



# fight or flight?

**By Wayne Straiton**

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

How dangerous can it be to help locate a missing traveler? For heroes of levels 1-3.

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**[www.theshiningjewel.com/ljsj](http://www.theshiningjewel.com/ljsj)**

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## CREDITS

Author . . . . . Wayne Straiton  
Editor(s) . . . . . David Samuels, Catie Straiton  
Plots Coordinator . . . . . David Samuels  
[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)  
Playtesters . . . . . John  
Mackay, David Samuels, Catie Straiton

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## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

## CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourage) 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

*"Fight or Flight?"* is a stand-alone scenario intended to teach new PCs and first-time players in the *Legends of the Shining Jewel Campaign* that it isn't necessary to fight every creature that they encounter and that it is OK to RUN AWAY when they are clearly outmatched.

This event follows a linear format, with one encounter leading directly to the next.

## ADVENTURE BACKGROUND

Kwella Harquith, a black sheep of the noble House Harquith, has received a visit from a friend. After checking in to the Wayfarer's Rest, Kwella's friend Shayla made a foray into the Whitewold Forest to find a gift for Kwella. Shayla ran into a series of unexpected encounters, delaying her return to Amthydor and causing Kwella to worry (and to hire the PCs to find the missing druid).

Introduction – The PCs begin this event together or separately, at the preference of the players, as they enjoying a leisurely day in the marketplace when a messenger places a handbill requesting help on a public notice board.

Encounter 1A: PCs who follow up on the handbill meet with Kwella Harquith, of Kwella's One-Stop Herb Shop, who would like the heroes to search for a missing friend.

Encounter 1B: PCs may obtain temporary mounts, courtesy of Kwella, at Montgar's Horse Outlet.

Encounter 2: A stop at the inn where the friend was staying provides the PCs with a map.

Encounter 3: The PCs may visit the Diamond Legion or seek information from other miscellaneous sources.

Encounter 4: The PCs are accosted by a young girl collecting 'tolls' on the road.

Encounter 5: If the PCs are concerned for Heidi's safety they may leave her in the care of the village of Rainsford.

Encounter 6: A group of kobolds mistakes the heroes for easy prey and who knows, they might be.

Encounter 7: The heroes meet William, a young willow treant.

Encounter 8: He who turns and runs away, lives to fight another day. A young dragon and his behir

dinner show the PCs just how rough adventuring can be.

Encounter 9: The PCs eventually locate Shayla, but so do a number of other creatures.

Conclusion A: The PCs are unable to locate the missing woman, but they still deserve a 'thank you' for their efforts.

Conclusion B: The PCs found Shayla too late to save her, but they have returned her body to her friend.

Conclusion C: The PCs succeeded in rescuing Shayla, and escort her safely back to Amthydor

## INTRODUCTION

*Enjoying a leisurely, if somewhat boring, first day of Zarath, you've been frequenting various establishments in and around the Ruby Square Marketplace. As you consider what to do for lunch a bit later, a passerby stops to tack a handbill to the nearest community notice board. Curiosity getting the better of you, you meander over to have a look, while several others do the same.*

The month of Zarath is equivalent to the month of August. It is mid-morning, and the PCs are presumed to be going about their normal routine in the vicinity of the Ruby Square Marketplace. The passerby is Aaron, a local errand boy. He was passing by Kwella's shop when she offered him two coppers to post the handbill for her. At 14, he has been doing odd jobs for coin for the last five years. If the PCs step up to read the notice or ask Aaron about the mission provide the players with **Player Handout #1**.

- If the PCs are curious about the mission and seek out Kwella as instructed **GO TO Encounter 1A (page 4)**.
- If the PCs are not the least bit curious about the possible mission, thank the players for coming and bid them good day. There are no

additional hooks to draw them into the event, and they may want to reconsider their reason for adventuring.

## **ENCOUNTER 1A – KWELLA**

*The sign outside the small shop reads ‘Kwella’s One-Stop Herb Shop’ and depicts a bouquet of flowers. The floral smell is unmistakable as you enter. Dried flowers hang from the ceiling. Fresh flowers in vases adorn low tables in the center of the room. The walls are filled with shelves of spices, many whose names you don’t recognize, and bins of common spices. A solemn young woman stands on a ladder, inventorying a high shelf. She seems to force a greeting. “Welcome. What can I do for you today?”*

Kwella Harquith, along with her father, are the black sheep of Amthydor’s Noble House Harquith.

Kwella prefers herbs to actual magic, and operates this establishment as a place for Amthydorans to pick up fresh and dried flowers and herbs for use in medicine, cooking and to freshen up the smell of their houses. It is also a place for spellcasters to locate useful spell components and purchase special items.

Kwella is normally much friendlier than she appears today, and will quickly apologize for her demeanor when the PCs infer or explain that they are here in response to her request for help.

Once the PCs have explained the reason for their visit, read or paraphrase the box text below, depending on how the conversation evolves.

*“An old friend that I hadn’t seen for some time had surprised me with a visit. Just after she arrived she insisted on getting me a gift, regardless of my protests. She thought it would take a few days, and promised to contact me as soon as she returned to resume our visit. She’s been overdue now for a week. I’m very concerned, and am looking for some stalwarts who might be able to locate her. All I can pay you is 50 gold crowns each for your time and*

*skills, and also provide you with rented mounts, if you do not already have steeds of your own.”*

*Sense Motive DC 15 Kwella is genuinely concerned for the welfare of her friend.*

Kwella can provide the following information, in response to the PCs’ questions –

☞ **What is your friend’s name?:**

*“Shayla.”*

☞ **Can you describe your friend?:**

*“She is human, 5’7”, about 150 pounds, with blonde hair, blue eyes, and she tends to dress in green.”*

☞ **Does she have any special skills?:**

*“She is a druidess of Ayla.”*

☞ **Where/How/When did you meet?:**

*“We met years ago when I was visiting her home country of Kehron.”*

☞ **Was she staying with you?:**

*“No. In spite of my protests, she took a room at the Wayfarer’s Rest.”*

The Wayfarer’s Rest is a large inn just outside of Amthydor’s South Gate.

☞ **Do you have any idea where she might have gone?:**

*“Knowing her, the gift that she was getting probably involved harvesting plants and roots in the woods.”*

☞ **Do you suspect foul play?:**

*“No, but I’m very worried about her.”*

☞ **Does she have any enemies?:**

*“Not that I am aware of. She is a very likable person. Besides, she is far from home, and I am the only person in Amthydor that she knows.”*

☞ **Have you reported her missing to the Diamond Legion?:**

*“Yes, but they’re very busy, and I need to know that she’s OK. Since I don’t have any idea where*

*she was going and exactly how long she intended to be gone, and because there isn't any sign of foul play and she's able to care for herself in the wild, I wouldn't expect them to make the case a priority or spend that much time investigating."*

☛ **Have you checked with the Shrine of Ayla?:**

*"Yes. She visited there when she arrived, but they haven't seen her since."*

☛ **Have you looked for her yourself?:**

*"I don't know where to start, to be honest with you. I thought that it would be better to go directly to people who know what they are doing."*

Yes, the PCs are new at adventuring, but they are better equipped for it than Kwella is.

☛ **Have you cast any spells to help find her?:**

*"I am not versed in spells personally. I did ask the temple of Destine for an augury, but the answer was 'woe'."*

Kwella requested an augury to determine if she should wait any longer to send someone to search for her friend.

☛ **Where is Kehron?:**

*"Far to the west."*

Information on the nation of Kehron is provided in GM Aid #1

☛ **Can we have a writ?:**

*"I don't have any sort of authority to issue a writ, but I can provide you with a letter of introduction, indicating that you are working on my behalf."*

A PC examining the letter of introduction may notice that she has uncharacteristically signed it 'Lady Kwella Harquith'. A PC succeeding at a *Knowledge (Local or Nobility)* skill check DC 15 will see this as a sign of how seriously she is taking the situation, as she does not normally advertise her familial affiliations with House Harquith.

☛ **You said something about providing horses?:**

*"I've made arrangements with Montgar's Horse Outlet, to rent mounts for each of you."*

Kwella will provide the PC with the highest Charisma a voucher good for the rental of one riding horse for each PC, for a period of one week, from Montgar's Horse Outlet.

☛ **Where do you think that we should start?:**

*"Well, Montgar's is on the way to the inn where she was staying, and she might have left something in her room saying where she was going."*

☛ **Is there anything else that we should know?:**

*"I can't think of anything at the moment."*

Once the PCs have asked all of their questions she will make one final request:

*"Please find out what's happened to Shayla quickly. I can't help feeling that time is of the essence."*

**NOTE on Tracking:** Until the PCs cross the river at Rainsford the roads that Shayla took are too well traveled to retain recognizable tracks after a week of constant use.

- If the PCs accept the mission and need horses **GO TO Encounter 1B (page 5).**
- If the PCs already have horses and are ready to investigate the Wayfarer's Rest **GO TO Encounter 2 (page 6).**
- If the PCs already have horses and have questions for the Diamond Legion or other sources **GO TO Encounter 3 (page 6).**

## **ENCOUNTER 1B – MONTGAR'S HORSE OUTLET**

*A genial young man greets you as you approach the horse-filled paddocks of Montgar's Horse Outlet. "Greetings, gentle folk. Welcome to Montgar's. I'm Arim. As I see you're afoot, you've come to the right place."*

If the PCs don't mention that they are working for Kwella then Montgar can sell them mounts, as appropriate to their race (see below). Horses are 75gp and ponies are 30gp.

If the PCs mention that they are working for Kwella and provide the voucher –

*Arim smiles. “Of course, of course. Lady Kwella said that she would be sending a group over. I’ve set aside several mounts that I think will be perfect for you.”*

*Leading you to a smaller pen set off to one side, Arim quickly shows you how to saddle and tend to your mounts, as well as the donkey that is to be your pack animal.*

Each PC will be provided a mount appropriate to their race, as listed below. Do not go out of your way to describe the individual mounts or make a big deal about what they look like, as the players should not suspect that the mounts are included as possible treasure.

*Gnomes & Halflings* – Brithyr Pony (Shetland Pony)

*Aasimar, Dwarves & Tieflings* – Ancaran Riding Horse (Morgan)

*Elves* – Takaruan Light Horse (Arabian)

*Half-Orcs, Half-Ogres & Sathoni* – Veyran Hunter (Cleveland Bay)

*Humans & Half-Elves* – Lovisterren Plains Horse (Appaloosa, Paint or Palomino)

*Elan, Elem, Lupaari & Tabreen* – Cardizan Desert Steed or Takaruan Light Horse (Andalusian or Arabian)

## **ENCOUNTER 2 – THE WAYFARER’S REST**

In a bold move, the proprietors of the Wayfarer’s Rest have opened their new three-story inn outside the city walls. Located a short distance from the gates into the South Trade District, the inn provides varying levels of accommodations in the building’s three wings. The large central wing contains rooms for average travelers and long-term residents. Each has a comfortable bed, a small table, two wooden chairs, a wardrobe, an armor stand and a wooden chest with a padlock. There are two bathing rooms on each floor, and two meals per day are included in the cost of the room.

The owner is out acquiring provisions for the inn. His assistant, currently manning the front desk, was also on duty when Shayla arrived and is familiar with her case.

*“Ah yes, druid Shayla. I handled her ‘checkout’ personally. She rented a room for a week. She left after only a couple of days and we haven’t seen her since. When her week was up, I packed her gear into a spare chest. Unfortunately, I inadvertently locked the chest when I closed it. It’s been in storage for a few days, until she returns to claim it.”*

If the PCs produce the letter from Kwella he will allow the PCs to examine the chest. They may attempt to open the lock themselves (DC 20) and claim the contents, or they may purchase the chest for 5 gp and break the lock or the chest to gain access.

If the PCs do not produce the letter, he will charge them 50 gp whether they open the lock, break the lock or the chest or just take the chest to open later. He is uncertain about the legality of selling abandoned property, and wants to make sure that the risk he takes is worth it.

The chest contains a spare set of clothing and a crudely drawn map to the Whitewold Forest (**Player Handout #2**). The map was quickly sketched for her by the clerk when she checked into the inn. She decided that she should have a better local area map, and purchased one, tossing this one in her chest.

- If the PCs have questions for the Diamond Legion or other sources **GO TO Encounter 3 (page 6)**.
- If the PCs are ready to head for the Whitewold **GO TO Encounter 4 (page 7)**.

## **ENCOUNTER 3 – JUST THE FACTS**

**Diamond Legion** – While Kwella did not file an ‘official statement’, the Diamond Legion is aware of her concerns over the delay in Shayla’s return to Amthydor. As a druid skilled in wilderness

survival, Shayla is not considered to be at risk from the creatures in the Whitewold. As there are no signs of foul play and no way to narrow down the search area, there just isn't enough to justify a full investigation. The Legion patrols in the area between Amthydor and the Whitewold have reported nothing unusual, and there are no reports of any other disturbances.

**Other Sources** – Other possible sources of information in Amthydor (Quorum of Faith, League of Thaumaturgical Studies, Fraternity of Venturers, etc) have no information of use the PCs.

- If the PCs are ready to head for the Whitewold **GO TO Encounter 4 (page 7).**

## **ENCOUNTER 4 – HEIDI**

There are two possible routes for the PCs to take to ford the River Lestra and reach the Whitewold.

**The Coast Road** leads to the ferry crossing at Thornwater, where a small Diamond Legion garrison is stationed. There is no regularly maintained road on the southern bank of the river, slowing the PCs down somewhat if they take this option. Shayla did not take this route. If the PCs go this way they will not meet Heidi, and instead will go directly to **Encounter 6**.

The better route, and the one shown on Shayla's crude map, is via the **Crown Road**. This road leads out from the South Gate, passing between the foothills of the Delambir Mountains and the Rosewood, to meet the Great Trade Road. The Great Trade Road follows the River Lestra west, and passes by the villages of Rainsford, Llynvale and Sweetwater. There is a ford at Rainsford, where Shayla crossed the river.

*After little more than an hour's ride you approach the village of Rainsford, the last opportunity to gather provisions before crossing the river.*

*At a curve in the road a young human girl, perhaps about eight years old, grungy and wearing frequently mended clothes, leaps from behind a large rock amid the undergrowth to*

*block your way. She begins to whirl a sling over her head, a determined look upon her face.*

*“STOP! This is a toll road! And I charge a silver piece each, or face my wrath!”*

*Before there is time to react, the sling wraps around her wrist and quickly entangles her arm. A piece of coal bonks her in the head and falls to the ground. With a slight stagger, and an almost inaudible “ow” she draws a rusted stiletto dagger from her rope belt, the sling still wrapped on her arm. With a short puff of air to clear a dirty blonde curl from before her eyes, she calmly states –*

*“I meant to do that.”*

Heidi lives with her grampa Holmer in a cabin up in the hills. Grampa is a trapper, really old, and kinda sick. He's already dug his own grave and shown Heidi where the rocks are to pile on his grave after she rolls him into it and fills it in with dirt. He has instructed her to go into 'the city' (the village of Rainsford) after he dies. Heidi figures that she might need some money in the city, so she has taken to collecting tolls. This is the Lord Monarch's road, and there are no tolls to travel on it, but try telling Heidi that. The only reason that she has gotten away with her 'toll' for the past two weeks is that she is just a child, and the people she accosts either laugh it off because she is a child or feel sorry for her, and don't report her to the Diamond Legion.

Heidi used to ask for copper pieces until the other day when the nice blonde lady in the green armor gave her a silver piece. Now she thinks that she can ask for silver pieces from all passersby, though she knows that most people will just ride on through and not slow down for her. If any of the PCs give her a gold piece, she'll raise her 'toll' and start asking travelers for gold.

If the PCs ask her about the 'blonde lady in green armor':

*“She was nice enough, but kinda strange. She had pouches full of weeds and stuff. We didn't talk much. I think that she said she had to go meet Herb and Laurel. She asked me about*

*them, but I said that I didn't know too many people. She just laughed and said she had to go to the Whitewold Forest. Guess I'll never see her again. Everyone knows that monsters eat people in the forest."*

Actually, monsters eat people in the Darkwood Forest, located on the **north** side of the river (the same side as Amthydor). The Whitewold is a much more welcoming place, but still not without its hazards.

#### ALL ATLS

##### ⚔ Heidi

CG Small Humanoid (human female child)

**Init** +; **Senses** nil; Perception +0

**AC** 10, touch 10, flat-footed 10

**hp** 1

**Spd** 20 ft.

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

**Base Atk** +0; **CMB** +0; **CMD** 10

**Feats** nil

**Skills** nil; **Racial Modifiers**

**Languages** Common.

**SQ** nil

**Gear** clothing, bent rusty dagger, sling, 10 sling stones

**Special Abilities** nil

Heidi is exactly what she appears to be, an untrained child. She has no idea how dangerous what she is doing really is. If the PCs put up any actual resistance to her 'toll' she has no idea how to enforce it. If the heroes should actually aggress she will retreat in confusion. Her stat block is limited, because she has no class levels, and the only one that she is going to hit with her 'weapons' is herself.

The cabin that Heidi shares with her grandfather is located in the nearby foothills. Each morning after completing her chores Heidi walks an hour down the narrow path from the cabin to the Crown Road, where she spends a few hours waiting to accost travelers before hiking back up to the cabin to help grampa with their meager dinner. If the PCs take Heidi home, they will find that dear grampa Holmer has passed on to his eternal reward. He died sitting on the edge of his narrow cot, having just finished tying his boots.

A grave has already been dug a short distance away behind the cabin, and a collection of large stones has been piled nearby to roll over the grave.

- Once the PCs are ready to continue into the village of Rainsford **GO TO Encounter 5 (page 8)**.

## ENCOUNTER 5 – RAINSFORD

Unless the PCs do something unusual they should reach the village of Rainsford around mid-afternoon. The river community of Rainsford is home to fishermen, millers and craftsmen. Village artisans produce cloth and fine pottery, and its river-driven mills process wheat corn, barley and rye from nearby farming communities. A few dedicated farmers raise grains and rice. The Lestra River has been widened just downstream (east) of the village, slowing the flow of the water and allowing it to be forded more easily via a series of floating platforms that are drawn into place and locked together when needed, and removed to allow boats laden with trade goods to freely traverse the river. The villagers use this portable 'bridge' to transport grain and finished flour to and from the mills on the opposite bank.

*Cottages of thatch, mud bricks and native stone line both sides of the road as it passes through the village of Rainsford. Barking dogs romp after running children, and chickens scratch and peck after stray grains and small insects. The hulking shapes of mills sit on both sides of the river, and the segments a movable pontoon 'bridge' float next to the near shore.*

It will take approximately one hour to move the pontoon bridge into position, or the PCs may swim their horses across with a successful *Ride* check *DC 10*. If the PCs don't think that they can swim the horses across, they may pay a handler from the village 2gp to assist them in the crossing.

If the PCs ask to speak with someone in a position of authority they will be directed to a long building cut into a low hill, where they may find Speaker Kitryn, the village's official representative to the

court of the Lord Monarch. Speaker Kitryn is a member of the Potters' Guild, and is presently supervising the firing of several dozen large clay storage jars ordered by the city. Kitryn is human, in her late thirties, with short brown hair and brown eyes. She is polite to the PCs, and will talk to them while she works, but she has to get the jars into the kiln while the temperature is right.

She knows of Heidi's grandfather, though he didn't come to the village often. She will be saddened to hear of his death, and concerned for Heidi's future. If the PCs ask to leave Heidi in the village, Kitryn will agree to have a suitable family look after the girl until the proper officials in Amthydor can be notified and a search started for any surviving family that she may have (there are none).

Shayla passed through the village a week ago, crossing the river while the pontoon bridge was in place for the wagons coming from the mill on the opposite bank.

Even though there are still a few hours of daylight the PCs may decide to stop for the night. If so, the best that Kitryn can offer them is the loft of one of the barns.

- Once the PCs cross the river and begin making their way through the Whitewold Forest **GO TO Encounter 6 (page 9)**.

## **ENCOUNTER 6 – KOBOLDS**

**NOTE on Tracking:** Once the PCs are across the river heroes with the Track class ability may begin making Survival checks to locate and follow Shayla's trail. After seven days, including a half day of rain, there is little evidence of her passage. Locating and following Shayla's tracks requires a successful *Survival* check *DC 29*, though there are a limited number of paths that she could have taken, so the PCs will be on her trail even if they don't know it for certain.

If the PCs read the handbill at mid-morning, spoke to Kwella, obtained their mounts, found the map at

the Wayfarer's Rest, acquired minor provisions, dealt with Heidi and didn't spend an exorbitant amount of time in any particular encounter, their riding beasts should get them to the edge of the Whitewold Forest about an hour before dark during the summer months.

*The road following the river westward has made for easy traveling. But now as you turn away from the road toward the looming trees of the Whitewold you notice that the sun is rapidly setting.*

Ascertain from the party whether they wish to set up camp outside the Whitewold Forest, or push on another mile or two and camp under the cover of the trees. If they camp in the Whitewold, **double** the number of kobolds that attack.

The kobolds plan to watch the camp until the enemy (the PCs) leave only a sentry (preferably unarmored) awake to watch over the camp. They will then encircle the camp, using stealth to get within sling range (50 ft.) of the sentries. At a prearranged signal (a twig snap) or when the PCs react to their presence, they will loose their slings from the darkness, hoping to slay the sentries. If they effectively remove the sentries, they will try to sneak into camp and attack the remaining PCs. If the sentries succeed in raising an alarm, the kobolds will continue to attack with their slings from the darkness, until they are forced to melee with their spears.

Directed to anyone standing watch, if they have not otherwise detected the kobolds:

*Hmm, was that a twig snap?*

## ATL 1

### \ Kobolds, Fighter 1 (1 per PC)

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft; Perception +7

**AC** 17, touch 14, flat-footed 14; (+2 armor, +3 Dex, +1 natural, +1 size)

**hp** 12 (1d10+2)

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

**Weakness** light sensitivity

**Spd** 30 ft.

**Melee** spear +1 (1d6)

**Ranged** sling +4 (1d3)

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

**Str** 10, **Dex** 17, **Con** 12, **Int** 10, **Wis** 13, **Cha** 10

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

**Feats** Alertness

**Skills** Craft (trapmaking) +2, Perception +7, Profession (miner) +2, Sense Motive +3, Stealth +9; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic.

**SQ** crafty

**Gear** leather armor, spear, sling, 20 sling bullets

**Special Abilities** nil

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

## ATL 3

### \ Kobolds, Fighter 2 (1 per PC)

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft; Perception +8

**AC** 17, touch 14, flat-footed 14; (+2 armor, +3 Dex, +1 natural, +1 size)

**hp** 24 (2d10+4)

**Fort** +4, **Ref** +3, **Will** +1 (+2 vs fear)

**Weakness** light sensitivity

**Spd** 30 ft.

**Melee** spear +2 (1d6)

**Ranged** sling +5 (1d3)

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

**Str** 10, **Dex** 17, **Con** 12, **Int** 10, **Wis** 13, **Cha** 10

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

**Feats** Alertness

**Skills** Craft (trapmaking) +2, Perception +8, Profession (miner) +2, Sense Motive +3, Stealth

+10; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic.

**SQ** crafty

**Gear** leather armor, spear, sling, 20 sling bullets

**Special Abilities** nil

**Light Sensitivity (Ex)** Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Kobolds are cowards at heart, preferring stealth and superior numbers when taking on opponents. Once it becomes clear that the PCs have the upper hand they will break off combat and flee.

The PCs are free to question any surviving kobolds, though only one (random) kobold speaks Common. The others speak only Kobold and Draconic. Two of the kobolds had a run-in with Shayla several days ago, when she found them trying to cut down a tree. The kobolds were at a disadvantage, and quickly fled. One of the kobolds is missing an arm. If asked what happened, he will only say that 'a bug ate it'.

➤ Once the PCs continue on their way in the morning **GO TO Encounter 7 (page 10)**.

## ENCOUNTER 7 – WILLIAM WILLOW

The Whitewold Forest is a mix of primarily ash, birch, elm, maple, oak, fir and pine.

*Your map has brought you to the Whitewold Forest. Larger and less foreboding than the neighboring Darkwood, the Whitewold stretches before you. After a couple of hours spent keeping an eye out for clues, you begin to wonder if it is a fool's mission to find a lone person in this forest.*

There are no human tracks to be found here, but there **is someone** nearby. PCs succeeding at a Perception (sound) check DC 10 can hear the faint sound of sobbing.

*There's no one around, yet you hear the faint sound of sobbing coming from somewhere nearby.*

A successful *Perception (sight)* or *Knowledge (nature)* check DC 15 will allow the PCs to notice that one of the trees is not exactly what it seems to be, and is in fact a young treant.

William Willow, a curious young treant sapling, left the riverbank to explore the Whitewold Forest. He has gotten lost and is now very thirsty. He knows that he is surrounded by the PCs and is trying to stifle his weeping, as he has no reason to trust the heroes. He would impart what little he knows, if the party were to direct him out of the forest and back to the river.

☞ **Who are you?:**

*“William.”*

☞ **What kind of tree are you?:**

*“A willow, of course!”*

☞ **How old are you?:**

*“I’m just a sapling. Someday I’ll be a giant shade tree.”*

☞ **Have you seen a blonde haired woman come through here?:**

*“I saw a sun-haired lady many days ago. She scared off two lizards that were going to use me for kindling.”*

The ‘lizards’ were, of course, kobolds.

☞ **Did she say why she was here or where she was going?:**

*“She said that she was looking for the Flowering Blue Dendron.”*

☞ **What’s a Flowering Blue Dendron?:**

*“It’s a little plant that makes your roots feel better if you have an ‘ouch’. It grows next to mountain laurel, but she already knew that.”*

☞ **Where did she go?:**

*“I told her where to find a thicket of mountain laurel. You just go uphill through the dense deciduous woods, and then around to the right of the escarpment. You’ll find the mountain laurel just before you get to the copse of conifers.”*

☞ **Why did she leave you here all alone?:**

*“I told her I could find my way back to the river, but then I got lost.”*

### ATLs 1 & 3

☞ **William Willow Treant, Juvenile CR 8**

NG Large Plant

**Init** -1; **Senses** low-light vision; **Perception** +10

**AC** 20, touch 7, flat-footed 20; (-1 Dex, +13 natural, -2 size)

**hp** 59 (5d8+25)

**Fort** +9, **Ref** +1, **Will** +6

Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire

**Spd** 30 ft.

**Melee** slam +10 (2d6+9)

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

**Special Attacks** animate trees, double damage against objects, trample 2d6+13

**Str** 26, **Dex** 8, **Con** 20, **Int** 12, **Wis** 16, **Cha** 12

**Base Atk** +4; **CMB** +13; **CMD** 18

**Feats** Improved Sunder, Iron Will, Power Attack

**Skills** Diplomacy +3, Hide -9\*, Intimidate +6, Knowledge (nature) +6, Perception +10, Sense Motive +8, Survival +8 (+10 above ground)

**Languages** Treant, Common, Sylvan; Most also can manage a smattering of just about all other humanoid tongues—at least enough to say “Get away from my trees!”

**SQ** nil

**Gear** nil

**Special Abilities**

**Animate Trees (Sp)** A Treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a Treant in all respects. Animated trees lose their ability to move if the Treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to fire that a Treant has.

**Double Damage against Objects (Ex)** A Treant or animated tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex)** Reflex DC 22 half. The save DC is Strength-based. Skills: \*Treants have a +16 racial bonus on Hide checks made in forested areas.

- Once the PCs are finished with William and ready to continue **GO TO Encounter 8 (page 12)**.

## **ENCOUNTER 8 – OZONE**

*Following the treant's directions uphill through the Whitewold, you can't help but compare this dense wood with others around Amthydor. Larger than either the Rosewood or Llynwood, and more hospitable than the treacherous Darkwood, it is difficult to see more than a few paces beyond the thick trees surrounding your narrow trail. Maybe treants just have a different perspective on what 'dense' means. At long last, a half day's hike brings you to the base of a 150 foot high shale cliff, the trail following along to its right.*

*Loose shale clatters down from the cliff above you. Looking up the hill for the source of the falling shards, you see a pair of huge blue serpentine creatures looking down from the top of the cliff. The beasts return your regard, and begin to easily scramble down the sheer face to attack. Each of the forty-foot long monstrosities moves on a dozen legs, and opens its jaws wide enough to swallow a man whole. The path that you've been following, though narrow, clearly offers no protection. Only the dense forest at your back offers a limited measure of safety.*

PCs can identify the monsters on a successful *Knowledge (arcana or nature)* check *DC 15*. The creatures are behir, magical beasts that can either slither like snakes or use their twelve legs to move with considerable speed. They possess a breath weapon consisting of a 20-foot line of electricity. While the behir are formidable opponents and well beyond the heroes' ability to fight, the PCs are not in any danger unless they stand at the base of the cliff and wait to be crushed. The behir are natural enemies of dragons, and the recent re-emergence of the true dragons (and the arrival of a young blue

dragon in their territory) has created a problem for this pair.

The behir go last in initiative. It is important that the PCs go first, as this is not intended to be a TPK, but rather in introduction to 'new' adventurers of the hazards that come with their chosen profession. PCs who make a run for the cover of the trees will take no damage. Those that stay and attempt to fight suffer 2d6 x ATL damage from the ensuing avalanche of shale shards that will rain down from the cliff face above.

*As the creatures begin to descend there is a flash of light, a loud crack above the tree tops, and the smell of ozone in the air an instant before the hillside above them explodes. Tons of shale cascade down the steep slope, sweeping the creatures into the forest. One screams in agony, the other lies utterly still. Thundering wing beats from above herald a blue dragon crashing through the leafy canopy, splintering stout limbs as it descends. It lands on the lifeless body of the dead behir and reaches out with tooth and claw to grab the surviving creature by the throat. With a twist of its head and a loud crack, the struggling survivor becomes a carcass. The wind suddenly changes direction, and the dragon swings its head to face you, its prey getting tossed about like a broken doll. He snorts towards you, and seems to acknowledge your presence. With a last look he launches into the sky with his meal, leaving you for another day. The beats of his wings are almost deafening as he flies away to the south.*

Ozone, a blue dragon, has just reached his 51<sup>st</sup> year, making him a young adult. As such, he has developed new abilities and he wants to try them out. One of his new favorites is *frightful presence*. He expects pesky humanoids to be afraid of him, and will not take kindly to being disrespected by the likes of the PCs. Should a PC take a parting shot at him, Ozone will drop his behir meal and return to kill his attacker, along with anyone assisting them. Game over, lose your quarter.

PCs who didn't immediately flee the behirs and who took damage from the avalanche of shale, and who didn't die, will have to wait two rounds for

aid unless their companions want to brave the dragon.

No stats are provided for the behir, as they won't be living long enough to engage the PCs in combat.

### ATL 1 & 3

⚡ **Ozone, Blue Dragon** (Young Adult)

LE Large dragon

**Init** +4; **Senses** darkvision 120 ft.; Perception +18

**AC** 26, touch 9, flat-footed 26; (-1 size, +17 natural)

**hp** 240 (18d12+72)

**Fort** +15, **Ref** +11, **Will** +13

**Defense Abilities** **DR** 5/magic; **Immune** electricity; paralysis, sleep; **SR** 19

**Spd** 40 ft., burrow 20 ft., fly 150 ft. (poor).

**Melee** bite +23 (2d6), claw 1d8 (x2), wing 1d6 (x2), tail 1d8

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

**Special Attacks** breath weapon (80-ft. line, electricity, Ref DC 23), frightful presence (Will DC21)

**Spell-Like Abilities** (CL 3rd)

**Create/Destroy Water (Sp)** A blue dragon of any age can use this ability three times per day. It works like the create water spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or be ruined. This ability is the equivalent of a 1st-level spell.

**Sound Imitation (Ex):** A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

**Cleric Spells Known** (casts as arcane) (CL 3rd)

1<sup>st</sup> — comprehend languages, entropic shield, obscuring mist

2<sup>nd</sup> — darkness, sound burst

0 (at will) — bleed, detect magic, read magic, stabilize

**Str** 23, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +18; **CMB** +25; **CMD** 16

**Feats** Alertness, Blind-Fight, Flyby Attack, Hover, Improved Initiative, Power Attack, Snatch, Wingover

**Skills** Diplomacy +10, Escape Artist +10, Fly +18, Intimidate +10, Knowledge (arcane) +10, Knowledge (nature) +10, Perception +18, Sense Motive +10, Spellcraft +18, Stealth +10, Use Magic Device +10

**Languages** Common, Draconic, Infernal

**SQ** nil

**Gear** nil

**Special Abilities**

**Breath Weapon (Su)** 80-foot line, 10d8 electricity, DC 23 Reflex half damage.

**Frightful Presence (Ex)** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + 1/2 dragon's HD + dragon's Cha modifier) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Blindsight (Ex)** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Keen Senses (Ex)** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Sound Imitation (Ex)** A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to that of the dragon's frightful presence) to detect the ruse.

- Once the PCs recover from their ‘introduction’ to dragons and continue their search for Shayla **GO TO Encounter 9 (page 14).**

## **ENCOUNTER 9 – SHAYLA**

*Journeying forth another hour along the cliff face, before a stand of pine trees just as William described, you see a large expanse of mountain laurel.*

The PCs should start looking around under the laurel for the elusive ‘herb’. Whichever searching PC achieves the highest Perception check will locate the crevice where Shayla has fallen.

*Hidden among the mountain laurel, you nearly fall into a deep crevice in the earth. Almost completely concealed by the shrubs, the crevice is almost five feet wide, and runs nearly 50 feet. Looking into the depths of the fissure, you can see the bottom fifteen feet below. Visible in the dim light is the still form of a blonde human woman entangled in vines and roots. Or rather, the vines seem to be actively entangling her. A wolverine ineffectively tugs at the slowly tightening vines.*

The wolverine is Shayla’s animal companion. Whether the druid is alive or not depends on how long the PCs took to get here. If the PCs spend the entire day in Amthydor after meeting Kwella, then Shayla is dead. If the PCs needed to camp two nights after leaving Amthydor, then Shayla is dead. If the PCs wasted little time, they should reach Shayla by late afternoon on the second day, enough time to find her and pull her from the crevice before nightfall.

Should the PCs arrive in a timely fashion, they will find an assassin vine constricting the helpless Shayla. Though she has a broken leg and is unconscious, the result of falling into the crevice dehydration, she has 30 hit points, and a Constitution of 13. The constriction of the assassin vine results in 10 points of damage per round. At ATL 3 the assassin vine will activate its entangle ability, turning the surrounding mountain laurel against the PCs.

To compound matters, an ankheg that makes its home in the area has sensed the movements of the PCs and is in search of an easy meal. It will attack one round after the first PC reaches the floor of the crevice. It will burrow through the wall of the crevice to attack.

If the PCs are able to pull Shayla free and heal her she can assist in the combat, in a limited fashion, though she has no spells available. Shayla has a base attack bonus of +6.

Should the party be completely overwhelmed, the assassin vine and the ankheg may turn on each other.

Neither the assassin vine or the ankheg has any real treasure, though if the PCs cut open the ankheg they will find a kobold arm holding a wooden candlestick.

## ATL 1

### ✂ Assassin Vine, Sprout

N Large plant

**Init** +0; **Senses** blindsight 30 ft.

**AC** 14, touch 9, flat-footed 14; (+5 natural, -1 size)

**hp** 28 (3d8+6)

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

**Defense Abilities** **DR** nil; **Immune** electricity;

**Resistance** cold 10, fire 10; **SR** nil

**Spd** 5 ft.

**Melee** slam +5 (1d6+4)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with vine)

**Special Attacks** constrict, entangle, improved grab

**Str** 16, **Dex** 10, **Con** 15, **Int** –, **Wis** 13, **Cha** 9

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** nil

**Skills** nil

**Languages** nil

**SQ** nil

**Gear** nil

**Special Abilities**

**Constrict (Ex)** An assassin vine deals 1d6+4 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

**Improved Grab (Ex)** To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex)** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 *Perception* check to notice it before it attacks.

Anyone with ranks in *Survival* or *Knowledge (nature)* can use one of those skills instead of *Perception* to notice the plant.

### ✂ Ankheg, Juvenile

N Medium magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +10

**AC** 16, touch 10, flat-footed 16; (+6 natural)

**hp** 29 (2d10+9)

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

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

**Spd** 30 ft., burrow 20 ft.

**Melee** bite +4 (1d8+3 plus 1d3 acid)

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

**Special Attacks** improved grab

**Str** 16, **Dex** 10, **Con** 15, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Alertness, Toughness

**Skills** Climb +5, **Perception** +7

**Languages** nil

**SQ** nil

**Gear** wooden candlestick (swallowed)

**Special Abilities**

**Improved Grab (Ex)** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex)** The ankheg used this attack few hours ago while trying to get a wild boar, and is not able to do so again during this combat.

### ATL 3

#### ✂ Assassin Vine CR 3

N Large plant

**Init** +0; **Senses** blindsight 30 ft.

**AC** 15, touch 9, flat-footed 15; (+6 natural, -1 size)

**hp** 40 (4d8+12)

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

**Defense Abilities** **DR** nil; **Immune** electricity;

**Resistance** cold 10, fire 10; **SR** nil

**Spd** 5 ft.

**Melee** slam +7 (1d6+7)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with vine)

**Special Attacks** constrict, entangle, improved grab

**Str** 20, **Dex** 10, **Con** 16, **Int** –, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +8; **CMD** 17

**Feats** nil

**Skills** nil

**Languages** nil

**SQ** nil

**Gear** nil

**Special Abilities**

**Constrict (Ex)** An assassin vine deals 1d6+4 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

**Improved Grab (Ex)** To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex)** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 *Perception* check to notice it before it attacks. Anyone with ranks in *Survival* or *Knowledge (nature)* can use one of those skills instead of *Perception* to notice the plant.

#### ✂ Ankheg CR 3

N Large magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +10

**AC** 18, touch 9, flat-footed 18; (+9 natural, -1 size)

**hp** 39 (3d10+12)

**Fort** +6, **Ref** +3, **Will** +2

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

**Spd** 30 ft., burrow 20 ft.

**Melee** bite +7 (2d6+7 plus 1d4 acid)

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

**Special Attacks** improved grab, spit acid

**Str** 21, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6

**Base Atk** +3; **CMB** +8; **CMD** 18

**Feats** Alertness, Toughness

**Skills** Climb +8, **Perception** +8

**Languages** nil

**SQ** nil

**Gear** wooden candlestick (swallowed)

**Special Abilities**

**Improved Grab (Ex)** To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

**Spit Acid (Ex)** The ankheg used this attack few hours ago while trying to get a wild boar, and is not able to do so again during this combat.

- If the PCs are unable to locate Shayla during the event **GO TO Conclusion A (page 16).**
- If the PCs locate Shalya too late to save her **GO TO Conclusion B (page 17).**
- If the PCs succeed in rescuing Shayla **GO TO Conclusion C (page 17).**

## **CONCLUSION A**

*The somber trek back to Amthydor seems slower and longer than the trip to the Whitewold. The light of hope in Kwella's eyse quickly fade as she realizes that Shayla is not with you. Upon*

*hearing your story, she quietly counts out your gold and thanks you for your efforts.*

### **THUS ENDS “FIGHT OR FLIGHT?”**

**TIME UNIT COST: 5 TU**

### **CONCLUSION B**

*While uneventful, transporting Shayla’s body makes the trek to Amthydor a bit solemn and laborious. The light of hope in Kwella’s eyes quickly fads as she realizes that all is not well with her friend. Upon hearing your story, she quietly counts out your gold, along with a small token of her gratitude for your efforts, before leaving to make the necessary arrangements for her friend.*

### **THUS ENDS “FIGHT OR FLIGHT?”**

**TIME UNIT COST: 5 TU**

### **CONCLUSION C**

*The journey back to Amthydor, pleasant and uneventful, give you an opportunity to speak with Shayla at some length, learning of her homeland, it’s culture and nomadic peoples, it’s commerce and major exports. She seems to have an appreciation for your borrowed mounts.*

*Kwella is elated at your return, and cheerfully counts out your gold and thanks you for all of your help.*

*As an added bonus, Shayla offers to purchase your mounts for you, so that they may aid you in your future adventures.*

### **THUS ENDS “FIGHT OR FLIGHT?”**

**TIME UNIT COST: 5 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3						
<b>Module Experience</b>	<b>600</b>	<b>850</b>						
If the PCs take care of Heidi (helping bury her grandfather, taking her to safety)	75	100						
If the PCs help William	75	100						
Roleplaying XP Bonus	50	50						
<b>Maximum Possible XP</b>	<b>800</b>	<b>1100</b>						

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

## TREASURE SUMMARY

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

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

### **Conclusion A**

- **50gp per PC**, from Kwella, as thanks for the PCs making the effort to find her friend.

### **Conclusion B**

- **50gp per PC**, from Kwella, as thanks for the PCs making the effort to find her friend.
- **Gratitude of Kwella**, 1 per PC (Value: 800 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal).

As thanks for your efforts in rescuing her missing friend, Kwella has prepared a single application of a special poultice of rare herbs and oils. This poultice functions as a dose of *restorative ointment*.

### **Conclusion C**

- **50gp per PC**, from Kwella, as thanks for the PCs making the effort to find her friend.
- **Gratitude of Kwella**, 1 per PC (Value: 800 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5<sup>th</sup> level caster, Legality: Legal).  
As thanks for your efforts in rescuing her missing friend, Kwella has prepared a single application of a special poultice of rare herbs

and oils. This poultice functions as a dose of *restorative ointment*.

- **Trusty Steed**, 1 per PC (Value: Varies, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal).

The druidess Shayla has gifted you with a fine mount, as thanks for rescuing her during her visit to Amthydor. The type of mount is based upon the race of the PC.

Light Horse Value 75 gp.  
N Large animal (Horse, Light)  
Init +1; Senses low-light vision, scent; Perception +7  
AC 13, touch 10, flat-footed 12; (-1 size, +1 Dex, +3 natural)  
hp 19 (3d8+6)  
Fort +5, Ref +4, Will +2  
Spd 60 ft.  
Melee hoof -2 (1d4+1 unmounted) (x2)  
Space 10 ft.; Reach 5 ft.  
Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6  
Base Atk +2; CMB +5; CMD 16  
*Feats* Endurance, Run  
*Skills* Perception +7

Humans or Half-Elves

Lovisterran Plains Horse – 16 hands –  
Coloring: Multi-colored spots and splashes  
or  
16 hands – Coloring: Choice of two color splashes, one light, one dark. Choose from Black, Bay, Brown, Chestnut, Dun, Grulla, Sorrel, Palomino, Grey, or Roan.  
or  
16 hands – Coloring: Variations of gold, with white mane and tail, with or without white socks or blaze.

Elves

Takaruan Light Horse – 16 hands –  
Coloring: Choice of any solid color, with or without facial markings or socks.

Half-Orcs, Half-Ogres or Sathoni

Veyran Hunter – 17 hands –  
Coloring: Bay with black mane, tail, and socks.

Elan, Elem, Lupaari or Tabreen PCs

Cardizan Desert Steed – 16 hands –  
Coloring: Choice of Grey or White, both with white mane and tail.  
or  
 Takaruan Light Horse – 16 hands –  
Coloring: Choice of any solid color, with or without facial markings or socks.

Aasimar, Dwarves or Tieflings

Ancaran Riding Horse – 14 hands –  
Coloring: Choice of Chestnut, Bay, or Brown, all with black mane and tail.

Pony Value or 30 gp.

N Medium animal (Pony)  
Init +1; Senses low-light vision, scent; Perception +7  
AC 13, touch 11, flat-footed 12; (+1 Dex, +2 natural)  
hp 11 (2d8+2)  
Fort +5, Ref +4, Will +0  
Spd 40 ft.  
Melee hoof -3 (1d3 unmounted) (x2)  
Space 5 ft.; Reach 5 ft.  
Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4  
Base Atk +2; CMB +3; CMD 14  
*Feats* Endurance  
*Skills* Perception +7

Gnomes or Halflings

Brithyr Pony – 9 hands – Coloring: Choice of Black, Brown, or Buckskin. Choice of Black or White mane and tail.

# CRITICAL EVENT SUMMARY: FIGHT OR FLIGHT?

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

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

Alive                  Dead and her body recovered                  Dead and her body not recovered

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

Attacked him                  Killed him                  Accepted him                  Befriended him

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

Killed                  Arrested for highway robbery                  Left alone at home

Taken to Rainsford          Taken to Amthydor

4. Did the PCs take on Ozone (the blue dragon)?                  Yes                  No

5. If the answer to Question 4 is 'Yes', how many PCs died?

None    1                  2                  3                  4                  5                  6

6. What was Ozone's status at the end of the module?

Alive and well fed, but unhurt                  Alive and hurt                  Dead

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

Alive                  Dead and her body recovered                  Dead and her body not recovered

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

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

# GM AID #1: KEHRON

## **KEHRON**

**Ruler:** High Queen Selice

**Government:** Monarchy

**Capital:** Ramallas

**Resources:** Cheese, cloth, furs, mountain ponies, wine, wool

**Population:** 819,570 (humans 85%, half-elves 6%, other fey 6%, forest elves 2%)

**Alignment:** NG, N, CG

**Language:** Common, Rhenese

**Deities:** Ardra, Aurelian, Ayla, Brianna, Cerion, Cyrene, Destine, Elianna, Emerys, Meneon, Pietos, Sorena

**Description:** The people of the rolling plains and rugged hills of Kehron have close ties to their land and consider it to be a living, breathing entity. Arcane practitioners in Kehron tend to be sorcerers rather than wizards, drawing their power from their connection to the land (though without causing harm to it).

Kehron has no army in the traditional sense. Rather, it is defended by a civilian militia made up of units of warriors mounted on sturdy hill ponies or gypsy-bred horses. The land itself plays a role in defending Kehron. The earth rises up to block the passage of invading forces, or opens gaping chasms beneath their feet. Plants seem to reach out and entangle men and mounts. Animals sneak into enemy camps at night, to sabotage invaders by chewing through ropes and saddle girths or to steal food, weapons and other smaller objects.

Few rulers are as accessible to their people as the monarchs of Kehron. The people of Kehron are fanatically loyal to their rulers, not out of fear, but out of respect and genuine affection. People, land and monarch thrive as one, and what is good for one is good for all.

Kehron frequently finds itself the target of Pyrroth's aggressions, as the mages of that nation covet whatever mysterious power they believe to be hidden there.

The Kheronese people commonly have fair to medium complexions, blonde to brown hair and blue, green or grey eyes. They favor garments of fur, leather and wool that are suited to the often-chilly climate. There are no finer horsemen to be found on the continent.

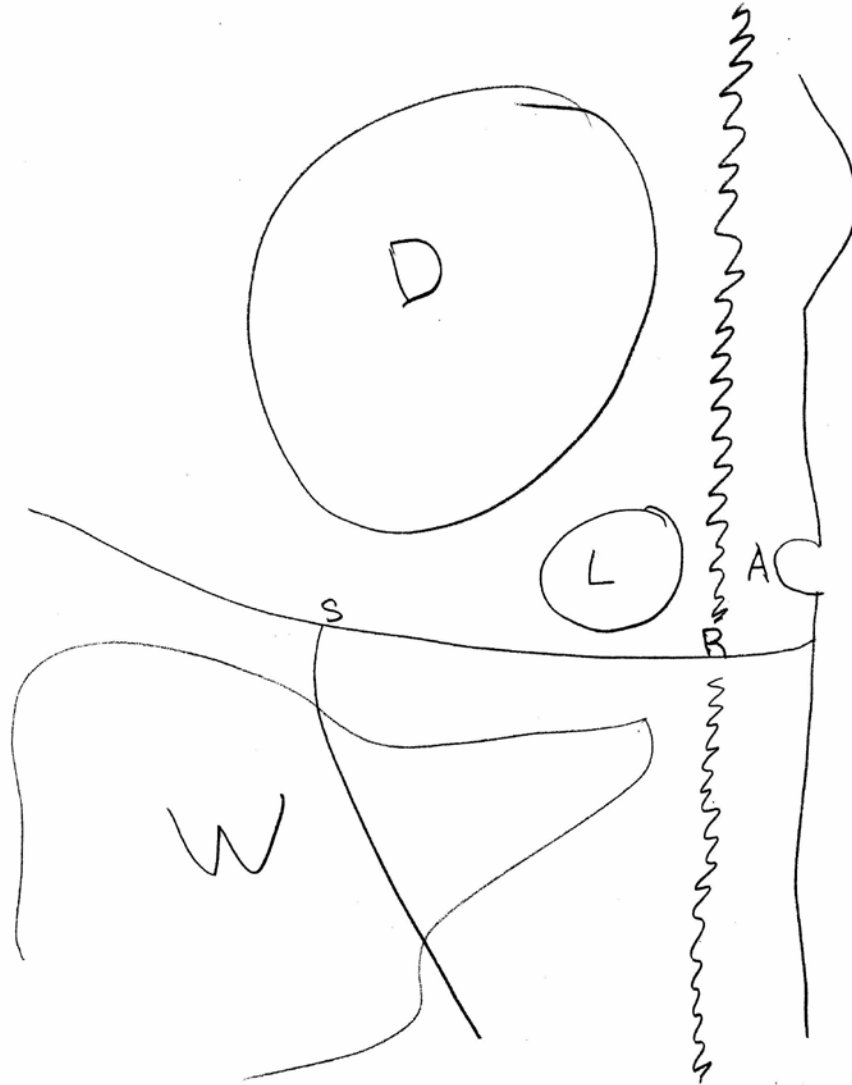
**Ramallas:** (Large city, 23,850) The capital city of Ramallas is a seemingly random mix of wood and stone, famed for hosting the largest animal market and horse fair in the Western Lands.

## PLAYER HANDOUT #1: HANDBILL

*Adventurers needed for a possible life and death situation. Reward to be commensurate with risk. Inquire at Kwella's One Stop Herb Shop.*

*~ K ~*

## PLAYER HANDOUT #2: SHAYLA'S MAP



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



## ROSTER OF HEROES: FIGHT OR FLIGHT?

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

## 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>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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