



Filet Minion

By Catie Straiton

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

A simple errand for a local merchant promises good pay with little risk. All of your missions should be this easy. For heroes of levels 1-6.

(Updated November 2010)

WWW.THESHININGJEWEL.COM

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



CREDITS

Author Catie Straiton
Editor David Samuels
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com
Playtesters. Fred Daniel,
Pascal Meunier, Eric V Clark, David Samuels, Tim
Sandoval, David Santana, Russ Simcheck, Wayne
Straiton

LEGAL TEXT

PATHFINDER is a registered trademark of PAIZO PUBLISHING, LLC, and the PATHFINDER ROLEPLAYING GAME and the PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO are trademarks of PAIZO PUBLISHING, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2010 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

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

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

“Filet Minion” is a stand-alone event for low level characters in the Legends of the Shining Jewel Campaign and success in achieving the scenario’s goals does not depend upon having played any other LSJ scenario. *“Filet Minion”* does not require players to have specific prior knowledge of either the Legends of the Shining Jewel Campaign or the city of Amthydor, and is suitable for introducing new players to the campaign.

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

Julius Emerol Wulfgar Childer, the proprietor of Childer's Catering and the most renowned non-halfing chef and caterer on the continent, has been hired to cater an exclusive party at House Mour to celebrate the birthday of the family's youngest daughter, Lady Elaine Mour. Famed for his exotic recipes and elaborate presentations, Childer has everything planned down to the smallest detail and all of the preparations are complete, except for the final crucial ingredient for the main course (chimera cutlets with cranberry-mango glaze, steamed asparagus and herbed long-grain wild rice).

It is crucial to the success of the recipe that the chimera meat is absolutely **fresh**, only meat from an animal that has been killed immediately before cooking is good enough to meet Childer's demanding standards. The caterer has succeeded in obtaining a young chimera from a clan of goblins in the mountains near Amthydor. Childer's less than diligent apprentice, a young man named Kevis, was supposed to have picked up the chimera the previous morning and returned with it to Amthydor by dark. Instead of returning immediately as he had been instructed, Kevis stayed overnight in a neighboring village and dallied with an especially attractive young lady of his acquaintance. Concerned that the villagers would notice the monster in its covered cage, or worse, that it would escape, Kevis killed it the previous evening. When he arrived at Childer's this morning, the meat was already beginning to spoil. Childer has sent a message ahead to his supplier, arranging to have another 'shipment' ready when the PCs arrive. The party is in two and a half days and the meal will take the better part of a full day to prepare, which means that the PCs will have to leave immediately and return to Amthydor by the following evening. Magical transportation is not available as an option, as Childer insists that any magic will damage the delicate flavor of the meat.

Introduction – PCs answering an early morning summons to the Venturers' Guild are presented with a job offer from a harried Childer, who offers to hire them to pick up a shipment of chimera meat necessary for an upcoming party at the estate of House Mour.

Encounter 1: The PCs stop for the night in the village of Llynvale and perhaps gain some insight into the identity of Childer's mysterious supplier, a tribe of goblins who are more civilized than the norm for their race.

Encounter 2: A roadside encounter with a small group of the very goblins that the PCs are en route to meet with offers possible confusion, and a minor combat, as the goblins are attacked by humans.

Encounter 3: The PCs reach the goblin encampment, though they may have some explaining to do, and they have a mission to complete before receiving their cargo.

Encounter 4: The PCs meet with the Highrock goblins and collect the chimera.

Encounter 4a: The PCs attack and annihilate the goblins and must figure out for themselves how to transport the chimera safely.

Encounter 5: The PCs aren't the only ones interested in the chimera. A group of mercenaries sent to obtain the creature for a local mage challenge the PCs for possession of their prize.

Encounter 6: The remainder of the journey back to Amthydor is uneventful, until a group of animal-rights activists intercept the party, hoping to free the chimera and rescue it from its fate as a main course.

Conclusion A – The PCs return as instructed with the living chimera, ensuring the success of Childer's meal, and find themselves invited to the celebration.

Conclusion B – The PCs return in time but the chimera is already dead, leaving Childer to choose

between an inferior quality dish or a less acceptable backup recipe.

Conclusion C – The PCs return in time, but empty handed, having given the chimera to either the hunters or the animal rights activists.

Conclusion D – The PCs return in time, but empty handed, having abandoned their mission without ever collecting the chimera.

Conclusion E – The PCs return, defeated.

Conclusion F – The PCs delay their return, requiring Childer to present a back-up recipe for the banquet.

Conclusion G – The PCs' remains are found and returned to Amthydor.

INTRODUCTION – CHEF'S SPECIAL

The PCs are presumed to begin the event separately, at approximately nine o'clock in the morning. They are not required to attend the meeting as requested, though if they choose not to go there is no other hook to draw them into the scenario and those players should consider looking for something else to do during the slot.

Whoever is looking to hire adventurers this morning, they are certainly persistent. In addition to the note already found pinned to your door, every public notice board boasts at least three copies of the latest appeal from the Fraternity of Venturers, calling for would-be heroes to report urgently to the Fraternity's offices for assignment.

Present the players with **Player Handout # 1** before continuing with the **Introduction** for those heroes who elect to proceed on to the Fraternity.

The home of the Fraternity of Venturers is a three-story marble and granite fortress-in-miniature, complete with four crenellated towers. A steady stream of members, potential employers, messengers and freelance would-be heroes passes in and out of the building's heavy iron doors.

The hall's busy reception area is diligently overseen by Dorinda, the plain but efficient assistant to the Fraternity's Director, Melton Dadderhoff.

As you approach the desk, she gestures to a sheet of parchment and a quill and ink. "Please sign in and take a seat. Your name will be called."

As you add your name to the list of those already signed in and take your place with the others waiting in the chairs provided, Dorinda summons the next batch of applicants and directs them to a small conference room. One after another, singly and in small groups, the other waiting adventurers are called to receive their assignments. As each one leaves, assignment in hand, the next is summoned to meet with a Fraternity representative.

The players may take this opportunity to describe their characters and perform introductions, if the PCs have not previously traveled together.

After nearly an hour, only a dozen names remain on the list and at last you hear your own name spoken, along with several others (those of each of the PCs). Dorinda gestures down a short hallway to a half open door. "The Director will see you now."

Dorinda cannot answer any questions regarding the PCs' potential mission, as she does not know which assignments have been accepted and which are still available.

Making your way down the hall, a smartly dressed man emerges from the door indicated by Dorinda. He stops abruptly as he catches sight of you, his brow furrows in momentary confusion before his expression brightens suddenly and he begins speaking in a rush.

The man is Melton Dadderhoff, the Director of the Fraternity of Venturers.

"Well, this is most fortuitous! I'm certain that you'll be perfect! The response to our latest call for volunteers was really quite astonishing. It seems that the number of candidates for assignment actually exceeds the number of positions available. After matching up applicants and assignments, there is only one mission remaining. A simple pick-up request has only just come in, requiring (insert number of PCs) individuals. I know that it isn't particularly

glamorous or heroic, but the pay being offered is extremely generous, considering the lack of risk associated with the task. There's a time limit involved, so if you're willing to undertake the assignment you'll have to leave within the hour."

This is the PCs' cue to either immediately agree to go on the mission or ask for additional information (preferably the latter).

"Chef Childer is waiting to brief you and answer any questions that you may have regarding the task. It should only take a few days and he's willing to pay well for prompt service. If you'll just follow me, we can conduct the briefing and get you on your way immediately."

It won't occur to Dadderhoff that the PCs might not want to accept the assignment. In his mind, the fact that the PCs are there makes it a done deal. If the PCs do balk at meeting with Childer and being briefed on the errand that he wants to hire them for, Dadderhoff will suggest that they at least listen to Childer's proposal before they make a decision.

Entering the room behind Director Dadderhoff, you are met by a man with keen brown eyes and a close-trimmed beard, wearing a tight-fitting pristine white shirt. He stops his restless pacing upon your arrival and when he speaks his accent hints at an origin somewhere on the southern shore of the Tasman Sea. "Director, are these the fine people who will be undertaking the task of picking up my goods?"

The man is Julius Emerol Wulfgar Childer, proprietor of Childer's Catering. He is a native of Celler who came to Amthydor fifteen years ago.

This is the best opportunity for the PCs to introduce themselves to their future employer and boast about their past feats of daring, as well as ask any questions.

"I am Chef Julius Childer. I have been hired by House Mour to prepare the birthday celebration banquet for their youngest child, Lady Elaine. The banquet takes place in ten days. The most notable persons in Amthydor will be there to pay their respects to the young lady. I have planned a magnificent menu, but I lack the most crucial ingredient to complete the meal. I sent Kevis, my...former assistant, to a small village approximately three days travel from the city, to obtain the meat and some rare seasonings for the

main course. The young fool lingered at some small farm on the way back, to dally with a young lady he knows there. By the time he returned to the city early last evening, almost a full day late, the meat was completely ruined. Fortunately, the League of Thaumaturgical Studies was able to assist me in getting a message out to my supplier, to arrange for a new shipment. They say that they'll be able to have everything ready no later than mid-afternoon the second day after tomorrow. If you leave immediately, you can reach the village, pick up the shipment, and return here in seven or eight days, leaving me just enough time to complete the preparations for the banquet. There is even a village on the way where you can safely spend the first night, though of course you may press on and camp along the road if you wish."

☛ **How much are you paying us?:**

"House Mour has been generous with my fee, to ensure that the meal is exquisite and this banquet will ensure my excellent reputation in your city. That being the case, it is only fair that your compensation reflect your part in bringing about the success of the presentation. With that in mind, I am prepared to offer a fee that Director Dadderhoff has assured me is more than fair and well in excess of that typically paid for an errand of this sort."

The amount that he will name is equal to 50 gp x ATL, for each PC. This amount is double what would normally be offered. Should the PCs be suspicious regarding Childer's generosity and attempt to sense his motives, he is genuine in his desire to fairly compensate the PCs.

☛ **Where do we have to go?:**

"A small village called Highrock, just outside of the Protectorate's borders. Folks there aren't what most people expect, but I've never heard a bad word from anyone who deals with them and they've always dealt fairly with me. I have a map that will help you find the village, though it only covers the roads within the Protectorate. The best route to the village is to travel to Llynvale, then take the foothill road along the base of the mountains to reach Highrock. The village is

isolated and does not often deal with outsiders, but they trade with Llynvale, which is also the most logical place for you to stop on the first night. The Speaker there can provide you with more detailed directions to the precise location and advise you of any current hazards along the way. Kevis reported no difficulties during his trip, so I don't anticipate that you will have any problems following the same path."

The PCs will have to hurry if they want to use the *Diplomacy* skill to gather information on the village of Highrock and still reach Llynvale by nightfall. The heroes may also use the Knowledge (geography or local) skill to recall information about the village –

DC 10 – Highrock Village is just outside of the Amthydor Protectorate

DC 15 – Highrock Village prefers its isolation and trades only with a handful of small neighboring villages

DC 20 – Highrock Village is a community of farmers, craftsmen and miners

DC 25 – Highrock Village has a reputation for being very different from what the few visitors expect

DC 30 – Highrock Village is actually inhabited by a tribe of non-evil pacifist goblins who make their living as farmers and craftsmen

In general, the village is small, remote, and private and they like it that way. The few outsiders that they do deal with respect and help to protect that privacy, knowing that the 'good' goblins of Highrock stand as a buffer against their more typical non-good kin from deeper in the mountains.

🗨️ **What do you mean about the villagers from Highrock not being what people expect?:**

"They're goblins. Not the sort who eat people, of course. These goblins are farmers and craftsmen who just want to live a quiet life. They don't want any trouble. The villages closest to them understand, and deal with them quietly, respecting their privacy and helping to shield them from outsiders who might not understand."

🗨️ **Can we speak to Kevis?:**

"If you can find him, the no-good lay-about. When he finally returned, almost a full day late, I

fired him on the spot. He took his final pay and left, saying something about going where he was appreciated and how he has a promising future and someday he'll be worth more than the Lord Monarch. Good riddance, I say. That boy never did anything, but cost me money and this was the last straw."

If the PCs press for details, Childer will explain that Kevis is lazy, careless, very talkative (usually about how great he is) and often ignores instructions that he doesn't want to follow. PCs attempting to use *Diplomacy* to gather information on Kevis will quickly learn the same details. He was always talking about his next great plan to make his fortune, but never seemed to want to put any effort into it. He also enjoys charming the ladies, but isn't the type to settle down to a responsible life with any of them.

🗨️ **What do we have to bring back?:**

"Some rare succulent root vegetables, mountain herbs, seasonings, rare mushrooms and of course the chimera meat, the final ingredient for the dish that will be my crowning achievement, and the main course for Lady Elaine Mour's birthday banquet."

🗨️ **How do we pay for the goods?:**

Chef Childer gestures to three sets of saddlebags resting on the table. "The people of Highrock are very private. If they can't make or grow something for themselves, or trade for it among a handful of other small villages, they do without. One of those villages that they are willing to trade with is Llynvale. These bags, as well as a wagon now being loaded for you, contain coin and supplies needed by Llynvale. In turn, that village will supply a wagon full of goods that have been requested by Highrock. See the village Speaker as soon as you reach Llynvale and he will see to it that you get what you need. In exchange for the Llynvale wagon, Highrock will give you another wagon loaded with the meat for the banquet. The first wagon, with the payment for Llynvale, should be waiting at the South Gate when you are ready to leave. Just give this chit to the Legionnaires on duty."

Childer will offer this information unasked, as well as a small metal ‘claim chit’, should the PCs forget to inquire about this detail. The elected Speaker for the village of Llynvale is Niles Doros.

☛ **Do we have to capture/kill the chimera?:**

“Absolutely not. The hunters from the village of Highrock will already have taken care of everything by the time you get there. They’ll have everything ready for you. All you need to do is drive the wagon and see to it that the meat arrives safely in Amthydor in five days time.”

Childer is genuinely appalled at the thought of the PCs killing the chimera. Not, as they might think, because he is squeamish or concerned for their safety, but because the meat will be ruined if the creature is killed too soon or killed inexpertly, as has already happened once, necessitating the PCs’ impending trip to Highrock to procure this second chimera.

☛ **Why can’t you just teleport the meat here?:**

“The meat must not be subjected to any sort of magic. It will taint the meat, ruining the delicate and distinctive flavor and rendering it unusable.”

This prohibition against magic includes placing the ‘meat’ in a *marinating jar* and spells such as *gentle repose* and *teleport*. Any form of magic directly influencing the meat must be avoided. Any spell cast in the immediate vicinity, but not targeting the ‘meat’ (such as a *magic missile* aimed at someone standing next to the wagon), is still undesirable but only potentially harmful in larger doses (based upon ATL).

☛ **Do you have a backup plan?:**

“Yes, though the substitute dish is a less acceptable option than the one currently planned and not what the family has asked for.”

The original dish is the preferred one, by all parties involved.

☛ **Is the chimera still alive?:**

“Of course it’s still alive! The meat must be absolutely fresh for the best results. Once the beast is butchered, it must be prepared immediately or the meat will sour and be unusable.”

Childer will **not** volunteer this information, and will provide it **only** if specifically asked. Some PCs (and players) may be offended by what seems to be a callous attitude towards a living and potentially intelligent creature. The pride of young chimera is actually a menace to the villages near the Protectorate border and would be killed anyway to protect the farmers and miners in the area.

☛ **How are we supposed to transport a live chimera?:**

“The creature will be safely caged, and the villagers in Highrock will provide you with the means to sedate and restrain it without tainting the meat.”

This is another question that Childer will not volunteer the answer to. The PCs will have to first know that the chimera is still alive and specifically ask about transporting a living creature before Childer will provide this information.

Once the PCs are ready to go, or if they ask if Childer has any additional information to share with them, he will offer a reminder about the critical points of the mission –

“It’s vital that you not delay, either in reaching Highrock or in returning to Amthydor. There will not be time for a third hunt if you should be late or if anything happens to the meat. The entire journey should take a total of seven days, allowing a full day for the necessary preparations for the banquet taking place the following day. Also, no magic may be used on the meat, for any reason. Even casting spells within five feet of the wagon risks tainting the meat and ruining the delicate flavor.”

No magic means exactly that – no spells, no items, no magic of any kind can be used on or against the chimera without ruining the meat.

If the PCs do not own horses they may purchase untrained mounts from the PF Core Rulebook or they may rent standard riding mounts (horses, ponies or dogs) from the Fraternity for 5gp for the week. One or more PCs will still need to drive the wagon.

Llynvale is a half-day ride from Amthydor, to the southwest between the Lestra River and the Darkwood.

- If the PCs accept the mission and are ready to continue on to Llynvale **GO TO Encounter 1 (page 8)**.
- If the PCs decline the mission, thank the players for their time and sign off on their log sheets. They receive no XP and no treasure, and you get to relax for the remainder of the slot.

ENCOUNTER 1 – LLYNVALE

The PCs will have no trouble collecting the lightly loaded wagon from the Legionnaires at the South Gate. A matched team of horses bred and trained for cart work completes the ensemble and will allow the PCs to move almost as quickly as if they were riding rather than pulling a wagon. The wagon, should the PCs examine it, is lightweight, but very sturdy and exceptionally well made, capable of carrying a much heavier load than a typical cart of its size.

Heavily laden wagons move steadily along the road south from Amthydor, wheels rattling over the tightly fitted cobblestones of the roadway. Mounted riders pass the slowly moving caravans, while travelers on foot keep to the narrow pedestrian path paralleling the wider main road. On such a pleasant day, many travelers are taking advantage of the opportunity to make good time on their journeys, en route both to and from the Shining Jewel, making for crowded roads, but also offering the opportunity to exchange news of distant destinations and conditions on the road ahead.

All overland traffic coming from the west bound for the Free Lands and the Eastern Provinces has to pass through Amthydor. Even travelers venturing into the Southern Domains pass through the lands of the Amthydor Protectorates, often crossing the Lestra River at Sweetwater, Rainsford or Thornwater.

The press of travelers on the road around you thins as you reach the Great Trade Road and turn

to the west, leaving the slower moving caravans behind. The familiar countryside outside the city's walls disappears from view with each turn of the road as the miles fall away behind you, replaced by the rushing Lestra River on one side and a series of small farms on the other. A cluster of mills, their great wheels driven by the rushing waters of the river, marks the village of Rainsford.

The PCs may pause in Rainsford, if they wish, though there is no information or assistance to be found here pertaining to their mission. Kevis passed through the village on the way back to Amthydor in the late afternoon of the previous day, driving a large box wagon. He stopped only long enough to water the two horses that pulled the wagon. Kevis did not speak of his cargo, other than to say that it was for a *very* important banquet that *he* was preparing and there were no problems during the short time that he was in the village. Reports from travelers indicate that the road between Rainsford and Llynvale is clear.

There are no obstacles to impede your journey as you continue on west through Rainsford. A light rain begins to fall as you reach the less traveled road to Llynvale and leave the busy Great Trade Road and its caravan traffic behind you. The hearty greetings of friendly farmers in their roadside fields and the laughter of children playing in front of tidy cottages welcome you to the village of Llynvale.

Llynvale is a small farming village of scarcely 200 inhabitants. The villagers raise sheep, pigs and cattle in addition to a wide variety of vegetables and grain crops. There are plenty of villagers around if the PCs want to ask questions and any of them can direct the heroes to the village's lone tavern, the Board and Barrel, where Speaker Niles Doros can be found. Llynvale sees few visitors, as there is little else in the area except the rugged mountains on one side and the hazardous Darkwood on the other, just beyond the smaller (and more welcoming) Llynwood. A narrow road is maintained through the hills along the base of the mountain range, to provide access to the mines in the area and to a few isolated villages.

A large barn, the walls of the lower story built from tightly fitted fieldstone, stands as a backdrop

for the tidy cottages that make up the heart of the village. A second building, less massive but equally well built, holds court at the center of the settlement. The smell of warm bread and savory stew invite one and all to pass beneath the sign declaring it to be the Board and Barrel and step inside the tavern that serves as the main gathering place for the residents and any travelers passing through.

The Board and Barrel is the only tavern in the village. Niles Doros is the proprietor, as well as the village's brewmaster and Speaker to Amthydor.

A man in the tavern's large main room hums cheerfully to himself as he stirs the contents of a large pot that hangs over the hearth fire. He straightens as you enter, wiping his hands on his apron. "Welcome! I'm Niles, the proprietor and the village Speaker. Make yourselves comfortable and I'll be with you in just a moment. Don't see many visitors here. What brings you to Llynvale? Will you be staying the night or just passing through?"

The village sees few travelers and does not have a proper 'inn'. What they do have to offer is either a pair of dormitories with sleeping pallets (8 in each room), on the second floor of the tavern or a small guest house near the heart of the village. The guest house has six individual rooms and a central room with a large fireplace for meals and warmth. There are no servants for the guest house (the village women work together to clean it between visitors), but meals can be delivered from the tavern. Once the PCs identify themselves as coming from Amthydor on an assignment for Chef Julius Childer, Niles will politely insist that at the very least any Nobles, Aristocrats or female PCs make use of the guest house, in the name of propriety, though all of the PCs are welcome to do so. He will attempt to answer any questions that the PCs have.

☛ **What can you tell us about Highrock?:**

"Most outsiders consider them odd and don't really trust them, but I expect that it's just because they don't get to know them. It's true that the clan isn't what most people expect, but they are good folk and don't mean anyone any

harm. They aren't like most of their kind and they don't want any trouble. They really just want to be left alone, except to trade with us and two or three other villages for the few things that they need, but cannot make themselves. They are almost completely self-sufficient."

Niles doesn't really think much about the fact that the 'villagers' from Highrock are a clan of goblins. To him, they are just the neighbors, and out of respect for their privacy, he doesn't talk about them, but if the PCs take note of some of his comments and ask, he will readily admit that Highrock is a non-evil goblin settlement.

☛ **Do you have a map of the area around Highrock?:**

"We try to respect the privacy of the Highrock clan, so we don't draw maps of their territory, but I can provide you with directions and detailed descriptions of landmarks. There's also a small waystop where you can spend the night. It's maintained by the local villages and farmers. While it isn't luxurious, it's quite safe."

The goblins of Highrock are afraid of the prejudice of humans, as well as non-good goblin clans in the area, so they don't advertise their presence. Maps showing the village could change hands and reveal their presence to those who are less tolerant and accepting than Llynvale.

☛ **What can you tell us about Kevis?:**

"He returned here as scheduled, and he didn't mention any difficulties, so we were surprised to get word that Chef Childer needed more supplies so soon. If Kevis made an unscheduled stop, he did it after he left here in the late afternoon the day before yesterday."

Speaker Doros has only met Kevis twice – when he passed through on the way to Highrock and when he returned and he doesn't really know anything about him.

☛ **Do you have the payment for Highrock?:**

"The goods requested by Highrock are already being exchanged for what you've delivered to us. Your wagon will be reloaded and ready at first light, unless you want to try and travel on this evening. We haven't had any bandit activity in

the area recently, but a bed in our guest house would certainly be preferable to sleeping on the ground and we can provide secure stabling for your horses.”

If the PCs forget that they are supposed to trade the saddlebags provided by Childer for a wagonload of goods for Highrock, Niles will gently remind them. It is anticipated that the party will spend the night in Llynvale, but it is not required. If they prefer to push on, it is possible for the party to travel another four hours before dark. If they continue on past the village after delivering the goods for Llynvale in exchange for the payment for Highrock, modify the box text as necessary, to describe an uneventful (if slightly damp and rainy) night spent on the road.

- Once the PCs are ready to continue their journey to Highrock **GO TO Encounter 2 (page 10).**
- If the PCs decide to give up on the mission and return to Amthydor without the chimera **GO TO Conclusion D (page 38).**

ENCOUNTER 2 – WHO’S SIDE ARE YOU ON?

Setting out from Llynvale, your path leads through the low rolling hills that skirt the base of the towering Delambir Mountains west of Amthydor. The light rain that began falling last night has transformed into a fine mist that swirls along the ground, retreating from the hooves of the horses and the wheels of the wagon. Except for meeting a few farmers leading their stock to pasture in the early morning, you’ve had the road to yourselves. Even at midday, when you stopped to rest the horses, there was no sign of other travelers. Now, with darkness beginning to fall, the small travelers’ waystop where Speaker Niles Doros suggested that you spend the night comes into view.

The waystop is little more than four walls, a floor and a roof, but it is clean, dry and secure against wandering animals. The PCs may spend the night outside, sleeping on the ground, if that is what they really want, but the travelers’ waystop, a small

cabin jointly maintained by the villages in the area, is the safest and most secure place that they will find. In either case, the night will pass uneventfully (though feel free to make the players nervous, time permitting).

One by one the landmarks that guide your journey to Highrock have come and gone – a pillar of stones, a burned tree, a shallow stream. An hour after breaking camp and leaving the small waystop, your next landmark, a stone well, comes into view around a bend in the road. What Speaker Doros didn’t mention as a landmark was the sturdy mountain pony still hitched to a cart with a broken wheel, and the bloody fight taking place in the hollow beyond the well.

The ‘fight’ is extremely one sided. A number of woodsmen (read ‘vigilantes’), thinking to make a name for themselves have come across a small group of goblins who stopped to repair their wagon. The woodsmen attacked the goblins without provocation, seriously injuring one, and tormenting and toying with the others, forcing them into a fight for their lives.

A group of woodsmen is exchanging blows with five small creatures with over-sized heads and greenish skin. A sixth small figure already lies on the ground, marked by numerous bloody wounds.

A *Knowledge (nature)* skill check *DC 12* will allow the PCs to recognize the small figures as goblins. The woodsmen are obviously human. A successful *Perception* or *Heal* skill check *DC 12* will reveal that the woodsmen are definitely winning. The woodsmen are confident that the heroes will side with fellow humans/‘higher humanoids’ and will not attack the PCs unless they intervene on behalf of the goblins. The woodsmen will claim that the goblins are ‘vicious killers’, who cannot be trusted and who attack small villages and isolated farms, killing everyone in sight and stealing or killing the livestock. While there have been attacks by humanoid raiders in the area, some of which were perpetrated by goblins, in the case of **these** goblins, nothing could be further from the truth. While such behavior would be the norm for the average goblin, these goblins are **not** typical for their race and they will deny any wrongdoing. They are from the village of Highrock, the PCs’ destination. The goblin clan

there has chosen a different type of life from their average kin. A *Perception* check *DC 15* reveals them to be **clean** (other than the normal dust associated with travel). Their clothing is made from common, simple fabrics, but it is made with care and made to fit them rather than just being thrown together from whatever they could scrounge from a victim. Their gear is well maintained, instead of being rusty and broken. Their cart pony is groomed, shod and not skittish. They are also literate and not nearly as superstitious or awed by magic as their less-friendly kin. The group consists of miners, farmers and craftsmen returning from trading with a nearby village just outside of the Protectorate. They will help the PCs fight the woodsmen, as best that they can. Once the PCs prove that they are friendly (the easiest way is by protecting them from the woodsmen), and coming from Llynvale, the goblins will also escort them to Highrock and vouch for them to the clan's elders. Current hit points for the goblins and woodsmen are provided in ().

ATL 1

⚔ Woodsmen Ranger 2 (4)
 CN Medium humanoid (human)
Init +3; **Senses** nil; **Perception** +7
Defense
AC 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)
hp 22 (2d10+2) (current hp 19, 20, 21, 22)
Fort +4, **Ref** +5, **Will** +2
Defensive Abilities nil; **DR** --/--; **Immune** nil;
Resist nil; **SR** nil
Offense
Speed 30 ft.
Melee short sword +4 (1d6+2/19-20)
Ranged short bow +4 (1d6/x3)
Space 5 ft.; Reach 5 ft.
Special Attacks favored enemy goblinoid +2
Spell-Like Abilities nil
Spells Prepared nil
D domain spell; **Domains** nil
Statistics
Str 14, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +2; **CMB** +4; **CMD** +16
Feats Dodge, Quick Draw*, Skill Focus (Survival)

Skills Bluff +2, Handle Animal +6, Intimidate +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Perception +7, Ride +7, Sense Motive +2, Stealth +7, Survival +10 (+11 when tracking)
Languages Common, Goblin
SQ nil
Treasure nil
Special Abilities nil
Gear (each) studded leather armor, short sword, short bow, 20 arrows

ATL 3

⚔ Woodsmen Ranger 4 (5)
 CN Medium humanoid (human)
Init +5; **Senses** nil; **Perception** +13
Defense
AC 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)
hp 38 (4d10+4) (current hp 34, 35, 36, 37, 38)
Fort +5, **Ref** +6, **Will** +3
Defensive Abilities nil; **DR** --/--; **Immune** nil;
Resist nil; **SR** nil
Offense
Speed 30 ft.
Melee short sword +6 (1d6+2/19-20)
Ranged short bow +6 (1d6/x3)
Space 5 ft.; Reach 5 ft.
Special Attacks favored enemy goblinoid +2
Spell-Like Abilities nil
Spells Prepared 1st level – *resist energy*
D domain spell; **Domains** nil
Statistics
Str 15, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +4; **CMB** +6; **CMD** +18
Feats Alertness, Dodge, Endurance*, Quick Draw*, Skill Focus (Survival)
Skills Bluff +5, Handle Animal +8, Intimidate +8, Knowledge (dungeoneering) +6, Knowledge (nature) +8, Perception +13, Ride +7, Sense Motive +7, Stealth +11, Survival +14 (+16 when tracking)
Languages Common, Goblin
SQ favored terrain (mountains) +2
Treasure nil
Special Abilities nil
Gear (each) studded leather armor, short sword, short bow, 20 arrows

ATL 5**⌘ Woodsmen Ranger 6 (6)**

CN Medium humanoid (human)

Init +5; **Senses** nil; Perception +15*Defense***AC** 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)**hp** 54 (6d10+6) (current hp 50, 51, 51, 52, 53, 54)**Fort** +6, **Ref** +7, **Will** +4**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee Atk** short sword +9 (1d6+2/19-20)**Melee Full Atk** short sword +9/+4 (1d6+2/19-20)**Ranged Atk** short bow +8 (1d6/x3)**Ranged Full Atk** short bow +8/+3 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.*Special Attacks* favored enemy goblinoid +4, magical beasts +2**Spell-Like Abilities** nil**Spells Prepared** 1st level – *longstrider*, *resist energy***D** domain spell; **Domains** nil*Statistics***Str** 15, **Dex** 15, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13**Base Atk** +6; **CMB** +9; **CMD** +20**Feats** Alertness, Combat Reflexes, Dodge, Endurance*, Quick Draw*, Skill Focus (Survival), Two-Weapon Fighting***Skills** Bluff +7, Handle Animal +10, Heal +7, Intimidate +10, Knowledge (dungeoneering) +6, Knowledge (nature) +10, Perception +15, Ride +7, Sense Motive +9, Stealth +13, Survival +16 (+19 when tracking)**Languages** Common, Goblin**SQ** favored terrain (mountains) +2**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, short sword, short bow, 20 arrows**ATL 7****⌘ Woodsmen Ranger 8 (6)**

CN Medium humanoid (human)

Init +5; **Senses** nil; Perception +17*Defense***AC** 19, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 dodge, +2 natural)**hp** 70 (8d10+8) (current hp 63, 65, 66, 68, 69, 70)**Fort** +7, **Ref** +9, **Will** +4**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee Atk** short sword +10 (1d6+2/19-20)**Melee Full Atk** short sword +10/+5 (1d6+2/19-20)**Ranged Atk** short bow +11 (1d6/x3)**Ranged Full Atk** short bow +11/+6 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.*Special Attacks* favored enemy goblinoid +4, magical beasts +2**Spell-Like Abilities** nil**Spells Prepared** 1st level – *longstrider*, *resist energy*; 2nd level – *barkskin***D** domain spell; **Domains** nil*Statistics***Str** 15, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13**Base Atk** +8; **CMB** +10; **CMD** +23**Feats** Alertness, Combat Reflexes, Dodge, Endurance*, Quick Draw*, Skill Focus (Survival), Two-Weapon Fighting***Skills** Bluff +11, Handle Animal +12, Heal +9, Intimidate +12, Knowledge (dungeoneering) +6, Knowledge (nature) +10, Perception +17, Ride +8, Sense Motive +11, Stealth +16, Survival +18 (+21 when tracking)**Languages** Common, Goblin**SQ** favored terrain (mountains) +2, woodland stride, swift tracker**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, short sword, short bow, 20 arrows

It is certainly possible that the PCs will take the wrong side in the skirmish and actually attack the goblins. The goblins are not tiered, and are no match for either well-equipped PCs or a combined force of PCs and woodsmen.

ALL ATLS

‡ **Goblin Villagers Expert 3 (6):**

NG Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

Defense

AC 15, touch 13, flat-footed 13; (+2 armor, +1 Dex, +1 size)

hp 22 (3d8) (current hp 0, 9, 13, 14, 17, 21)

Fort +1, **Ref** +2, **Will** +3

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 30 ft.

Melee dagger +2 (1d3/19-20)

Ranged sling +3 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

Str 10, **Dex** 12, **Con** 10, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** +12

Feats Dodge, Skill Focus (Craft)

Skills Appraise +7, Craft +10, Diplomacy +5, Linguistics +5, Knowledge (dungeoneering) +6, Perception +5, Profession +6, Ride +8, Sense Motive +4, Stealth +8; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Treasure nil

Special Abilities nil

The goblins, if they survive, will gladly show the PCs the way to Highrock and vouch for them to the village's elders. The goblins, five males and one female, are named Ruk, Mej, Olan, Ven, Tras and Gisele. The party, and any survivors, are still nearly a full day from Highrock and will need to spend another night on the road before reaching the village.

Likewise, should the woodsmen survive, they would be interested in traveling with the PCs (in the hope of finding more goblins to kill).

If the PCs took the side of the woodsmen or did nothing to intervene in the fight, they will have to make their own way to Highrock and deal with the consequences of their actions. The woodsmen don't have any reward to offer, though they will thank the PCs for their assistance before continuing on their way.

- Once the PCs are ready to continue their journey to Highrock **GO TO Encounter 3 (page 13).**
- If the PCs decide to give up on the mission and return to Amthydor without the chimera **GO TO Conclusion D (page 38).**

ENCOUNTER 3 – HIGHROCK

The PCs will eventually find their way to Highrock, either on their own or with the aid of the rescued goblins. The village is cut into the cliffs rising above a small isolated valley.

Subtle clues guide you through the rough foothills, hinting only to those who know what to look for that the area is inhabited by anything other than common animals. The faint scent of wood smoke and roasting meats drifts among the stands of pine trees, grows steadily stronger as you climb the last rise in the narrow rocky path that has led you into the mountains.

The sounds of birds and small animals are quickly replaced by the high pitched laughter of children, the barking of dogs and other sounds of village life. A last turn of the narrow trail reveals a sheer mountain cliff, dozens of small cave openings dotting the stony face and a busy village nestled at its base.

The settlement's warriors, a troop of twenty greenish-skinned figures each three feet tall, with red eyes and sharp teeth, are lined up to meet you, a living wall between your party and the settlement's noncombatants.

The warriors, like the rest of the village's inhabitants, are goblins, which may or may not come as a surprise to the PCs. While they are armed with short swords, they are not immediately threatening the party. There isn't any real reason for the PCs to attack the goblins, other than pure bloodlust, so there shouldn't be any combat, though stats are provided for the convenience of the GM if the PCs insist on forcing a fight. The village contains equal numbers of warriors, tradesmen and non-combatants (children, elderly and unskilled females). The reception that the PCs receive will depend on how they reacted to the combat in **Encounter 2**.

If the PCs befriended and aided the goblin craftsmen and returned any survivors to the village –

Your new friends hurry forward, speaking rapidly to the assembled warriors and gesturing in your direction. As word begins to quickly spread throughout the village, a crowd of craftsmen, women and children begins to gather behind the protective line of soldiers. Their excited whispers grow silent and the crowd parts to make way for the approach of a male goblin standing a head taller than those around him. He wears a chain shirt adorned with feathers and small bones and a plain iron crown. He listens to the excited retelling of the tale of your rescue of the craftsmen. When the telling is complete, he looks you over, giving a decisive nod in your direction. The warriors each take a step back, forming two lines leading into the heart of the village. The goblin leader addresses you in careful Common. "You have done a service to our kinsmen and we are grateful. I am Grath, chieftan of the village. Be welcome in Highrock. You are the ones sent from the city of the Jewel?"

If the PCs speak Goblin they will be able to understand as the craftsmen quickly share the 'short version' of their rescue by the PCs, complete with any particularly heroic details.

"You must join us for the evening meal and we can speak of the preparations for your return to your city. I must speak with my warriors, but there will be time for conversation this evening. My people will show you where you may bathe and rest."

With a nod and a gesture, he leaves you to the attentions of several village females, who quickly come forward to direct you to your accommodations.

If the PCs tried but failed to save any of the goblin craftsmen and have returned their bodies to the village –

The noses of the warriors wrinkle in distaste at the scent of blood and their hands move to grip their weapons as they watch you expectantly. As you stand at an impasse, word begins to quickly spread throughout the village and a crowd of craftsmen, women and children begins to gather behind the protective line of soldiers. Their excited whispers grow silent and the crowd parts to make way for the approach of a male goblin standing a head taller than those around him. He wears a chain shirt adorned with feathers and small bones and a plain iron crown. "You are the ones sent from the city of the Jewel? What has befallen our kinsmen, and how did you come to be present at their fall?"

The PCs should be able to offer some explanation of the attack on the goblin craftsmen. Once they have told their story –

"I am Grath, chieftain of Highrock village. You must join us for the evening meal and we can speak of the preparations for your return to your city. I must speak with my warriors and we must see to the burial arrangements for our fallen kinsmen, but there will be time for conversation this evening. My people will show you where you may bathe and rest."

With a nod and a gesture, he leaves you to the attentions of several of the village females, who quickly come forward to direct you to your accommodations.

The burial rights for the fallen goblin craftsmen are considered a private matter and the villagers will not welcome the PCs' attendance (though they will not fight to keep them away). If the PCs express an interest in attending, Grath will instead invite them to offer prayers to their own gods and to Ardra for the souls of the slain goblins.

If the PCs made no effort to aid the goblin craftsmen or tried but failed and did not bring the bodies back to their families –

As word begins to quickly spread throughout the village, a crowd of craftsmen, women and children begins to gather behind the protective line of soldiers. Their excited whispers grow silent and the crowd parts to make way for the approach of a male goblin standing a head taller than those around him. He wears a chain shirt adorned with feathers and small bones and a plain iron crown. He addresses you in careful Common.

“I am Grath, chieftain of Highrock village. We are a private people and receive few visitors. What brings you to our lands?”

While Grath suspects that the PCs are the ones sent from Amthydor to retrieve the chimera, he wants them to introduce themselves and explain their presence on goblin lands.

When your telling is complete, he looks you over, giving a decisive nod in your direction. The warriors each take a step back, forming two lines leading into the heart of the village. “The loss of our kinsmen grieves us and my people will wish to mourn. You will be shown to a place where you may rest and refresh yourselves and we can speak this evening of the preparations for your return to the city.”

With a nod and a gesture, he leaves you to the attentions of several of the village females, who quickly come forward to direct you to your accommodations.

If the PCs actually attacked the goblin craftsmen in Encounter 2 –

The warriors examine you with sharp eyes, their noses wrinkling in distaste at some scent that lingers about you. As you stand at an impasse, word begins to quickly spread throughout the village, and a crowd of craftsmen, women and children begins to gather behind the protective line of soldiers. Their excited whispers grow silent and the crowd parts to make way for the approach of a male goblin standing a head taller than those around him. He wears a chain shirt adorned with feathers and small bones and a

plain iron crown. He addresses you in careful Common.

“I am Grath, chieftain of Highrock village. We are a private people and welcome few visitors. Why do you come here smelling of death?”

While Grath suspects that the PCs are the ones sent from Amthydor to retrieve the chimera, he wants them to explain themselves, and why they carry a lingering scent of goblin blood (and possibly possessions taken from the dead goblins). If any member of the party tries to gloss over their involvement in **Encounter 2**, each PC present must succeed at a *Bluff* skill check *DC 15+ATL*. If the goblins learn of the party’s involvement in the deaths of the craftsmen, the PCs must offer a sincere apology and succeed at a *Diplomacy* skill check *DC 10+ATL*, if they are to salvage their mission and receive the chimera without a bitter fight.

If the PCs either successfully conceal their guilt or express genuine regret regarding the attack on the craftsmen, continue with the box text below –

When your telling is complete he looks you over, giving a decisive nod in your direction. The warriors each take a step back, forming two lines leading into the heart of the village.

“We have chosen to live a different life than that of others of our kind. Not everyone understands or accepts our choice. If we hate those who are so ignorant as to hate us, then we become no better than those of our kind who embrace violence and death. The loss of our kinsmen grieves us and my people will wish to mourn, but we are also honorable people. We will hold to the bargain that was made with the human Childer and we will not seek vengeance for our dead, on the condition that you never again return here. You will be shown to a place where you may rest and refresh yourselves and we can speak this evening of the preparations for your journey back to the city.”

With a nod and a gesture, he leaves you to the attentions of several of the village females, who quickly come forward to direct you to your accommodations.

If the goblins learn of the party's involvement in the attack on the craftsmen and the PCs do not successfully apologize –

When your telling is complete he looks you over, his expression hardening. “We have chosen to live a different life that that of others of our kind. We are honorable people and it is in the name of that honor that I allow you to leave now unharmed. I regret that we will be unable to hold to the bargain that was made with the human Childer, but we will deal no more with murderers and brigands. Leave our lands now and never return. If we find you here again, we will regard you as our enemy.”

At this point the goblins will not willingly give the PCs the promised chimera. The PCs will either leave empty-handed or else have to fight (and win) in order to claim the beast. If the PCs fight the goblins and lose, their bodies will be returned, with their equipment, to Amthydor. If the PCs win, information on the goblin village and obtaining the chimera is in **Encounter 4b**.

Once the PCs have successfully made non-hostile contact with the Highrock goblins, continue with the box text below –

Your hostesses see you settled in a neat stone hut, with a collection of soft thick blankets and gently swinging rope hammocks. A guide also points out a nearby cave where a natural hot spring bubbles and steams invitingly.

The party will be given ample time to refresh themselves and relax for a while before they are called to join Grath and his most senior warriors around the village's central fire. The PCs will have four hours to bathe and rest if they are having dinner with the goblins, or six hours if not, before meeting with Grath.

If the PCs attempted to assist the goblin craftsmen in **Encounter 2**, they will also be invited to join the villagers around the village fire to share in a delicious meal of roast venison, fresh vegetables, cheese, fresh fruits and warm bread.

If the PCs misjudged the situation in **Encounter 2** and attacked the goblin craftsmen, but apologized, a meal (minus the venison) will be brought to them in their quarters.

Having removed the dust of the road from your clothes and broken your fast, you find yourself following a pair of silent goblin warriors to the village's large central fire pit. The females and young of the clan have retired, leaving only Grath, a few elders and the village's strongest warriors seated in an incomplete circle around the flames. Seats have been left for the members of your group to join the gathering. Central among those gathered are Grath, a yellow-robed female and a leather-clad male with a scar-seamed face and a polished silver orb in place of his right eye. As the gathered goblins settle into their places and you find seats of your own, someone in the circle begins passing around several wineskins and a stack of polished wooden cups.

While water and a fair quality wine are available, the most popular (among the goblins) drink being passed is *mragh*, a goblin-brewed alcoholic concoction resembling a cross between strong beer and fermented goat's milk. Drinking *mragh* is considered the privilege of warriors and the PCs are welcome to partake. The goblin's won't share the recipe, saying that if the heroes knew what went in to making it, they wouldn't want to drink it. Any non-goblin who drinks the *mragh* must attempt a *Fortitude* save DC 15 or immediately become *sickened* for one hour. For each cup after the first, the DC increases by 2. A character who fails a second saving throw is *nauseated* for one hour. Each additional failed save adds one hour to the character's *nauseated* condition.

Grath takes a deep drink from his cup before setting it aside. “The wagon you brought has been unloaded and tallied. The human Childer has delivered what he promised. In return, our warriors have succeeded in obtaining the beast and are packaging it for your return journey. It will be ready by midday tomorrow.”

The PCs may be inclined to volunteer to assist in preparing the chimera. Grath will politely refuse their assistance, explaining that Childer's requirements are extremely exact and, because the heroes are not trained in the necessary techniques, it would take longer to instruct them than for the goblins to do it themselves.

“You’ll need to take steps along the way to preserve the meat, but we will provide you with everything that you need to ensure that is it acceptable to Childer when it reaches Amthydor. Our shaman is away from the village, gathering the last of the ingredients, but she will return in time to instruct you on the proper care of the meat during transport.”

Grath will not go into details about the condition of the chimera unless the heroes *specifically* ask if it is actually still alive. Only then will he reveal that the chimera must be alive for transport in order to meet Childer’s requirements. It is being sedated using a combination of herbs and other ingredients, burned as a type of incense, which will restrain the creature without damaging it or tainting its meat.

ALL ATLS

Goblin Villagers Warrior 2 (20)

N Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 16, touch 13, flat-footed 14; (+2 armor, +2 Dex, +1 shield, +1 size)

hp 24 (2d10+4)

Fort +5, **Ref** +2, **Will** +1

Defensive Abilities nil; **DR** --/--; **Immune** nil; **Resist** nil; **SR** nil

Offense

Speed 30 ft.

Melee short sword +3 (1d4+1/19-20)

Ranged short bow +4 (1d4/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

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

Feats Improved Initiative

Skills Intimidate +3, Perception +2, Ride +10, Stealth +7; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Treasure nil

Special Abilities nil

‡ Goblin Villagers Expert 3 (20):

NG Small humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 15, touch 13, flat-footed 13; (+2 armor, +1 Dex, +1 size)

hp 22 (3d8)

Fort +1, **Ref** +2, **Will** +3

Defensive Abilities nil; **DR** --/--; **Immune** nil; **Resist** nil; **SR** nil

Offense

Speed 30 ft.

Melee dagger +2 (1d3/19-20)

Ranged sling +3 (1d4)

Space 5 ft.; Reach 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

Str 10, **Dex** 12, **Con** 10, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** +12

Feats Dodge, Skill Focus (Craft)

Skills Appraise +7, Craft +10, Diplomacy +5, Linguistics +5, Knowledge (dungeoneering) +6, Perception +5, Profession +6, Ride +8, Sense Motive +4, Stealth +8; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Treasure nil

Special Abilities nil

Goblin Dog (10)

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1

Defense

AC 13, touch 12, flat-footed 11; (+2 Dex, +1 natural)

hp 9 (1d8+5)

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

Defensive Abilities nil; **DR** --/--; **Immune** disease; **Resist** nil; **SR** nil

Offense

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

Ranged nil

Space 5 ft.; Reach 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** +14

Feats Toughness

Skills Stealth +6; **Racial Modifiers** +4 Ride, +4 Stealth

Languages none

SQ nil

Treasure nil

Special Abilities

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a -2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

‡ **Goblin Villagers Commoner 1**

(Noncombatants) (20):

NG Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; **Perception** +1

Defense

AC 15, touch 14, flat-footed 11; (+3 Dex, +1 dodge, +1 size)

hp 6 (1d6)

Fort +0, **Ref** +3, **Will** +1

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 30 ft.

Melee dagger +0 (1d3/19-20)

Ranged sling +3 (1d4)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

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

Base Atk +0; **CMB** -1; **CMD** +12

Feats Dodge

Skills Craft +5, Handle Animal +5, Perception +1, Profession +5, Ride +7, Sense Motive +1, Stealth +7; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin, Common

SQ nil

Treasure nil

Special Abilities nil

Unless the PCs have chosen to pick a fight with the goblins they will have an uneventful evening. The goblins will feast far into the night (either in celebration of the survival of their friends or in remembrance of their dead). The PCs will be welcome to join in the feasting and drinking as long as they wish (unless *they* killed the craftsmen and didn't apologize).

- If the PCs deal politely with the goblins of Highrock **GO TO Encounter 4 (page 18).**
- If the PCs attack and kill the goblins of Highrock **GO TO Encounter 4a (page 21).**
- If the PCs decide to give up on the mission and return to Amthydor without the chimera **GO TO Conclusion D (page 38).**
- If the PCs attacked the Highrock goblins and lost **GO TO Conclusion G (page 39).**

ENCOUNTER 4 – DINNER TO GO

As long as the PCs have dealt politely with the goblins, they will be given complete instructions on how to transport the chimera safely without waking it up.

The sounds of the village coming to life and beginning a new day begin slowly, gradually permeating the dawn quiet. A soft knock on the door of your small hut summons you to join the morning's activities.

At dawn, the goblins will begin the final preparations for transporting the chimera, including bringing the wagon into the center of the village.

Emerging from your accommodations, you find a covered tray of food waiting on the doorstep, a morning meal of boiled grains with honey, fresh fruit, cheese and hot tea. The village is abuzz with activity as farmers, miners and craftsmen leave to perform their tasks while the women and children carry out the mundane chores of daily life.

The PCs may enjoy the tasty breakfast provided by the goblins or they may (rudely) leave it uneaten. In either case, once the party is ready to continue proceed with the box text.

Your morning ablutions complete, you make your way out into the village in search of Grath. The remains of the previous night's feasting have already been cleared from the central square, to be replaced by a heavy wagon somewhat larger than the one that you arrived with. Built into the reinforced wagon bed is a large sturdy wooden box trimmed with iron fittings and covered with a pair of heavy oiled canvas tarps.

The body of the wagon is an enclosed wooden box, ten feet long, six feet wide and six feet high. A heavy wooden door at the back opens down, to form a ramp. A smaller, human-sized door is located on the right (passenger) side. Both doors are secured by strong iron fittings and locks. The tarps are placed to cover the entire wagon, except for the corners (one tarp end to end, the other side to side). Each of the four corners of the wagon has a small, tightly latched door approximately six inches high and six inches square. Each of these small corner doors opens to reveal a small niche six inches deep, high and wide. Each niche has a dozen small round holes on each of the four interior sides (side-side-top-bottom, facing into the wagon box) and a small brazier containing a cake of incense and resin that exudes a sweet smelling smoke as it burns.

The tarps have been thrown over the entire wagon box and secured with braided rope, leaving only a narrow space at each of the wagon's four corners exposed. A thin rime of frost has formed in several large patches on the sides of the wagon box.

It is possible that the PCs will simply assume that the goblins have filled the wagon box with ice to help preserve the chimera meat for the journey

back to Amthydor. There is no reason to correct this misconception unless the PCs actually open the wagon or until enough time has passed for the beast to begin waking up. If the PCs suggest opening up the wagon to look inside, Esmiri and Grath will explain that doing so would release the incense smoke that is working to prepare the meat.

A wizened goblin female hops lightly down from the wagon's driving seat and approaches you, gesturing with a small object in her hand and speaking quickly in a mix of goblin and broken common.

The goblin is Esmiri, the village shaman. If one is available, she will approach a divine worshiper of Ardra first. If not, she will choose the most nature oriented PC (druid, ranger, elf, etc). If any of the PCs speak goblin, or have access to spells such as *comprehend language* or *tongues*, they will be able to easily make out what Esmiri is trying to tell them.

GM Note – Words or phrases in goblin are enclosed in < >, for ease in omitting them when reading box text, if the PCs do not speak or comprehend goblin. She will repeat herself if asked, though each time she does a different word or phrase will be the one spoken in goblin. After three or four runs, the PCs should be able to assemble the entire speech.

She thrusts one hand in your direction, offering a small block of a sweet smelling substance, while pointing at the wagon with the other and firing instructions almost too quickly to understand.

“...Childer-man insists. <Two> rules. One - No magic. Magic ruin <meat> and Childer angry. Two - Very important. You burn every <corner> every six hands of <sun>. No forgetting. <Burn> one <block> each corner always. Only way. You do, get back city <safe>.”

She gestures to a goblin busy lifting a set of three wooden boxes into place under the driver's bench at the head of the wagon. “You take. You use. No forgetting.”

The object in her hand is a small cake of incense made from plants, herbs, molasses and powdered amber resin. She will not share the exact ingredients or recipe with the PCs. When burned, and the smoke inhaled, the incense works as a sedative, inducing a deep trance-like sleep lasting for as long as the smoke is inhaled plus 1d2 hours,

giving the subject the effect of having the *helpless* condition. Each cake of incense burns for two hours plus 1d2 hours. The incense must be replaced every three hours in order to keep the chimera safely sedated without interruption. If the PCs forget, the chimera will wake up, possibly necessitating combat when the creature tries to escape from the box. The formula is mixed for a chimera and will have no effect on the PCs. A 'hand of sun' is the amount of time that it takes for the sun to travel the height of a goblin's hand – ½ hour. Six hands of sun would be three hours.

The rules, in short, are 1) No magic may be used against or near the chimera. 2) A new cake of incense must be burned in each of the four corner chambers of the wagon box every three hours.

She will provide the PCs with 88 blocks of incense, enough for two full days plus 18 hours, plenty of time to return to Amthydor with about four hours to spare. The incense is equally divided among the three wooden chests that have been stowed in the front of the wagon. Burning less than the required four cakes of incense at a time *will* result in the chimera waking up. If the PCs burn only three cakes of incense at a time, the chimera is treated as having the *disabled* condition. If the PCs burn only two cakes of incense at a time, the chimera is treated as having the *shaken* condition. If the PCs burn only one cake of incense at a time, the chimera is treated as if *slowed*. If the chimera wakes up in the wagon, and attempts to escape, the wagon has a hardness of 5 and 25 hp.

Esmiri lit fresh incense just minutes before giving the wagon to the PCs. Take note of any delays in the PCs' journey, and how often they light new cakes of incense, to determine if the chimera wakes up.

Once the PCs have received their instructions and completed their travel preparations, continue with the box text.

The wagon loaded and your preparations complete, the goblins of Highrock gather to bid you farewell. The village children run ahead of the wagon, laughing and shouting as they escort you to the boundary.

The PCs may make a *Perception* check DC 12 once on the road to notice that they are not entirely alone on the trail. A lone goblin has followed them out of the village. If the PCs fail to take notice of Iagos, who is hiding more from goblin patrols than from the party, modify the box text as necessary so that he approaches the party.

An hour after leaving the goblins behind, a few low dark clouds are your only accompaniment once you leave the lands of the Highrock clan, at least until <insert name of character making a successful Perception check DC15> detects the presence of someone or something following your trail and growing closer.

The goblin is Iagos, Grath's son and successor. Iagos has a message for the PCs from his father and has been instructed to avoid being seen by the other goblins. Unless the PCs take radical steps to avoid him, he will catch up to the party within a few minutes. If the PCs have some way of observing Iagos from a distance (flying familiar, spell, etc.), they can see him frequently check to be certain that *he* is not being followed or observed by someone from the village. If the PCs notice Iagos' approach and wait in ambush or concealment for him to arrive or if they turn back to confront him, adjust the box text appropriately.

The sounds of another traveler on the narrow mountain trail grow steadily closer, until a small figure slowly emerges from the dense shrubs lining the edges of the path. The goblin touches his chest with a greenish hand. "Iagos, Grath son. My father sends a message to the Amthydor chieftain and asks you to deliver it."

Iagos is fluent in Common and can explain further if the PCs ask.

"Father is wise and knows that if we are to survive, we must have strong allies. Humans do not understand that we are different and they attack us. If we have an alliance with your city, they will know that we are different and they will leave us in peace. But there are other goblin clans in this area who are not so friendly, who would try to prevent this alliance, and my father knows that even some within our own village believe that we should stay hidden. Three times before we have tried sending messages, but they did not reach your city."

The other messengers have either vanished without a trace or been found dead shortly after leaving the village, killed either by other goblins or by humans.

“My father believes that you will be able to deliver his proposition to Amthydor’s leader safely. If there is agreement, we will join in the city and forge a treaty that will make the persecutions of our people by humans stop and give enemy clans pause.”

The thought that the PCs may expect some form of compensation for this additional errand has not escaped Grath. Arrangements have been made as part of the treaty proposal to reward the messengers.

“Our people have much to offer Amthydor in an alliance. My father has sent samples to show the city chieftain. He has also said that you should be rewarded for helping to bring this peace.”

The reward for the PCs is included in the packet prepared by the goblins. However, should the PCs fail to deliver the treaty proposal and take the reward anyway; the items will turn out to be cursed.

“Will you deliver my father’s message to the human ruler?”

There really isn’t any reason for the PCs to decline, but if they do, Iagos will accept their decision and leave, deeply disappointed, and return to Highrock. If the PCs do agree, Iagos will give them a leather pack approximately 1’ x 2’ x 1’. The pack is tied shut with a leather cord tied into an elaborate knot. The knot shows a faint aura of *transmutation* magic if viewed with *detect magic*. The PCs won’t be able to identify the spells placed on the knot and it won’t prevent them from opening the pack, but it will trigger the curse on two of the items within if the PCs take them without earning them (earning = receiving them at the end of the scenario after delivering the message to the Lord Monarch). Iagos knows that the pack contains a message from his father to the Lord Monarch, some gems and precious metals as proof of the village’s resources and other small items. He also knows that the knot has been enchanted to keep anyone other than the Lord Monarch or his people from trying to open the pack. (The knot will not actually stop the PCs from opening the pack, but

their doing so will activate the curse on the horn and the scarab inside.) If the PCs open and search the pack, it contains a carefully written message to the Lord Monarch proposing an alliance and treaty with Highrock and seeking protection in return for natural resources (ore and gems), 500 gp worth of exquisite opals, 500 gp worth of samples of high grade gold and platinum ore, samples of rare herbs, a scarab pin (scarab of golembane) and a platinum-adorned hunting horn (horn of goodness/evil).

Having made his request, Iagos slips back into the brush and hurries back in the direction of Highrock, leaving you to continue on your journey.

- Once the PCs are ready to set off on the way back to Amthydor **GO TO Encounter 5 (page 23).**
- If the PCs decide to give up on the mission and return to Amthydor without the chimera **GO TO Conclusion D (page 38).**

ENCOUNTER 4A – IGNORANCE IS FATAL

If the PCs were kicked out of Highrock in **Encounter 3**, there is no ‘sneaking back into the goblin camp and taking the chimera by stealth’. If the PCs failed to deal politely with the goblins, they can either return to Amthydor empty handed or else kill every goblin that they can find and take the chimera by force. If they choose ‘force’, present the box text below, modifying as necessary based on what the PCs do with the dead. There **will** be a surviving witness, so the actions of the party will not go unreported. After all, the wholesale slaughter of innocent villagers *is* an evil act, even if they were just goblins.

The stench of death hangs in the air and the only sounds are those made by your own party as you move through the remains of the goblin village. A search of the area produces little of value, the meager treasures of simple lives ended too soon. Nearly invisible among the brush and shrubs, a neat path leads away from the village, to a tree shaded clearing dominated by a heavy box wagon.

The body of the wagon is an enclosed wooden box, ten feet long, six feet wide and six feet high. A heavy wooden door at the back opens down to form a ramp. A smaller human-sized door is located on the right (passenger) side. Both doors are secured by strong iron fittings and locks. The tarps are placed to cover the entire wagon, except for the corners (one tarp end to end, the other side to side). Each of the four corners of the wagon has a small, tightly latched door approximately six inches high and six inches square on each side. Each of these small corner doors opens to reveal a small niche six inches deep, high and wide. Each niche has a dozen small round holes on each of the four interior sides (side-side-top-bottom, facing into the wagon box) and a small brazier containing a cake of incense and resin that exudes a sweet smelling smoke as it burns.

The incense was placed just moments before the PCs began killing the goblins, so it will be several hours before the PCs learn of their folly when the chimera wakes up.

A pair of heavy oiled canvas tarps have been thrown over the entire wagon box and secured with braided rope, leaving only a narrow space at each of the wagon's four corners exposed. A thin rime of frost has formed in several large patches on the sides of the wagon box.

It is possible that the PCs will simply assume that the goblins have filled the wagon box with ice to help preserve the chimera meat for the journey back to Amthydor. There is no reason to correct this misconception unless the PCs actually open the wagon or until enough time has passed for the beast to begin waking up.

A small shallow cave to one side of the clearing holds evidence of a campfire and signs that a large creature might have been held here. Several of the plants near the cave opening show signs of being damaged by frost, though the weather has been pleasant even at night. Neatly stacked by the opening are three wooden chests filled with small blocks of incense.

The incense is a combination of local plants, rare herbs, molasses and powdered amber resin. The PCs won't be able to determine the exact ingredients or proportions. When burned and the smoke inhaled, the incense works as a sedative,

inducing a deep trance-like sleep lasting for as long as the smoke is inhaled plus 1d2 hours, giving the subject the effect of having the *helpless* condition. Each cake of incense burns for two hours plus 1d2 hours. The incense must be replaced every three hours in order to keep the chimera safely sedated without interruption. If the PCs forget, the chimera will wake up, possibly necessitating combat when the creature tries to escape from the box. The formula is mixed for a chimera and will have no effect on the PCs. The chests contain a total of 88 blocks of incense, enough for two full days plus 18 hours, plenty of time to return to Amthydor with about four hours to spare. Burning less than the required four cakes of incense at a time *will* result in the chimera waking up. If the PCs burn only three cakes of incense at a time, the chimera is treated as having the *disabled* condition. If the PCs burn only two cakes of incense at a time, the chimera is treated as having the *shaken* condition. If the PCs burn only one cake of incense at a time, the chimera is treated as if *slowed*. If the chimera wakes up in the wagon and attempts to escape, the wagon has a hardness of 5 and 25 hp.

A one hour detailed search of the village, and Grath's hut in particular, will reveal a leather pack approximately 1' x 2' x 1'. The pack is tied shut with a leather cord tied into an elaborate knot. The knot shows a faint aura of *transmutation* magic if viewed with *detect magic*. The PCs won't be able to identify the spells placed on the knot and it won't prevent them from opening the pack, but it will trigger the curse on two of the items within if the PCs take them without earning them (earning = receiving them at the end of the scenario after delivering the message to the Lord Monarch). The pack contains a carefully written message to the Lord Monarch proposing an alliance and treaty with Highrock and seeking protection in return for natural resources (ore and gems), 500 gp worth of exquisite opals, 500 gp worth of samples of high grade gold and platinum ore, samples of rare herbs, a scarab pin (*scarab of golembane*) and a platinum-adorned hunting horn (*horn of goodness/evil*).

It will be a simple matter for the PCs to harness either the horse that pulled the wagon that they arrived with or one of the sturdy goblin ponies to

the goblin wagon for the trip back to Amthydor. If they actually open the wagon, they will find the sleeping chimera, a bizarre magical beast with the body of a lion, large leathery wings and three heads – one of a lion, one of a horned black goat and one of a white dragon.

If the PCs decide not to take the wagon (and the chimera inside) back to Amthydor, the beast will eventually wake up and break out of the wagon and regain its freedom.

- Once the PCs are ready to take the chimera back to Amthydor **GO TO Encounter 5 (page 23).**
- If the PCs decide to give up on the mission and return to Amthydor without the chimera **GO TO Conclusion D (page 38).**

ENCOUNTER 5 – HONOR AMONG THIEVES

NOTE: Combat is NOT necessary in this encounter, though a complete set of stats is provided. Ideally, the PCs will negotiate with the hunters and come to a mutually beneficial solution.

The PCs will have an easy time on the road for what remains of the day that they obtain the chimera and the morning of the next, before encountering their next obstacle, a group of rangers hired by a mage who wants the chimera to use its body parts in his magical experiments.

The hours and miles pass away beneath the wheels of the wagon as you make your way back in the direction of Amthydor. Outside of the occasional huntsman dimly seen among the trees or farmer gathering firewood, there are few travelers to share such a remote stretch of road. A village healer searching the hidden places for rare herbs. A group of riders, also bound for the Great Trade Road, who wave and nod as their horses thunder past. A messenger in the service of the Lord Monarch, updating maps of the Protectorate, inspecting roads and collecting census information from the remote villages.

Most will chat for a moment or two, if hailed by the PCs, though they are all intent on their own missions and won't stop for a prolonged conversation. Only the group of riders will not stop. They already know who the PCs are, in a general sense, where they are going and what their cargo is. The riders are hurrying to get ahead of the party and set up, if not exactly an ambush, at least an advantageous position from which to negotiate.

Near midday the road widens slightly, edged by a small clearing that you remember from your previous passage, with a rocky spring and a patch of green summer grass that is already luring your cart horse to a well-earned snack. Your group is not the only one to see the allure of the setting. The riders who passed your party earlier are stopped on the road, watching while one of their own is inspecting his mount's foreleg with obvious concern.

Suspicious PCs may attempt a *Sense Motive* skill check *DC 20*. The horse isn't really lame, though it has been trained to pretend to be so. The men are using it as a distraction to put the PCs at ease, making it easier to gain the advantage. If one or more of the PCs offers to take a look or help heal the horse, the men will agree, in keeping with their charade. Once the PCs seem to be at ease and distracted by the ruse, or if they are especially suspicious, continue with the box text. The rangers would prefer to negotiate rather than fight, if possible, so there is no surprise.

The rider of the injured horse nods in the direction of your wagon. "That's quite a cargo you have. If you were interested in selling, we'd be happy to make you a very fair offer."

The hunters are aware of the exact nature of the 'cargo', even if the PCs don't yet know what they are really hauling. The hunters would prefer the chimera alive, but they will take it dead, if the PCs forgot to keep it sedated and had to fight and kill it.

☞ **What cargo?:**

"The chimera, of course. Didn't you know?"

☞ **How do you know about the chimera?:**

"We had heard that there was a pair of young, male chimera causing problems for several small

villages in the area. A few days ago, we located the den of one of the creatures and the site where it appeared to have been captured. The following afternoon we heard that there had been another attack, so we knew that the other one was still in the area. We decided to continue searching, in the hope of finding it. We saw the beast flying overhead, and were tracking it back to its lair when we saw the goblins trussing it up like a present and hefting it into a cart. We heard them talking about Amthydor and someone coming to collect their prize.”

☛ **What do you want with the chimera?:**

“We were hired by a mage from Jadenpur. He wants the beast, or at least certain parts of it, for use in his spells and research.”

The parts of the chimera that most interest the mage are parts that Childer doesn't need, so it is possible for both the chef and the mage to get what they want.

☛ **What do we get in exchange for the chimera?:**

“Our employer is quite generous. We would be willing to offer you a portion of our fee, considering that you've saved us the work of capturing the beast ourselves.”

The rangers will offer the party a set of *horseshoes of the zephyr* (value 6,000 gp) in exchange for the chimera. If the horseshoes are not sufficient inducement, the rangers will sweeten the offer with up to 500 gp per PC (offered in 100 gp increments).

The simplest solution, though one that the PCs will have to come up with for themselves, is for the hunters and the PCs to work together. The hunters can follow the PCs back to Amthydor (or meet them there in three days, party's choice) and claim the parts that they need once the chimera is slaughtered, since the portions of the creature that the wizard is most interested in are not parts that Childer needs for his recipe and they would just be discarded anyway. This way, everybody wins.

If the PCs refuse to deal with the hunters –

“We aren't interested in hurting you, unless it proves necessary. We just want the beast. Let us have it and you can continue peacefully on your way.”

If the PCs continue to refuse, combat will commence. The rangers will focus on neutralizing the PCs, while their horses will try to prevent any PCs from reaching the wagon and will actually attempt to herd the carthorse away. Unless a PC physically intervenes, or succeeds at *Handle Animal* skill check *DC 10 + ATL* to influence the carthorse, the rangers' mounts will move the carthorse (and the wagon) 30' per round.

The rangers have no interest in killing the PCs, and once the PCs are reduced to ½ hit points, will switch to non-lethal damage. They will also stabilize any dying PCs before leaving them, along with their equipment and 100gp per PC per ATL, to wake up and make their way back to Amthydor.

ATL 1

⌘ **Hunters Ranger 2 (1 per PC)**

CG Medium humanoid (human)

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

Defense

AC 17, touch 14, flat-footed 13; (+3 armor, +3 Dex, +1 dodge)

hp 22 (2d10+2)

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

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 30 ft.

Melee short sword +3 (1d6+1/19-20)

Ranged short bow +5 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks favored enemy magical beasts +2

Spell-Like Abilities nil

Spells Prepared nil

D domain spell; **Domains** nil

Statistics

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

Base Atk +2; **CMB** +3; **CMD** +16

Feats Dodge, Point Blank Shot*, Skill Focus (Survival)

Skills Bluff +2, Handle Animal +6, Intimidate +6, Knowledge (dungeoneering) +6, Knowledge (nature) +6, Perception +7, Ride +8, Sense Motive +2, Stealth +8, Survival +10 (+11 when tracking)

Languages Common, Goblin

SQ nil

Treasure nil

Special Abilities nil

Gear (each) studded leather armor, short sword, short bow, 20 arrows

⌘ **Horses, Combat trained (1 per PC)**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6

Defense

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

hp 15 (2d8+6)

Fort +6, **Ref** +5, **Will** +1

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 50 ft.

Melee 2 hooves +3 (1d4+3)

Space 10 ft.; Reach 5 ft.

Special Attacks nil

Str 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +1; **CMB** +5; **CMD** +17 (+21 vs. trip)

Feats Endurance, Run^B

Skills Perception +6

Languages nil

SQ nil

Treasure nil

Special Abilities nil

ATL 3**⌘ Hunters Ranger 4 (1 per PC)**

CG Medium humanoid (human)

Init +5; **Senses** nil; Perception +13*Defense***AC** 17, touch 14, flat-footed 13; (+3 armor, +3 Dex, +1 dodge)**hp** 38 (4d10+4)**Fort** +5, **Ref** +7, **Will** +3**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** short sword +6 (1d6+2/19-20)**Ranged** short bow +7 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy magical beasts +2**Spell-Like Abilities** nil**Spells Prepared** 1st level – resist energy**D** domain spell; **Domains** nil*Statistics***Str** 14, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13**Base Atk** +4; **CMB** +6; **CMD** +19**Feats** Alertness, Dodge, Endurance*, Point Blank Shot*, Skill Focus (Survival)**Skills** Bluff +5, Handle Animal +8, Intimidate +8, Knowledge (dungeoneering) +6, Knowledge (nature) +8, Perception +13, Ride +8, Sense Motive +7, Stealth +12, Survival +14 (+16 when tracking)**Languages** Common, Goblin**SQ** favored terrain (mountains) +2**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, short sword, short bow, 20 arrows**⌘ Horses, Combat trained (1 per PC)**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +6*Defense***AC** 11, touch 11, flat-footed 9; (+2 Dex, -1 size)**hp** 15 (2d8+6)**Fort** +6, **Ref** +5, **Will** +1**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 50 ft.**Melee** 2 hooves +3 (1d4+3)**Space** 10 ft.; Reach 5 ft.*Special Attacks* nil**Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +1; **CMB** +5; **CMD** +17 (+21 vs. trip)**Feats** Endurance, Run^B**Skills** Perception +6**Languages** nil**SQ** nil**Treasure** nil*Special Abilities* nil

ATL 5**⌘ Hunters Ranger 6 (1 per PC)**

CG Medium humanoid (human)

Init +5; **Senses** nil; Perception +15*Defense***AC** 17, touch 14, flat-footed 13; (+3 armor, +3 Dex, +1 dodge)**hp** 54 (6d10+6)**Fort** +6, **Ref** +8, **Will** +4**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee Atk** short sword +8 (1d6+2/19-20)**Melee Full Atk** short sword +8/+3 (1d6+2/19-20)**Ranged Atk** short bow +9 (1d6/x3)**Ranged Full Atk** short bow +9/+4 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy magical beasts +4, monstrous humanoids +2**Spell-Like Abilities** nil**Spells Prepared** 1st level – *longstrider*, *resist energy***D** domain spell; **Domains** nil*Statistics***Str** 14, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 13**Base Atk** +6; **CMB** +8; **CMD** +21**Feats** Alertness, Combat Reflexes, Dodge, Endurance*, Point Blank Shot*, Precise Shot*, Skill Focus (Survival)**Skills** Bluff +7, Handle Animal +10, Heal +7, Intimidate +10, Knowledge (dungeoneering) +6, Knowledge (nature) +10, Perception +15, Ride +8, Sense Motive +9, Stealth +14, Survival +16 (+19 when tracking)**Languages** Common, Goblin**SQ** favored terrain (mountains) +2**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, short sword, short bow, 20 arrows**⌘ Horses, Bonded Companion, Combat trained (1 per PC)**

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +7*Defense***AC** 17, touch 11, flat-footed 15; (+2 Dex, +6 natural, -1 size)**hp** 20 (3d8+6)**Fort** +5, **Ref** +5, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 50 ft.**Melee** bite +2 (1d4+1), 2 hooves +4 (1d6+3)**Space** 10 ft.; Reach 5 ft.*Special Attacks* nil**Str** 17, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +6; **CMD** +19 (+23 vs. trip)**Feats** Endurance, Run^B**Skills** Perception +7**Languages** nil**SQ** nil**Treasure** nil*Special Abilities* Link, share spells, evasion

ATL 7

⚔ Hunters Ranger 8 (1 per PC)

CG Medium humanoid (human)

Init +5; **Senses** nil; Perception +17

Defense

AC 19, touch 14, flat-footed 15; (+3 armor, +3 Dex, +1 dodge, +2 natural)

hp 70 (8d10+8)

Fort +7, **Ref** +9, **Will** +4

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 30 ft.

Melee Atk short sword +10 (1d6+2/19-20)

Melee Full Atk short sword +10/+5 (1d6+2/19-20)

Ranged Atk short bow +11 (1d6/x3)

Ranged Full Atk short bow +11/+6 (1d6/x3)

Space 5 ft.; Reach 5 ft.

Special Attacks favored enemy magical beasts +4, monstrous humanoids +2

Spell-Like Abilities nil

Spells Prepared 1st level – *longstrider*, *resist energy*; 2nd level – *barkskin*

D domain spell; **Domains** nil

Statistics

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

Base Atk +8; **CMB** +10; **CMD** +23

Feats Alertness, Combat Reflexes, Dodge, Endurance*, Point Blank Shot*, Precise Shot*, Skill Focus (Survival)

Skills Bluff +11, Handle Animal +12, Heal +9, Intimidate +12, Knowledge (dungeoneering) +6, Knowledge (nature) +10, Perception +17, Ride +8, Sense Motive +11, Stealth +16, Survival +18 (+21 when tracking)

Languages Common, Goblin

SQ favored terrain (mountains) +2, woodland stride, swift tracker

Treasure nil

Special Abilities nil

Gear (each) studded leather armor, short sword, short bow, 20 arrows

⚔ Horses, Bonded Companion, Combat trained (1 per PC)

N Large animal

Init +1; **Senses** low-light vision, scent; Perception +9

Defense

AC 17, touch 11, flat-footed 15; (+2 Dex, +6 natural, -1 size)

hp 33 (5d8+10)

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

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 50 ft.

Melee bite +5 (1d4+2), 2 hooves +7 (1d6+4)

Space 10 ft.; Reach 5 ft.

Special Attacks nil

Str 18, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** +21 (+25 vs. trip)

Feats Endurance, Run^B

Skills Perception +9

Languages nil

SQ nil

Treasure nil

Special Abilities Link, share spells, evasion

- If the PCs either defeat the hunters or convince them to take the parts that they want after the chimera is slaughtered/butchered in Amthydor **GO TO Encounter 6 (page 28).**
- If the PCs agree to give them the entire chimera immediately **GO TO Conclusion C (page 38).**
- If the PCs lose to the hunters **GO TO Conclusion E (page 39).**

ENCOUNTER 6 – HE’S NOT EVIL, HE’S JUST MISUNDERSTOOD

The PCs may or may not be accompanied by the rangers from **Encounter 5**. If the two groups have joined forces, add six additional activists and their animals in this encounter.

The ‘animal rights activists’ from Amthydor have not been following the PCs and so they do not know if the chimera is dead or alive, but they are aware of Childer’s insistence on a live delivery and assume that the PCs will comply.

The box text below presumes that the party has sedated the chimera as scheduled and that the creature is still alive. Modify the text as necessary, if this is not the case.

The few travelers who share the road with you for their own brief passages eye the large wagon curiously, but don't stop to make conversation, instead focusing on their own journeys. Even in Llynvale, the villagers simply shake their heads at this latest folly from someone in the city and continue on their errands. By the time the village of Rainsford disappears from sight behind you, a steady rain has driven all but the heartiest travelers to seek shelter.

The 'animal rights activists', a group of druids, rangers and other idealistic souls, are waiting along the roadside, concealed by the shrubbery growing there and the hazy curtain of the rain. One of the druids is wearing a ring of animal speech and will use it in an effort to convince the carthorse that the PCs are not nice people, and that it, and the chimera in the wagon, would be safer with their group instead of the party. The PCs will need to make an opposed *Handle Animal* skill check (see stat block for DC at each ATL) at a penalty of -5 to keep the carthorse first from stopping completely in the middle of the road so that the activists can deal with the PCs and then from following the activists away. If one or more of the PCs has the ability to speak with the horse, this penalty is negated.

NOTE If the PCs are using the carthorse provided with the wagon, it will automatically respond to the request from the activists to stop. If a PC's personal animal is pulling the wagon, it may attempt a *Will* save *DC 10 + ATL* to ignore the extremely reasonable request to stop. If the horse does not stop in response to the request, the animal companions will move to block it. In this case, modify the box text as necessary.

Detecting the activists waiting in ambush requires a successful *Perception* check *DC 15+ATL*, due to the concealment provided by the rain and the surrounding vegetation. Due to the reactions of the carthorse there is no real surprise round, but there should also not be time for the party to make extensive preparations before they are confronted by the activists.

Your carthorse drops from the steady pace that it has maintained during the journey, shaking its head and pawing at the ground before stopping completely and standing placidly in the middle of the road. A soft whickering from the roadside

announces the presence of others travelers as several shapes emerge from out of the misty rain and shadows.

Animal companions accompanying the activists will move to deal with those belonging to the PCs first, then move on to the PCs themselves.

The figures resolve themselves into a group of men and women clad in shades of green, gray and brown, accompanied by an unlikely collection of animals.

The new arrivals are rangers and druids, worshipers of the goddess Brianna. They are young, and extremely idealistic, and believe that even a dangerous beast like the chimera deserves to live free. They want to release the creature, regardless of the party's obligation to take it to Amthydor and deliver it to Childer. The activists will try first to appeal to nature-minded PCs (elves, rangers and druids), but will resort to combat if negotiations fail. Remember that these are extremists. Most reasonable druids and rangers understand and accept the cycle of eat and be eaten.

"Today is a fortunate day for you, travelers. You stand on the brink of redemption. The Huntress will bless you for choosing rightly and releasing the beast imprisoned in your wagon."

There are a number of arguments that the PCs can offer, most of which the activists have idealistic responses for in rebuttal.

☞ **It was attacking villages:**

"It is only following its own nature."

☞ **It's just an animal:**

"It is an intelligent being, just as you are. It has language, thoughts and feelings."

☞ **If it could, it would eat us first:**

"Like you, it must eat. It is only following its own nature."

☞ **It is evil:**

"Only as humans and human-like beings define such things. It is merely being itself and acting as it must."

☛ **We're just doing a job we were hired for:**

"But you are free to choose differently, to do the right thing, and refuse to allow a fellow intelligent being to be cruelly slaughtered for a spoiled rich girl's dinner."

☛ **What would YOU do with it:**

"Release it, of course, back into its natural environment, where it can live and fly free as the gods intended."

☛ **What if it kills someone else?:**

"It is only doing as it must to survive, just as you do. Are you not mercenaries? Have you not killed other beings? Does that make it right for someone to slaughter you and serve you as a main course?"

☛ **What do we get for letting it go?:**

"The satisfaction of knowing that you have done right by one of Raia's most majestic creatures. Is that not enough?"

If such satisfaction is not sufficient, the activists will offer the PCs a *ring of animal speech*.

If the PCs refuse, or take any action that may be deemed hostile (including casting spells or manifesting powers), combat will begin immediately.

ATL 1**⌘ Animal Rights Activists Ranger 1 (3)**

CG Medium humanoid (human)

Init +2; **Senses** nil; Perception +5*Defense***AC** 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)**hp** 11 (1d10+1)**Fort** +3, **Ref** +4, **Will** +1**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** longsword +2 (1d8+1/19-20)**Ranged** short bow +3 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy humans +2**Spell-Like Abilities** nil**Spells Prepared** nil**D** domain spell; **Domains** nil*Statistics***Str** 13, **Dex** 14, **Con** 13, **Int** 13, **Wis** 13, **Cha** 15**Base Atk** +1; **CMB** +2; **CMD** +14**Feats** Dodge, Skill Focus (Handle Animal)**Skills** Bluff +2, Handle Animal +6, Heal +3, Intimidate +6, Knowledge (nature) +5, Perception +5, Ride +6, Sense Motive +2, Stealth +6, Survival +7 (+8 when tracking)**Languages** Common, Sylvan**SQ** nil**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, longsword, short bow, 20 arrows**⌘ Animal Rights Activists Druid 1 (3)**

NG Medium humanoid (human)

Init +2; **Senses** nil; Perception +7*Defense***AC** 15, touch 12, flat-footed 13; (+2 armor, +2 Dex, +1 shield)**hp** 9 (1d8+1)**Fort** +3, **Ref** +2, **Will** +5**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** scimitar +1 (1d6+1/18-20)**Ranged** sling +2 (1d4)**Space** 5 ft.; Reach 5 ft.*Special Attacks* nil**Spell-Like Abilities** nil**Spells Prepared** 0-level *guidance*, *resistance*, *stabilize*; 1st level *entangle*, *magic stone***D** domain spell; **Domains** nil*Statistics***Str** 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 16, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** +13**Feats** Animal Affinity, Skill Focus (Handle Animal)**Skills** Handle Animal +7, Heal +7, Knowledge (nature) +5, Knowledge (religion) +2, Perception +7, Ride +4, Spellcraft +5**Languages** Common, Sylvan, Druid**SQ** nil**Treasure** nil*Special Abilities* Nature sense, wild empathy**Gear** (each) leather armor, light wooden shield, scimitar, sling, 20 stones**⌘ Wolves, Druid Companions (3)**

N Medium animal

Init +2; **Senses** scent; Perception +3*Defense***AC** 15, touch 13, flat-footed 12; (+2 Dex, +1 dodge, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 50 ft.**Melee** bite +2 (1d6+1), plus trip**Space** 5 ft.; Reach 5 ft.*Special Attacks* trip*Statistics***Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** +14**Feats** Dodge**Skills** Perception +3**Languages** nil**SQ** scent*Special Abilities* link, share spells

ATL 3**‡ Animal Rights Activists Ranger 3 (3)**

CG Medium humanoid (human)

Init +4; **Senses** nil; Perception +9*Defense***AC** 16, touch 13, flat-footed 13; (+3 armor, +2 Dex, +1 dodge)**hp** 30 (3d10+3)**Fort** +4, **Ref** +5, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** longsword +4 (1d8+1/19-20)**Ranged** short bow +5 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy humans +2**Spell-Like Abilities** nil**Spells Prepared** nil**D** domain spell; **Domains** nil*Statistics***Str** 13, **Dex** 14, **Con** 13, **Int** 13, **Wis** 13, **Cha** 15**Base Atk** +3; **CMB** +4; **CMD** +16**Feats** Dodge, Endurance*, Self Sufficient, Skill Focus (Handle Animal), Two-Weapon Fighting***Skills** Bluff +3, Handle Animal +8, Heal +4, Intimidate +7, Knowledge (geography) +8, Knowledge (nature) +7, Perception +9, Ride +6, Sense Motive +3, Stealth +10, Survival +11 (+13 when tracking)**Languages** Common, Sylvan**SQ** Favored terrain (plains) +2**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, longsword, short bow, 20 arrows**‡ Animal Rights Activists Druid 3 (3)**

NG Medium humanoid (human)

Init +2; **Senses** nil; Perception +7*Defense***AC** 15, touch 12, flat-footed 13; (+2 armor, +2 Dex, +1 shield)**hp** 25 (3d8+3)**Fort** +4, **Ref** +3, **Will** +6**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** scimitar +3 (1d6+1/18-20)**Ranged** sling +4 (1d4)**Space** 5 ft.; Reach 5 ft.*Special Attacks* nil**Spell-Like Abilities** nil**Spells Prepared** 0-level *flare*, *guidance*, *resistance*, *stabilize*; 1st level *entangle*, *magic fang*, *magic stone*; 2nd level *flame blade*, *heat metal***D** domain spell; **Domains** nil*Statistics***Str** 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 16, **Cha** 13**Base Atk** +2; **CMB** +3; **CMD** +15**Feats** Animal Affinity, Combat Casting, Skill Focus (Handle Animal)**Skills** Handle Animal +9, Heal +9, Knowledge (nature) +7, Knowledge (religion) +4, Perception +7, Ride +4, Spellcraft +7, Survival +8**Languages** Common, Sylvan, Druid**SQ** nil**Treasure** nil*Special Abilities* Nature sense, trackless step, wild empathy, woodland stride**Gear** (each) leather armor, light wooden shield, scimitar, sling, 20 stones**‡ Wolves, Druid Companions (3)**

N Medium animal

Init +3; **Senses** scent; Perception +4*Defense***AC** 17, touch 14, flat-footed 13; (+3 Dex, +1 dodge, +3 natural)**hp** 20 (3d8+6)**Fort** +5, **Ref** +6, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 50 ft.**Melee** bite +5 (1d6+2), plus trip**Space** 5 ft.; Reach 5 ft.*Special Attacks* trip*Statistics***Str** 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +4; **CMD** +17**Feats** Dodge, Weapon Finesse**Skills** Perception +4**Languages** nil**SQ** scent, evasion*Special Abilities* link, share spells

ATL 5**‡ Animal Rights Activists Ranger 5 (3)**

CG Medium humanoid (human)

Init +4; **Senses** nil; Perception +11*Defense***AC** 16 (18), touch 13, flat-footed 13 (15); (+3 armor, +2 Dex, +1 dodge)**hp** 46 (5d10+5)**Fort** +5, **Ref** +6, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** longsword +7 (1d8+2/19-20)**Ranged** short bow +7 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy humans +4, aberrations +2**Spell-Like Abilities** nil**Spells Prepared** 1st level *longstrider*, *resist energy***D** domain spell; **Domains** nil*Statistics***Str** 14, **Dex** 14, **Con** 13, **Int** 13, **Wis** 13, **Cha** 15**Base Atk** +5; **CMB** +7; **CMD** +19**Feats** Dodge, Endurance*, Mobility, Self Sufficient, Skill Focus (Handle Animal), Two-Weapon Fighting***Skills** Bluff +5, Handle Animal +10, Heal +4, Intimidate +9, Knowledge (geography) +8, Knowledge (nature) +9, Perception +11, Ride +6, Sense Motive +5, Stealth +12, Survival +13 (+16 when tracking)**Languages** Common, Sylvan**SQ** Favored terrain (plains) +2**Treasure** nil*Special Abilities* nil**Gear** (each) studded leather armor, longsword, short bow, 20 arrows, ~~potion of barkskin~~ +2**‡ Badgers, Ranger Companions (3)**

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +6*Defense***AC** 16, touch 14, flat-footed 13; (+3 Dex, +2 natural, +1 size)**hp** 20 (3d8+6)**Fort** +5, **Ref** +6, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil; **Resist** nil; **SR** nil*Offense***Speed** 30 ft., burrow 10 ft., climb 10 ft.**Melee** bite +5 (1d4), 2 claws +5 (1d3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* rage (as a barbarian for 6 rounds per day)*Statistics***Str** 10, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +2; **CMD** +13**Feats** Dodge, Weapon Finesse**Skills** Perception +6**Languages** nil**SQ** low-light vision, scent*Special Abilities* link, share spells**‡ Animal Rights Activists Druid 5 (3)**

NG Medium humanoid (human)

Init +2; **Senses** nil; Perception +9*Defense***AC** 15 (17), touch 12, flat-footed 13 (15); (+2 armor, +2 Dex, +1 shield)**hp** 39 (5d8+5)**Fort** +5, **Ref** +3, **Will** +7**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** scimitar +4 (1d6+1/18-20)**Ranged** sling +5 (1d4)**Space** 5 ft.; Reach 5 ft.*Special Attacks* nil**Spell-Like Abilities** wild shape 1/day**Spells Prepared** 0-level *flare*, *guidance*, *resistance*, *stabilize*; 1st level *cure light wounds*, *entangle*, *magic fang*, *magic stone*; 2nd level *flame blade*, *heat metal*, *warp wood*; 3rd level – *protection from energy*, *spike growth***D** 1st – *remove fear*, 2nd – *remove paralysis*, 3rd – *remove curse*; **Domains** Liberation*Statistics***Str** 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 17, **Cha** 13**Base Atk** +3; **CMB** +4; **CMD** +16**Feats** Additional Domain, Animal Affinity, Combat Casting, Skill Focus (Handle Animal)**Skills** Handle Animal +11, Heal +11, Knowledge (nature) +9, Knowledge (religion) +6, Perception +9, Ride +4, Spellcraft +9, Survival +8

Languages Common, Sylvan, Druid

SQ nil

Treasure nil

Special Abilities Nature sense, resist nature's lure, trackless step, wild empathy, woodland stride

Gear (each) leather armor, light wooden shield, scimitar, sling, 20 stones, *potion of barkskin* +2

Wolves, Druid Companions (3)

N Medium animal

Init +3; **Senses** scent; Perception +6

Defense

AC 17, touch 14, flat-footed 13; (+3 Dex, +1 dodge, +3 natural)

hp 33 (5d8+10)

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

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 50 ft.

Melee bite +6 (1d6+2), plus trip

Space 5 ft.; Reach 5 ft.

Special Attacks trip

Statistics

Str 14, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** +18

Feats Combat Reflexes, Dodge, Weapon Finesse

Skills Perception +6

Languages nil

SQ scent, evasion

Special Abilities link, share spells

ATL 7**Animal Rights Activists Ranger 7 (3)**

CG Medium humanoid (human)

Init +4; **Senses** nil; Perception +13*Defense***AC** 16 (19), touch 13, flat-footed 13 (16); (+3 armor, +2 Dex, +1 dodge)**hp** 62 (7d10+7)**Fort** +6, **Ref** +7, **Will** +3**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** longsword +9 (1d8+2/19-20); **Full Atk** longsword +9/+4 (1d8+2/19-20)**Ranged** short bow +9 (1d6/x3); **Full Atk** short bow +9/+4 (1d6/x3)**Space** 5 ft.; Reach 5 ft.*Special Attacks* favored enemy humans +4, aberrations +2**Spell-Like Abilities** nil**Spells Prepared** 1st level *longstrider*, *resist energy***D** domain spell; **Domains** nil*Statistics***Str** 14, **Dex** 14, **Con** 13, **Int** 13, **Wis** 13, **Cha** 15**Base Atk** +7; **CMB** +9; **CMD** +21**Feats** Dodge, Endurance*, Improved Two-Weapon Fighting*, Mobility, Self Sufficient, Skill Focus (Handle Animal), Two-Weapon Fighting***Skills** Bluff +7, Handle Animal +12, Heal +4, Intimidate +11, Knowledge (geography) +8, Knowledge (nature) +9, Perception +13, Ride +8, Sense Motive +7, Stealth +14, Survival +15 (+19 when tracking)**Languages** Common, Sylvan**SQ** Favored terrain (plains) +2**Treasure** nil*Special Abilities* wild empathy, woodland stride**Gear** (each) studded leather armor, longsword, short bow, 20 arrows, ~~*potion of barkskin*~~ +3**Badgers, Ranger Companions (3)**

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +7*Defense***AC** 19, touch 15, flat-footed 15; (+4 Dex, +4 natural, +1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +7, **Will** +2**Defensive Abilities** nil; **DR** --/--; **Immune** nil; **Resist** nil; **SR** nil*Offense***Speed** 30 ft., burrow 10 ft., climb 10 ft.**Melee** bite +6 (1d6+3), 2 claws +6 (1d4+1)**Space** 5 ft.; Reach 5 ft.*Special Attacks* rage (as a barbarian for 6 rounds per day)*Statistics***Str** 16, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +6; **CMD** +19**Feats** Dodge, Weapon Finesse**Skills** Perception +7**Languages** nil**SQ** evasion, low-light vision, scent*Special Abilities* link, share spells**Animal Rights Activists Druid 7 (3)**

NG Medium humanoid (human)

Init +2; **Senses** nil; Perception +11*Defense***AC** 15 (18), touch 12, flat-footed 13 (16); (+2 armor, +2 Dex, +1 shield)**hp** 53 (7d8+7)**Fort** +6, **Ref** +4, **Will** +8**Defensive Abilities** nil; **DR** --/--; **Immune** nil;**Resist** nil; **SR** nil*Offense***Speed** 30 ft.**Melee** scimitar +6 (1d6+1/18-20)**Ranged** sling +7 (1d4)**Space** 5 ft.; Reach 5 ft.*Special Attacks* nil**Spell-Like Abilities** wild shape 2/day**Spells Prepared** 0-level *flare*, *guidance*, *resistance*, *stabilize*; 1st level *cure light wounds*, *entangle* x2, *magic fang*, *magic stone*; 2nd level *flame blade*, *heat metal*, *summon swarm*, *warp wood*; 3rd level – *call lightning*, *protection from energy*, *spike growth*; 4th level – *rusting grasp***D** 1st – *remove fear*, 2nd – *remove paralysis*, 3rd – *remove curse*, 4th – *freedom of movement* ;**Domains** Liberation*Statistics***Str** 12, **Dex** 14, **Con** 12, **Int** 13, **Wis** 17, **Cha** 13**Base Atk** +5; **CMB** +6; **CMD** +18

Feats Additional Domain, Animal Affinity, Combat Casting, Improved Initiative, Skill Focus (Handle Animal)

Skills Handle Animal +13, Heal +13, Knowledge (nature) +11, Knowledge (religion) +8, Perception +11, Ride +4, Spellcraft +11, Survival +8

Languages Common, Sylvan, Druid

SQ nil

Treasure nil

Special Abilities Nature sense, resist nature's lure, trackless step, wild empathy, woodland stride

Gear (each) leather armor, light wooden shield, scimitar, sling, 20 stones, *potion of barkskin* +3

⌘ **Wolves, Druid Companions (3)**

N Large animal

Init +6; **Senses** scent; Perception +7

Defense

AC 17, touch 13, flat-footed 14; (+2 Dex, +1 dodge, +4 natural)

hp 41 (6d8+24)

Fort +9, **Ref** +7, **Will** +3

Defensive Abilities nil; **DR** --/--; **Immune** nil;

Resist nil; **SR** nil

Offense

Speed 50 ft.

Melee bite +10 (1d8+6), plus trip

Space 5 ft.; Reach 5 ft.

Special Attacks trip

Statistics

Str 22, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** +23

Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Finesse

Skills Perception +7

Languages nil

SQ scent, evasion

Special Abilities devotion, link, share spells

- If the PCs defeat the animal rights activists and return with the live chimera without delay **GO TO Conclusion A (page 36).**
- If the PCs defeat the animal rights activists return without delay but the chimera is already dead **GO TO Conclusion B (page 37).**
- If the PCs return to report back to Childer without delay but have given the chimera to either the hunters or the animal rights activists **GO TO Conclusion C (page 38).**

- If the PCs lose to the animal rights activists and survive **GO TO Conclusion E (page 39).**
- If the PCs lose to the animal rights activists and there are no survivors **GO TO Conclusion G (page 39).**

CONCLUSION A

If the PCs are returning to Amthydor with a live chimera and without delay –

Childer is waiting as you draw the wagon to a stop in front of a long, low building that emits the tantalizing scents of exotic spices, baking bread and roasting meats. He pushes aside a long door, opening the way for you to drive the wagon inside. “Hurry, quickly. Get it inside.”

He gestures to an apprentice to begin unhitching the carthorse as soon as the wagon settles to a stop in the center of the room. Childer himself goes to one corner of the wagon and opens one of the small wooden doors, breathing deeply of the incense that drifts out. With a satisfied nod, he next opens the large ramp-like rear door, smiling as he surveys the sleeping beast inside. “It’s perfect. This will be my masterpiece. You’ll have to attend of course. I’ll make all of the arrangements. Must remember to mention you to Lord Mour. He’ll want to thank you.”

Childer quickly becomes absorbed in inspecting the chimera and muttering to himself about which spices and herbs will be most appropriate to flavor the dish. His new apprentice quietly offers his apologies for his master’s distraction, guiding you back outside and offering several small pouches filled with coin. “I’m afraid that he’ll be like that for a while, but he really is grateful. He just gets so focused when he’s cooking.”

This may be the first time that the PCs realize exactly what they have been transporting. The chimera is deep in its incense induced sleep and not dangerous.

Childer isn’t looking for another apprentice and won’t have time for further discussion with the PCs, but the PCs will find that the pouches contain

the promised payment. Invitations to attend Lady Elaine’s birthday celebration will be delivered later in the day.

If the PCs mention the proposed bargain with the mage for the unneeded portions of the chimera, Childer will immediately agree, and will allow the desired parts to be collected immediately after the beast is slaughtered and butchered.

The birthday celebration for Lady Elaine Mour is the social event of the season. The wealthiest and most influential citizens of Amthydor are present to toast the young woman. Guests rave over the dozens of culinary offerings prepared by Chef Childer and he makes his way through the fringes of the crowd to thank you again as servants begin presenting the main course. Receiving your own portion, it is indeed the most delicious meal you have ever tasted, a delicate blending of flavors and textures unlike anything that you have had before. After hours of fine music, excellent food and dancing, the guest of honor bids all a good evening and leaves on the arm of her escort.

For weeks afterward, the dinner is the talk of the city and demands for Chef Childer’s culinary services ensure that he will be busy for years to come. That doesn’t stop him from sending his new apprentice to deliver a token of his thanks, a promise to prepare an excellent meal for you and your friends in the future.

THUS ENDS “FILET MINION”

TIME UNIT COST: 10 TU

CONCLUSION B

If the PCs return to Amthydor without delay, but the chimera is dead –

Chef Childer is waiting as you draw the wagon to a stop in front of a long low building that emits the tantalizing scents of exotic spices, baking bread and roasting meats. He pushes aside a long door, opening the way for you to drive the wagon inside.

“Hurry, quickly. Get it inside.”

He gestures to an apprentice to begin unhitching the carthorse as soon as the wagon settles to a stop in the center of the room. Childer himself goes to one corner of the wagon and opens one of the small wooden doors, breathing deeply of the incense that drifts out. With a deepening expression of confusion, he next opens the large ramp-like rear door, frowning as he surveys the sleeping beast inside.

“It’s ruined! Useless! I cannot present THIS to the nobles. I must get to work on an alternative main course. Something new and unique, even more rare and tantalizing. Not enough time.”

Childer quickly becomes absorbed considering and discarding one dish after another as he seeks a replacement for the chimera. His new apprentice quietly offers his apologies for his master’s distraction, guiding you back outside and offering several small pouches filled with coin. “It’s probably best if you leave quickly and quietly, before he remembers that you’re here. ”

Childer isn’t looking for another apprentice, especially after the party’s failure, and won’t have time for further discussion with the PCs, but the PCs will find that the pouches contain the promised payment for their efforts.

If the PCs mention the proposed bargain with the mage for the unneeded portions of the chimera Childer’s assistant will immediately agree and will help the PCs re-hitch the carthorse to the wagon so that the chimera can be taken to the hunters for delivery to their employer.

The birthday celebration for Lady Elaine Mour is the social event of the season. The wealthiest and most influential citizens of Amthydor are present to toast the young woman.

While the highly anticipated entrée of chimera did not present itself, for days afterward the dinner is the talk of the city and demands for Chef Childer’s culinary services ensure that he will be busy for months to come.

THUS ENDS “FILET MINION”

TIME UNIT COST: 10 TU

CONCLUSION C

If the PCs return to Amthydor without delay, but they do so empty handed, having given away their cargo –

Chef Childer is waiting as you approach the long, low building where you have been instructed to deliver your precious provision, a building that emits the tantalizing scents of exotic spices, baking bread and roasting meats. He pauses with one hand on a long sliding wooden door.

“Where is it? We must get it inside quickly.”

The PCs will have some explaining to do, though Childer isn’t interested in excuses. He just wants the chimera that he paid for.

“It wasn’t yours to give away! There’s no time to collect a replacement and no way to pay for it if I could find one. I’ll be ruined! Get out!”

He storms through a different door, raving about having to prepare a different recipe. His new apprentice quietly guides you back outside. “It’s probably best if you leave quickly and quietly, before he remembers that you’re here and demands that you repay the cost of the chimera.”

The PCs might think to offer him some portion of the compensation they received from either the hunters or the activists, but unless they are willing and able to provide at least 2,500 gp they will not be able to redeem themselves in Childer’s eyes.

Childer will not pay the PCs for their efforts.

The birthday celebration for Lady Elaine Mour is the social event of the season. The wealthiest and most influential citizens of Amthydor are present to toast the young woman.

While the highly anticipated entrée of chimera did not present itself, for days afterward the dinner is the talk of the city and demands for Chef Childer’s culinary services ensure that he will be busy for months to come.

THUS ENDS “FILET MINION”

TIME UNIT COST: 10 TU

CONCLUSION D

If the PCs return to Amthydor without delay, but empty handed, having abandoned their mission without ever collecting the chimera –

Chef Childer is waiting as you approach the long, low building where you have been instructed to deliver your precious provision, a building that emits the tantalizing scents of exotic spices, baking bread and roasting meats. He gestures emphatically with a large carving knife when you approach.

“Cowards! Cowards and thieves is what you are! I received a message just this morning, word that you never even took possession of the beast. Last time I hire adventurers in this city. Incompetent, lazy thieves, the lot of you! Get out! You’ll get not one copper from me. I should report you to the Legion. I should send you the bill for your replacements! Dadderhoff will hear about this! GET OUT!!!”

With a last wave of the blade he storms back inside, slamming the door behind him.

Childer will not offer the party any compensation for their aborted efforts, and he won’t listen to any excuses.

The birthday celebration for Lady Elaine Mour is the social event of the season. The wealthiest and most influential citizens of Amthydor are present to toast the young woman. Guests rave over the dozens of culinary offerings prepared by Chef Childer and even the presence of several small green-skinned figures do not hinder the festivities.

For weeks afterward the dinner, and the presence of a goblin diplomatic mission, is the talk of the city and demands for Chef Childer’s culinary services ensure that he will be busy for years to come.

THUS ENDS “FILET MINION”

TIME UNIT COST: 10 TU

CONCLUSION E

If the PCs were defeated in a combat and left to heal themselves and lick their wounds –

Broken but unbowed, you make your way back to Amthydor. The talk of the city is the previous night's celebration of Lady Elaine Mour's birthday. The wealthy and influential of Amthydor were all gathered to honor the young woman. The Bard Laureate of Amthydor himself performed the evening's entertainment. The only disappointment of the evening was in the form of the food. The highly anticipated culinary masterpieces of Chef Julius Emerol Wulfgar Childer were replaced by an offering not up to his usual standards of perfection. Rumors of cancelled contracts are already circulating among those planning their own festivities in the coming months.

While Childer will not pay the PCs for their failed mission, he also will not hold it against them, assuming that the PCs report their activities to someone.

THUS ENDS "FILET MINION"

TIME UNIT COST: 10 TU

CONCLUSION F

If the PCs delayed their return (most likely necessitating killing the chimera when they run out of incense) –

The long, low building that is home to Chef Childer's catering enterprise is abuzz with activity as assistants and serving staff hurry to complete the preparations for the banquet.

One assistant intercepts you as you enter, guiding you back outside. "You might want to leave quickly, before he notices you. He's been ranting all day about mercenaries, liars and thieves. He's threatening to take legal action and have you

arrested for fraud. Seeing you will only set him off again, and that won't be good for anyone."

Childer will not pay the PCs, since they failed to deliver as agreed.

The following morning the talk of Amthydor is the birthday celebration for Lady Elaine Mour, touted as the social event of the season. The wealthiest and most influential citizens of Amthydor were present to toast the young woman. The Bard Laureate of Amthydor himself performed the evening's entertainment. The only disappointment of the evening was in the form of the food. The highly anticipated culinary masterpieces of Chef Julius Emerol Wulfgar Childer were replaced by an offering not up to his usual standards of perfection. Rumors of cancelled contracts are already circulating among those planning their own festivities in the coming months.

THUS ENDS "FILET MINION"

TIME UNIT COST: 10 TU

CONCLUSION G

If the PCs were all slain, their bodies discovered and returned to Amthydor –

A solemn procession makes its way through the South Gate, a farmer and his son leading a wagon holding several shrouded forms. The pair delivers their grisly burden to the Diamond Legion, who places the bodies in storage in the cold rooms beneath the temple of Meneon.

The PCs will eventually be identified and, if they possess the resources to pay for *raise dead* and so desire, be restored to life. The PCs will still have their equipment. Childer will not pay them for their failed efforts.

THUS ENDS "FILET MINION"

TIME UNIT COST: 10 TU

EPILOGUE

If the PCs presented Grath's proposal for an alliance to city officials present the following epilogue –

Whispered rumors of a party of goblins meeting with the Lord Monarch spread quickly through the taverns and marketplaces of the city. A patrol from the Legion, equipped for a prolonged stay away from the city, left this morning bound for the mountains. Already there's talk of Amthydor expanding its territorial border. No one in a position of authority will comment on the rumors, but in a city filled with adventurers there is little that can stay secret for long.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
Module Experience	600	850	1200	1800
Compromising with the mercenaries who want the chimera for the mage	50	50	100	100
Bringing the chimera to Childer alive	50	50	100	100
Delivering the goblins' treaty proposal to the Lord Monarch	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
Maximum Possible XP	800	1050	1600	2200

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

TREASURE SUMMARY

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

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

Encounter 2

➤ **Kama**, 1 available (Value: varies, Caster Level: varies, Tradable: Yes, Rarity: Common, Legality: Legal).

- ATL 1 *Masterwork Kama* (Value: 302 gp, Caster Level: nil)
- ATL 3 & 5 *Kama +1* (Value: 2,302 gp, Caster Level: 6th)

- ATL 7 *Kama +2* (Value: 8,302 gp, Caster Level: 9th)

Encounter 4

NOTE There are two sets of certs for the items available in this encounter. The first set, in the standard one-third page format, are teaser certs, and are marked by a '0' in the item value line and a 'void' in the item rarity line at the bottom of the cert. These are the certs that are placed on the table during treasure distribution, but do not sign them. Should the players notice the '0' or the

‘void’, simply explain that it is a typo and that you have already contacted the campaign staff and new certs are being printed/requested.

Only after the players have determined who is receiving these items should the teaser certs be replaced with the correct certs, in the one-half page format, signed by the GM and with either the uncursed or cursed option indicated, as appropriate.

➤ **Scarab, Golembane**, 1 available (Value: 0 gp, Caster Level: 8th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Normal Scarab This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction. (Value: 2,500 gp, Caster Level: 8th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

Cursed Scarab This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate (a standard action) in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction. Cursed by the goblins from who it was stolen, this scarab also alerts all golems within 60 feet to the presence of the wearer. Golems will automatically target the wearer, as if he were a favored enemy (+2 to *Bluff*, *Knowledge*, *Perception*, *Sense Motive* and *Survival*, in addition to +2 to attack and damage rolls). (Value: 1,250 gp*, Caster Level: 8th, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

*The cursed scarab cannot be sold, given away or abandoned until a successful *remove curse* is cast by an NPC priest of

Ardra of at least 14th level, at a cost of 420 gp. This does not rid the item of the curse. It only permits the PC to be rid of the item (abandon it, give it to an NPC or sell it to an NPC for ½ of the reduced value listed above). If the character (or another PC) again takes possession, the curse is reactivated, unless the same Ardran priest also casts *atonement*, at a cost of 3,200 gp.

If and when remove curse is cast, the GM must check this box and sign across this section.

If and when *atonement* is cast, a member of the LSJ staff must check this box and sign across this section. Only a member of the LSJ Campaign Staff may approve the casting of the *atonement* spell.

➤ **Horn of Goodness/Evil**, 1 available (Value: 0 gp, Caster Level: 6th, Tradable: Yes, Rarity: Void, Legality: Legal).

Normal Horn This platinum decorated horn adapts itself to its owner, so it produces either a good or an evil effect depending on the owner’s alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day. (Value: 6,500 gp, Caster Level: 6th, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

Cursed Horn This platinum decorated horn adapts itself to its owner, so it produces either a good or an evil effect depending on the owner’s alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *magic circle against evil*. If he is evil, then blowing the horn has the effect of a

magic circle against good. In either case, this ward lasts for 1 hour. The horn can be blown once per day. At all times *except* when the horn is activated the possessor is subject to the effects of a continuous *bane* spell when facing evil creatures. (Value: 3,250* gp, Caster Level: 6th, Tradable: Yes, Rarity: Void, Legality: Legal)

*The cursed horn cannot be sold, given away or abandoned until a successful *remove curse* is cast by an NPC priest of Ardra of at least 14th level, at a cost of 420 gp. This does not rid the item of the curse. It only permits the PC to be rid of the item (abandon it, give it to an NPC or sell it to an NPC for ½ of the reduced value listed above). If the character (or another PC) again takes possession, the curse is reactivated, unless the same Ardran priest also casts *atonement*, at a cost of 3,200 gp.

- If and when *remove curse* is cast, the GM must check this box and sign across this section.
- If and when *atonement* is cast, a member of the LSJ staff must check this box and sign across this section. Only a member of the LSJ Campaign Staff may approve the casting of the *atonement* spell.

Encounter 5

- **Horseshoes of a Zephyr**, 1 set available (Value: 6,000 gp, Caster Level: 3rd, Tradable: Yes, Rarity: Common, Legality: Legal).

These four iron shoes are affixed like normal horseshoes. They allow a horse or similar hooved horse-like mount (such as a pony, mule, donkey or zebra) to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that non-solid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves

at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Encounter 6

- **Pawbands of Protection**, 1 available (Value: varies, Caster Level: 8th, Tradable: Yes, Rarity: Common, Legality: Legal).

These leather pawbands will automatically adjust to fit any animal or magical beast of Large size or smaller. Both pawbands must be worn to gain any benefit.

- ATL 1 & 3 *Pawbands of Protection +1* (Value: 2,000 gp, Caster Level: 8th)
- ATL 5 & 7 *Pawbands of Protection +2* (Value: 8,000 gp, Caster Level: 8th)

- **Ring of Animal Speech**, 1 available (Value: 5,500 gp, Caster Level: 1st, Tradable: Yes, Rarity: Common, Legality: Legal).

This otherwise plain silver ring is engraved with the image of a raven. It grants the wearer the ability to communicate with normal animals (but not magical beasts), as if using the spell *speak with animals*.

Miscellaneous

- **Lion's Paw**, 1 available (Value: 5 gp, Caster Level: Nil, Tradable: Yes, Rarity: Common, Legality: Legal).

- This intact paw is suitable for use as a spell component or potion ingredient, provided that the PC has an appropriate recipe to follow.

- Alternately, for a fee of 75 gp, a skilled tanner and weaponsmith will combine their trades to render the paw into a *Masterwork Clawed Gauntlet* which, when worn, is treated as an armed attack which deals 1d4-1 damage (Medium) or 1d3-1 (Small). Once altered in this manner, the

gauntlet has a value of 305 gp. The GM should cross out the previous paragraph if this option is selected, as the paw will no longer be usable as a component or ingredient.

The decision as to how to use the paw does not need to be made immediately.

Conclusion B

- **50 gp per ATL** per PC, as payment from Childer

Conclusion A

- **50 gp per ATL** per PC, as payment from Childer
- **Gratitude of Julius Emerol Wulfgar Childer**, 1 per PC (Value: Priceless, Caster Level: Nil, Tradable: No, Rarity: Uncommon, Legality: Legal).

To properly thank you for your efforts in ensuring the success of the meal for Lady Elaine's birthday celebration, Chef Childer will prepare an exquisite catered meal for you and up to five guests. He requires three day's notice to obtain the ingredients and prepare the repast, but the meal promises to be one to remember.

- **Join the Party!** 1 per PC (Value: Priceless, Caster Level: Nil, Tradable: No, Rarity: Uncommon, Legality: Legal).

In thanks for your efforts in ensuring the success of Lady Elaine's birthday celebration, House Mour has invited you to the party. To make sure that you arrive properly attired, they have gifted you with a new outfit (jewelry not included). It is appropriate for each guest attending the party to present Lady Elaine with a small gift.

- Courtier's Outfit* (Value: 30 gp)
- Noble's Outfit* (Value: 75 gp) (Noble or Aristocrat PCs only)

PLAYER'S HANDOUT #1

ADVENTURERS NEEDED!

Immediate missions available for persons of all abilities and skills.

Both long term and short term assignments available. Excellent compensation provided. Interested persons should report directly to the Fraternity of Venturers.

Hiring immediately for -

Caravan Escort

Property Recovery

Village Defense

Personal Security

Procurement

Mapping and Exploration

Missions available for both members and non-members. All applicants welcome.

APPENDIX A – CHIMERA STATS

Combat with the chimera can take place at any point after the PCs receive it from the goblins, should they fail to take steps as directed to keep it sedated.

ATL 1	ATL 3
<p>⚔ Chimera, Juvenile CR 4</p> <p>CE Medium magical beast</p> <p>Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +10</p> <p><i>Defense</i></p> <p>AC 19, touch 12, flat-footed 17; (+2 Dex, +7 natural)</p> <p>hp 48 (6d10+15)</p> <p>Fort +7, Ref +7, Will +5</p> <p>Defensive Abilities nil; DR nil; Immune nil; Resist nil; SR nil</p> <p><i>Offense</i></p> <p>Speed 30 ft., fly 50 ft. (poor)</p> <p>Melee Full Attack bite +6 (1d6+2), bite +6 (1d4+2), gore +6 (1d4+2), 2 claws +6 (1d4+2)</p> <p>Ranged nil</p> <p>Space 5 ft.; Reach 5 ft.</p> <p><i>Special Attacks</i> breath weapon</p> <p>Spell-Like Abilities nil</p> <p>Spells Prepared nil</p> <p>D domain spell; Domains nil</p> <p><i>Statistics</i></p> <p>Str 14, Dex 14, Con 13, Int 4, Wis 13, Cha 10</p> <p>Base Atk +7; CMB +9; CMD 21 (25 vs trip)</p> <p>Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness</p> <p>Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush</p> <p>Languages Draconic</p> <p>SQ nil</p> <p>Treasure nil</p> <p><i>Special Abilities</i></p> <p>Breath Weapon (Su) The chimera's breath weapon, a 15-foot cone of cold, is usable once every 4 rounds, and deals 2d8 points of damage, and allows a DC 15 Reflex save for half damage. The save DC is Constitution-based.</p>	<p>⚔ Chimera, Young Adult CR 6</p> <p>CE Medium magical beast</p> <p>Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +10</p> <p><i>Defense</i></p> <p>AC 19, touch 12, flat-footed 17; (+2 Dex, +7 natural)</p> <p>hp 61 (7d10+23)</p> <p>Fort +8, Ref +7, Will +5</p> <p>Defensive Abilities nil; DR nil; Immune nil; Resist nil; SR nil</p> <p><i>Offense</i></p> <p>Speed 30 ft., fly 50 ft. (poor)</p> <p>Melee Full Attack bite +8 (1d8+3), bite +8 (1d6+3), gore +8 (1d6+3), 2 claws +8 (1d4+3)</p> <p>Ranged nil</p> <p>Space 5 ft.; Reach 5 ft.</p> <p><i>Special Attacks</i> breath weapon</p> <p>Spell-Like Abilities nil</p> <p>Spells Prepared nil</p> <p>D domain spell; Domains nil</p> <p><i>Statistics</i></p> <p>Str 16, Dex 14, Con 15, Int 4, Wis 13, Cha 10</p> <p>Base Atk +7; CMB +11; CMD 23 (27 vs trip)</p> <p>Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness</p> <p>Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush</p> <p>Languages Draconic</p> <p>SQ nil</p> <p>Treasure nil</p> <p><i>Special Abilities</i></p> <p>Breath Weapon (Su) The chimera's breath weapon, a 15-foot cone of cold, is usable once every 4 rounds, and deals 2d8 points of damage, and allows a DC 16 Reflex save for half damage. The save DC is Constitution-based.</p>

ATL 5	ATL 7
<p>⚔ Chimera CR 7</p> <p>CE Large magical beast</p> <p>Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +10</p> <p><i>Defense</i></p> <p>AC 19, touch 10, flat-footed 18; (+1 Dex, +9 natural, -1 size)</p> <p>hp 85 (9d10+36)</p> <p>Fort +9, Ref +7, Will +6</p> <p>Defensive Abilities nil; DR nil; Immune nil; Resist nil; SR nil</p> <p><i>Offense</i></p> <p>Speed 30 ft., fly 50 ft. (poor)</p> <p>Melee Full Attack bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)</p> <p>Ranged nil</p> <p>Space 10 ft.; Reach 5 ft.</p> <p><i>Special Attacks</i> breath weapon</p> <p>Spell-Like Abilities nil</p> <p>Spells Prepared nil</p> <p>D domain spell; Domains nil</p> <p><i>Statistics</i></p> <p>Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10</p> <p>Base Atk +9; CMB +14; CMD 25 (29 vs trip)</p> <p>Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness</p> <p>Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush</p> <p>Languages Draconic</p> <p>SQ nil</p> <p>Treasure nil</p> <p><i>Special Abilities</i></p> <p>Breath Weapon (Su) The chimera's breath weapon, a 20-foot cone of cold, is usable once every 4 rounds, and deals 4d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.</p>	<p>⚔ Chimera, Advanced CR 8</p> <p>CE Large magical beast</p> <p>Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +10</p> <p><i>Defense</i></p> <p>AC 21, touch 10, flat-footed 20; (+1 Dex, +11 natural, -1 size)</p> <p>hp 103 (9d10+54)</p> <p>Fort +11, Ref +9, Will +8</p> <p>Defensive Abilities nil; DR nil; Immune nil; Resist nil; SR nil</p> <p><i>Offense</i></p> <p>Speed 30 ft., fly 50 ft. (poor)</p> <p>Melee Full Attack bite +14 (2d6+6), bite +14 (1d8+6), gore +14 (1d8+6), 2 claws +14 (1d6+6)</p> <p>Ranged nil</p> <p>Space 10 ft.; Reach 5 ft.</p> <p><i>Special Attacks</i> breath weapon</p> <p>Spell-Like Abilities nil</p> <p>Spells Prepared nil</p> <p>D domain spell; Domains nil</p> <p><i>Statistics</i></p> <p>Str 23, Dex 16, Con 21, Int 10, Wis 17, Cha 14</p> <p>Base Atk +9; CMB +16; CMD 29 (33 vs trip)</p> <p>Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness</p> <p>Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush</p> <p>Languages Draconic</p> <p>SQ nil</p> <p>Treasure nil</p> <p><i>Special Abilities</i></p> <p>Breath Weapon (Su) The chimera's breath weapon, a 20-foot cone of cold, is usable once every 4 rounds, and deals 6d8 points of damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.</p>

If the PCs burn four cakes of incense at a time as instructed, the chimera is treated as having the *helpless* condition. If the PCs burn only three cakes of incense at a time, the chimera is treated as having the *disabled* condition. If the PCs burn only two cakes of incense at a time, the chimera is treated as having the *shaken* condition. If the PCs burn only one cake of incense at a time the chimera is treated as if *slowed*.

CRITICAL EVENT SUMMARY: FILET MINION

Convention: _____ Date: _____

1. How did the PCs react to the combat in Encounter 2? (Circle whichever applies)

Aided the goblins

Aided the humans

Neutralized both groups

Stayed out of the fight

2. How did the PCs deal with the Highrock goblins? (Circle all that apply)

Met politely

Neutral (successfully apologized)

Killed them

3. How did the heroes deal with the hunters? (Circle all that apply)

Ignored them

Negotiated with them

Attacked them

Captured them

Killed one or more

4. How did the heroes deal with the Animal Rights League? (Circle all that apply)

Ignored them

Negotiated with them

Attacked them

Captured them

Killed one or more

5. What did the PCs do with the chimera?

Delivered it alive to Childer

Delivered it dead to Childer

Released it

Gave it to the hunters

Gave it to the Animal Rights League

6. What was the ATL of the party? _____

7. How many total levels of spells was the chimera directly subjected to (either cast or targeted within 5

feet or less)? _____

8. 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: FILET MINION

Judge Name: _____

Convention: _____ **Date:** _____

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

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

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

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

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

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

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

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

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

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

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

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

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Filet Minion, Copyright 2010, The Shining Jewel, LLC, Author Catie Straiton.