21)**.

- If the PCs want to go to the Dragon's Flagon, **GO TO Encounter 9 (page 22)**.

ENCOUNTER 3A

With reluctance, Camden leads you to the docks to find his father. It takes a while to check each bar and tavern, seeing if he has scrounged up enough money to drink there. After Camden takes you to his normal haunts with no luck, he leads you to his home, a warehouse that looks like it has seen better days. The roof is sagging and the windows at the top of the walls are busted and open to the elements. "Those doors," Camden points to the front doors as he turns to lead you down a dirty alley to a side entrance, "are barred. Someone opened 'em once. It wasn't pretty what people did to Lionel. I heard he moved to Jadenpur. Can't say I blame him after the beatin' he took." He leads you past large crates, commonly used for long sea journeys that appear to have individuals, sometimes entire families, living in them. "We was lucky. We got one of the center places." He tells you as you walk along. People pull their children inside and close their doors at the sight of you. "We don't get rained on as much here as on the sides and back." He stops at a crate and opens the door. A hole has been cut in the back of the crate to allow in some of Sorena's blessings, what little there is to let in. A small box is set on end next to a slightly bigger box. In the back of the crate, a man throws back a hole-filled blanket off of him. He squints in the dim lights, "Boy, ya bring in any money? I toldja to go get a job or somethin'." He slurs.

At this point, the PCs may want to give the father some wall-to wall counseling. If the PCs do anything physical, intimidating or looks like a strong martial party, continue below. Remember, he is okay at beating on a child, but not willing to take on an adult, unless it's his wife. He does not see where he has done anything wrong. He is merely disciplining his son the way his father disciplined him. If *detect thoughts* is used, this is the response.

Crying, the man falls to his knees clutching at (the nearest PC's) knees. "I've done some bad things, but I'll change. I swear. I can help you out, just don't hit me."

🗣️ **What could you possibly know?:**

"I know who some of the high falootin' folks who gamble with us poor folks are. They might come in wearin' masks, but I done figured out who they are."

🗣️ **How would a drunk like you figure out anything?:**

"I got my ways." His face in the same defiant grin his son wore earlier. "Ya don't have ta be no rich, powerful adventurer to find out things."

🗣️ **Such as?:**

"Like I said, I know some of the rich folk behind the masks. I can tell ya about them."

🗣️ **So, tell us:**

"What's in it for me?"

🗣️ **Your life?:**

"You'd kill a poor, defenseless, sick man in front of his only son? You'd leave this boy an orphan and let him live on the streets? Have ya no heart? All I'm askin' is for a little gold so I can get him some warm clothes for the winter and a good meal. Think of the boy."

He will accept any money the PCs want to give him. If they threaten or intimidate him, he will also tell them.

"I saw the Harbormaster's assistant playin' and some of the house guards from the Nobles' District. I even saw a couple of them rich merchants playin'. I followed one of 'em. He didn't know it, but I did. He owed more than he had on him and Blue told me to follow him and I did. He lives right around the corner from here, at the old Hinterdale manor place."

🗣️ **Who's Blue?:**

"He's the guy who runs the game. He used to send me on errands some times, just between us friends."

🗣️ **Who was the guy you followed?:**

"His name was Jevon Marshall. He's got a right purty wife too. She's been known to come down and throw some dice with the common man sometimes."

This is all he can tell them. The PCs have several options here. See below for what to do for each.

GM Note on the options below: First, these are not all of the possible options for dealing with this encounter, but are presented here as a guideline. Whether or not the PCs receive Epilogue 1 depends on how they resolve this encounter while they're there. The only way that the PCs can resolve this encounter and not get Epilogue 1 is to find a way to separate Camden from his dad.

Option 1: Leave Camden here- This will be explained in Epilogue 1.

Option 2: Ask Camden what he wants-

"I always wanted to go to the bard school. My momma told me I had a pretty voice. She was tryin' to save up money to send me, but..." Camden's voice trails off and he tries to surreptitiously wipe a tear from his face.

If the PCs take Camden to the Greyson Institute, and explain his situation he will be given an immediate audition. Camden will wow those evaluating him audition, and be granted entrance into the Institute. The effects of this on the PCs will be revealed in the treasure summary and on the certs. He will be accepted in the Greyson Institute immediately. While Camden would prefer the Greyson Institute over the temple of Glissande, the PCs can get the same reward by taking Camden to the temple of Glissande.

Option 3: Cure the father-Remove curse and cure disease will remove the alcoholism. However, you can't cure mean. If the PCs leave Camden with

his father, after he's cured, read Epilogue 1 at the end of the module.

Option 4: Turn the father into the Diamond Legion-if Camden won't testify and the PCs can't prove the abuse, the DL can't arrest him, but will talk to him. Read Epilogue 1 at the end of the module.

Option 5: Get Camden's father a job. If the PCs can arrange a job, especially one outside of Amthydor, where he'd be away from Camden that would work

Option 6: Arranging someplace safe for Camden to stay while his dad receives help. Camden loves his dad and does not want to leave him, but if the PCs convince him that it will enable his father to get help, and still allow them supervised visits he'll agree.

Anything else the PCs come up with-use your best judgment based on the examples listed above.

Once the PC's are done with Camden and his father, continue or paraphrase the following:

With the matter of the boy taken care of and yet another lead, it seems the chase is afoot.

- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8).**
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14).**
- If the PCs want to speak with Abigail's mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 19).**
- If the PCs want to go to return to the Black Swan Inn, **GO TO Encounter 8 (page 21).**
- If the PCs want to go to the Dragon's Flagon, **GO TO Encounter 9 (page 22).**

ENCOUNTER 4

If the PCs go to Jevon Marshall's office, they will be told he has gone home for the day. Hinterdale Manor is from *Lament*.

Walking to the Marshall home in the Port District is an exercise in perception. Between porters and dock workers moving large crates without being able to see around them, staying out of puddles of who knows what, staying the way out of the wagons and carts and still find your location, you feel like you have walked much further than you actually have. The site of the former Hinterdale Manor is on the southern end of the Port District. It is a two story home with no porch, but three stone steps lead to the highly polished cherry wood front door. A balcony provides a roof covering the steps and a probable majestic view of the harbor.

It takes only a moment after raising the heavy brass gargoyle headed door knocker before the door is opened by a petit, young woman impeccably dressed in a black dress with a starched white apron covering it. Her shoes are highly polished black leather. Her brown hair is pulled back into a severe bun and her brown eyes show no expression. She looks at you and calmly, politely says, "Deliveries are around back. If you would please go there, the staff will be able to assist you."

Once the PCs have stated their purpose, continue here.

"If you do not have an appointment, I will see if the mistress or master is home and available to see you."

She leaves you standing on the steps for several minutes before she returns, "Mistress has not returned as of yet. However, master is home and said he would be willing to speak with you for a few minutes concerning his step-daughter. Please, follow me."

She allows you all to enter before she closes the door and locks it. She opens the first door on the right of the entry way. There are four other closed doors off of this entry with a large portrait of a pleasant faced older man overlooking the scene. She ushers you into a fairly large sized room. The walls are painted an eggshell white

which causes the ebony fireplace on the far wall to particularly gleam. The floor is highly polished with a very elaborately woven round rug covering the center of the room. The color of the roses in the rug are complimented by the similarly hued sofa and matching chairs that are stationed facing the fireplace. The windows are covered in a similar shade with layers of lace between the windows and the actual room.

A door at the back of the room between two book cases opens and a man enters. He is tall with slightly thinning black hair. His face is clean shaven causing you to focus more on his lack of a strong chin and wispy lips. His eyes are a dull grey, but seem to notice every nuance of the room. "Hilda, that is all. I will ring when they are ready to leave." As the maid exits the room, he turns toward you, "Well, be quick about it. I have plans this evening and they certainly do not include the likes of you."

For the purposes of this encounter, his relevant skills are **Bluff +5, Diplomacy +5** and **Sense Motive +5**.

🗨️ **Who's Blue?:**

"I am quite sure I have no idea of who you are speaking of. Oh wait, is he the charming man who organized that charity gambling event on the docks a few months ago? Yes, met him at the event, charming fellow."

He is telling the truth. He did meet Blue at the event.

🗨️ **Why did you hire someone to seduce your step-daughter?:**

"Why would you think such a thing? I have nothing but affection for my step daughter."

Again, true, but not an answer to the question. If asked again, continue here.

"I have never hired someone to seduce Abigail. The scandal that would bring down on her and my good name would be utterly unbearable."

True, but not. He didn't hire the man to seduce his step daughter, merely get her to leave town, either

with him or heartbroken. He does feel the scandal of such a thing would be horrible, for him mostly.

If threats, coercion or diplomacy are used on him, he will crumble, if the PCs beat his roll on the matter using the modifiers listed above.

"This is all my wife's fault. It was her brilliant idea to hire someone to get Abigail to leave the city. She's the one who told me to find the guy to do it. I only did what she said to do."

🗨️ **Who is he?:**

"He's an actor with the travelling troupe from Athyr. His name's Fallon, didn't get his last name. I just met with him and paid him. My wife found him and told me where to meet him and how much to give him."

The PCs can get the following information from a **Knowledge (geography) check** based on the DC that they attain:

DC 15 will reveal the PC know that Athyr is in the Western Lands.

DC 20-It is located between the Whitethorn Mountains and the Sea of Imbrium.

DC 25-It is a Monarchy (Gynarchy). The capital city is Amatria and is known for trading artwork, silk, cloth, clothing, seafood and cheese.

🗨️ **Why did you do this?:**

"My wife said we needed to get her to leave the city. She, Abigail, said she was going to stay here and write her book. She would want her money from her businesses. My wife said we can't afford that."

🗨️ **How was this supposed to work?:**

"My wife didn't explain it to me. I just did what I was told."

🗨️ **Why can't you afford to give her the money?:**

"My business doesn't make enough money for us to maintain the appropriate lifestyle. My wife's first husband left her this house and a monthly stipend, but it just doesn't pay for everything. We need the money from Abigail's inheritance."

What about gambling?:

“I am sure I have no idea what you are talking about. Gambling is a poor man’s game.”

He is completely lying here.

Do you gamble?:

“I’ve played a couple of games of chance. Hasn’t everyone? After all, I met Lord Consul Mour and High Lady Mour at the dice table at the fundraiser where I met Blue.”

A Knowledge Local-DC 10 +ATL will reveal that Lord Consul Mour and High Lady Mour were at the docks’ fundraising event. They played some of the games of chance and donated their winnings along with a sizable donation to help rebuild the businesses, homes and ships that were devastated during recent events. (LSJ 96, Strike One, Swing and a Miss, LSJ 97 Strike Two, Fowl Ball, LSJ 98 Strike Three, Caught Looking, Strike and LSJ 100 What Evil Lurks.

How much does your wife get a month?:

“I don’t know. I keep track of the business money and make sure she has whatever she wants. Look, when we got married, she had expectations of me that I haven’t been able to live up to. She thought I was going to be this amazing clothing designer. She thought I would open the door to the Nobles District and high society. I make some nice clothes, but they aren’t for fancy balls and parties. They’re for every day or a nice dinner or a small party. I do make the fancy clothes for my wife, but it hasn’t opened the doors she hoped it would.”

He looks at you pleadingly, “I don’t expect you to understand, but I love my wife. I will do anything I can to make her happy. She is my life and I don’t want to upset her.”

When the PCs are done asking questions, continue here:

Jevon walks over to the fireplace and pulls a fine, silver chain. “I do hope you will be aware that any of this information that is released will hurt not only my reputation, but also Abigail’s.” He

turns to the door that just opened at the back of the room, “Hilda, show these people to the door and make sure Gregor has my clothes ready for us to leave for dinner shortly.”

- If the PCs haven’t dealt with Encounter 6, **GO TO Encounter 6 (page 19).**
- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8).**
- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak with Abigail’s mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 20).**
- If the PCs want to go to return to the Black Swan Inn, **GO TO Encounter 8 (page 21).**
- If the PCs want to go to the Dragon’s Flagon **GO TO Encounter 9 (page 22).**

ENCOUNTER 5

After showing your pass at the gate to the Poor District, it doesn’t take you long to find the newest charity created to assist the poor. Opportunity Knocks is located just past the gates to the Poor District in what was once a pile of rubble leftover from the war with the undead. The building is rather large and painted a bright yellow. There are flowers and shrubs planted around the building adding a pleasant aroma to the area. A vegetable garden is in the back and several men and women are busy tending the soon to be ripe plants. A flyer is posted to the left of the entrance.

This is the location where the rubble from Down and Out in the Shining Jewel used to be.

Please give the PCs Player Handout 3.

As you start to enter the building, four children of the ten to twelve year old range come rushing out, laughing. Books are tucked under their arms and you here a voice inside calling out, “Walk!”

Once inside, the voice's origin is found in the form of a slightly overweight woman sitting behind a large, oak desk. The silver of her wire-rimmed glasses matches the color of her hair. She looks you over as you enter and smiles pleasantly. "Good day and welcome to Opportunity Knocks. Are you here for assistance or volunteering?"

Allow the PCs to state their reason for being there. If the PCs say they are there to volunteer, adjust any of the text as necessary.

"Mrs. Marshall is currently teaching a sewing class that has another 15 minutes left. You are welcome to wait if you like." She says motioning toward a room on the left with numerous chairs of different styles and colors that are empty except for two. A young woman in her teens and very pregnant is seated by the window towards the front of the room. Towards the back of the room, a larger chair is occupied by a half-orc male.

The PCs can wait in the room. The woman, Kylie, is trying to find a family to adopt her unborn child. She is unmarried and afraid she can't take care of the child. She is meeting today with a couple who want to adopt her child. The couple has been married for 10 years and is unable to have children. He is a cobbler and she helps with the business.

The half-orc, Oskar, has been living in the city for 6 months. Opportunity Knocks has taught him to read and he is now working on becoming a citizen of Amthydor. He wants to join the Diamond Legion as soon as he is a citizen.

Continue here:

After a few minutes, the young woman is called to through the door leading towards the back. Another few minutes pass and the half-orc is also called back. As boredom continues to build, three young women dressed in well-worn commoner's garb and carrying baskets pass the waiting area. A slightly older woman wearing a finely made dark green dress stops to speak at the woman at the desk. As she walks towards you, she adjusts a clip holding her light brown hair back from her

smiling face. "Greetings, I'm Anabelle Marshall. Paulana informs me you are here to speak to me. If you would be kind enough to follow me."

She leads you through the doorway behind the front desk and down a hallway decorated with a rainbow that is made up of small children's handprints that have been pressed into paint and then pressed to the wall. On the opposite wall, a plaque bears the inscription, "Being helped is not a bad thing. Refusing help is a sin. Anonymous." She opens the last door on the right and motions you into a bright yellow room about the size of three horse stalls. Eight chairs form a circle in the middle of the room are lit by lights hanging from the ceiling as well as two windows in each of the outside windows.

"Please, be seated. May I ask who you are and why you are here?"

She will sit in the circle and look expectantly at the PCs. She will pay closer attention to anyone who is a noble, aristocrat or appears wealthy. She will expect everyone to introduce themselves and will refuse to answer any questions until this is done.

For the purposes of this encounter, Anabelle Randall Marshall's skills and saves are listed below. The ATL should also be added to any checks.

Any comments she makes that require a bluff check are marked by an asterisk. If at any time she is caught lying, go to Encounter 5A.

Relevant skills for this encounter: Diplomacy +5, Bluff +5, Knowledge (Local) +12, Knowledge (Nobility) +10, Sense Motive +6, Perception +4, Craft (Sewing) +14, Appraise +9

Saves: Fortitude +5, Reflex +2, Will +4

Why did you hire someone to marry your daughter?:

"How dare you accuse me of such a thing? Do you know who I am? You have no right to say such a thing to me!" She says indignantly as she

starts to rise from her seat, but catches herself and sits again and folds her hands demurely into her lap.

☞ **You didn't answer the question: (*)**

"Why would I ever do anything to hurt my daughter like that?"

☞ **You still didn't answer the question?: (*)**

"Of course I would never hurt my daughter like that. What do you think I am, some sort of monster?"

☞ **Your husband says otherwise (*): (*)**

"You must be mistaken. While my husband is a wonderful man, he would never say anything like that."

☞ **Do you gamble?: (*)**

"Only for charity."

☞ **Who's Blue?: (*)**

"Blue is a horrible man who runs a gambling ring. He's doing more to harm the poor people of our great city than anything since the undead invasion."

☞ **Why are you broke?: (*)**

"I am no such thing! How dare you accuse me of such a thing? Are you trying to upset me? If so, you are succeeding quite nicely!"

ENCOUNTER 5A

Continue here once the PCs figure out she has been lying.

She looks at you as if she is reassessing each of you. "Just to make sure that lies are not spread amongst the lower classes, let's be honest here. You must promise not to tell anyone what I tell you here. Is that clear? I would hate to have all the work I've done here be undone by gossip."

A **Sense Motive** check here will reveal she is being honest, but does have ulterior motives. She is trying to climb the social ladder and doesn't want any gossip to derail her.

Once the PCs give some form of agreement, even if she doesn't think they are sincere, continue here.

☞ **Why did you hire someone to marry your daughter?:**

"That ungrateful little wretch was going to stay here and write that dreadful book of hers. She was going to upset everything I have worked so hard for. I couldn't have that, now could I?"

☞ **How would her staying upset things?:**

"Don't you see? Her staying here would mean she would take control of her businesses. Jevon has done very well for her over the years, increasing her businesses value. She knows nothing about it and would fritter away the money. She would be broke with no prospects. I can't have that happen to my baby girl, now can I?"

☞ **Do you gamble?:**

"I started gambling for charity, but have discovered how lucrative it can be. Not financially so much, but I have met some of the most upstanding citizens of the city. It is a way for me to rise to the cream on the top of Amthydor's social dessert." She says with a smile at her own words.

☞ **Why do you call your daughter ungrateful?:**

"Because she is. Her father left her everything. He gave her the businesses, the jewels, the money everything. He left me with a monthly pittance, barely enough to keep body and soul together. He was gracious enough to leave me the house he had built to suit his needs, but not the money to properly take care of it. I am sure my dear, departed husband didn't realize how expensive things would become after his death. The wages for six servants alone is enough to break a poor woman like me."

☞ **How was this plan supposed to work?:**

"Jevon, as always, failed to do things correctly. If he would have hired a decent actor who could follow simple directions, this would never have happened. That lout of an actor, if you can call Victor Alonzo an actor, which I wouldn't. He tried to tell us he was the star of the troupe, but I

did some digging. Fallon is 4 inches shorter than Victor and about 50 pounds heavier. Whatever he wants to call himself, I'd call him a louse. He messed up everything. He was supposed to be nice to my daughter. Start seeing her. Date her for a while then break her heart. He was supposed to tell her that he had to sail to Shoji Republic. He was supposed to tell her he was leaving immediately, but he wanted her to join him there on the next available ship. He was supposed to tell her that he had a business deal that he had to see to immediately and the ship he was sailing on wouldn't allow women. Some sailors still believe women are bad luck on a ship, at least according to my know-it-all daughter. She would have sailed after him a week or so later, except he wouldn't be there."

She stands up and starts walking around the circle, gesticulating her point. "But Mr. I'm-part-of-the-Amatria-Acting-Troupe-so-I-must-be-great couldn't even follow a simple script. He had to improvise and asked her to marry him. I was so furious when I found out what that idiot did, I could have choked him. He was going to ruin everything! My daughter actually was talking about getting a house, settling down and having children! She would need money for all of that. Where would she get it? From forcing her mother out onto the streets, that's how."

"The carriage disappearance was the only thing I could think of to make him disappear. Even that failed. Rather than her being heartbroken over his betrayal on the way to her wedding and fleeing the city to save herself the embarrassment, she stays and starts searching for him. At least he had the decency to leave the Silver Fox Inn, though in a way I wish he hadn't. I'd like the little rodent to return the 500 gold crowns I paid him for this fiasco." She returns to her chair and flops down, blowing a loose strand of hair out of her face. "I don't know what I did to deserve any of this."

Realizing what she has said, she clears her throat and continues, "Sorry to speak out like that. I'm glad we agreed to keep this between us. Now, I

really must go. My husband and I are dining with some very important people from Jaderspur and I mustn't be late." With that being said, she leaves the room.

On the way out, she will answer this question.

Do you know where Victor is now?:

"How on earth do I know? Wherever he is, it's not far enough away!"

If the PCs attempt to follow her, she will tell them to leave her alone. If they become pushy or refuse to leave her alone, she will start screaming and calling for the Diamond Legion. If the PCs explain to the Legion what she has done, they will be told:

The patrol man looks at you and shakes his head, "As horrible as it is, she hasn't committed any crimes. Unfortunately, there is nothing we can do. Please move along and allow this lady to return to her business."

- If the PCs haven't dealt with Encounter 6, **GO TO Encounter 6 (page 19).**
- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8).**
- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak with Jevon Marshal **GO TO Encounter 4 (page 14).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 6 (page 19).**
- If the PCs want to go to return to the Black Swan Inn, **GO TO Encounter 7 (page 20).**
- If the PCs want to go to the Buxom Belle Inn, **GO TO Encounter 8 (page 22).**

ENCOUNTER 6

This encounter will occur after the PCs have been to visit Abigail's mother or her step father. It will only be run once.

As you head out on your way towards your next destination, a finely dressed man comes from the doorway of an apparently closed business and

joins in step with you. He stops as you notice him and smiles, "Hello," he says with a slightly odd accent. "I believe we have some mutual business to discuss. But first, allow me to introduce myself, I am Blueregardo, or Blue to my associates."

A **Knowledge (geography) DC 30 check** will reveal the accent as dwarven from the Kingdom of Harrek.

What do you want?:

"I want to assist you in your quest to find a certain actor. You see, it is mutually beneficial to us both for Miss Randall to leave town again."

Do you know where Victor/Fallon is now?:

"No, not a clue. I want to offer a financial incentive to you to get Miss Randall out of town. I will pay you (200 gp X ATL) each if you manage to convince her to leave town."

Can we get an invite to one of your games?:

"Possibly. I will have to do some checking on your background. If I am interested in your playing, you will get an invite."

You're a horrible man. You are ruining people's lives.:

"I offer people an opportunity to live a dream. Sometimes, dreams are good and make life better, sometimes, not so good. I do try to make sure no one goes too far with it, but I am not everybody's mother. They have to have enough brains to know what they can afford to lose. If you can't feed your family to start with, gambling isn't for you. If it becomes an issue for us, we cut them off."

What about Camden's father?:

"He has issues with addiction, from what I can tell. When he couldn't pay his markers, I cut him out of the games. He ran errands for me to pay back what he owed."

Who's us?:

"Myself and my associates." He gestures around the streets and you notice there are at least ten men standing, watching, waiting.

See Appendix A for their stat blocks.

If PCs want to start problems, they will be glad to join in the fight. They will do subdual damage and Blue will leave. If the PCs should take any action which threatens Blue he has a *contingency* spell that will teleport him away if he's in danger.

How do we find you?:

"Don't worry about it. I'll find you. Just get Miss Randall to leave and I'll find you."

When the PCs are done asking questions, continue here:

"Good luck on finding this Victor/(Fallon if they meet him after talking to Jevon) person. If I find out anything, I'll let you know." He turns and heads back the direction you came from.

- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8).**
- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14).**
- If the PCs want to speak to Anabelle Randall Marshall, **GO TO Encounter 5 (page 16).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 20).**
- If the PCs want to go to the Black Swan Inn, **GO TO Encounter 8 (page 21).**
- If the PCs want to go to the Dragon's Flagon, **GO TO Encounter 9 (page 22).**

ENCOUNTER 7

If the PCs come here without the name Victor, then the Society will have no information for them. They will have to come back once they have his name. This part will have to be improvised in this case.

As you enter the Society of Entertainers and Performers, a young, male half-elf greets you from behind a large desk. His green eyes dance as he smiles and winks at (whoever looks the wealthiest, male or female). “Welcome to the Society of Entertainers and Performers. I’m Corwin. How may we entertain you?”

☞ **Do you know where Ednar /Victor /Fallon is?:**

“One moment, let me check our registry.” He takes a large volume from off the edge of the desk and flips through the pages. “I’m sorry, we don’t have anyone by that name. Is there another name we can look for?”

If the PCs only gave one name and then give the second one, continue here.

He looks through the book again, “Sorry, no one by either of those names.”

After that, continue here:

He closes the book and pulls a folder with a stack of papers in it, “Let me look in pending applications.” He sorts through the papers and pulls out one set, “Ah, here we go. Victor Alonzo. He has a temporary permit pending full membership. He’s working at the Dragon’s Flagon with his full evaluation tomorrow night. He has been permitted to perform through tomorrow night as a rehearsal.”

Dragon’s Flagon is from *The End of Innocence*.

As the PCs start to leave, continue here:

The half elf looks at you and presents you with another one of his dazzling smiles, “And, if you’re interested, I’ll be performing at the Black Swan Inn all next week.” Looking at whoever he winked at earlier, I can have a ticket left for you. I hope to entertain you all, very soon.”

- If the PCs want to go to the Silver Fox Inn **GO TO Encounter 2 (page 8)**.
- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9)**.
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14)**.
- If the PCs want to speak with Abigail’s mother, Anabelle Randall Marshal **GO TO Encounter 5 (page 16)**.
- If the PCs want to go to the Black Swan Inn, **GO TO Encounter 8 (page 21)**.
- If the PCs want to go to the Dragon’s Flagon, **GO TO Encounter 9 (page 22)**.

ENCOUNTER 8

If the PCs have not been to at least 3 other Encounters, there will be nothing here for them yet.

Returning to the Black Swan Inn, you find the same man behind the desk from earlier that day, “Miss Randall is not here right now, but she left you this.” He hands you a sealed parchment.

Give the PCs Players Handout 4.

It reads:

Dear Friends,

Thank you for your efforts. The Temple of Destine was able to provide some information, although I have no idea what it means. I do hope you do.

In disguise, but not unseen,

The actor is just what he seems.

He spends his time upon the stage,

The Dragon’s Flagon he’s all the rage.

Again, I have no idea what it means, but perhaps you will.

I have to go to dinner tonight with my mother and step father, along with some business associate from Jadenspur. I do hope you can join me tomorrow morning at 9 bells at the Black Swan Inn for breakfast and an update.

Abigail

There is nothing else to be learned from here.

- If the PCs want to visit the Cup and Tome Bookstore, **GO TO Encounter 3 (page 9).**
- If the PCs want to speak to Jevon Marshall, **GO TO Encounter 4 (page 14).**
- If the PCs want to speak with Abigail's mother, Anabelle Randall Marshall **GO TO Encounter 5 (page 16).**
- If the PCs want to go to the Society of Entertainers and Providers, **GO TO Encounter 7 (page 20).**
- If the PCs want to go to the Black Swan Inn, **GO TO Encounter 8 (page 21).**
- If the PCs want to go to the Dragon's Flagon, **GO TO Encounter 9 (page 22).**

ENCOUNTER 9

Returning to the Port District, it doesn't take you long to find the Dragon's Flagon. The place is pretty busy with merchants and sailors coming in, eating quickly, paying their bills and leaving. In the back edge of the large main room is a small stage. A young man, just barely out of his teens, walks back and forth with his hands in constant motion.

A Knowledge (arcana) DC 10 check will reveal that the man is not casting any kind of spell.

As you get closer, you hear the male on stage say, "But you are loves light and I am the oil for your lamp."

Once the PCs interrupt him, continue here:

"Ahh, are you from the Society? I was hoping you would be along early to offer some pointers before tomorrow night. I really want to be a part of the Society here in Amthydor." He looks at you and your group and sighs, "I guess not. I'm guessing the jig is up, to coin a phrase."

☞ What is your name?:

"I'm Victor Alonzo, actor, writer and director. Who am I having the pleasure of conversing with?"

☞ Why did you run out on Abigail?:

"Ahh, the amazing Miss Randall." He says with a flip of his blonde hair out of his green eyes. "I am afraid I strayed from the script and an emergency rewrite was required. The Lady Marshall cut my pay for that misstep. But I got caught up in the moment! The moon on the bay, the light breeze playing with her hair, the talk of love and future travels. I guess I'm a romantic at heart."

☞ What was the plan?:

"I was to woo her and convince her to meet me in the Shoji Republic. I have no idea why her mother wanted her gone so badly. Lady Marshall is many things, but a lady is really not one of them. She is a mean person and cares about no one but herself. I wish I had of known that before I took the job."

☞ You don't look like your description, why?:

"I am the master of disguise. I am quite proud of my ability to transform myself from a teen boy to a middle age man all the way to a man in his ending years."

☞ Would you tell Abigail what happened?:

"Yes, I believe I would. After all, Lady Marshall, as she insisted on being called, didn't swear me to secrecy or anything."

☞ Why did you use the name Ednar Grubill?:

"I didn't choose it. That Marshall woman did. She said something about someone by that name having hurt her when she was young. I'm betting she dumped him because he wasn't rich enough."

☞ Why did you use the name Fallon?:

"He was the star of our troupe. It was unreal. Here he was, a man in his fifties and he was playing the part of Ralston, the teenage hero in Ralston and Jewels. He was old enough to be her grandfather, but they refused to let anyone else

even try out for the part. It was so unfair.” He says with a pout.

What do you plan to do now?:

“Well, I hope to get into the Society so that I can then have my play produced. I am more than an actor, I’m also a writer and director.”

When the PCs are done talking to Victor, continue here:

“So, when and where shall I meet you? Do I need to bring anything? Should I come dressed as Ednar?”

Let the PCs make the decision on how this will play out and continue below:

“Great! I will see you then. Until later, I bid you all a good evening. I must go prepare for my big debut tomorrow.”

- At this point, the PCs will not be able to do anything until the next morning. Just remember that a Mystical Marketplace or Bazaar are not allowed during a module. If they go to the Marshall house, no one will let them in. Abigail will send a message that she will see them in the morning. **GO TO Encounter 10 (page 23).**
- If the PCs bring Victor with them in the morning, **GO TO Encounter 10A (page 24).**

ENCOUNTER 10

The morning sun spills through the parted curtains in the private sitting room of the Black Swan Inn where you were shown by a young man from the front desk. The table is set for breakfast with (# of PCs +1) settings. As you make yourself comfortable, the door opens again and Abigail Randall enters the room. She is meticulously dressed in a grey common dress with matching shoes. Her hair is done up in an elaborate style with porcelain pins holding it all in place. Around her neck, she wears a black and white cameo of a rose. “Good morning. What have you found out?”

- If the PCs tell her about her mother and stepfather’s involvement, **GO TO Encounter 10-1 (page 24).**
- If the PCs say they never found him, **GO TO Encounter 10-2 (page 24).**

ENCOUNTER 10-1

Abigail looks out the window as a servant enters the room bringing a cart of bowls and platters. The bowls contain fresh baked bread, muffins, eggs, fruit and oatmeal while the platters are covered in bacon, sausage, ham and fish. After everyone is served, she turns from the window and looks at you. “I knew my mother had her faults, but I never would have thought her capable of such things. Do you have any proof?”

Allow the PCs to provide whatever proof they wish and continue here:

“I see. My step-father is so enthralled with her; he would do anything she ever asked.” She looks out the window again and wipes a tear from her eye. “I suppose, in the technical sense, she hasn’t committed any crimes, except treason against her only child.” She stands and sets a bag of coins on the table, “Thank you for your service. Please enjoy your breakfast. I have some things to settle so that I may leave Amthydor once again. I hope Destine will make your futures bright.” With a stiff back and careful steps, she leaves the room.

- **GO TO Conclusion A (page 24).**

ENCOUNTER 10-2

Abigail looks out the window as a servant enters the room bringing a cart of bowls and platters. The bowls contain fresh baked bread, muffins, eggs, fruit and oatmeal while the platters are covered in bacon, sausage, ham and fish. After everyone is served, she turns from the window and looks at you. “Well, perhaps this is Destine’s wish. He was a bright spot in my life and he is not to be a part of my future.” She stands and sets a bag of coins on the table, “Thank you for your service. Please enjoy your breakfast. I have some

things to settle so that I may leave Amthydor once again. I hope Destine will make your futures bright.” With a stiff back and careful steps, she leaves the room.

➤ **GO TO Conclusion B (page 25).**

ENCOUNTER 10A

Standing outside the Black Swan Inn, you see a man of about 30 years of age dressed in a nice tunic and pants. “Greetings, in case you didn’t know, it’s me, Victor. I decided it was best to make sure I dressed as Ednar, just to let Miss Randall know the complete truth.” As you are escorted into the private sitting room of the Black Swan Inn by a young man from the front desk, the morning sun spills through the parted drapes and cause the table set for breakfast for (# of PCs +1) to sparkle. The man leaves and quickly returns with another chair and place setting. Once he has finished adding the extra place setting, he bows and says, “Mistress Randall will be joining you momentarily.”

As you make yourself comfortable, the door opens again and Abigail Randall enters the room. She is meticulously dressed in a grey common dress with matching shoes. Her hair is done up in an elaborate style with porcelain pins holding it all in place. Around her neck, she wears a black and white cameo of a rose. She looks at each of you and smiles, then her eyes fall on the man you know as Victor, but she knows as Ednar. She rushes to the table and throws her arms around Victor/Ednar and begins crying as she speaks, “You found him! Destine be praised! I thought I lost you forever.” She pulls Ednar/Victor into a hug and cries on his shoulder, “I thought I would never see you again.” She turns to you and says, “Thank you, thank you, thank you. How did you ever find him?”

Victor gently pushes Abigail away and smiles weakly at her, “I’m so sorry, but you’ve been deceived.” He removes his wig along with pieces of the fake skin that covers his face.

Abigail looks out the window as a servant enters the room bringing a cart of bowls and platters. The bowls contain fresh baked bread, muffins,

eggs, fruit and oatmeal while the platters are covered in bacon, sausage, ham and fish. After everyone is served, she turns from the window and looks at you. Please tell me what is going on.”

If the PCs mention her mother and step-father’s role in all of this, continue here:

She turns her attention to Victor, “Is this true? Did they really do this to me? Their own daughter?”

Victor looks very solemn, “Yes, it’s true. If I had of known what was going on, I would have never accepted the position. I am so sorry you were hurt by all of this.”

Abigail looks at Victor and then at each of you, “I see. My step-father is so enthralled with her; he would do anything she ever asked.” She looks out the window again and wipes a tear from her eye. “I suppose, in the technical sense, she hasn’t committed any crimes, except treason against her only child.” She stands and sets a bag of coins on the table, “Thank you for your service. Please enjoy your breakfast. I have some things to settle so that I may leave Amthydor once again. I hope Destine will make your futures bright.” She turns to Victor, “I truly wish this was more than a role for you.” With a stiff back and careful steps, she leaves the room.

➤ **GO TO Conclusion C (page 25).**

CONCLUSION A

A month or so has passed since you last saw Abigail Randall, but you have heard a new rumor. According to the word on the street, the former Hinterdale Manor, more recently the home to Anabelle and Jevon Marshall, is for sale to cover the back taxes on the place. You also receive a note from Abigail.

Dear Friend,

Thank you for showing me the truth of things in Amthydor. I have turned over my business dealings to a barrister named Devon Axekeeper.

So far, he has done an excellent job of keeping the businesses flourishing.

I have returned to the deserts of the Sea of Fire and rekindled my relationship with a local chieftan, Abdul Aliyy. We are sorting out our religious differences since he follows Hyperion and I Destine, but it is progressing nicely. I have included my recent writings for you. I do hope you find it educational.

May Destine's blessings be upon you,

Abigail

CONCLUSION B

A month or so has passed since you last saw Abigail Randall, but you have heard a new rumor. According to the rumor mill, Anabelle Marshall has been seen at some of the more elite parties and dinners in the Nobles District.

You also receive a note from Abigail.

Dear Friend,

I want to thank you for attempting to find Ednar. I do hope that if you do run across him in your travels, you will let me know. My mother or the Temple of Destine know how to get a message to me.

I have returned to the deserts of the Sea of Fire and rekindled my relationship with a local chieftan, Abdul Aliyy. We are sorting out our religious differences since he follows Hyperion and I Destine, but it is progressing nicely. I have included my recent writings for you. I do hope you find it educational.

May Destine's blessings be upon you,

Abigail

CONCLUSION C

A month or so has passed since you last saw Abigail Randall, but you have heard a new rumor. According to the word on the street, the former Hinterdale Manor, more recently the home to Anabelle and Jevon Marshall, is for sale to cover the back taxes on the place.

You also receive a note from Abigail.

Dear Friend,

I do hope this finds you well. Thank you for showing me the truth of things in Amthydor. I have turned over my business dealings to a barrister named Devon Axekeeper. So far, he has done an excellent job of keeping the businesses flourishing.

I have returned to the deserts of the Sea of Fire and rekindled my relationship with a local chieftan, Abdul Aliyy. We are sorting out our religious differences since he follows Hyperion and I Destine, but it is progressing nicely.

Victor and I have been writing and I see that he is a decent young man just hungry for success. He has sent me his most recent play and I believe I will be investing in it.

I have included my recent writings for you. I do hope you find it educational.

May Destine's blessings be upon you,

Abigail

EPILOGUE 1

A week after your last encounter with Abigail Randall, you heard about a young boy's body being pulled from the harbor by Olek. His father, Bestin Drogg, was found guilty of his murder and executed by hanging.

THUS ENDS "ELEMENTARY, MY DEAR"

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	ATL 17	ATL 19	ATL 21
Module Experience	600	850	1200	1800	2900	4500	7000	10500	17000	28000	28000
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	1000	500
Maximum Possible XP	650	900	1300	1900	3000	4700	7200	11000	17500	29000	####

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

TREASURE SUMMARY

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

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

Conclusion

- 200*ATL from Abigail
- 200*ATL from Blue (if they don't fight him)
- **A Gift From Abigail Randall**-You received a book, "People of Raia" from Abigail. While on your person, this book provides a +2 circumstance bonus to any Knowledge: Geography checks. There is also a 1% chance of Abigail Randall actually being in a country

outside of Amthydor. If she is found, she will provide basic information about the country the PCs are visiting.
(Value: 50 gp, Caster Level: 0, Legality: Legal, Tradable: Yes, Rarity: common, Real Value: \$0)

➤ **Favor/Disfavor of Blue**

After your meeting with Blue, he's formed an opinion of you. The GM should mark the correct box.

Favorable

Unfavorable

The effects of this cert will be explained in the future.

(Value: Priceless, Caster Level: 0, Legality: Legal, Tradable: No, Rarity: common, Real Value: \$)0

➤ **Patron of the Arts**

For arranging Camden's audition with the Greyson Institute, or his placement with the temple of Glisande, you are being allowed to become patrons of the Institute. For a 50 gp donation, you will receive 2 tickets to every performance that the Greyson Institute gives for the next year. This opportunity is being afforded to you for one year from the date of this certificate.

(Value: Nebulous, Caster Level: 0, Legality: Legal, Tradable: Yes, Rarity: common, Real Value: \$)0

➤ **A Book From the Cup and Tome**

You purchased one of the recent bestsellers below from the Cup and Tome bookshop. May it provide you with hours of entertaining reading.

Who's Who in Amthydorian Society by Eleyse Bernward

Love and Romance in the Shining Jewel by Cooper Marlin (Fiction)

Time for it All! A Woman's Guide to Having it All, All of the Time! by Sarah Lurien

Better Food by Julius Emerol Wulfgar Childer

The Night of the Albin o Bat by Stumpy Loam (Fiction)

Dead Again by Kalendrill Waggenspack (Fiction)

Beauty from Within by Nileena Quinn

Under Foot by Rafe Nimblefoot (Fiction)

Dark Pirate by Charlie Charris (Fiction)

How to Succeed in Business by The Merchant's Guild of Amthydor

(Value: 2 gp, Caster Level: N/A, Legality: Legal, Tradable: Yes, Rarity: Common, Real Value: \$)0

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"/> LSJ07 "Author, Author" <input type="checkbox"/> LSJ09 "Down and Out in the Shining Jewel" <input type="checkbox"/> LSJ10 "Lament" <input type="checkbox"/> LSJ40 "Three Hour Tour" <input type="checkbox"/> LSJ46 "End of Innocence" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ97 "Strike One, Swing and a Miss" <input type="checkbox"/> LSJ98 "Strike Two, Fowl Ball" <input type="checkbox"/> LSJ99 "Strike Three, Caught Looking" <input type="checkbox"/> LSJ100 "What Evil Lurks"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ07 "Author, Author" <input type="checkbox"/> LSJ09 "Down and Out in the Shining Jewel" <input type="checkbox"/> LSJ10 "Lament" <input type="checkbox"/> LSJ40 "Three Hour Tour" <input type="checkbox"/> LSJ46 "End of Innocence" <input type="checkbox"/> LSJ58 "Where the Wild Things Are" <input type="checkbox"/> LSJ97 "Strike One, Swing and a Miss" <input type="checkbox"/> LSJ98 "Strike Two, Fowl Ball" <input type="checkbox"/> LSJ99 "Strike Three, Caught Looking" <input type="checkbox"/> LSJ100 "What Evil Lurks"
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PLAYER'S HANDOUT #2

Top Ten Books Sold This Week

1. Who's Who in Amthydorian Society by Eleyse Bernward
2. Love and Romance in the Shining Jewel by Cooper Marlin (Fiction)
3. Time for it All! A Woman's Guide to Having it All, All of the Time! by Sarah Lurien
4. Better Food by Julius Emerol Wulfgar Childer
5. The Night of the Albino Bat by Stumpy Loam (Fiction)
6. Dead Again by Kalendrill Waggenspack (Fiction)
7. Beauty from Within by Nileena Quinn
8. Under Foot by Rafe Nimblefoot (Fiction)
9. Dark Pirate by Charlie Charris (Fiction)
10. How to Succeed in Business by The Merchant's Guild of Amthydor

PLAYER'S HANDOUT #3

Opportunity Knocks

Under the patronage of Lady Rosemary Perrault Staious

Opportunity Knocks is a charitable organization committed to assisting the citizens of Amthydor's Poor District through education, job placement and training. It is committed to offering opportunities for all who seek them.

The center offers the following assistance:

Education for children and adults in reading, writing and mathematics.

Teaching languages besides Common.

Training in skills that will enhance employability.

Assistance in locating employment opportunities.

Opportunity Knocks also provides emergency assistance for those in need of shelter, clothes and food.

If you are interested in volunteering, please let us know.

Donations are always welcome.

We are currently in need of paper, ink, books, clothes, cloth, thread and leather.

When Opportunity Knocks, answer it.

PLAYER'S HANDOUT #4

Dear Friends,

Thank you for your efforts. The Temple of Destine was able to provide some information, although I have no idea what it means. I do hope you do.

*In disguise, but not unseen,
The actor is just what he seems.
He spends his time upon the stage,
At the Dragon's Flagon, he's all the rage.*

*Again, I have no idea what it means, but perhaps you will.
I have to go to dinner tonight with my mother and step father, along with some business associate from Jadenpur. I do hope you can join me tomorrow morning at 9 bells at the Black Swan Inn for breakfast and an update.*

Abigail

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>LSJ07 "Author, Author"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ09 "Down & Out in the Shining Jewel"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ10 "Lament"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ40 "Three Hour Tour"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ46 "End of Innocence"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ58 "Wjhere the Wild Things Are"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ96 "Strike One: A Swing and a Miss"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ97 "Strike Two: Fowl Ball"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ98 "Strike Three: Caught Looking"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ100 "What Evil Lurks"</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.

- | | |
|--|--------------------------------|
| Reichen | -(LSJ58) |
| Cup and Tome Book Sales | - (LSJ07) |
| Pile of rubble in Poor District | - (LSJ09) |
| Hinterdale Manor | - (LSJ10) |
| Buxom Belle Tavern | - (LSJ40) |
| Dragon's Flagon | - (LSJ46) |
| Silver Fox Inn | - (LSJ58) |
| Damage to the Poor District | - (LSJ96, LSJ97, LSJ98) |
| Earthquake | - (LSJ100) |

Appendix A

If a fight erupts, the gang will close with the PCs to allow Blue the opportunity to escape.

ATL 1

\ Human Fighters 2 (10)
CN Medium (6 ft. tall)
Init +2 (Dex);
AC 18, touch 12, flat-footed 16; (+5 armor +1 shield+2 dex)
hp 26 (2d10+6)
Fort +5, **Ref** +2, **Will** +0 (+1 vs. fear)
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee Long Sword +6, (1d8+3) (19-20, X2)
Full Atk Long Sword +6, (1d8+3) (19-20, X2)
Ranged Dagger, +4, (1d4+3)
Full Atk Dagger, +4, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like abilities nil
Spells Known nil
Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 17
Feats Weapon Focus (Long Sword), Blind Fighting, Power Attack, Cleave
Skills Survival,+5 Knowledge (dungeoneering) +5
Languages Common
SQ nil
Gear Scale Mail, Light Steel Shield
Special Abilities bravery +1

ATL 3

\ Human Fighters 4 (10)
CN Medium (6 ft. tall)
Init +2 (Dex);
AC 20, touch 12, flat-footed 18; (+7 armor, +1 shield,+2 dex)
hp 46 (4d10+12)
Fort +6, **Ref** +3, **Will** +3 (+4 vs. Fear)
Spd 30 ft.
Melee Long Sword +8, (1d8+3) (19-20, X2)
Full Atk Long Sword +8, (1d8+3) (19-20, X2)
Ranged Dagger, +6, (1d4+3)
Full Atk Dagger, +6, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil

Spell-Like abilities nil
Spells Known nil
Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +4; **CMB** +7; **CMD** 19
Feats Weapon Focus (Long Sword), Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization (Long Sword)
Skills Survival,+6 Knowledge (dungeoneering), +6 Intimidate +5
Languages Common
SQ nil
Gear Banded Mail, Light Steel Shield
Special Abilities bravery +1, armor training 1

ATL 5

\ Human Fighters 6 (10)
CN Medium (6 ft. tall)
Init +2 (Dex);
AC 20, touch 12, flat-footed 18; (+7 armor, +1 shield,+2 dex)
hp 66 (6d10+18)
Fort +7, **Ref** +4, **Will** +4 (+6 vs. Fear)
Spd 30 ft.
Melee Long Sword +11, (1d8+4) (19-20, X2)
Full Atk Long Sword +11, (1d8+4) (19-20, X2)
Ranged Dagger, +8, (1d4+3)
Full Atk Dagger, +8, (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like abilities nil
Spells Known nil
Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +6/+1; **CMB** +9; **CMD** 21
Feats Weapon Focus (Long Sword), Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization (Long Sword), Combat Reflexes, Great Cleave
Skills Survival,+7 Knowledge (dungeoneering), +7 Intimidate +7
Languages Common
SQ nil
Gear Banded Mail, Light Steel Shield
Special Abilities bravery +2, armor training 1, weapon training (heavy blades (Long Sword))

ATL7**⚔ Human Fighters 8 (10)**

CN Medium (6 ft. tall)

Init +2 (Dex);**AC** 21, touch 12, flat-footed 19; (+8 armor, +1 shield,+2dex)**hp** 86 (8d10+24)**Fort** +8, **Ref** +4, **Will** +4 (+6 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +14, (1d8+5) (19-20, X2)**Full Atk** Long Sword +14/+9, (1d8+5) (19-20, X2)**Ranged** Dagger, +11, (1d4+4)**Full Atk** Dagger, +11+6/, (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +8/+3; **CMB** +12; **CMD** 24**Feats** Weapon Focus (Long Sword), Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization (Long Sword), Combat Reflexes, Great Cleave, Improved Sunder, Back to Back**Skills** Survival,+9 Knowledge (dungeoneering), +8 Intimidate +8**Languages** Common**SQ** nil**Gear** Half Plate, Light Steel Shield**Special Abilities** bravery +2, armor training 2, weapon training heavy blades (longsword)**ATL 9****⚔ Human Fighters 10 (10)**

CN Medium (6 ft. tall)

Init +2 (Dex)**AC** 21 touch 12, flat-footed 19; (+8 armor +1 shield, +2 dex)**hp**106 (10d10+30)**Fort** +9, **Ref** +5, **Will** +4 (+7 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +17, (1d8+6) (18-20, X2)**Full Atk** Long Sword +17/+12, (1d8+6) (18-20, X2)**Ranged** Dagger, +14, (1d4+5)**Full Atk** Dagger, +14+9/, (1d4+5)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +10/+5; **CMB** +14; **CMD** 26**Feats** Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder, Improved Critical (Long Sword)**Skills** Survival,+9 Knowledge (dungeoneering), +8 Intimidate +9, Climb+6**Languages** Common**SQ** nil**Gear** Half Plate, Light Steel Shield**Special Abilities** bravery +3, armor training 3, weapon training (heavy blades (longsword), dagger)

ATL 11**⚔ Human Fighters 12 (10)**

CN Medium (6 ft. tall)

Init +2 (Dex)**AC** 23, touch 12, flat-footed 21; (+9 armor +2 shield, +2dex)**hp** 126 (12d10+36)**Fort** +9, **Ref** +5, **Will** +4 (+7 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +19, (1d8+5) (18-20, X2)**Full Atk** Long Sword +19/+14, (1d8+5) (18-20, X2)**Ranged** Dagger, +16, (1d4+4)**Full Atk** Dagger, +16+11/+6, (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +12/+7/+2; **CMB** +14; **CMD** 26**Feats** Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder, Improved Critical (Long Sword), Prone Combat, furious Charge**Skills** Survival, +9 Knowledge (dungeoneering), +9 Intimidate +9, Climb+9**Languages** Common**SQ** nil**Gear** Half Plate, Light Steel Shield**Special Abilities** bravery +3, armor training 3, weapon training (heavy blades (longsword), dagger)**ATL 13****⚔ Human Fighters 14 (10)**

CN Medium (6 ft. tall)

Init +2 (Dex)**AC** 23, touch 12, flat-footed 21; (+9 armor +2 shield)**hp** 146 (14d10+42)**Fort** +11, **Ref** +6, **Will** +5 (+9 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +22, (1d8+6) (18-20, X2)**Full Atk** Long Sword +22/+17/+12/+7, (1d8+6) (18-20, X2)**Ranged** Dagger, +19, (1d4+5) or longbow +18 (1d6+1)**Full Atk** Dagger, +19+14/+9/+4, (1d4+5) or longbow +18+13/+8/+3, (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 11, **Cha** 10**Base Atk** +14,+9,+4 **CMB** +18; **CMD** 28**Feats** Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder, Improved Critical, Prone Combat, Furious Charge, Dodge, Critical Focus
Skills Survival, +9 Knowledge (dungeoneering), +9 Intimidate, +9 Climb, +9 Handle Animal +5, Knowledge (Engineering)+5**Languages** Common**SQ** nil**Gear** Full Plate, Heavy Steel Shield**Special Abilities** bravery +4, armor training 3, weapon training (heavy blades (longsword), dagger, bows)

ATL 15**⚔ Human Fighters 16 (10)**

CN Medium (6 ft. tall)

Init +2 (Dex)**AC** 23, touch 12, flat-footed 21; (+9 armor +2 shield, +2 dex)**hp** 166 (16d10+48)**Fort** +12, **Ref** +7, **Will** +7 (+11 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +24, (1d8+8) (18-20, X2)**Full Atk** Long Sword +24/+19/+14/+9, (1d8+8) (18-20, X2)**Ranged** Dagger, +21, (1d4+5) or longbow +20 (1d6+1)**Full Atk** Dagger, +21+16/+11/+6, (1d4+5) or longbow +20+15/+10/+5, (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +16/+11/+6/+1 **CMB** +20; **CMD** 30**Feats** Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder, Improved Critical, Prone Combat, Furious Charge, Dodge, Critical Focus, Greater Sunder, Greater Weapon Specialization (Long Sword)**Skills** Survival,+9 Knowledge (dungeoneering), +9 Intimidate, +9 Climb, +9 Handle Animal +5, Knowledge (Engineering)+6, Swim +6**Languages** Common**SQ** nil**Gear** Full Plate, Heavy Steel Shield**Special Abilities** bravery +4, armor training 4, weapon training (heavy blades (longsword), dagger, bows)**ATL 17/19/21****⚔ Human Fighters 18 ATL 17 (10), ATL 19 (17), ATL 21 (18)**

CN Medium (6 ft. tall)

Init +2 (Dex)**AC** 23, touch 12, flat-footed 21; (+9 armor +2 shield, +2 dex)**hp** 204 (18d10+72)**Fort** +13, **Ref** +8, **Will** +8 (+12 vs. Fear)**Spd** 30 ft.**Melee** Long Sword +27, (1d8+9) (18-20, X2) or flail +23 (1d8+1 19-20/X2)**Full Atk** Long Sword +27/+22/+17/+12, (1d8+9) (18-20, X2) or flail +23/+18/+13/+8 (1d8+1, 19-20/X2)**Ranged** Dagger +24, (1d4+6) or longbow +23 (1d6+2)**Full Atk** Dagger, +24+19/+14/+9, (1d4+5) or longbow +23+18/+13/+8, (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10**Base Atk** +18,+13,+8,+3 **CMB** +22; **CMD** 32**Feats** Weapon Focus Long Sword, Blind Fighting, Power Attack, Cleave, Iron Will, Weapon Specialization Long Sword, Combat Reflexes, Great Cleave, Improved Sunder, Back-to-Back, Cleave Asunder, Improved Critical, Prone Combat, Furious Charge, Dodge, Critical Focus, Greater Sunder, Greater Weapon Specialization, Improved Critical (Dagger), Toughness**Skills** Survival,+9 Knowledge (dungeoneering), +9 Intimidate, +9 Climb, +9 Handle Animal +7, Knowledge (Engineering)+7, Swim +7**Languages** Common**SQ** nil**Gear** Full Plate, Heavy Steel Shield**Special Abilities** bravery +4, armor training 4, weapon training (heavy blades (longsword), dagger, bows, flails)

CRITICAL EVENT SUMMARY: ELEMENTARY, MY DEAR

Convention: _____ Date: _____

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

1. Was Camden alive at the end of the module?

Yes No

2. Which conclusion did the players receive?

A B C

3. Did the PCs fight Blue's men?

Yes No

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ROSTER OF HEROES: ELEMENTARY, MY DEAR

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.

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

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

* 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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