



Gone Fission

(Dark Moon Cycle - Part 1)

By Sean Timmons >:-)

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

Nightmares plague the druids of the far-off League of Eagsin, taunting them of a doom coming. Two of Lord Nightfeather's finest are missing. In the interest of promoting foreign trade, and to make some easy coin, of course you don't mind checking it out.

For heroes of levels 8-14.

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CREDITS

Author Sean Timmons
Editor(s) (Name)
Plots Coordinator David Samuels
lsi-plots@theshiningjewel.com

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCS

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a "role-playing" rather than "battle-ready" party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

"*Gone Fission*" is Part 1 of the Dark Moon Series. It can be played by itself or as the beginning of the series.

LIFESTYLE IN LSJ

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

Adventure Background

Gone Fission is the first in a trinity of modules involving the Dark Moon and their eventual rise as an antagonistic society. This first one also allows the PC's some exposure to the hostilities of the Urund nation, a tribal, nomadic society of the Central Kingdoms.

Introduction – Play begins with the characters relaxing in the Dancing Dolphin. The mission promises rewards to any adventurers capable of escorting an expedition into the Urund desert. Because of the need for discretion, Lord Nightfeather has commissioned a local mage to teleport the adventurers to Hawksgate.

Encounter 1 Druish: Speaking with Lord Nightfeather and storyline exposure.

Encounter 2 Tricks of the Trade: Runetree travel and talking with Michael the Mailman.

Encounter 3 Rustle in the Bushes: Bandit ambush. Rogues will heavily rely on their dogs and each other for flanks to get those back stabs in. If the party discovers them in the bushes before the ambush is sprung, two of the bandits will spend their first action unmuzzling and releasing the dogs/wolves. Also the rogues have the *Resilience* ability when they fall below 0 hp.

Encounter 4 Swapping Partners: If the party tries to convince Ahmose to stay a while, his stats are in encounter 5.

Encounter 5 Worms!: A huge threat looms! Or does it? Depending on whether the group takes a pop-shot at the curious worm will determine which of the next two encounters you have to play, 6a if they shoot, 6b if they don't.

Encounter 6a Wormfood: They shot the worm, disrupting the protective enchantment on the path! Now they'll have to battle past it to continue.

Encounter 6b Short Fight: They didn't shoot the worm, and now must face dwarven worm-riding mercenaries instead! Or bribe their way through,

works too. Keep in mind the two front mercenaries have the *Stand Still* feat, which they'll try to use to prevent heroes from flanking them or trying to get at their cleric brother.

Encounter 7 Detour?: Heroes choose whether to visit Ahmose's tribe or not.

Encounter 8 (optional) Tragedy: A little more on the depressing side, the heroes find out about Ahmose's family.

Encounter 9 Finale: The leader is revealed and what terrible things he's doing, too. At the DM's discretion, there is another ambush style scenario, on the surprise round.

Epilogue – Group returns to Lord Nightfeather, then back to Amthydor. Payment might be increased whether they turned in any bandits, if Michael lived, if Michael's letters were delivered and if Ahmose lived.

Introduction

You head to the Dancing Dolphin after another day's difficult work. Adventure work being scarce lately, you've been filling your time with odd jobs from the nobility and need to unwind. As you each exchange various stories and complaints with a small group of fellow adventurers, your table is approached by a lurching, lean figure with papery, almost transparent skin. You halfway draw your weapons, wondering how an undead made it here undetected, but pause at his words, "Mmm-adventurers I presume? Quite. My master has a task which requires your particular skills. It is well paid and..." he looks disdainfully at the fair on your table, "you look to be in need of it. My noble master and House Augustin would consider it a personal favor of the highest variety. If you would be so kind?" He turns and begins lurching back through the crowd.

Bartholomew is not undead, just very thin, almost skeletal. **Knowledge Nobility DC14** will reveal he is a half-elf butler who sells out his services to members of the noble class, currently under the

Commented [u1]: Should this be the Dauntless Dolphin?

Commented [u4]: Dauntless Dolphin???

Commented [u2]: Should this be sneak attacks?

Commented [u3]: What happens in this encounter?

Commented [u5]: You are being very presuming here. Many adventurers are financially sound and there would be no reason for them to be eating less than the best. Try to come up with another reason for the adventurers to be here or make it more generic such as, "some of you have been struggling to find work or taking lesser jobs."

employ of House Augustin. He'll be curt and uninformative with the group while **remaining civil**, saying his master will fill them in on the details. If they insist on having some finite amount guaranteed, he'll promise them 500gp in compensation. He'll escort them outside where a carriage is waiting. A short ride later deposits the group outside the residence of the Lord Barnaby.

The carriage bumps along the streets, up and through to the Nobles District. There is a brief pause at the gate as your escort produces his papers. After a time of twists and turns, you pull up to a sprawling manse, bordered by an iron fence. "Please enter." He motions for you to follow him inside. The manse isn't the grandest you've seen, though still stately. The décor suggests that more than one person had ideas about how it should look and their views did not coincide, at all. "Pleased do not touch the furnishings," he states over his shoulder. He escorts you through the foyer, and into the greeting room. "Please wait here. The master will be along." He leaves.

Knowledge Nobility DC14 will reveal this family is one of wizards and summoners, a minor noble class who earned their ranks through service to other nobility. **DC 18** will reveal this is Lord Barnaby's manse, an orc wizard of note who deals with the comings and goings of the nobility, public and some say private, too.

Perception DC14 or **Detect Magic** will reveal several trappings throughout the waiting area are really magical in nature: A moving picture frame, an urn that changes patterns and colors, a carpet of woven living grass, etc.

A very round figure darkens the doorway. A long black robe glistening with sparkles bulges around the obese figure, giving the impression of a mobile void. Tearing your gaze from the figure's physique to his face you take in his green skin and tusks. The orc bustles up to your group and waves to the corner of the room. "Well? Come along little ones, into your places now, there's a good fellow. You don't want to head out too late in the day, after all."

Lord Barnaby's demeanor is calm and very patient, due to his dealings with his normal clientele.

> **What's the deal with Bartholomew/ Why's your butler so stuck up?:**

"Hmm? Barty? Oh, don't mind him, munchkins. He likes to play up the noble aspect of nobility. It doesn't hurt things much, and many of my clients enjoy trying to 'one-up' him in hob-knobbing, believe it or not." He shrugs his expansive shoulders. "Whatever keeps the client happy."

> **You seem unusual for an orc/How did you come to be in the noble's district?:**

"Now, now pups, this is about you and your mission, don't you worry your little heads about me and mine." He smiles gently at you.

> **What places/Where are we going?:**

"If you'll just scooch along into the pentagram, I've been contracted to send you to Lord Nightfeather. Isn't that something? He's waaay off in Hawksgate, don'chaknow."

> **How will we get back?:**

"Don't worry, don't worry! I have apprentices already there. They're kept guests of Lord Nightfeather and will await the completion of your mission to return you. They consider it a small vacation." He rolls his eyes heavenward,

Commented [u6]: Need a question here of why are we going? What is the job? How much? Something. Most players won't just let themselves be teleported somewhere without something to go on.

Encounter 1 – Druish

A flash of blue light later you arrive in the town of Hawksgate. Compared to the bustling of the streets of Amthydor, the roadways here seem deserted. But there are folk scattered here and there, several walking openly with, or even talking to various creatures of the woodlands. A young boy approaches you and hails you, "a After a brief delay in the waiting area they are led into the Council room proper. The room is large, but sparsely furnished with twenty chairs, a crescent oak table, and a sidebar with refreshments on it. Twelve of the seats are

Commented [u7]: You skipped something here.

occupied by a range of men, appearing to be from mid-twenties to late forties, with one individual showing distinct elven features.

The tall half-elf addresses you, "Welcome gentlekin. I am Nightfeather, Grand Druid of Ravenwood and lord of Hawksgate. Please make yourselves comfortable. We have some excellent slip-aged Caligaran wine on hand, as well as some sweet biscuits and cured bison on our sidebar." He gestures for you to help yourselves.

There is a spread on the sidebar, with various cheeses, wines, sweetmeats and biscuits. The councilmen do not take exception if the PCs care to take some of the food with them, however overtly gluttonous behavior is treated disdainfully.

➤ **Slip-aged?:**

➤ "A bottling process the Guild of Tranthus have come up with. They can produce more fine wine this way, as I understand it. Unfortunately, it does keep aging at an accelerated rate and turns to vinegar more often than not. But this should still be good for awhile."

Once the PCs refresh themselves and sit/stand to their individual preference, the guardsmen shut the doors, drops a bar across them and one fits an amulet in a depression in it. A **Perception check DC 10** or better will reveal sigils carved into the bar connect with sigils on the wall around it which then encompass the room. As the PCs notice the entrapment Lord Nightfeather addresses them.

"Please, be at ease. I assure you this measure is merely a cautionary one against prying eyes and ears. However, you should be aware that no divinations of any sort can occur in this room. What is said here is between us alone. Now to the meat of it, as it were. Councilman Bryant?"

A portly human with bright red hair and beard clears his throat.

"For the past year, we who are attuned to the natural world have been suffering a strange dream. At first, like most, we shrugged it off as

maybe a badly digested meat pie or some such. However, certain things began to come together that made us think twice and begin to take them seriously as visions. For one thing, they repeat like clockwork every new moon of the month. Also every druid, ranger, and priest in the region has shared the same common elements in the dream. It is like this: you're floating gently in the dark, right? And you open your eyes to the sky, all the stars around you and about you. You see Raia below you, and the great moon above you. As you look at it, the moon changes, almost transparent, with a blazing light in the middle, like an enormous star sapphire. Then the gem falls from the sky and plunges down to Raia straight into the Urund desert. The sands swallow up the orb and begin to ebb and flow, waves of it spreading out to encompass all of the central kingdoms." Lord Nightfeather stands and begins pacing, "As I said, such fancies would normally be brushed aside as simple nightmares, perhaps brought on by excessive workloads or indigestion. But, since we and several others we know who are of sound mind continue to have this same vision, we cannot simply ignore it. It is clearly a warning, but from whom or from what we cannot say. Perhaps a divine message from our lady Brianna or Meneon? Last year we sent two of our veteran investigators into the Urund to seek answers. Nine months ago they ceased contact. The Urund is a dangerous place, but we feel there is more to the agents' disappearance than that."

He stops pacing and faces the group. "As of yet we haven't been able to convince the Eagsin council to intrude into the Urundi lands. Especially when the only evidence we have of their intent is a couple of missing agents who weren't supposed to be there. This means we must rely on you outsiders for help. Your reward will be substantial, and your confidentiality a must. What say you?"

If the heroes refuse, the council bids them well and sends them back to Amthydor. 50xp is rewarded for their time. Otherwise, continue below.

If they agree:

Commented [u8]: How about adding he nods to the druid and begins? A little more of a transition from one NPC to the other.

“Excellent! The missing agents are Daphid Miller and Sans Underkin. As the journey is long, even to the borders of the Urund itself, we have arranged guides for you. The first is Michael, who waits outside for you. He has some important letters to deliver and will take you through our ways to Merrimor. From there your guide will be Ahmose (Ah-moh-say) who will assist with relations in Urund. The natives there are not always friendly, so heed his advice and be wary. We do realize the vast distances you will have to travel, so do not press forward too quickly or else you may arouse suspicion. For your return, take these. They have upon them Teleport spells which should encompass the distance between the desert and here. Do not forget to fix a location here in your mind, one that is little traveled in case of complications with the spell. Shade and sweet water upon your journey.”

Lord Nightfeather hands them Biscuits of Return. When snapped, they act as the Teleport spell, CL10. They lose all magic afterward and may be consumed normally. He also hands them two scrolls, which have the likeness of the two missing agents along with their names. The guards unbar the doorway and Michael meets them outside.

Outside, you meet the messenger Michael. You know this since at some time a loving relative knitted him a very uncomfortable looking tunic of wool and cleverly fit the word “Michael” in elvish and common into it in a darker fleece. Besides the outlandish dress, Michael is weighed down by a large wicker basket strapped to his back. “owdy! Look ferwerd t’ steppin’ witchoo. This ‘ere’s me missives basket. ‘Nuff said eh?” He grins broadly.

Human Michael won’t let the PCs see the missives, saying they’re confidential.

\ Michael, Human Commoner (lvl 4)
NG Medium Humanoid
Init +0; **Senses** nil
AC 12, touch 10, flat-footed 12; +2 Armor)
hp 28 (4d6+12)
Fort +1, **Ref** +1, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee +1 shortsword (1d6+3,x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities none
Spells Known none
Str 13, **Dex** 11, **Con** 15, **Int** 9, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 13
Feats
Skills Handle Animal +4, Knowledge Nature +2, Knowledge Local +1, Knowledge Geography +2, Profession Courier +2, Survival +3
Languages Common
SQ nil
Gear Cotton commoner tunic, 2 potions of cure medium wounds, short sword, woven courier bag

Encounter 2 – Tricks of the Trade

You leave Hawkgate with the messenger. Though past his prime, Michael seems adequately prepared for the trip, with his own backpack of supplies and gear, and an old, but serviceable sword on his belt. He fills your ears with stories of his children and grandchildren living in Thermastra on the two hour trek to the Runetree.

A **DC 16 Diplomacy**, or else **good roleplay** will reveal:

“Sure’n I knows about those dreams. All the Circle’s a- buzzin’ about it. Strange that only those who follow Meneon seem t’ be getting ‘em.” He taps his head and winks at you.

If asked he explains the Circle is the council of high druids and their court. He doesn’t know anything more than what the heroes already heard about the dreams.

Then:

As you approach the grove, one tree stands out from the others. It is a tall oak among the fir trees, and it bears a circle of yellow runes carved in a circle on its east side. Michael gestures to

Commented [u9]: This is too much boxed text and not enough interaction. You need a question and answer section. Why did you chose these two? What makes you think they didn’t run off? How much are you paying us? Etc.

Commented [u10]: This should be part of the q & a.

Commented [u11]: Redundant. How about a circle of yellow runes are carved into the east side of the oak.

the group, "Ah, here we are. Gather round now, e'eryone form a circle." Michael walks up to the base of the runes, grasps the nearest person's hand, pulls out an amulet and whispers something. The runes flash and you get the sensation of being squeezed and stretched impossibly long. After a second of disorientation you find yourselves in a different grove. "Hah! Neat trick eh? An' any of the Circle can do that. Would do wonders for the delivery service, I tell ya. Now we just have a two day trek and we're there."

A DC 15 Perception check, plus knowledge of the Elven language reveals the phrase Michael whispers is "Knock, knock"

A DC 15 Survival check will reveal the grove to be about 60 miles southeast of Merrimor.

A DC 19/22/30 Perception, for ATL 5/7/9 respectively, reveals the waiting rogues and triggers Encounter 3. If no successes then the group's trek appears uneventful until past nightfall, when the rogues attack, succeeding in a surprise round. You may either have the heroes choose the nightguard on watch or else choose it randomly if they take turns. If they notice the rogues waiting, two of the ambushers will take the first turn to unmuzzle and loose the dogs.

Encounter 3 – Rustle in the Bushes

The bandits will begin with a volley from their spears, attempting to incapacitate the heroes before advancing in for the kill. They will also have used their **Scrolls of Darkvision**, allowing them 60ft darkvision.

A malicious band of brigands emerges from the woods around you, eerie light glinting off their blue-black armor and drawn weapons.

Initially the bandits will target the strongest looking member of the group. Their goal is to try

to take out Michael and/or make off with his missives. The dogs or wolves will run interference, trained to encircle prey and hinder them while their handlers try to get some sneak attacks in with the flanking bonuses. At **ATL 9**, the bandits will also use their **Scrolls of Silence** if one of the heroes casts a spell.

If somehow one of the bandits are captured and questioned:

➤ **Any first question:**

"I was a Fang of Graala, and you are all doomed if you continue this path."

➤ **Was?:**

"Failure is death. I will serve my fate in the afterlife and try when I return again to regain my lord's good grace."

➤ **Path?:**

"You follow orders from the mewling bitch's treehuggers. Their path is pillowed with complacency and is doomed to ruin by the strong."

The bandit's tone is derisive and very belligerent, laughing at the heroes. He will not answer any further unless compelled through magic or an **Intimidate check**

➤ **Why did you attack us?/ Who sent you?:**

"Ortego ordered us. We were to kill the messenger and burn his letters."

If any magic pertaining to truth or an opposed **Sense Motive** will warn that this isn't the whole truth. Further threats or intimidation reveals.

➤ **Who really sent you?:**

"The Masked Lord, Tantore,(Tan-Tor-Eh) and he will save us all!"

The bandit won't say anything more. Michael will suggest you take him to the authorities in town to be dealt with or let go. If taken to town, the bandit mocks the group the entire trip to Merrimor about

Commented [u12]: What is the DC on the intimidate check?

their weakness in resolve to kill him. He may even try to provoke the group into killing him so he could 'come back' all the sooner to please his deity.

If no bandits survive, or they search the captured bandit, the heroes find a parchment with a detailed description of Michael on it and a ransom of 500 gp to be paid to the holder following Michael's death and the deliverance of his missives to Ortega in Merrimor. It is also stamped in the corner with this crescent-circle-crescent design:)•(

ATL 5

\ Human Rogues x4 (lvl 4)
NE Medium Humanoid
Init +2; **Senses** nil
AC 18, touch 12, flat-footed 15; (+2 Dex, +5 Armor, +1 Dodge)
hp 24 (4d8)
Fort +1, **Ref** +4, **Will** +3
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee +6 shortspear (1d6+3,x2)
Ranged +5 shortspear (1d6+3,x2, 20ft)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +2d6 +*Slow Reactions*
Spell-Like Abilities none
Spells Known none
Str 16, **Dex** 14, **Con** 11, **Int** 11, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +6; **CMD** 18
Feats Evasion, Improved Unarmed Strike, Iron Will, Uncanny Dodge, Dodge
Skills Acrobatics +8, Bluff +4, Climb +9, Handle Animal +2, Heal +2, Intimidate +4, Knowledge Nature +2, Knowledge Local +5, Knowledge Geography +2, Perception +8, Profession Hunter +6, Sense Motive +6, Stealth +7, Survival +3,
Languages nil
SQ nil
Gear Chain shirt, +1 blueshine (armor bonus +5, Max Dex +4, Armor check -2, Arcane failure 20%, immune to acid and rust effects, +2 to Hide checks), Short Spears (2)
Special Abilities
Surprise Attack (Ex): During the surprise round,

opponents are always considered flat-footed to a rogue with this ability, even if they have already acted

Slow Reactions (Ex)*: Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

\ Dogs x6 (CR 1/3)

N Small Animal
Init +1; **Senses** low-light vision, scent; Perception +8
AC 13, touch 12, flat-footed 12; (+1 Dex, +1 natural, +1 size)
hp 7 (1d8+2)
Fort +4, **Ref** +3, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 40 ft.
Melee bite +2 (1d4+1)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities none
Spells Known none
Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +0; **CMB** +0; **CMD** 11(15 vs trip)
Feats Skill Focus(Perception)
Skills Acrobatics +1(+9 jumping), Perception +8, Survival +1
Languages nil
SQ nil
Gear nil
Special Abilities nil

Commented [u13]: This should be a players handout.

ATL 7

\ Human Rogues x4 (lvl 8)
NE Medium Humanoid
Init +2; **Senses** nil
AC 18, touch 12, flat-footed 15; (+2 Dex, +5 Armor, +1 Dodge)
hp 52 (8d8)
Fort +2, **Ref** +6, **Will** +4
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee +9/+4 shortspear (1d6+3,x2) or +9/+4 shortspear (1d6+3+1d6 frost, x2)
Ranged +9 shortspear (1d6+4,x2, 20ft) or +9 shortspear (1d6+4+1d6 frost, x2, 20ft)

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

Special Attacks Sneak Attack +4d6 +*Slow*

Reactions or *Bleeding Attack*

Spell-Like Abilities none

Spells Known none

Str 16, **Dex** 15, **Con** 11, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Evasion, Improved Unarmed Strike, Iron Will, Uncanny Dodge, Dodge, Point Blank Shot, Agile Maneuvers

Skills Acrobatics +8, Bluff +6, Climb +9, Handle Animal +4, Heal +4, Intimidate +6, Knowledge Nature +4, Knowledge Local +5, Knowledge Geography +4, Perception +8, Profession Hunter +6, Sense Motive +6, Stealth +9, Survival +5,

Languages nil

SQ nil

Gear Chain shirt, +1 blueshine (armor bonus +5, Max Dex +4, Armor check -2, Arcane failure 20%, immune to acid and rust effects, +2 to Stealth checks), Short Spears (2), +1 Short Spear of Frost

Special Abilities

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted

Slow Reactions (Ex)*: Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

\ Dire Hunting Wolves x4 (CR 3)

N Large Animal

Init +2; **Senses** low-light vision, scent; Perception +10

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 47 (5d8+15)

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

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

Spd 50 ft.

Melee bite +7 (1d8+6 plus trip)

Ranged nil

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

Special Attacks nil

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20(24 vs trip)

Feats Run, Skill Focus(Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1(+5 scent tracking)

Languages nil

SQ nil

Gear nil

Special Abilities nil

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

ATL 9

\ Human Rogues x6 (lvl 8)

NE Medium Humanoid

Init +2; **Senses** nil

AC 20, touch 12, flat-footed 17; (+2 Dex, +7 Armor, +1 Dodge)

hp 52 (8d8)

Fort +2, **Ref** +6, **Will** +4

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

Spd 30 ft.

Melee +9/+4 shortspear (1d6+3,x2) or +10/+5 shortspear (1d6+3+1d6 frost, x2)

Ranged +9 shortspear (1d6+4,x2, 20ft) or +10 shortspear (1d6+4+1d6 frost, x2, 20ft)

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

Special Attacks Sneak Attack +4d6 +*Slow*

Reactions or *Bleeding Attack*

Spell-Like Abilities none

Spells Known none

Str 16, **Dex** 15, **Con** 11, **Int** 11, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +11; **CMD** 21

Feats Evasion, Improved Unarmed Strike, Iron Will, Uncanny Dodge, Dodge, Point Blank Shot, Agile Maneuvers

Skills Acrobatics +8, Bluff +6, Climb +6, Handle

Animal +4, Heal +4, Intimidate +5, Knowledge Nature +4, Knowledge Local +5, Knowledge Geography +4, Perception +8, Profession Hunter +6, Sense Motive +6, Stealth +9, Survival +5, Use Magic Device +5

Languages nil

SQ nil

Gear Chain shirt, +3 blueshine (armor bonus +5, Max Dex +4, Armor check -2, Arcane failure 20%, immune to acid and rust effects, +2 to Hide checks), Short Spears (2), Short Spear of Frost, Scroll of Silence (Use Magic DC 22)

Special Abilities

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to a rogue with this ability, even if they have already acted

Slow Reactions (Ex):* Opponents damaged by the rogue's sneak attack can't make attacks of opportunity for 1 round.

Resiliency (Ex): Once per day, a rogue with this ability can gain a number of temporary hit points equal to the rogue's level. Activating this ability is an immediate action that can only be performed when she is brought to below 0 hit points. This ability can be used to prevent her from dying. These temporary hit points last for 1 minute. If the rogue's hit points drop below 0 due to the loss of these temporary hit points, she falls unconscious and is dying as normal.

\ Dire Hunting Wolves x8 (CR 3)

N Large Animal

Init +2; **Senses** low-light vision, scent; Perception +10

AC 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)

hp 47 (5d8+15)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft.

Melee bite +7 (1d8+6 plus trip)

Ranged nil

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

Special Attacks nil

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20(24 vs trip)

Feats Run, Skill Focus(Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1(+5 scent tracking)

Languages nil

SQ nil

Gear nil

Special Abilities

Trip: Bite (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

After the encounter-- if Michael still lives-- he'll insist on resting a day, the excitement being too much for him. If he dies, the group can still carry the missives, if they're not damaged, and deliver them to the authorities in Merrimor. Otherwise they continue to Encounter 4.

Encounter 4 – Swapping Partners

In Merrimor, if the group has a prisoner, Michael leads them to the prison and hands him over. They then head over to the Winkin' Nymph.

A raucous crowd fills the Winkin' Nymph, and you get the feeling of general goodwill. Drinks are being passed around, bought by friend-of-a-friends and old companions alike. Your entry causes little notice until you approach the barkeep. He is working furiously to keep up with the orders, but pauses as he takes sight of your group. "Welcome! What can I get you?"

Group can order drinks, meals, and relax a bit. If Michael still lives, he'll bid them luck and go on his own way, promising to pass word on of their successful arrival.

If they ask about Ahmose, the barkeep will direct them to his table. If they have the captive, the barkeep will send a serving boy to fetch the authorities and take him away. If asked about Ortega he knows nothing.

Commented [u14]: How about an idea on what the party has available to order? What is the house specialties?

The barkeep points you to a table seat in the corner. A dark-haired, bronze skinned desert elf sits at the table, stabbing a piece of meat. Unlike the jovial feel of the crowd, this guy's solemn demeanor and loose clothing sets him apart. As he looks up, you glimpse his weathered and dry features. He frowns. "It's about time. Here," he tosses you a satchel, "I have brought light clothing for you to weather the desert in. We must leave." The satchel is full of loose tunics and pants, and a variety of wraps, all made of wispy silk.

Ahmore has been waiting for a party from Lord Nightfeather for two weeks now and he's in a bit of a bad temper. (The group can try for a Diplomacy check to convince Ahmore to let the group rest for one night, which he does begrudgingly if they succeed). He will not allow for any more time to be "wasted" though, explaining that he doesn't wish to be away from his tribe any more than necessary. Any attempt at searching for Ortega falls under this category, too. Ahmore brushes off suggestions of danger;

"The desert is a vast land, with few of the Dek'Uru willing to shoulder 'outsiders'. We will be fine."

If the characters press the point, Ahmore impatiently waits for them while they chase their tails since he's honor bound to escort the group. Go to Encounter 5.

Encounter 5 – Worms!

Ahmore leads you a couple miles out of town and to a spindly strip of a tree. "This is an imbauma tree, native to my home. We will use it to get into the Urund without complications." He kneels near the base and brushes away some moss to reveal a carved circle of runes. He retrieves an familiar looking amulet from his pouch and places it in the circle, whispering a word. The runes flash, and a sensation of travel washes over you. You are now in a vast dry landscape with rolling dunes as far as you can see. A bright sun beams down on you. The thin tree next to you is

the only one of its type you can see around, though cacti and rolling shrub are scattered about. Ahmore looks around with a frown, "This is not right. We should be outside Lion Oasis. We are on the wrong end of the silt river. Now we will have to cross it."

He leads you on a short walk further into the desert. The sand beneath your feet slowly becomes silver until Ahmore stops you. "This is it. We're at the edge of the river. From here on the silt is too loose to walk on. We need to find the stepping stones and cross. I will help you easterners with the heat"

Ahmore will use his **Survival check** to assist any environmental based heat checks, DC 15 to pass, adding +2 to the players' check.

> **What beasts?:**

"Great creatures that live in the river. They are truly a sight to behold. From a distance of course. They are plated, as if wearing armor, and a great chill radiates off them."

> **Why not fly/use boat?:**

"It will take us half a day to cross via the stones, but they are enchanted with a warding spell against the beasts that dwell in the river. The stones are very old. No Dek'Uru knows who made them but they are a great boon to the region. Our shaman regularly strengthens the enchantment to keep it up. Believe me, we do not wish to run afoul of the wild beasts."

> **Can't we use that amulet?:**

"The amulet is only good for two trips, one there and one back. I have used this one twice now and it needs to be charged. That takes a month to do, with skills I do not have. We do not have that kind of time to waste."

Then after Q and A:

After a short search you discover a dark cobblestone path barely discernible under a fine layer of silver silt. The path is 25ft wide and leads off into the western horizon.

Commented [u15]: DC???

Determine marching order and/or formation. It is also important to note whether it is night or day when they cross. The combat segment will be on a stretch of road that's been halfway demolished, so has a jagged semi-circle ripped from the path, at the smallest only 10ft wide.

You hike along the trail for a few hours in silence. The pathway's eerie design and Ahmose's stony demeanor make for an uncomfortable atmosphere. Just as the silence was becoming unbearable, you hear a rumbling, rushing sound off to the left of the path. You draw your weapons and an chitinous wyrm explodes out of the silt a few feet from the path, towering high above you. A shimmering chill surrounds it, and as it pauses while towering over you, you could swear it was looking at your group. Ahmose shouts to the group to put away their weapons. The creature roars and makes to move above you.

If the group leaves the worm alone, follow to Encounter 7. If not, go to Encounter 6. Use your own discretion for deciding if the group hesitates or not, while trying to decide what to do. Either way specs for Ahmose will be needed so...

DM Note: Don't forget to add Ahmose's Favored Enemy bonus in combat and his Favored Terrain, Track and Heat Endurance when dealing with circumstances of the desert. Also, the **Init value in parenthesis applies only in the desert, which is most of the rest of the mod.

Ahmose, Desert Ranger (CR 5)

N Medium Humanoid(Desert Elf)

Init +5(+7); **Senses** low-light vision; Perception +8

AC 19, touch 15, flat-footed 14; (+5 Dex, +4

Armor)

hp 34 (5d8)

Fort +4, **Ref** +9, **Will** +2

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

Spd 30 ft.

Melee longsword +7 (1d8+2)

Ranged +1 composite shortbow +10 (1d6+3, 60ft)

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

Special Attacks none

Spell-Like Abilities none

Spells Known Calm Animals 1/day

Str 14, **Dex** 20, **Con** 10, **Int** 15, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +12; **CMD** 22

Feats Point Blank Shot, Agile Maneuvers, Combat Expertise, Far Shot, Endurance

Skills Climb +6, Craft(traps) +6, Handle

Animal +5, Heal +5, Intimidate +10,

Knowledge(dungeoneering) +7, Knowledge

(geography) +10, Knowledge (nature) +10,

Perception +8, Ride +12, Stealth +10, Sense

Motive +3, Survival +8, and Swim +7.

Languages Common, Elven

SQ nil

Gear +1 studded leather, longsword, +1 composite shortbow (str +2), +1 arrows (60)

Special Abilities:

Keen Senses: +2 on Perception checks concerning sight or sound

Elven Immunities: Desert elves are immune to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.

Elven Magic: Desert elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, desert elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.

Weapon Familiarity: Desert elves are proficient with the scimitar, rapier, and shortbow (including composite shortbow), and treat any weapon with the word "elven" in its name as a martial weapon.

Heat Endurance: Desert elves gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.

Animal Knowledge: Desert elves receive a +2 racial bonus on Handle Animal, and Ride checks.

Favored Enemy(ex): When facing an opponent of the Animal subtype Ahmose gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. He may make knowledge skill checks untrained when attempting to identify these creatures. Also, he gains a +4 bonus of the above types against creatures of the Magical Beast type.

Track (Ex): Ahmose adds half his level to Survival skill checks made to follow or identify tracks.

Wild Empathy (Ex): A ranger can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. Ahmose rolls 1d20 and adds his ranger level and his Charisma bonus (+4) to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, Ahmose and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. He can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Combat Style Feat (Ex): Archery: Far Shot.

Favored Terrain: Desert (Ex): Ahmose gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. While traveling through his favored terrain he normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

Hunter's Bond (Ex): This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for 1 round. This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Encounter 6a – Wormfood

If the group fired or casts a spell at the sandworm it negates the warding enchantment on the pathway and the worm attacks. Yum! The Urund during daytime falls under the "Hot" climate, suffering the -4 penalty to saving throws for characters in armor and wearing heavy clothing. Characters with the Heat Endurance feat or that are cold-blooded are immune to this effect.

The Siltwyrms attack indiscriminately, however they have enough cunning to focus on spellcasters or heavy hitters once they reveal themselves in the

group. In case you can't tell, they are a variant of the Remorhaz, although Siltwyrms feast upon heat and normally lie dormant during the day. Physically they resemble the Remorhaz, except that Siltwyrms are a much darker blue hue, almost black and their legs are more like hardened flippers than insect legs.

In ATL 7/9 say in the text that a couple more wyrms join the first one before the fight starts. Even though the wyrms can burrow, the magic stones prevent them from damaging the path. This makes it necessary for them to fight above ground, with the exception of ATL 9 explained below.

In the ATL 9 scenario, the Siltwyrms Snatch feat is used to pull adventurers off the road into the river. There they must survive as of falling into quicksand (p88 DMG) making a **Swim DC 10** to tread in place or **Swim DC 15** to move 5' every round. Even worse, there is a **10%** chance every round off the path of being attacked from below by additional wyrms in the river, although they're just nibbling and don't join in the overall encounter. **Nibbling Attack:** bite +13 (2d6+4 dmg)

There is also the threat of drowning in the silt. Any character can hold her breath for a number of rounds equal to twice her Constitution score. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns. Unconscious characters must begin making Constitution checks immediately upon being submerged (or upon becoming unconscious if the character was conscious when submerged). Once she fails one of these checks, she immediately drops to -1 (or loses 1 additional hit point, if her total is below -1). On the following round, she drowns. (**Ref. Pathfinder Core Rulebook**)

ATL 5

⚔ Siltwyrms (1)

N Huge magical beast

Init +1; **Senses** low-light vision, tremorsense 60ft, Perception +12

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, -2 size)

hp 94 (9d10+45)

Fort +11, **Ref** +7, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** fire, cold; **SR** nil

Spd 30 ft., burrow 20ft

Melee bite +13 (3d6+9 plus grab)

Ranged nil

Space 15 ft.; **Reach** 15 ft.

Special Attacks cold, swallow whole(2d6+9 plus 6d6 cold, AC 15, hp 9)

Spell-Like Abilities none

Spells Known nil

Str 22, **Dex** 13, **Con** 21, **Int** 5, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +17(+21 grapple); **CMD** 28 (can't be tripped)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Perception +12 and Swim +7.

Languages Giant (cannot speak)

SQ nil

Gear nil

Special Abilities:

Cold (Su) An enraged Siltwyrms generates cold so intense that anything touching its body takes 6d6 points of cold damage. Creatures striking a Silt Worm with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The cold is so brittle it can shatter weapons; any weapon that strikes a Siltwyrms is allowed a DC 19 Fortitude save to avoid taking damage. The save DC is Constitution-based.

ATL 7

⚔ Advanced Siltwyrms (3)

N Huge magical beast

Init +3; **Senses** low-light vision, tremorsense 60ft, Perception +14

AC 24, touch 11, flat-footed 21; (+3 Dex, +13

natural, -2 size)

hp 107 (9d10+63)

Fort +13, **Ref** +9, **Will** +6

Defense Abilities nil; **DR** nil; **Immune** fire, cold;

SR nil

Spd 30 ft., burrow 20ft

Melee bite +15 (3d6+11 plus grab)

Ranged nil

Space 15 ft.; **Reach** 15 ft.

Special Attacks cold, swallow whole(2d6+11 plus 6d6 cold, AC 15, hp 9)

Spell-Like Abilities none

Spells Known nil

Str 26, **Dex** 17, **Con** 25, **Int** 9, **Wis** 16, **Cha** 14

Base Atk +9; **CMB** +19(+23 grapple); **CMD** 32 (can't be tripped)

Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception)

Skills Perception +14 and Swim +9.

Languages Giant (cannot speak)

SQ nil

Gear nil

Special Abilities:

Cold (Su) An enraged Siltwyrms generates cold so intense that anything touching its body takes 6d6 points of cold damage. Creatures striking a Silt Worm with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The cold is so brittle it can shatter weapons; any weapon that strikes a Siltwyrms is allowed a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.

ATL 9

⚔ Advanced Siltwyrms (3)

N Huge magical beast

Init +3; **Senses** low-light vision, tremorsense 60ft, Perception +14

AC 26, touch 11, flat-footed 23; (+3 Dex, +15 natural, -2 size)

hp 127 (11d10+67)

Fort +13, **Ref** +9, **Will** +6

Defense Abilities DR 5/magic; **DR** nil; **Immune** fire, cold; **SR** nil

Spd 30 ft., burrow 20ft

Melee bite +15 (3d6+13 plus grab)

Ranged nil

Space 15 ft.; **Reach** 15 ft.
Special Attacks cold, swallow whole(2d6+13 plus 8d6 cold, AC 15, hp 12)
Spell-Like Abilities none
Spells Known nil
Str 26, **Dex** 17, **Con** 25, **Int** 9, **Wis** 16, **Cha** 14
Base Atk +9; **CMB** +19(+23 grapple); **CMD** 32 (can't be tripped)
Feats Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Skill Focus (Perception), Snatch
Skills Perception +16 and Swim +11.
Languages Giant (cannot speak)
SQ nil
Gear nil
Special Abilities:
Cold (Su) An enraged Siltwyrm generates cold so intense that anything touching its body takes 8d6 points of cold damage. Creatures striking a Silt Worm with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The cold is so brittle it can shatter weapons; any weapon that strikes a Siltwyrm is allowed a DC 21 Fortitude save to avoid taking damage. The save DC is Constitution-based.

Encounter 6b – Short Fight

*The creature dives back below the surface. A few moments pass and you begin to relax again and approach the decimated area. "The creature is a Siltwyrm," explains Ahmose, "They rule the river, and are not mindless. I have heard of some tribes able to raise them as steeds, though. If you had attacked, the enchantment upon the path would have broken for us and we would be fair game against them. Our shaman, Djeserit (**Jes-sir-rit) claims the dweomer is an ancient pact between the beasts and travelers who walk the path." You digest his words while moving along. As you cross to the other side of the hole, another worm explodes out of the sand to the left! It arcs overhead, plunging back into the silt of the other side. Bits of silver dust fall from its underbelly onto you in a gentle rain. To your*

surprise a troupe of dwarves fall as well, landing in front of you. One of them steps up squinting through his afghan, barring the way. "So, ye'r the troublemakers. Ya look squishy enough, for what he's payin'." They charge you!

Bonus points for anyone who makes a credit card joke.

The dwarves are Wimble, Strat, and Barton, part of a mercenary troupe hired by Unti'Uld, the Dark Druid the group will meet at the end. Each has an Amulet of Endure Elements gifted to them so they do not suffer from the heat due to their armor (See Encounter 6 for notes on climate and the river). If the adventurers get close to the edge of the river the dwarves may try to bull rush them into it, but otherwise they fight normally. The fighters will try an intimidate check every once in a while in order to 'shaken'. Also in ATL 7/9 the fighters will quaff Blink potions, 50% miss for heroes, 20% miss for them. If there are any shield-bearers in the group they will try at least once to sunder the shield. Keep in mind their Stand Still feat stops movement if successful; they'll use this to protect their brother the cleric. The cleric will quaff the Shield of Faith potion then begin casting de-buffs and channeling negative energy which he can avoid hurting his brothers with due to his Selective Channeling feat. He'll join the fray when the group gets past his brothers or he runs out of spells.

Being mercs, the group is not closed to negotiations. They will bargain mercilessly, not settling for less than at least 2000gp/ 3500gp/ 5000gp per hero per ATL, cash or goods, to let the heroes pass. If the heroes beat them down a bit first they'll lower their asking price accordingly. If paid, Barton and his brothers jump into the river and are seen riding off on one of the wyrms. They have a pact with a few of them, strictly for travel purposes. The wyrms *are* intelligent, remember.

ATL 5

⚔ **Wimble and Strat Muttonbearer** (Ftr 7)
 CN Medium Humanoid(Dwarf)
Init +1;**Senses** Darkvision; Perception +2

AC 23, touch 12, flat-footed 22; (+1 Dex, +12 Armor, +1 Deflection)
hp 69 (7d10+19)
Fort +7, **Ref** +3, **Will** +5(+7 vs fear)
Defense Abilities Fortification, light (25%); **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee pick, heavy +13 (1d6+5, x4, +1d6 Vital Strike)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks none
Spell-Like Abilities none
Spells Known nil
Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 13, **Cha** 9
Base Atk +7; **CMB** +10; **CMD** 22
Feats Power Attack, Improved Sunder, Combat Reflexes, Stand Still, Weapon Focus, Shield Focus, Vital Strike, Iron Will
Skills Acrobatics -5, Handle Animal +4, Intimidate +6, Knowledge (dungeoneering) +4, Knowledge (engineering) +4, Perception +2, Profession (mercenary) +6, Ride -2, Survival +6, and Swim -1.
Languages Common, Dwarven, Gnome
SQ nil
Gear +1 Half-Plate of Fortification (light), +1 Pick (heavy), Heavy Wooden Shield, +1 Ring of Protection, Amulet of Endure Elements
Special Abilities:
Darkvision: Dwarves can see in the dark up to 60 feet.
Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.
Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.
Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located

in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Bravery (Ex): Wimble and Strat have a +2 bonus on Will saves against fear.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Weapon Training: Axe (Ex): Whenever Wimble or Strat attacks with a weapon from this group, he gains a +1 bonus on attack, damage, and CMB rolls.

⌘ **Barton Muttonbearer** (Clr 6)

NE Medium Humanoid (Dwarf)

Init +3; **Senses** Darkvision;

AC 19, touch 10, flat-footed 19; (+9 Armor)

hp 65 (6d8+15)

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

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

Spd 20 ft.

Melee mace, heavy +6 (1d8+2, x2)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 13, **Cha** 14

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

Feats Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Selective Channeling

Skills Appraise +4, Diplomacy +6, Heal +5, Knowledge (Religion) +3, Knowledge (Arcana) +3, Profession (mercenary) +5, Sense Motive +5, Spellcraft +3

Languages Common, Dwarven, Gnome

SQ nil

Gear +1 Half-plate, Potion of Shield of Faith +3, Potion of Cure moderate wounds (x2), Amulet of Endure Elements

Special Abilities:

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Aura (Ex): Barton has a particularly powerful aura, shining his alignment.

Channel Negative Energy (Su): 3d6, Will DC15 for 1/2. Charisma based. 5/day.

Spells: Cleric Domains (Lucor): Travel, Commerce

Domain Spells: Longstrider, Locate Object, Fly
Cleric Spells Per Day: 4/4+1/3+1/2+1.

Lvl 1: Command (2), Doom DC14, Deathwatch

Lvl 2: Hold Person, Silence(2)

Lvl 3: Bestow Curse(2) DC16

ATL 7

Wimble and Strat Muttonbearer (Ftr 9)
CN Medium Humanoid(Dwarf)

Init +1;**Senses** Darkvision; Perception +2

AC 26, touch 14, flat-footed 24; (+2 Dex, +12Armor, +2 Deflection)

hp 90 (9d10+25)

Fort +8, **Ref** +5, **Will** +6(+8 vs fear)

Defense Abilities Fortification,light (25%); **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee pick, heavy+15(1d6+5,19-20 x4

Thundering, +1d6 VitalStrike)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +14; **CMD** 24

Feats Power Attack, Improved Sunder, Combat Reflexes, Stand Still, Weapon Focus, Shield Focus, Vital Strike, Iron Will, Intimidating Prowess, Improved Critical(pick)

Skills Acrobatics -3, Handle Animal +4, Intimidate +9, Knowledge(dungeoneering)+4, Knowledge (engineering) +4, Perception +2, Profession(mercenary) +6, Ride -2, Survival +6, and Swim +1.

Languages Common, Dwarven, Gnome

SQ nil

Gear +1 Half-Plate of Fortification (light), +1 Thundering Pick(heavy), Heavy Wooden Shield, +2 Ring of Protection, Amulet of Endure Elements, Potion of Blink

Special Abilities:

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Bravery (Ex): Wimble and Strat have a +2 bonus on Will saves against fear.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Weapon Training: Axe (Ex): Whenever Wimble or Strat attacks with a weapon from this group, he gains a +2 bonus on attack, damage, and CMB rolls.

Wimble and Strat Muttonbearer (Clr 8)

NE Medium Humanoid(Dwarf)

Init +3; **Senses** Darkvision;

AC 21, touch 10, flat-footed 21; (+11 Armor)

hp 77 (8d8+19)

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

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

Spd 20 ft.

Melee mace, heavy +8/+3 (1d8+2, x2)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +8; **CMD** 21

Feats Spell Focus (Necromancy), Greater Spell

Focus (Necromancy), Selective Channeling,

Combat Casting

Skills Appraise +5, Diplomacy +6, Heal +5,

Knowledge (Religion) +3, Knowledge (Arcana)

+3, Profession (mercenary) +5, Sense Motive +6,

Spellcraft +3

Languages Common, Dwarven, Gnome

SQ nil

Gear +1 Half-plate, Potion of Shield of Faith +3,

Potion of Cure moderate wounds (x2)., Amulet of

Endure Elements, Ring of Force Shield

Special Abilities:

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a

bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Aura (Ex): Barton has a particularly powerful aura, shining his alignment.

Channel Negative Energy (Su): 4d6, Will DC16 for 1/2. Charisma based. 5/day

Spells: Cleric Domains (Lucor): Travel

Domain Spells: Longstrider, Locate Object, Fly, Dimension Door

Cleric Spells Per Day: 4/4+1/3+1/3+1/2+1.

Lvl 1: Command (2), Doom DC14, Deathwatch

Lvl 2: Hold Person, Silence(2), Zone of Truth

Lvl 3: Bestow Curse(2)DC16, Magic Circle

against Law or Good

Lvl 4: Unholy Blight(2) DC17

ATL 9

Wimble and Strat Muttonbearer (Ftr 11)

CN Medium Humanoid(Dwarf)

Init +1; **Senses** Darkvision; Perception +2

AC 27, touch 14, flat-footed 25; (+2 Dex,

+13Armor, +2 Deflection)

hp 108 (11d10+31)

Fort +9, **Ref** +6, **Will** +7(+10 vs fear)

Defense Abilities Fortification, light (25%); **DR**

nil; **Immune** nil; **SR** nil

Spd 20 ft.

Standard Melee pick, heavy+18(1d6+5, 19-20 x4

Thundering, +1d6 VitalStrike)

Full Melee pick, heavy+18/+13/+8 (1d6+5, 19-20

x4 Thundering)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +11; **CMB** +16; **CMD** 26

Feats Power Attack, Improved Sunder, Combat Reflexes, Stand Still, Weapon Focus, Shield Focus, Vital Strike, Iron Will, Intimidating Prowess, Improved Critical(pick), Improved Bull Rush, Greater Bull Rush

Skills Acrobatics -2, Handle Animal +4, Intimidate +11, Knowledge(dungeoneering)+4, Knowledge (engineering) +4, Perception +2, Profession(mercenary) +6, Ride -1, Survival +6, and Swim +4.

Languages Common, Dwarven, Gnome

SQ nil

Gear +1 Half-Plate of Fortification (light), +2 Thundering Pick(heavy), +1 Heavy Wooden Shield, +2 Ring of Protection, Amulet of Endure Elements, Potion of Blink

Special Abilities:

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Bravery (Ex): Wimble and Strat have a +2 bonus on Will saves against fear.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Weapon Training:Axe (Ex): Whenever Wimble or Strat attacks with a weapon from this group, he

gains a +2 bonus on attack, damage, and CMB rolls.

\ Barton Muttonbearer (Clr 10)

NE Medium Humanoid(Dwarf)

Init +3;**Senses** Darkvision;

AC 21, touch 10, flat-footed 21; (+11 Armor)

hp 95 (10d8+25)

Fort +9, **Ref** +6, **Will** +9

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

Spd 20 ft.

Melee mace, heavy +9/+4 (1d8+2, x2)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +7; **CMB** +9; **CMD** 22

Feats Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Selective Channeling, Combat Casting, Improved Channel

Skills Appraise +6, Diplomacy +6, Heal +5, Knowledge (Religion) +3, Knowledge (Arcana) +3, Profession (mercenary) +5, Sense Motive +7, Spellcraft +3

Languages Common, Dwarven, Gnome

SQ nil

Gear +1 Half-plate, Potion of Shield of Faith +3, Potion of Cure moderate wounds (x2)., Amulet of Endure Elements, Ring of Force Shield

Special Abilities:

Darkvision: Dwarves can see in the dark up to 60 feet.

Greed: Dwarves receive a +2 racial bonus on appraise skill checks made to determine the price of nonmagical goods that contain precious metals or gemstones.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Aura (Ex): Barton has a particularly powerful aura, shining his alignment.

Channel Negative Energy (Su): 5d6, Will DC19 for 1/2. Charisma based. 5/day

Spells: Cleric Domains (Lucor): Travel
Domain Spells: Longstrider, Locate Object, Fly, Dimension Door, Teleport
Cleric Spells Per Day: 4/4+1/4+1/3+1/3+1/2+1.
Lvl 1: Command (2), Doom DC14, Deathwatch
Lvl 2: Hold Person, Silence(2), Zone of Truth
Lvl 3: Bestow Curse(2)DC16, Magic Circle against Law or Good
Lvl 4: Unholy Blight(2)DC17, Cure Critical Wounds
Lvl 5: Slay Living DC18

Encounter 7 – Detour?

Fighting through the mercs or worms, the group continues deeper into the desert. Ahmose's mood doesn't improve towards the group, and he explains that the attack on the bridge brings up worries about his tribe.

“This is not normal and I worry for Djeserit and my tribe. I understand if we wish to press on to the Lifewell Oasis and pick up the trail, however I would ask that we take a side trail to my tribe's grounds to see to them. It is another half-day's travel out of our way though.”

The group has the two options to continue. If they choose the detour go to Encounter 8. Else wise go to Encounter 9.

Encounter 8 (optional) – Tragedy

Ahmose thanks them and heads off to the south.

DM note: Harere= Hah-ray-ray

After around 6 hours travel you see smoke in the distance. Ahmose takes off running. The group comes across a small oasis of solid ground and sparse vegetation. The smoke is coming from several hide tents and random spots that have been set aflame. Wild jackals can be seen, yipping and fighting over the corpses littering the grounds. Ahmose charges them with tears in his eyes and they scatter off. He runs around shouting “Djeserit! Harere! Please help me find my family!”

Group can search check the area as well as put out the fires or do nothing. **Perception DC 15** reveals some loot, **DC 20** locates Harere. Dousing the flames reveals some useful supplies as well listed in the treasure summary.

If they find Harere's body:

In one of the tents you find the mangled body of a beautiful girl child. Ahmose rushes to her and begins wailing when he sees her broken condition. Her eyes flutter open briefly and she moans, “Father...Men...Meneon...takes me...” Her eyes glass over and she passes away.

If the group doesn't locate Harere, Ahmose will take a minute to grieve over his tribesmen, vowing vengeance.

He digs a small cyst to bury the bodies in, laying his daughter on top if they found her. PCs can help with this as well with a strength check to cut some planks of wood, dig out the area placing the planks to prevent the sand from running back in, then haul the bodies into the cyst and covering it up. Bonus: A successful **Intelligence check** or **Knowledge: Nature check DC12** will warn them to dig a ways from the watering hole so as to not contaminate the water. **Knowledge Religion** with a cleric or paladin will successfully recite burial rites for the deceased, which Ahmose gratefully allows. They will then move to Encounter 9.

Encounter 9 – Finale

Traveling into the deep north the winds pick up steadily. After a day of this, if Ahmose is still with the group he'll call a halt.

“We must seek shelter. This has the signs of a devil storm and is very dangerous to be exposed like this..”

Survival check DC 25, with Ahmose adding his bonus if he still lives. Failure finds nothing and the group is forced to endure the storm or teleport back, ending the adventure; **go to Conclusion 2**.

Windstorm 51–74 mph ranged attacks (normal/siege) Impossible/–4, Check Size: Medium, Blown Away Size: Small, Fly Check Penalty: –8 The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

In addition, these winds are powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Perception checks that rely on sound are at a –8 penalty due to the howling of the wind.

This greater duststorm deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also poses a choking hazard (see the drowning rules copied above, except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 + her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

(Ref. Pathfinder Core Rulebook)

They may find some creative alternate means to survive the storm. It takes three days to clear, then move on with the encounter.

You discover a narrow cave entrance in the side of what you thought was a dune. Inside you are surprised to note the walls and ceiling are worked laterite, opening out into a 40' by 60' room.

There are six iron sconces on the walls with unlit torches in them, a pit in the center with bits of charcoal and wood in it, a laterite box and an iron enforced wooden door on the back wall.

Cave entrance is wide enough to come through single file. If the PCs are Good-aligned they will immediately get a feeling of foreboding about the place, ATL 7 and 9 will actually have the place *Unhallowed*. Box contents listed in treasure section. The door is has an iron lock, and either:

ATL 5

Flame Strike trap (perception DC30, Disable device DC30, 8d6 fire Reflex 17 ½)

ATL 7

Energy Drain trap (perception DC34, Disable device DC34,+10 Attk Rngd Tch 2d4 negative lvls, DC 23 Fort negates after 24 hrs)

ATL 9

Maximized Fireball trap (perception DC31, Disable device DC31, 60 fire Reflex 14 ½, 20ft Radius)

Besides that it opens into a small, empty closet. After a few moments the Nib Urund arrive, greet the group friendly and offer to eat with them. Unti'Uld is more than a little mad, so his speech is riddled with redundant statements and fluctuating tone.

No sooner had you settled into your new shelter than voices draw your attention to the front door. In walk four people, white cloaks drawn over their heads. As sand sifts off them, their robes sparkle as intricate rhinestone patterns are revealed. Their jovial conversation stops as they spot you. Pulling back their hoods, they show smiling faces. “Hullo! Welcome to our little sanctuary. You are, perhaps, seeking shelter from the desert, yes?”

➤ **Who are you/What do you want?:**

He bows, “I am Unti'Uld, leader of the Nib Urund. We are...caretakers of the desert. This is one of our safe homes. Pleased to make yourself welcome!”

The other three are heavily laden with goods, which they lay down. They begin making a cooking fire and bringing out food, seasoning, vinegar and some water, and invite the group to join them. If the PCs jump the gun and attack they'll find the key to the closet in Unti'Uld's cloak. Same end result.

- **We are investigating a strange dream about this region. Have you seen or heard of a large star sapphire in this area?:**

Unti'Uld thinks for a moment, "Yes, yes, a large star gem you say? I know of a man like that, I believe he goes by Tantore, true. We deal with him on occasion. He comes to us for things he needs, yes, resources. I'm afraid we don't know any more about him though."

- **We are looking for (describes the spies), have you seen them?:**

Unti'Uld's eyebrows shoot up, "Why yes, yes! You are friends of theirs, true? Perhaps seeking the same thing? They are staying with us, guests, yes, helping us with our critical work. They did feel bad about not telling their employer where they were, very insistent, but our safe homes must stay safe, yes. A visitor or two is fine, but if whole droves of visitors were to visit, well, it wouldn't work, true." He waves his hands to encompass the room. "Not enough space yes? But we can make a few exceptions. We will let you take them back." He smiles broadly.

- **What's the catch/Why?:**

His façade changes as he frowns at you, "Don't come back. This land is ours, and you are not wanted here, no. This is the message for your leaders and the followers of the moon-slave."

- **Take us to see them:**

Unti'Uld nods "Good, good, right through here. Follow, yes?"

Unti'Uld will head toward the door and whisper the disarm for the trap. If the door is open, he closes it, not commenting on the trap.

He places an ebony key into the door and opens it into another room at least as large as the one you left. The room appears to be some kind of laboratory, and all around the edges of the room are people strapped to metal frameworks with a single gem suspended above each of their heads. Hanging from the ceiling 60' up is a pale red glowing orb with ten lines of runes traced from it, down the walls and to the gurneys. Every couple of seconds a pulse of blue light follows the runes to the people, envelops them, and then is drawn as a fine mist into the sapphire gems. Unti'Uld faces you, with one of his men grinning beside him, "They are good helpers, yes?"

Combat ensues.

Positioning puts Unti'Uld and Dmitri in front of the group in the room and Ari and Flo behind. In combat Dmitri and Flo quaff their *Barkskin* potion, wild shape and attack while Ari and Unti'Uld will cast *Magic Fang, Greater* on them. Ari will then try *Heat Metal, Warp Wood, and Poison* spells to weaken the group while Unti'Uld will cast *Flame Strike* on the most likely spellcaster of the group. Feel free to use your judgement on the target, or else roll a **Perception check** for him. If brought to melee he'll Shillelagh at ATL 5 and melee or Wild Shape and fight at the higher levels. At ATL 7/9 the first move action will be to shift to hybrid form for the casters

As he fights Unti'Uld will **continuously spout rhetoric** of the survival-of-the-fittest type and how with Tantore's help his brethren will extend the desert's reach across the world. Some helpful examples are listed in the GM's handout 1.

ATL 5

∴ Unti'Uld (Druid lvl 8)

NE Medium Humanoid(Human)

Init +4;**Senses** Perception +7;

AC 17, touch 10, flat-footed 17; (+7 Armor)

hp 60 (8d8+8)

Fort +6, **Ref** +2, **Will** +9

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

Melee Club, Oak +7/+2 (1d6+1, x2) or Shillelagh
+8/+3 (2d6+2, x2)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 12, **Dex** 11, **Con** 10, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +6/+1; **CMB** +7; **CMD** 17

Feats Extend Spell, Improved Initiative, Silent
Spell, Combat Casting

Skills Acrobatics +4, Handle Animal +7,
Knowledge Nature +6, Knowledge Geography +5,
Perception +7, Spellcraft +7, Survival +4, Swim
+5

Languages Common, Druidic

SQ nil

Gear Amulet of Endure Elements, Oak Club (1d6,
x2),+1 Chainmail of Fortification(Light 25%),

Special Abilities:

Nature Bond (Ex): The druid has a close tie to the
natural world, granting him the cleric domain of
Earth:

Acid Dart (Sp): As a standard action, you can
unleash an acid dart targeting any foe within 30
feet as a ranged touch attack. This acid dart deals
1d6+4 points of acid damage. He can use this
ability a number of times per day equal to 3 + your
Wisdom modifier.

Acid Resistance (Ex): Unti'Uld has resist acid 10.

Nature Sense (Ex): A druid gains a +2 bonus on
Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A druid can improve the
attitude of an animal. This ability functions just
like a Diplomacy check made to improve the
attitude of a person. The druid rolls 1d20 and adds
her druid level and her Charisma modifier to

determine the wild empathy check result. The
typical domestic animal has a starting attitude of
indifferent, while wild animals are usually
unfriendly.

Spells: Cleric Domain: Earth

Domain Spells: Magic Stone, Soften Earth and
Stone, Stone Shape, Spike Stones 1d8/5ft mvmnt
Cleric Spells Per Day: 4+1/3+1/3+1/2+1.

Lvl 1: Calm Animals (2),Shillelagh, Faerie Fire

Lvl 2: Heat Metal, Warp Wood,

Lvl 3: Poison Con Dmg 1d3/rnd for 6 rnds DC 16

Fort. Negates/rnd, Contagion, Magic Fang
(Greater)

Lvl 4: Flame Strike 8d6, Dispel Magic

∴ Ari (Druid lvl 6)

CN Medium Humanoid(Human)

Init +2;**Senses** Perception +7;

AC 19, touch 12, flat-footed 17; (+7 Armor, +2
Dex)

hp 40 (6d8+6)

Fort +5, **Ref** +4, **Will** +8

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

Spd 30 ft.

Melee

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 16, **Dex** 14, **Con** 10, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 19

Feats Combat Casting, Craft Wand, Silent Spell,
Brew Potion

Skills Acrobatics +5, Craft: Endazzle +7, Fly +6,
Handle Animal +4, Heal +6, Knowledge Nature
+4, Knowledge Geography +4, Knowledge History
+2, Perception +7, Spellcraft +4, Survival +7,
Swim +7

Languages Common, Druidic

SQ nil

Gear Amulet of Endure Elements, +2 Scale Mail,
Potion of *Haste*

Special Abilities:

Nature Bond (Ex): The druid has a close tie to the natural world, granting him the cleric domain of Plant:

Wooden Fist (Su): As a free action, Ari's hands can become as hard as wood, covered in tiny thorns.

While he has wooden fists, his unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +3 bonus on damage rolls. He can use this ability 6 rounds per day.

Bramble Armor (Su): Ari can cause a host of wooden thorns to burst from his skin as a free action. While bramble armor is in effect, any foe striking him with an unarmed strike or a melee weapon without *reach* takes 1d6+3 points of piercing damage. Ari can use this ability for 6 rnds per day, does not need to be consecutive.

Druid Spells Prepared: 4/4/3

1st: *Cure Light Wounds(2), Faerie Fire, Entangle*

2nd: *Flaming Sphere(2), Warp Wood:* DC15 Will (object) 20ft radius up to 3 weapons or 6 small objects, warp adds -4 to attack rolls on melee weapons, renders ranged weapons useless.

Heat Metal: DC15 Will(object) 30ft rad 3 targets,

1st rnd metal is Warm, 2nd metal is Hot 1d4 dmg, 3rd -5th Searing 2d4 dmg, 6th Hot 1d4 dmg, 7th Warm

3rd: *Poison(2):* DC 16 as above, *Magic Fang: Greater*

⚔ Dmitri and Flo (Druid lvl 6)

NE Medium Humanoid(Human)

Init +3; **Senses** Perception +7;

AC 20, touch 13, flat-footed 17; (+7 Armor, +3 Dex)

hp 44 (6d8+6)

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

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

Spd 30 ft.

Melee

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 14, **Dex** 17, **Con** 9, **Int** 9, **Wis** 14, **Cha** 10

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

Feats Power Attack, Improved Overrun, Natural Spell, Toughness

Skills Acrobatics +6, Craft: Endazzle +7, Fly +5, Handle Animal +4, Heal +6, Knowledge Nature +3, Knowledge Geography +3, Knowledge Local +1, Perception +7, Spellcraft +3, Survival +7, Swim +5

Languages Common, Druidic

SQ nil

Gear Amulet of Endure Elements, +2 Scale Mail, *Barkskin* +4 potion

Special Abilities:

Nature Bond (Ex): The druid has a close tie to the natural world, granting him the cleric domain of Plant:

Wooden Fist (Su): As a free action, Dmitri's or Flo's hands can become as hard as wood, covered in tiny thorns. While she has wooden fists, her unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +3 bonus on damage rolls.

She can use this ability 6 rounds per day.

Bramble Armor (Su): Dmitri and Flo can cause a host of wooden thorns to burst from her skin as a free action. While bramble armor is in effect, any foe striking her with an unarmed strike or a melee weapon without *reach* takes 1d6+3 points of piercing damage. She can use this ability for 6 rnds per day, does not need to be consecutive.

Druid Spells Prepared: 4/4/2

1st: *Produce Flame(2), Cure Light Wounds(2)*

2nd: *Bull's Strength, Barkskin, Flameblade*

3rd: *Poison(2):* DC 15 as above

Wild Shape (includes *Magic Fang, Greater and Barkskin* enhancements)

Dire Hyena: Large-Size Animal;

AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Space 10ft; Reach 10ft;

Atk bite +9 melee (2d6+6 and trip)

SA Overrun

SQ Scent, Low-light vision,

SV Fort +5, Ref +4, Will +7.

Str 18, **Dex** 15

CMB +9; **CMD** 22

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits

with the specified attack. If the attempt fails, the creature is not tripped in return.

Improved Overrun (Ex) **CMB** +11, victim gets no attack of opportunity. If roll exceeds victim's CMD by 5, victim is knocked prone.

ATL 7

In this and ATL 9 Unti'Uld has already Unhallowed the safe house, granting Druids within that place **fire resistance 20**, +2 AC vs Good-aligned, +2 to saves against effects of Good-aligned, prevents entry of Good-aligned summoned creatures, and immediately receive a second saving throw against mind-controlling or altering effects

Unti'Uld (Druid lvl 9)

NE Medium Humanoid(Shapechanger)

Init +7; **Senses** Perception +7;

AC 27, touch 13, flat-footed 24; (+8 Armor, +6 natural, +3 Dex)

hp 92 (9d8+36)

Fort +9, **Ref** +6, **Will** +10

Defense Abilities DR 10/silver, 25% chance to ignore critical hits; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee Club, Oak +10/+5 (1d6+4, x2) or Shillelagh +11/+6 (2d6+5, x2) or bite +10 (2d6+4)

Ranged nil

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

Special Attacks none

Spell-Like Abilities none

Spells Known nil

Str 18, **Dex** 15, **Con** 15, **Int** 8, **Wis** 18, **Cha** 12

Base Atk +6/+1; **CMB** +10; **CMD** 22

Feats Extend Spell, Improved Initiative, Silent

Spell, Combat Casting

Skills Acrobatics +5, Handle Animal +7,

Knowledge Nature +6, Knowledge Geography +5,

Perception +7, Spellcraft +7, Survival +4, Swim +5

Languages Common, Druidic

SQ nil

Gear Amulet of Endure Elements, Oak Club (1d6, x2), +2 Chainmail of Fortification(Light 25%),

Special Abilities:

Nature Bond (Ex): The druid has a close tie to the natural world, granting him the cleric domain of Earth:

Acid Dart (Sp): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. This acid dart deals 1d6+4 points of acid damage. He can use this ability 4 times per day

Acid Resistance (Ex): Unti'Uld has resist acid 10.

Nature Sense (Ex): A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Venom Immunity (Ex): Immunity to all poisons

Wild Empathy (Ex): A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

Spells: Cleric Domain: Earth

Domain Spells: Magic Stone, Soften Earth and Stone, Stone Shape, Spike Stones 1d8/5ft mvmnt
Cleric Spells Per Day: 4+1/4+1/3+1/2+1/1+1 .

Lvl 1: Calm Animals (2), Shillelagh, Faerie Fire

Lvl 2: Heat Metal (2), Warp Wood(2),

Lvl 3: Poison Con Dmg 1d3/rnd for 6 rnds DC 16
Fort. Negates/rnd, Contagion, Magic Fang (Greater)

Lvl 4: Flame Strike 8d6, Dispel Magic

Lvl 5: Insect Plague

Change Shape (Su) All lycanthropes have three forms—a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form. A natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Ari (Druid lvl 7)

CN Medium Humanoid(Human)

Init +2; **Senses** Perception +7;
AC 27, touch 13, flat-footed 24; (+8 Armor, +3 Dex, +6 natural)
hp 46 (7d8+7)
Fort +5, **Ref** +4, **Will** +8
Defense Abilities nil; **DR** 10/silver; **Immune**; **SR** nil
Spd 30 ft.
Melee
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks none
Spell-Like Abilities none
Spells Known nil
Str 18, **Dex** 15, **Con** 15, **Int** 11, **Wis** 18, **Cha** 9
Base Atk +5; **CMB** +9; **CMD** 22
Feats Combat Casting, Craft Wand, Silent Spell, Brew Potion
Skills Acrobatics +5, Craft: Endazzle +7, Fly +6, Handle Animal +4, Heal +6, Knowledge Nature +4, Knowledge Geography +4, Knowledge History +2, Perception +7, Spellcraft +4, Survival +7, Swim +7
Languages Common, Druidic
SQ nil
Gear Amulet of Endure Elements, +3 Scale Mail, Potion of *Haste*,
Special Abilities:

Nature Bond (Ex): The druid has a close tie to the natural world, granting him the cleric domain of Plant:

Wooden Fist (Su): As a free action, Ari's hands can become as hard as wood, covered in tiny thorns. While he has wooden fists, his unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +3 bonus on damage rolls. He can use this ability 6 rounds per day.

Bramble Armor (Su): Ari can cause a host of wooden thorns to burst from his skin as a free action. While bramble armor is in effect, any foe striking him with an unarmed strike or a melee weapon without *reach* takes 1d6+3 points of piercing damage. Ari can use this ability for 6 rnds per day, does not need to be consecutive.

Druid Spells Prepared: 5/4/3/2

1st: *Cure Light Wounds(2)*, *Faerie Fire*, *Entangle*
2nd: *Flaming Sphere(2)*, *Warp Wood*: DC15 Will (object) 20ft radius up to 3 weapons or 6 small

objects, warp adds -4 to attack rolls on melee weapons, renders ranged weapons useless.

Heat Metal: DC15 Will(object) 30ft rad 3 targets, 1st rnd metal is Warm, 2nd metal is Hot 1d4 dmg, 3rd -5th Searing 2d4 dmg, 6th Hot 1d4 dmg, 7th Warm
3rd: *Poison(2)*: DC 16 as above, *Magic Fang: Greater*

\ Dmitri and Flo (Druid lvl 6)

NE Medium Humanoid(Human)
Init +3; **Senses** Perception +7;
AC 20, touch 13, flat-footed 17; (+7 Armor, +3 Dex)
hp 53 (6d8+18)
Fort +7, **Ref** +5, **Will** +8
Defense Abilities nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.
Melee
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks none
Spell-Like Abilities none
Spells Known nil
Str 14, **Dex** 17, **Con** 9, **Int** 9, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +6; **CMD** 19
Feats Power Attack, Improved Overrun, Natural Spell, Toughness
Skills Acrobatics +6, Craft: Endazzle +7, Fly +5, Handle Animal +4, Heal +6, Knowledge Nature +3, Knowledge Geography +3, Knowledge Local +1, Perception +7, Spellcraft +3, Survival +7, Swim +5
Languages Common, Druidic
SQ nil
Gear Amulet of Endure Elements, +2 Scale Mail, *Barkskin* +4 potion
Special Abilities:

Nature Bond (Ex): The druid has a close tie to the natural world, granting him the cleric domain of Plant:

Wooden Fist (Su): As a free action, Dmitri's or Flo's hands can become as hard as wood, covered in tiny thorns. While she has wooden fists, her unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a +3 bonus on damage rolls.

She can use this ability 6 rounds per day.

Bramble Armor (Su): Dmitri and Flo can cause a host of wooden thorns to burst from her skin as a free action. While bramble armor is in effect, any foe striking her with an unarmed strike or a melee weapon without *reach* takes 1d6+3 points of piercing damage. She can use this ability for 6 rnds per day, does not need to be consecutive.

Druid Spells Prepared: 4/4/2

1st: *Produce Flame(2)*, *Cure Light Wounds(2)*

2nd: *Bull's Strength*, *Barkskin*, *Flameblade*

3rd: *Poison(2)*: DC 15 as above

Wild Shape (includes *Magic Fang*, *Greater* and *Barkskin* enhancements)

Dire Hyena: Large-Size Animal;

AC 20 (+2 Dex, +8 natural), touch 12, flat-footed

18; Space 10ft; Reach 10ft;

Atk bite +9 melee (2d6+6 and trip)

SA Overrun

SQ Scent, Low-light vision,

SV Fort +5, Ref +4, Will +7.

Str 18, Dex 15

CMB +9; CMD 22

Trip (Ex) A creature with the trip special attack can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the creature is not tripped in return.

Improved Overrun (Ex) CMB +11, victim gets no attack of opportunity. If roll exceeds victims CMD by 5, victim is knocked prone.

The device is a complicated arcane/divinely blessed artifice which channels the positive life force from living beings into the sapphires. To what end, the PCs can only guess. They find that only the first of the investigators survives, screaming and weeping, from being removed from the apparatus. The other people will scream, thrash and die if they are removed from the gurneys, the runes are disrupted, the globe destroyed or if there is any *Dispel Magic* or *Remove Curse* cast upon them, since this severs them from the soul stealing device.

They may remove the sapphires, which show no special properties they can determine, but do have a magic glow about them. The investigator:

You unshackle him from the restraints and he slowly rises. "Thank you, thank you! It's... terrible, they're mad! We must return...to Lord Nightfeather immediately. My teleport... scroll was taken when they captured me. Did you find it? It should be in a chest...in the corner."

The spy's name is Daphid Miller. He'll need an adventurer to help him walk till he gets his strength back. Chest is locked, disable device DC 17, or strength check DC 20. Treasure listed in treasure summary

Conclusion

Ahmore will accompany them to the edge of the desert, but no further and will not teleport with them, if that's their choice. If they discovered the raid on his people, and didn't investigate he uses that as the reason, otherwise it's because he believes his debt fulfilled, and wishes to seek vengeance on those who attacked his tribe. Hopefully the heroes still have the scroll of teleport and remember to use it. If not it takes them two months to return, but they do notice the sandstorm continues along the northern border of the desert unabated.

Entering Hawksgate you head directly to the council building. Daphid waves off assistance from the passerby. The guards wave you by after seeing Daphid. They lead you into a receiving room where you find Lord Nightfeather and Councilman Bryant. "Adventurers! You come bearing my good friend Daphid, but what news have you? Where is Christoff?"

The heroes can relate their story in their own words first, but Daphid won't report to Lord

Nightfeather while they are there. Either way Lord Nightfeather thanks them graciously and hands them a chit, telling them to give it to the clerk by the entrance for their reward

“Thank you brave souls. Truly the city of Amthydor is blessed to have such fine adventurers as yourself to watch over its walls. The clerk in the lobby will pay your fee and your wizards will send you home.” He hands you a chit with the seal of Hawksgate upon it.

Conclusion 2

If the heroes return without discovering the Nib Urund’s cave, they still have to check in with Nightfeather to go home. Unless they spend the months traveling on their own that is.

Entering Hawksgate you head directly to the council building. The guards wave you by after verifying your identity and mission. They lead you into a receiving room where you find Lord Nightfeather and Councilman Bryant. “Adventurers! What news have you? Where is Sans or Daphid?”

Bluff check DC 45 to lie to Nightfeather to convince him they found the spies’ dead bodies.

“I’m saddened at the fates our loyal friends have suffered. Thank you for your efforts, though I’d hoped for better news. The clerk in the lobby will pay your fee and your wizards will send you home.” He hands you a chit with the seal of Hawksgate upon it.

Otherwise if they tell the truth or fail in the lie:

“I’m disappointed. I thought that the famed adventurer’s from the so-called Shining Jewel City could do better. Perhaps I’ve overestimated the talent Amthydor has to offer our country. Go. The clerk in the lobby will pay your fee and your wizards will send you home.” He hands you a chit with the seal of Hawksgate upon it.

Epilogue

And so after receiving your payment and finding Lord Barnaby’s apprentices to teleport back to Amthydor, you relax and mull over your latest adventure outside the grand city walls of Amthydor. Chatting around the table in the Service District you can’t help but wonder at the impact of what you discovered in that faraway nation, and what impact it will have on the Shining Jewel of Raia.

THUS ENDS “GONE FISSION”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9
Module Experience	1300	1900	3000
Bonus 1: Michael survives Ambush	100	100	100
Bonus 2: Michael's missives delivered	50	50	50
Bonus 3: Group helped with Ahmose's burial rites	50	50	50
Bonus 4: Group rescues Daphid and makes it back safely	100	100	100
Roleplaying XP Bonus	100	100	100
Maximum Possible XP	1700	2300	3400

Experience earned is based on the Average Table Level (ATL). However, if a PC's level is lower than two levels from the party's ATL, then that PC will only get the experience value based on his level plus one. 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, and a 6th level PC would earn XP based on ATL 7 (all fractions round down in this case). With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

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

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

Encounter 3

- **Potion of Cure Light Wounds**, 1 per PC
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 6a

- **Potion of Cure Light Wounds**, 1 per PC
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 6b (Only if they slew the brothers)

- **Potion of Cure Light Wounds**, 1 per PC
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 8

- **Potion of Cure Light Wounds**, 1 per PC
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Encounter 9

- jhj, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

If

- **Potion of Cure Light Wounds**, 1 per PC
(Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

Miscellaneous

PLAYER'S HANDOUT #1

GM PLAY AID #1

CRITICAL EVENT SUMMARY: GONE FISSION

Convention: _____ Date: _____

1. Did Michael's satchel of missives get delivered? Alive Dead
2. Did Michael survive the ambush? Yes No
3. Did Ahmose survive? Yes No
4. Did the heroes detour to Ahmose's tribe? Yes No
 If yes, did they find Harere's body? Yes No
6. If the heroes encountered the Muttonbearer brothers, how did they deal with them?
 Paid them off Killed one or two, then escaped/released Killed them all
7. Did the heroes use the biscuits to return? Yes No
8. If the heroes faced the wyrms, what did they think of the fight?
 OMG, how did we survive? Challenging but do-able Easy-as-pie
9. Did the heroes kill or mercy kill the captives in Unti'Ulds cave? Yes No
10. Note any other important information on the back of this form (PC arrests, etc.).

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

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



ROSTER OF

HEROES: <TITLE>

Judge Name: _____

Convention: _____ Date: _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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

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

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