



Beer Run II

LSJ -9001

By Robert Hitz

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

You have been invited as guests of honor to Brexton's Beerfest. After last year's attack, surely it will go better this time. It is strongly suggested to play Beer Run first.

For adventurers of level 1-6.

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. 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 an encounter, feel free to do what is necessary to assist the PCs to succeed. 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) AND THE POWER OF PCS

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.

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)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

Last year a coven of witches attacked the beerfest, turning many people into birds, and attempted to sacrifice them to their patron. They were thwarted by the efforts of a group of adventurers. The adventurers were invited to this year’s fest.

ADVENTURE SUMMARY

Introduction –The party arrives at the town of Brexton with a delivery of beer for the festival.

Encounter 1: Arrival in town, intro to adventure

Encounter 2: Talk around town, gather clues

Encounter 3: Witch’s cottage to look for clues

Encounter 4: Watering hole and fighting skeletons

Encounter 5: Bandits to the West – red herring with teeth

Encounter 6: Down the Hole

Conclusion- Win or Lose

Epilogue - Life goes on

INTRODUCTION

The party has safely arrived in the town of Brexton. The previous 4 days have been spent escorting 3 beer wagons for the local festival. Bright banners are hung from the trees and buildings around the town, but the main square is eerily quiet. As you look around, trying to take it all in, a dwarf in a Diamond Legionnaire uniform with a Trooper lozenge calls out to the group. "Ah, the heroes of Brexton arrive at last! Good, I can use all the help I can get."

With a Knowledge geography (DC 15) you can give the PCs Player Handout 1.

ENCOUNTER 1

NOT THE BEST WAY TO START

Trooper Garvin Strongarm is the only surviving member of the 4-man troop that had been sent to provide security at the beerfest.

Standing with the assistance of a crutch is a young dwarf, his black beard barely reaching past his shirt collar. His uniform is covered in bite marks and bloody cuts, and his chain mail armor is coated in mud and grime. A large brown rabbit is tucked under his arm. He pulls himself up, gives a hasty and sloppy salute, and leans on the crutch again. "Trooper Strongarm of Regiment 6 is formally asking for the good citizens of Amthydor to provide assistance during this current crisis."

Who are you?

"So, I just said, Trooper Garvin Strongarm of Regiment 6." He points to a low mound nearby. "My unit mates Collin and Gerard are over there. Sarge is here." He hefts the rabbit.

What happened?

"Sgt Raynes and us were dispatched to provide security for the fest. So, the rest of the patrol will be back tomorrow. So, it was supposed to be the whole patrol here, but we got word of bandit activity, so

the lieutenant took everyone else after them. So, around noon, things were starting to get happening with the beer and the bards and the dancing. So, all of a sudden, there was a bunch of ravens flying around. So, people was running around, and the birds was getting into everything. So, that was when we noticed the 2 women standing in the middle of the town square. So, they were standing there chanting something, and then there were less people, and more rabbits running around.

So, I'm not a mage, but I could tell that there was magic being cast. So me and Collins charged them. So, that's when the bear showed up. Ripped Collins to pieces, did a number on me before he took out Gerard. So, the Sarge did in the bear, but one of the women cast a spell and he sort of fell down as a rabbit. So, then she noticed me, and that was all for me. So, I woke up about an hour ago, to find half the town gone."

When did this happen?

"So, the platoon dropped us off this morning. And the fest got rolling around noon. So, I'd say that the women and the ravens showed up around 2 o'clock. So, by the sun its around 4 o'clock now."

"How much money will you pay?"

"So, I can offer all the money that the unit had, which, after a good night of dice happened to be in my possession. So, I can offer you (ATLx25) gp. to deal with the women and undo the curse."

"Curse?"

"So, this here is Sarge." He hefts the rabbit up with his good hand. "I'm not much of a mage, but I'd call this a curse."

Will you come with us?

"I could, but I'm that's left of a fighting force in town. So, if those bandits come by, or the witches come back, I can at least make them think twice about wiping everyone out. So, you go save the day, and I will make sure the hearth fires stay lit.

ENCOUNTER 2

Talking to villagers:

There are 4 villagers with useful information. Most of the villagers are suffering from shock and their wounds.

- 1) Brother Latrew
- 2) Fisher
- 3) Alicia Brexton (mayor's daughter)
- 4) Scout

All of the information that the villagers know is in the box text. They will shrug, and make non-committal answers to all other questions.

Brother Latrew

Brother Latrew is a half-elf of many years. His long hair, loose about his shoulders has faded to grey and his beardless face is lined with heavy wrinkles. He speaks in a hearty baritone. Around his neck, you see an amulet of a tree.

A DC 10 Knowledge Religion will reveal that he is a follower of Ayla, the lesser goddess of flora.

Who are you?

"A kindly shepherd to the common folk, showing them the path to a good life, free from strife, and full of joy. I tend the sick, heal the hurts, and offer advice to those in need. You may call me Brother Latrew.

Brother Latrew was encountered in Beer Run, and will recognize returning PCs, even if he can't remember their names.

Who was responsible for the attack?

"From the descriptions given last year, the culprits seemed to be Winnifred and Bernadette."

These were 2 of the 3 witches involved in the attack last year. PCs who have played Beer Run should know who they are.

Who do you worship?

"My calling led me to Ayla. She may not get the big temples, but she dwells large in the hearts of many of the farmers."

Do you know why/how they turned everyone into rabbits?

"I believe they were using a *baleful polymorph* spell. But they cast it so many times, and were affecting so many people, I believe it was a mass version of the spell. They must have help, because such a spell was beyond them last year."

Can you help us out?

"I am afraid that I have exhausted all of my spells and poultices today. And I was never much of the adventuring sort. Go, defeat these foul creatures, and I will continue monitoring the villagers."

What happened?

"I was leading the townsfolk in a rousing chorus of 99 bottles of ale on the wall when we were interrupted by a scream. Looking over, I saw Helga and Bernadette casting spells, turning several young men into rabbits After that, there was a lot of screaming and running around."

2) Fisher

Fisher is an old human man, dressed in a well-worn tunic and breeches. Thin, grey hair covers his head, matching the mangy grey beard sprouting from his chin. His voice is thin and nasally.

Who are you?

"Folks call me Fisher, on account that's what I do. Fish all the ponds around here for bluegill, croppies, and sunfish. Small, but tasty."

🗨️ **Did you see anything unusual lately?**

“Well, yesterday I was cutting across the fields between ponds, and I happened to pass by the old witch cottage. We had pulled it down last year, after the attack, but when I went by yesterday, there was a rowan tree about 8-foot-tall growing out of the rubble. It usually takes 10 years to get that tall.”

Rowan trees grow about 1 foot per year, with a maximum size of 20-40 feet.

🗨️ **Do you have any ideas about the attack?**

“I was well into my cups when the attack started, but I did see one of the women wiping red mud off her boots as they entered town. Not sure where she got it. Can’t think of any of the ponds with red dirt around them.”

🗨️ **Where did they enter town?**

“Right there, between the inn and the smithy. She wiped her boots off on the farrier strop, where the smith braces to shoe a horse.”

3) Alicia Brexton

Alicia is a young human female, about 14 years of age, almost ready to ripen into a beautiful young woman. Her blue eyes are puffy from crying, and her long brown hair has mostly escaped the ponytail it was in. She clutches a top hat, with a white rabbit sitting inside the hat, casually nibbling on some grass.

🗨️ **Did you see what happened?**

“Muh,my Da is a bunny. Mum won’t like this atall. Ken you fix him? He always was saying that those folks from Amthydor could take care of any problems we might have out here.”

She is in shock and doesn’t remember much of the attack. With a Diplomacy check DC 10+ATL, she will make this comment

It was funny, watching the ravens scoop up rabbits and fly west. I never thought of ravens as a night bird. I wonder why they didn’t attack with owls instead. Maybe owls is too good for an evil attack.

The important statement here is the direction that the birds were flying. This is the first clue as to where the party should start looking.

Scout

Scout is a human man in his early 20’s. His red hair is pulled back into a ponytail, and his oiled armor shows that he has seen action before.

🗨️ **Who are you?**

“I am the local gamekeeper. I make sure that there is no poaching being done, and keep an eye out for large predators moving through the area.

🗨️ **What can you tell us about the attack?**

“Not much I’m afraid. I was following some bear tracks, and they led me to Brexton about the time 2 women flew past me on broomsticks.”

🗨️ **Do you know where to find red mud?**

“Interesting question. There is a small watering hole with rust-red clay on one bank. I could give you directions if you’d like.”

A DC 10 Survival check will allow a PC to find the watering hole from his directions.

🗨️ **Any bandit activity is the area?**

“A band has been operating about a day north of town, but they have been sticking to road traffic.”

After talking to Trooper Strongarm and the villagers, the PCs have a few choices:

- If they want to check the witch’s cottage Go To Encounter 3 (page 6).
- If they want to check of the watering hole go to Encounter 4 (page 6)
- If they want to head west and roam around randomly go to Encounter 5 (page c)
- If they want to get the Diamond Legion patrol, go to conclusion D.

ENCOUNTER 3

WITCH'S COTTAGE

You travel across shocked fields, the wheat standing as silent sentries. The late afternoon sun throws long shadows as you walk, and the fields are silent, with no insects buzzing or birds chirping. The eerie silence continues as you approach the site of the cottage. You can see a pile of stones, with a tall tree growing out of it.

Allow the party to make any preparations they want prior to approaching the cottage.

Upon closer examination, the pile of rubble contains what is left of the thatched cottage of the witches. Herbs are growing randomly amongst the stones, and other than the tree growing from the middle of the ruin, seems to have been undisturbed for at least several months.

A Survival check DC 15+ ATL will confirm that the stones were moved last in the spring.

If the party searches the rubble, with a perception check of DC 15+ATL, they will find a scroll of *remove curse*.

- If the PCs want to check the water hole **GO TO Encounter 4 (page 6).**
- If the PCs want to head west and roam around randomly **GO TO Encounter 5 (page c).**
- If they want to get the Diamond Legion patrol, Go To Conclusion D.

ENCOUNTER 4

WATERING HOLE

Following the directions that Scout gave you, you travel past several fields, go around a few ponds, and eventually come to a small pond, 20' across in a kidney bean style. with 2 willow trees growing on the bank. As you approach, you see that the bank under one of the willows is a deep red color.

Hidden in the water are many skeletons that the witches found in the area. They will attack as soon as a PC gets within 10' of the willow tree.

As you draw near the pond, its surface starts to boil as figures surge up from the water, mud clinging to fleshless limbs. There seem to be equal numbers of orcish and dwarvish forms.

In the surprise round, the skeletons stand up. The pond is only 3' deep, but counts as difficult terrain for anyone walking in it.

ATL 1

Orc skeleton (1 per PC)

NE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +0

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

hp 4 (1d8)

Fort +0, Ref +1, Will +2

DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft.

Melee 2 claws +2 (1d4+2)

Str 14, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 13

Feats Improved Initiative

Languages Common, Orc

Dwarf skeleton (1 per PC)

NE Medium undead

Init +5; Senses darkvision 60 ft.; Perception +0

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

hp 4 (1d8)

Fort +0, Ref +1, Will +2

DR 5/bludgeoning; Immune cold, undead traits

Speed 20 ft.

Melee 2 claws +0 (1d4)

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +0; CMD 11

Feats Improved Initiative

Skills Acrobatics +1 (-3 to jump)

Languages Common, Dwarven

ATL 3

Orc skeletal champion fighter 2 (1 per 2 PCs)
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +4
AC 14, touch 12, flat-footed 13 (+1 deflection, +1 Dex, +2 natural)
hp 22 (4 HD; 2d8+2d10-2)
Fort +3, Ref +2, Will +3 (+1 vs. fear)
Defensive Abilities channel resistance +4
DR 5/bludgeoning; Immune cold, undead traits
Speed 30 ft.
Melee falchion +6 (2d4+7/18-20) or
2 claws +0 (1d4+2)
Str 16, Dex 12, Con —, Int 8, Wis 8, Cha 8
Base Atk +3; CMB +5; CMD 18
Feats Endurance, Improved Initiative, Power Attack (-1/+2), Self-sufficient, Weapon Focus (falchion)
Skills Climb +9, Heal +1, Perception +4, Stealth +7, Survival +1
Languages Common, Orc

Dwarf skeletal champion fighter 2 (1 per 2 PCs)
NE Medium undead
Init +5; Senses darkvision 60 ft.
AC 19, touch 12, flat-footed 18 (+6 armor, +1 deflection, +1 Dex, +2 natural, +3 shield, -2 broken condition armor, -2 broken condition shield)
hp 22 (4 HD; 2d8+2d10-2)
Fort +3, Ref +2, Will +5 (+1 vs. fear)
Defensive Abilities channel resistance +4, defensive training; DR 5/bludgeoning; Immune cold, undead traits
Speed 20 ft.
Melee Dwarf Waraxe +5 (1d10+1/×3) or 2 claws -1 (1d4)
Str 12, Dex 12, Con —, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +4; CMD 16 (20 vs. bull rush, 20 vs. trip)
Feats Improved Initiative, Point-Blank Shot, Shield Focus, Swap Places[APG], Weapon Focus (waraxe)
Skills Climb +0, Perception +6, Stealth +0, Survival +7
Languages Common, Dwarven
Special Abilities
Defensive Training +4 Gain a dodge bonus to AC vs. monsters of the Giant subtype.
Hatred +1 Gain a racial bonus to attacks vs. Goblinoids/Orcs.
Swap Places You can trade places with an ally with this feat during your movement.

ATL 5

Orc skeletal champion fighter 2 (1 per PC)
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +4
AC 14, touch 12, flat-footed 13 (+1 deflection, +1 Dex, +2 natural)
hp 22 (4 HD; 2d8+2d10-2)
Fort +3, Ref +2, Will +3 (+1 vs. fear)
Defensive Abilities channel resistance +4
DR 5/bludgeoning; Immune cold, undead traits
Speed 30 ft.
Melee falchion +6 (2d4+7/18-20) or
2 claws +0 (1d4+2)
Str 16, Dex 12, Con —, Int 8, Wis 8, Cha 8
Base Atk +3; CMB +5; CMD 18
Feats Endurance, Improved Initiative, Power Attack (-1/+2), Self-sufficient, Weapon Focus (falchion)
Skills Climb +9, Heal +1, Perception +4, Stealth +7, Survival +1
Languages Common, Orc

Dwarf skeletal champion fighter 2 (1 per PC)
NE Medium undead
Init +5; Senses darkvision 60 ft.
AC 23, touch 12, flat-footed 22 (+6 armor, +1 deflection, +1 Dex, +2 natural, +3 shield)
hp 22 (4 HD; 2d8+2d10-2)
Fort +3, Ref +2, Will +5 (+1 vs. fear)
Defensive Abilities channel resistance +4, defensive training; DR 5/bludgeoning; Immune cold, undead traits
Speed 20 ft.
Melee Dwarf Waraxe +5 (1d10+1/×3) or 2 claws -1 (1d4)
Str 12, Dex 12, Con —, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +4; CMD 16 (20 vs. bull rush, 20 vs. trip)
Feats Improved Initiative, Point-Blank Shot, Shield Focus, Swap Places[APG], Weapon Focus (waraxe)
Skills Climb +0, Perception +6, Stealth +0, Survival +7
Languages Common, Dwarven
Special Abilities
Defensive Training +4 Gain a dodge bonus to AC vs. monsters of the Giant subtype.
Hatred +1 Gain a racial bonus to attacks vs. Goblinoids/Orcs.
Swap Places You can trade places with an ally with this feat during your movement.

ATL 7

Orc skeletal champion fighter 4 (1 per 2 PCs)
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +6
AC 14, touch 12, flat-footed 13 (+1 deflection, +1 Dex, +2 natural)
hp 33 (6 HD; 2d8+4d10-2)
Fort +4, Ref +3, Will +4 (+1 vs. fear)
Defensive Abilities channel resistance +4,
DR 5/bludgeoning; Immune cold, undead traits
Speed 30 ft.
Melee falchion +9 (2d4+12/18-20) or
2 claws +1 (1d4+3)
Str 16, Dex 12, Con —, Int 8, Wis 8, Cha 8
Base Atk +5; CMB +6; CMD 20
Feats Endurance, Furious Focus[APG], Improved Initiative, Power Attack (-2/+6), Self-sufficient, Weapon Focus (falchion), Weapon Specialization (falchion)
Skills Climb +9, Heal +1, Perception +6, Stealth +7, Survival +1
Languages Common, Orc
SQ armor training 1

Dwarf skeletal champion fighter 4 (1 per 2 PCs)
NE Medium undead
Init +5; Senses darkvision 60 ft.; Perception +8
AC 23, touch 12, flat-footed 22 (+6 armor, +1 deflection, +1 Dex, +2 natural, +3 shield)
hp 33 (6 HD; 2d8+4d10-2)
Fort +4, Ref +3, Will +6 (+1 vs. fear); +2 vs. spells and spell-like abilities
Defensive Abilities channel resistance +4, defensive training; DR 5/bludgeoning; Immune cold, undead traits
Speed 20 ft.
Melee mwk dwarven waraxe +8 (1d10+3/×3) or
unarmed strike +6 (1d3+1) or
2 claws +1 (1d4)
Str 12, Dex 12, Con —, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +6; CMD 18 (22 vs. bull rush, 22 vs. trip)
Feats Endurance, Improved Initiative, Improved Unarmed Strike, Shield Focus, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Acrobatics -5 (-9 to jump), Climb +2, Handle Animal +3, Perception +8, Stealth +1, Survival +8; Languages Common, Dwarven
Defensive Training +4 Gain a dodge bonus to AC vs. monsters of the Giant subtype.
Hatred +1 Gain a racial bonus to attacks vs. Goblinoids/Orcs.
Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.

ATL 9

As ATL 7, but 1 orc and 1 dwarf per PC

After defeating the skeletons, if the party searches the area, they will discover a narrow cleft in one of the willow trees.

After dispatching the skeletons, your search of the area reveals a cleft in the trunk of one of the willow trees. It reveals a shaft going down, barely large enough for a grown man to fit. It seems to go at least 15 ft. down, and a cool, damp breeze comes from it.

The tunnel is wide enough for a normal person in armor to fit. A large person can fit, if all armor is removed. A large animal can squeeze down with a successful Handle Animal check DC 20+ATL. A large animal must remove any armor to fit.

If the party descends, go to Encounter 6.

ENCOUNTER 5

WALK TO THE WEST

As you make your way thru the fields, and past the ponds and streams you notice that the birds are silent, and the only noise heard is the sound of wind.

If the party makes a Perception check DC10+ ATL, read the following box text. If they fail, they wander for another 15 minutes, and can try again.

A faint smudge in the sky reveals itself to be smoke, like from a campfire. As you draw nearer, you see several humanoids adding green leaves to the fire,

thickening the column. They don't seem to have noticed your approach.

This is the group of bandits that have been hired by the witches to distract the Diamond Legion patrol. They know that the patrol is too far to reach this campsite before nightfall, and they are planning on moving and setting up camp elsewhere.

The party can sneak up on them and attack if they wish.

If the bandits have any prep time they will use potions and spells.

Bandits will surrender because highway robbery is not a death sentence. They will tell the party that they were hired by the witches, but have no further knowledge of their plans.

ATL 1

Elf ranger 2 (x2)
NE Medium humanoid (elf)
Init +3; Senses low-light vision; Perception +7
AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 19 (2d10+4)
Fort +4, Ref +6, Will +0; +2 vs. enchantments
Immune sleep
Speed 30 ft.
Melee longsword +3 (1d8+1/19-20)
Ranged composite longbow +5 (1d8+1/×3)
Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 8
Base Atk +2; CMB +3; CMD 16
Feats Point-Blank Shot, Precise Shot
Skills Climb +5, Handle Animal +4, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Perception +7, Stealth +7, Survival +5, Swim +5; Racial Modifiers +2 Perception
Languages Celestial, Common, Elven, Goblin
SQ track +1, wild empathy +1
Favored Enemy (Humans +2) (Ex) +2 to rolls vs. human foes.

Human ranger 2 (x2)
NE Medium humanoid (human)
Init +2; Perception +6
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 22 (2d10+7)
Fort +4, Ref +5, Will +1
Speed 30 ft.
Melee longsword +5 (1d8+3/19-20) or
longsword +3 (1d8+3/19-20) and

short sword +3 (1d6+1/19-20)
Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Base Atk +2; CMB +5; CMD 17
Feats Combat Reflexes, Toughness, Two-weapon Fighting
Skills Climb +6, Handle Animal +4, Intimidate +4, Perception +6, Stealth +5, Survival +6, Swim +6
Languages Common
SQ track +1, wild empathy +1
Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
Favored Enemy (Humans +2) (Ex) +2 to rolls vs. human foes.

ATL 3

Elf ranger 3 (X3)
NE Medium humanoid (elf)
Init +3; Senses low-light vision; Perception +8
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 27 (3d10+6)
Fort +4, Ref +6, Will +1; +2 vs. enchantments
Immune sleep
Speed 30 ft.
Melee longsword +4 (1d8+1/19-20)
Ranged composite longbow +4/+4 (1d8+1/×3) or
composite longbow +6 (1d8+1/×3)
Special Attacks favored enemy (humans +2)
Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 8
Base Atk +3; CMB +4; CMD 17
Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +5, Handle Animal +5, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Perception +8, Stealth +7, Survival +6, Swim +5; Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties
Languages Celestial, Common, Elven, Goblin
Combat Gear potion of aid
Favored Enemy (Humans +2) (Ex) +2 to rolls vs. human foes.
Favored Terrain (Plains +2) (Ex) +2 to rolls when in plains terrain.

Human ranger 3 (x3)
NE Medium humanoid (human)
Init +2; Senses Perception +7
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 30 (3d10+9)
Fort +4, Ref +5, Will +2
Speed 30 ft.

Melee longsword +6 (1d8+3/19-20) or longsword +4 (1d8+3/19-20) and short sword +4 (1d6+1/19-20)
Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Base Atk +3; CMB +6; CMD 18
Feats Combat Reflexes, Endurance, Nimble Moves, Toughness, Two-weapon Fighting
Skills Climb +7, Handle Animal +5, Intimidate +5, Perception +7, Stealth +6, Survival +7, Swim +7
Languages Common
SQ favored terrain (plains +2), track +1, wild empathy +2
Combat Gear potion of aid
Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
Favored Enemy (Humans +2) (Ex) +2 to rolls vs. human foes.
Favored Terrain (Plains +2) (Ex) +2 to rolls when in plains terrain.
Nimble Moves (5 ft/rd) Move through the listed amount of difficult terrain each rd as if it were normal terrain.

ATL 5

Elf ranger 5 (x3)
NE Medium humanoid (elf)
Init +4; Senses low-light vision; Perception +10
AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 42 (5d10+10)
Fort +5, Ref +8, Will +1; +2 vs. enchantments
Immune sleep
Speed 30 ft.
Melee longsword +6 (1d8+1/19-20)
Ranged composite longbow +7/+7 (1d8+1/×3) or composite longbow +9 (1d8+1/×3)
Special Attacks combat style (archery), favored enemies (elves +2, humans +4)
Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 8
Base Atk +5; CMB +6; CMD 20
Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +7, Handle Animal +7, Knowledge (dungeoneering) +10, Knowledge (nature) +10, Perception +10, Stealth +10, Survival +8, Swim +7;
Languages Celestial, Common, Elven, Goblin
Combat Gear potion of aid;
Deadly Aim -2/+4 Trade a penalty to ranged attacks for a bonus to ranged damage.

Human ranger 5 (x3)
NE Medium humanoid (human)
Init +2; Senses Perception +9
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 47 (5d10+15)
Fort +5, Ref +6, Will +2
Speed 40 ft*.
Melee short sword +10 (1d6+4/19-20) or short sword +8 (1d6+4/19-20) and short sword +8 (1d6+2/19-20)
Special Attacks combat style (two-weapon combat), favored enemies (dwarves +2, humans +4)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—lead blades[APG], ~~longstrider~~
Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +9; CMD 21
Feats Combat Reflexes, Endurance, Nimble Moves, Toughness, Two-weapon Fighting, Weapon Focus (short sword)
Skills Climb +10, Handle Animal +7, Intimidate +7, Perception +9, Stealth +8, Survival +9, Swim +10
Languages Common
SQ favored terrain (plains +2), hunter's bond (companions), track +2, wild empathy +4
Combat Gear potion of aid
Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

ATL 7 and ATL 9

Elf ranger 5 (x5)
NE Medium humanoid (elf)
Init +4; Senses low-light vision; Perception +10
AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)
hp 42 (5d10+10)
Fort +5, Ref +8, Will +1; +2 vs. enchantments
Immune sleep
Speed 30 ft.
Melee longsword +6 (1d8+1/19-20)
Ranged composite longbow +7/+7 (1d8+1/×3) or composite longbow +9 (1d8+1/×3)
Special Attacks combat style (archery), favored enemies (elves +2, humans +4)
Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 8
Base Atk +5; CMB +6; CMD 20
Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot
Skills Climb +7, Handle Animal +7, Knowledge (dungeoneering) +10, Knowledge (nature) +10, Perception +10, Stealth +10, Survival +8, Swim +7;
Languages Celestial, Common, Elven, Goblin

Combat Gear potion of aid;
Deadly Aim -2/+4 Trade a penalty to ranged attacks for a bonus to ranged damage.

Human ranger 5 (x5)
NE Medium humanoid (human)
Init +2; Senses Perception +9
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 47 (5d10+15)
Fort +5, Ref +6, Will +2
Speed 40 ft*.
Melee short sword +10 (1d6+4/19-20) or
short sword +8 (1d6+4/19-20) and short sword +8
(1d6+2/19-20)
Special Attacks combat style (two-weapon combat),
favored enemies (dwarves +2, humans +4)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—lead blades[APG], ~~longstrider~~
Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +9; CMD 21
Feats Combat Reflexes, Endurance, Nimble Moves,
Toughness, Two-weapon Fighting, Weapon Focus
(short sword)
Skills Climb +10, Handle Animal +7, Intimidate +7,
Perception +9, Stealth +8, Survival +9, Swim +10
Languages Common
SQ favored terrain (plains +2), hunter's bond
(companions), track +2, wild empathy +4
Combat Gear potion of aid
Combat Reflexes (3 AoO/round) Can make extra
attacks of opportunity/rd, and even when flat-footed.

- If they want to check the witch's cottage **Go To Encounter 3 (page 6).**
- If the PCs want to check the water hole **GO TO Encounter 4 (page 6).**
- If they want to get the Diamond Legion patrol, **Go To Conclusion D.**

ENCOUNTER 6

DOWN THE RABBIT HOLE

As you squeeze down the narrow shaft, you wonder where it came from. There is enough of a slope that

you do not slide down, and must continue to pull yourself along. Finally, it opens into a larger chamber, and you slip the last 5 ft gracelessly into the room. It is 20'x20', with a swirling portal across from where you entered. The portal is framed in a dark metal, with arcane runes upon it. You cannot see what lies on the other side of the swirling light.

With a Spellcraft DC 20, the runes are part of a *plane shift* spell.

Allow the pcs as much prep time as they want to take.

Stepping through the portal, you are buffeted by high winds and a feeling of vertigo. When your head clears, you are standing next to the portal in a ruined building, 50' x 50'. 2 walls remain, but the ceiling is open to a dark sky with red slashes of light, and black clouds floating past. Beyond the building is a black and twisted landscape of black sand, stunted trees, and a constant wailing of the wind. Inside what is left of the building are 2 women dressed in black, a woman glowing with a greenish light, and a giant woman, 9-foot-tall, with fingernails 6 inches long and fangs closer to 12 inches. The 3 women stand around a thaumaturgical circle with a cage full of rabbits placed in its center. The giant turns to the witches and speaks. "Prove that you are worthy of the gifts I have granted you. Defeat them and I will grant all that you desire. Lose, and you know the price of failure." With that, she steps over one of the demolished walls to observe the fight.

ATL 1

3 witches (Bernadette, Helga, Winnifred)
Female human witch 2
CE Medium humanoid (human)
Init +1; Senses Perception +0
AC 15, touch 11, flat-footed 14 (+1 Dex)
hp 15 (2d6+6)
Fort +2, Ref +1, Will +3
Speed 30 ft.
Melee morningstar +0 (1d8-1)
Special Attacks hexes (cackle, evil eye, slumber)
Witch Spells Prepared (CL 2nd; concentration +5)
1st—burning hands (DC 14), ~~mage armor~~, summon
monster I
0 (at will)—dancing lights, daze (DC 13), detect
magic, touch of fatigue (DC 13)
Patron Deception

Str 8, Dex 12, Con 14, Int 17, Wis 10, Cha 13
 Base Atk +1; CMB +0; CMD 11
 Feats Extra Hex, Point-Blank Shot
 Skills Bluff +3, Diplomacy +3, Intimidate +6,
 Knowledge (arcana) +8, Knowledge (planes) +8,
 Spellcraft +8
 Languages Abyssal, Common, Dwarven, Elven
 Other Gear morningstar, belt pouch, spell component
 pouch
 Arcane Familiar Nearby You gain the Alertness feat
 while your familiar is within arm's reach.
 Cackle (Su) As a move action, extend the duration of
 other hexes by 1 rd.
 Evil Eye -2 (6 rounds, DC 14) (Su) Foe in 30 ft takes
 penalty to your choice of AC, attacks, saves, ability or
 skill checks (Will part).
 Share Spells with Familiar Can cast spells with a target
 of "You" on the familiar with a range of touch.
 Slumber (2 rounds, DC 14) (Su) Foe in 30 ft falls asleep
 for duration, or until damaged or roused by ally (Will
 neg).

ATL 3

witches (Bernadette, Helga)
 Female human witch 2
 CE Medium humanoid (human)
 Init +1; Senses Perception +0
 AC 15, touch 11, flat-footed 14 (+1 Dex)
 hp 15 (2d6+6)
 Fort +2, Ref +1, Will +3
 Speed 30 ft.
 Melee morningstar +0 (1d8-1)
 Special Attacks hexes (cackle, evil eye, slumber)
 Witch Spells Prepared (CL 2nd; concentration +5)
 1st—burning hands (DC 14), ~~mage armor~~, summon
 monster I
 0 (at will)—dancing lights, daze (DC 13), detect
 magic, touch of fatigue (DC 13)
 Patron Deception
 Str 8, Dex 12, Con 14, Int 17, Wis 10, Cha 13
 Base Atk +1; CMB +0; CMD 11
 Feats Extra Hex, Point-Blank Shot
 Skills Bluff +3, Diplomacy +3, Intimidate +6,
 Knowledge (arcana) +8, Knowledge (planes) +8,
 Spellcraft +8
 Languages Abyssal, Common, Dwarven, Elven
 Other Gear morningstar, belt pouch, spell component
 pouch

Arcane Familiar Nearby You gain the Alertness feat
 while your familiar is within arm's reach.
 Cackle (Su) As a move action, extend the duration of
 other hexes by 1 rd.
 Evil Eye -2 (6 rounds, DC 14) (Su) Foe in 30 ft takes
 penalty to your choice of AC, attacks, saves, ability or
 skill checks (Will part).
 Share Spells with Familiar Can cast spells with a target
 of "You" on the familiar with a range of touch.
 Slumber (2 rounds, DC 14) (Su) Foe in 30 ft falls asleep
 for duration, or until damaged or roused by ally (Will
 neg).

Winnifred

Female spectre witch
 CE Medium undead (incorporeal)
 Init +6; Senses darkvision 60 ft.; Perception +22
 Aura unnatural aura (30 ft.)
 AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)
 hp 55 (10 HD; 2d6+8d8+12)
 Fort +3, Ref +4, Will +12
 Defensive Abilities channel resistance +2, incorporeal;
 Immune undead traits
 Weaknesses resurrection vulnerability, sunlight
 powerlessness
 Speed fly 80 ft. (perfect)
 Melee incorporeal touch +10 (1d8 plus energy drain)
 Special Attacks create spawn, energy drain (2 levels,
 DC 15), hexes (coven[APG], evil eye[APG],
 slumber[APG])
 Witch Spells Prepared (CL 2nd; concentration +6)
 1st—burning hands (DC 15), charm person (DC 15),
 ray of enfeeblement (DC 15)
 0 (at will)—dancing lights, daze (DC 14), detect
 magic, touch of fatigue (DC 14)
 Patron Deception
 Str —, Dex 14, Con —, Int 19, Wis 16, Cha 12
 Base Atk +7; CMB +9; CMD 20
 Feats Blind-fight, Extra Hex[APG], Improved Initiative,
 Skill Focus (Perception), Weapon Focus (incorporeal
 touch)
 Skills Diplomacy +5, Fly +10, Intimidate +12,
 Knowledge (arcana) +16, Knowledge (history) +15,
 Knowledge (planes) +16, Knowledge (religion) +15,
 Perception +22, Sense Motive +8, Spellcraft +9, Stealth
 +13, Survival +11
 Languages Abyssal, Common, Dwarven, Elven, Orc

Blind-Fight Re-roll misses because of concealment, other benefits.
 Evil Eye -2 (7 rounds, DC 15) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).
 Immunity to Ability
 Immunity to Bleed
 Immunity to Critical Hits
 Immunity to Death Effects
 Immunity to Disease
 Immunity to Energy Drain
 Immunity to Exhausted
 Immunity to Fatigue
 Immunity to Mind-Affecting effects
 Immunity to Nonlethal Damage
 Immunity to Paralysis
 Immunity to Physical Ability Damage
 Immunity to Poison
 Immunity to Precision Damage
 Immunity to Sleep
 Immunity to Stunning
 Resurrection Vulnerability (Su) Can be destroyed by raise dead spell.
 Slumber (2 rounds, DC 15) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).
 Unnatural Aura (30 ft.) (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

ATL 5

2 witches (Bernadette, Helga)
 CE Female human witch 4
 Init +1; Senses Perception +4
 AC 15*, touch 11, flat-footed 14 (+1 Dex, +4 *mage armor*)
 hp 36 (4d6+12 +8 from *false life*)
 Fort +3, Ref +2, Will +4
 Speed 30 ft.
 Melee: morningstar +1 (1d8-1)
 SA: hexes (cackle, charm, coven, evil eye, slumber)
 Witch Spells Prepared (CL 4th; concentration +8)
 2nd—*false life*, *hold person* (DC 16), *inflict moderate wounds* (DC 16)
 1st—*burning hands* (DC 15), *charm person* (DC 15), *mage armor*, *summon monster I*
 0 (at will)—*dancing lights*, *daze* (DC 14), *detect magic*, *touch of fatigue* (DC 14)

Patron Deception
 Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 13
 Base Atk +2; CMB +1; CMD 12
 Feats Combat Casting, Extra Hex, Extra Hex Skills Bluff +5, Diplomacy +5, Intimidate +8, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +4, Spellcraft +11
 Languages Abyssal, Common, Dwarven, Elven, Infernal
 SQ witch's familiar (cat)
 Other Gear dagger, morningstar, belt pouch, spell component pouch
Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.
Charm +1 (4 rounds, DC 16) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step(s).
Combat Casting +4 to Concentration checks to cast while on the defensive.
Coven (Ex) Count as a hag to form covens, and aid another can increase coven witch's CL.
Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.
Evil Eye -2 (7 rounds, DC 16) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will Save reduces duration to 1 round).
Familiar Bonus: +3 to Stealth checks You gain the Alertness feat while your familiar is within arm's reach.
Share Spells with Familiar Can cast spells with a target of "You" on the familiar with a range of touch.
Slumber (4 rounds, DC 16) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).

Cat
 N Tiny magical beast (animal)
 Init +2; Senses low-light vision, scent; Perception +8
 AC 16, touch 14, FF 14 (+2 Dex, +2 nat, +2 size)
 hp 14 (1d8-1)
 Fort +1, Ref +4, Will +5
 Speed 30 ft.
 Melee bite +6 (1d3-4), 2 claws +6 (1d2-4)
 Space 2 ft.; Reach 0 ft.
 Str 3, Dex 15, Con 8, Int 7, Wis 12, Cha 7
 Base Atk +2; CMB +2; CMD 8 (12 vs. trip)
 Feats Weapon Finesse[B]
 Skills Bluff +2, Climb +6, Diplomacy +2, Intimidate +2, Perception +8, Spellcraft +2, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

SQ improved evasion
Improved Evasion (Ex) No damage on successful reflex save; half on failed save.
Low-Light Vision See twice as far as a human in dim light, distinguishing color and detail.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Winnifred

Female spectre witch
CE Medium undead (incorporeal)
Init +6; Senses darkvision 60 ft.; Perception +22
Aura unnatural aura (30 ft.)
AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)
hp 55 (10 HD; 2d6+8d8+12)
Fort +3, Ref +4, Will +12
Defensive Abilities channel resistance +2, incorporeal;
Immune undead traits
Weaknesses resurrection vulnerability, sunlight powerlessness
Speed fly 80 ft. (perfect)
Melee incorporeal touch +10 (1d8 plus energy drain)
Special Attacks create spawn, energy drain (2 levels, DC 15), hexes (coven[APG], evil eye[APG], slumber[APG])
Witch Spells Prepared (CL 2nd; concentration +6)
1st—burning hands (DC 15), charm person (DC 15), ray of enfeeblement (DC 15)
0 (at will)—dancing lights, daze (DC 14), detect magic, touch of fatigue (DC 14)
Patron Deception
Str —, Dex 14, Con —, Int 19, Wis 16, Cha 12
Base Atk +7; CMB +9; CMD 20
Feats Blind-fight, Extra Hex[APG], Improved Initiative, Skill Focus (Perception), Weapon Focus (incorporeal touch)
Skills Diplomacy +5, Fly +10, Intimidate +12, Knowledge (arcana) +16, Knowledge (history) +15, Knowledge (planes) +16, Knowledge (religion) +15, Perception +22, Sense Motive +8, Spellcraft +9, Stealth +13, Survival +11
Languages Abyssal, Common, Dwarven, Elven, Orc
Blind-Fight Re-roll misses because of concealment, other benefits.
Evil Eye -2 (7 rounds, DC 15) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).
Immunity to Ability
Immunity to Bleed

Immunity to Critical Hits
Immunity to Death Effects
Immunity to Disease
Immunity to Energy Drain
Immunity to Exhausted
Immunity to Fatigue
Immunity to Mind-Affecting effects
Immunity to Nonlethal Damage
Immunity to Paralysis
Immunity to Physical Ability Damage
Immunity to Poison
Immunity to Precision Damage
Immunity to Sleep
Immunity to Stunning
Resurrection Vulnerability (Su) Can be destroyed by raise dead spell.
Slumber (2 rounds, DC 15) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).
Unnatural Aura (30 ft.) (Su) Animals do not willingly approach the creature unless the animal's master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check.

ATL 7

Bernadette and Helga
Female human witch 4
CE Medium humanoid (human)
Init +1; Senses Perception +4
AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 40* (4d6+12) [*false life +12]
Fort +3, Ref +2, Will +4
Speed 30 ft.
Melee morningstar +1 (1d8-1)
Special Attacks hexes (cackle[APG], charm[APG], coven[APG], evil eye[APG], slumber[APG])
Witch Spells Prepared (CL 4th; concentration +8)
2nd—~~false life~~, hold person (DC 16), inflict moderate wounds (DC 16)
1st—burning hands (DC 15), charm person (DC 15), mage armor, summon monster I
0 (at will)—dancing lights, daze (DC 14), detect magic, touch of fatigue (DC 14)
Patron Deception
Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 13
Base Atk +2; CMB +1; CMD 12
Feats Combat Casting, Extra Hex[APG], Extra Hex[APG]

Skills Bluff +5, Diplomacy +5, Intimidate +8, Knowledge (arcana) +11, Knowledge (planes) +11, Perception +4, Spellcraft +11
 Languages Abyssal, Common, Dwarven, Elven, Infernal
 SQ witch's familiar (cat named Arcane Familiar)
 Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.
 Charm +1 (4 rounds, DC 16) (Su) Improve attitude of humanoid or animal in 30 ft. by 1 step(s).
 Combat Casting +4 to Concentration checks to cast while on the defensive.
 Coven (Ex) Count as a hag to form covens, and aid another can increase coven witch's CL.
 Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
 Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.
 Evil Eye -2 (7 rounds, DC 16) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).

Winnifred

Female witchfire witch 2
 CE Medium undead (incorporeal)
 Init +11; Senses darkvision 60 ft.; Perception +18
 AC 27, touch 27, flat-footed 19 (+9 deflection, +7 Dex, +1 dodge)
 hp 162 (12 HD; 2d6+10d8+110)
 Fort +12, Ref +12, Will +13
 Defensive Abilities incorporeal, witchflame; Immune fire
 Speed fly 50 ft. (perfect)
 Melee incorporeal touch +15 (8d6 fire plus witchflame)
 Ranged witchflame bolt +15 (8d6 fire plus witchflame)
 Special Attacks hexes (cackle[APG], evil eye[APG], slumber[APG])
 Spell-Like Abilities (CL 9th; concentration +18)
 At will—dancing lights, disguise self, ghost sound (DC 19), invisibility, pyrotechnics (DC 21), ray of enfeeblement (DC 20)
 1/day—summon (level 4, 2 will-o'-wisps 50%)
 Witch Spells Prepared (CL 2nd; concentration +8)
 1st—burning hands (DC 17), charm person (DC 17), mage armor, summon monster I
 0 (at will)—dancing lights, daze (DC 16), detect magic, touch of fatigue (DC 16)

Patron Deception
 Str —, Dex 24, Con —, Int 22, Wis 16, Cha 28
 Base Atk +8; CMB +15; CMD 35
 Feats Combat Reflexes, Dodge, Extra Hex[APG], Improved Initiative, Lightning Reflexes, Mobility
 Skills Bluff +21 (+29 to mimic sounds [including accents and speech patterns, if a voice mimic] listened to for at least 10 min), Diplomacy +11, Fly +20, Intimidate +24, Knowledge () +16, Knowledge (arcana) +18, Knowledge (planes) +18, Perception +18, Sense Motive +16, Spellcraft +19, Stealth +20, Use Magic Device +20
 Languages Abyssal, Auran, Celestial, Common, Daemonic, Giant, Ignan
 Cackle (Su) As a move action, extend the duration of other hexes by 1 rd.
 Combat Reflexes (8 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.
 Darkvision (60 feet) You can see in the dark (black and white only).
 Evil Eye -2 (9 rounds, DC 17) (Su) Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).
 Immunity to Ability Drain
 Immunity to Bleed
 Immunity to Critical Hits
 Immunity to Death Effects
 Immunity to Disease
 Immunity to Energy Drain
 Immunity to Exhausted
 Immunity to Fatigue
 Immunity to Fire
 Immunity to Mind-Affecting effects
 Immunity to Nonlethal Damage
 Immunity to Paralysis
 Immunity to Physical Ability Damage.
 Immunity to Poison
 Immunity to Precision Damage
 Immunity to Sleep
 Immunity to Stunning
 Mobility +4 to AC vs. AoO provoked by moving out of or through a threatened area.
 Slumber (2 rounds, DC 17) (Su) Foe in 30 ft falls asleep for duration, or until damaged or roused by ally (Will neg).
 Summon (level 4, 2 will-o'-wisps 50%, 1/day) (Sp)
 Summon other creatures as though casting a summon monster spell with a limited chance of success.
 Witchflame (DC 24) (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a witchfire

must succeed on a DC 22 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per the *faerie fire* spell and becomes sickened. In addition, the affected creature takes 1 ½ times any flame-based attacks. In addition, entering the square or making a melee attack on the witchfire means he must make a will save or catch on fire.

ATL 9

As ATL 7, but the night hag (DM AID 3) joins in the fun.

CONCLUSION A

PARTY WINS

As the last witch drops, the giant sniffs at you. “Bah, I should have let them die the first time. You can take the rabbits and leave.” Gratefully, you take the cage back through the portal, and up the shaft. Returning to town, you find the Diamond Legion patrol has restored many of the villagers. The Beerfest continues, somewhat subdued, but still a celebratory mood fills the square.

CONCLUSION B

PARTY LOSES

Despite your efforts, you are overcome by the witches. Your last sight is their cackling faces. Everything fades to a misty white. When your eyes clear, a kindly elf dressed in a Legionnaire uniform gazes at you. “Good. I have saved another unfortunate soul.” You realize that you have a stalk of grass clenched in your teeth.

CONCLUSION C

STOPPED AT THE BANDITS

After defeating the bandits, you and the rest of the party take the prisoners and the bodies back to Brexton. The following morning, the Diamond Legion patrol returns and relieves you of the bandits.

CONCLUSION D

Sometimes the most prudent course is to seek professional help. You spend most of the day tracking down the patrol, and arrive back at town around midnight. The patrol’s spellcasters cured the citizens over the next few days. There were many tears, and funerals were held for the missing villagers. You do not feel heroic on the trip back to Amthydor.

EPILOGUE

Life goes on, the townsfolk gather themselves up after the events of the past 2 days, and resume normal life. The Beerfest plans for next year involve even more security, but Mayor Anders refuses to cancel the festival out of fear. Faced with such bravery, everyone’s heart is cheered.

THUS ENDS “BEER RUN II”

TIME UNIT COST 10

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1300	1900	3000
Roleplaying XP Bonus	100	100	100	100	100
Maximum Possible XP	700	950	1400	2000	3100

Experience earned is based on the Average Table Level (ATL), and no PC receives 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.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

25 gp x ATL reward

Cert +1 Dwarven War axe 2350 gp value

Cert +1 chainmail 1450 gp value

Cert Pearl of Power 1 2000 gp value

Cert Wand *baleful polymorph* [20 charges] 1800 gp value

Cert Rope of Climbing 3000 gp value

Cert Elixir of Fire Breath (2 uses) 2200 gp value

Cert for all PCs

Favor of Garvin Strongarm. Recommendation for admission to the Diamond Legion.

PLAYER'S HANDOUT #1

Brexton

Ruler: Mayor Anders Brexton

Government: Elected mayor and council

Resources: Farming, livestock

Population: 571 (humans 83%, halflings 11%, half-elves 3%, gnomes 1%, half-orcs 1%)

Alignment: N, NG, LG, LN

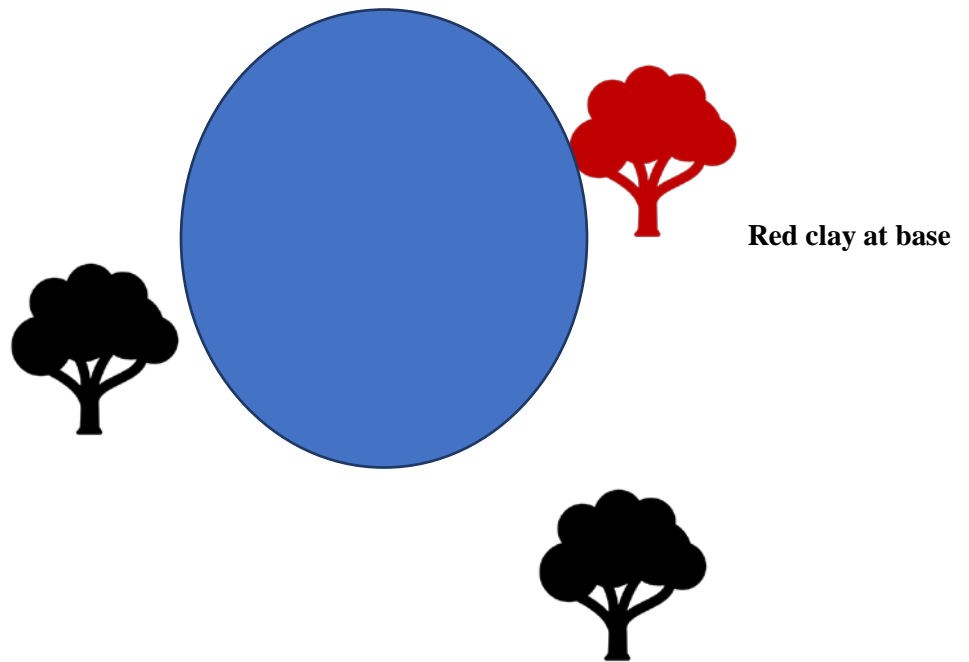
Language: Common

Deities: Ardra, Ayla, Brianna, Cerion, Elianna, Sorena

Description: Located four days travel north of Amthydor, the village began in 15260 ER (1520 AF) as the Brexton family farm. As the family grew over nine generations, so did the village, as travelers settled down or nearby smaller farmers sought safety in numbers. The Brexton family operates the village's only inn, the Merry Manticore. Approximately 40% of the village claims some relation to the Brexton family

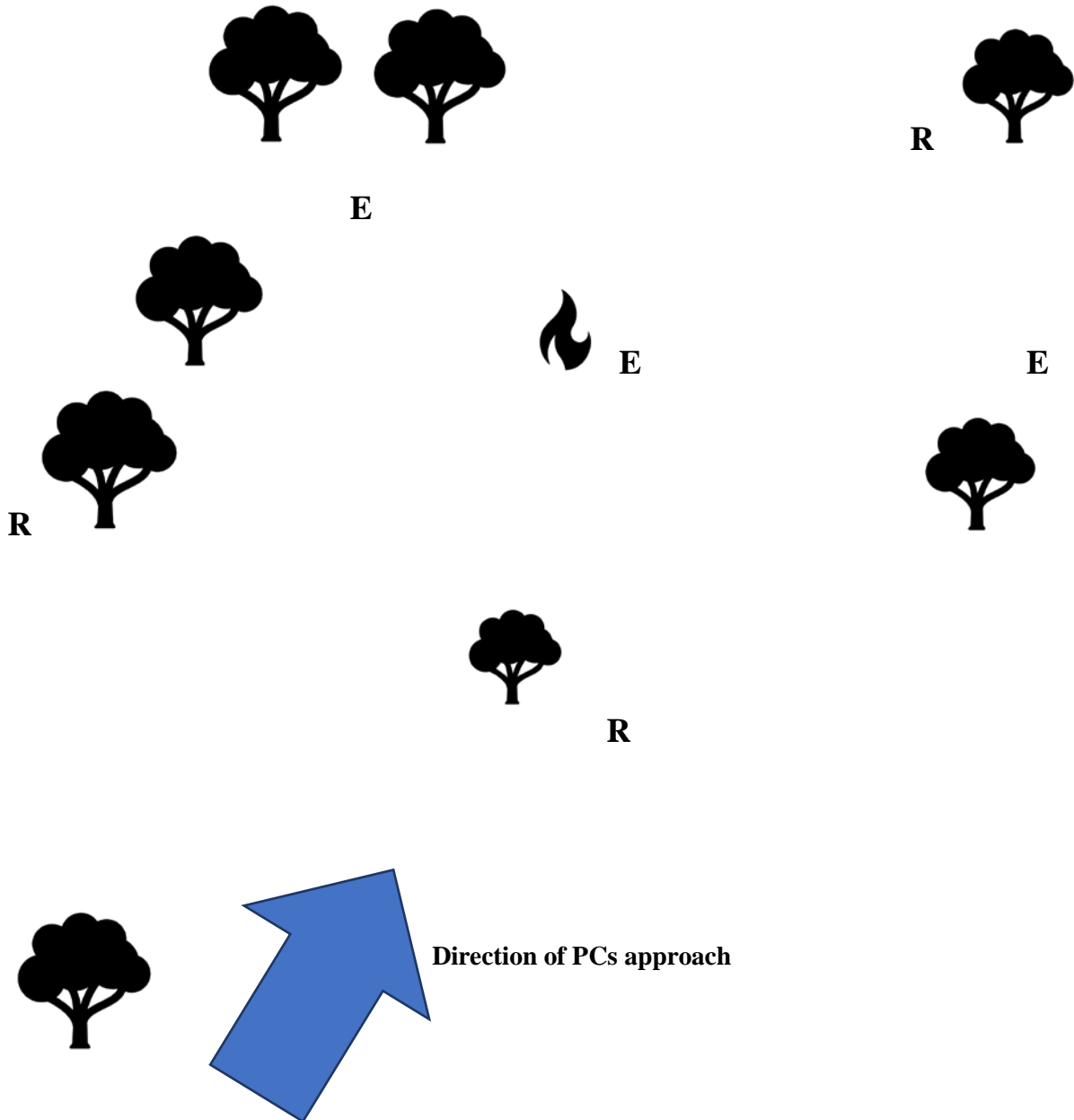
GM AID #1

Watering Hole Fight



GM AID #2

Map of the bandit fight



Map of the Watering Hole

GM AID #3

Night hag
NE Medium outsider (evil, extraplanar)
Init +4; Senses darkvision 60 ft., detect chaos, detect evil, detect good, detect law, detect magic; Perception +16
AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)
hp 92 (8d10+48)
Fort +12, Ref +6, Will +9
DR 10/cold iron, 10/magic; Immune charm, cold, fear, fire, sleep; SR 24
Speed 30 ft.
Melee bite +13 (2d6+5 plus disease), 2 claws +13 (1d4+5)
Special Attacks dream haunting
Spell-Like Abilities (CL 8th; concentration +11)
Constant—detect chaos, detect evil, detect good, detect law, detect magic
At will—deep slumber (DC 16), invisibility, magic missile, ray of enfeeblement (DC 14)
Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17
Base Atk +8; CMB +13; CMD 27

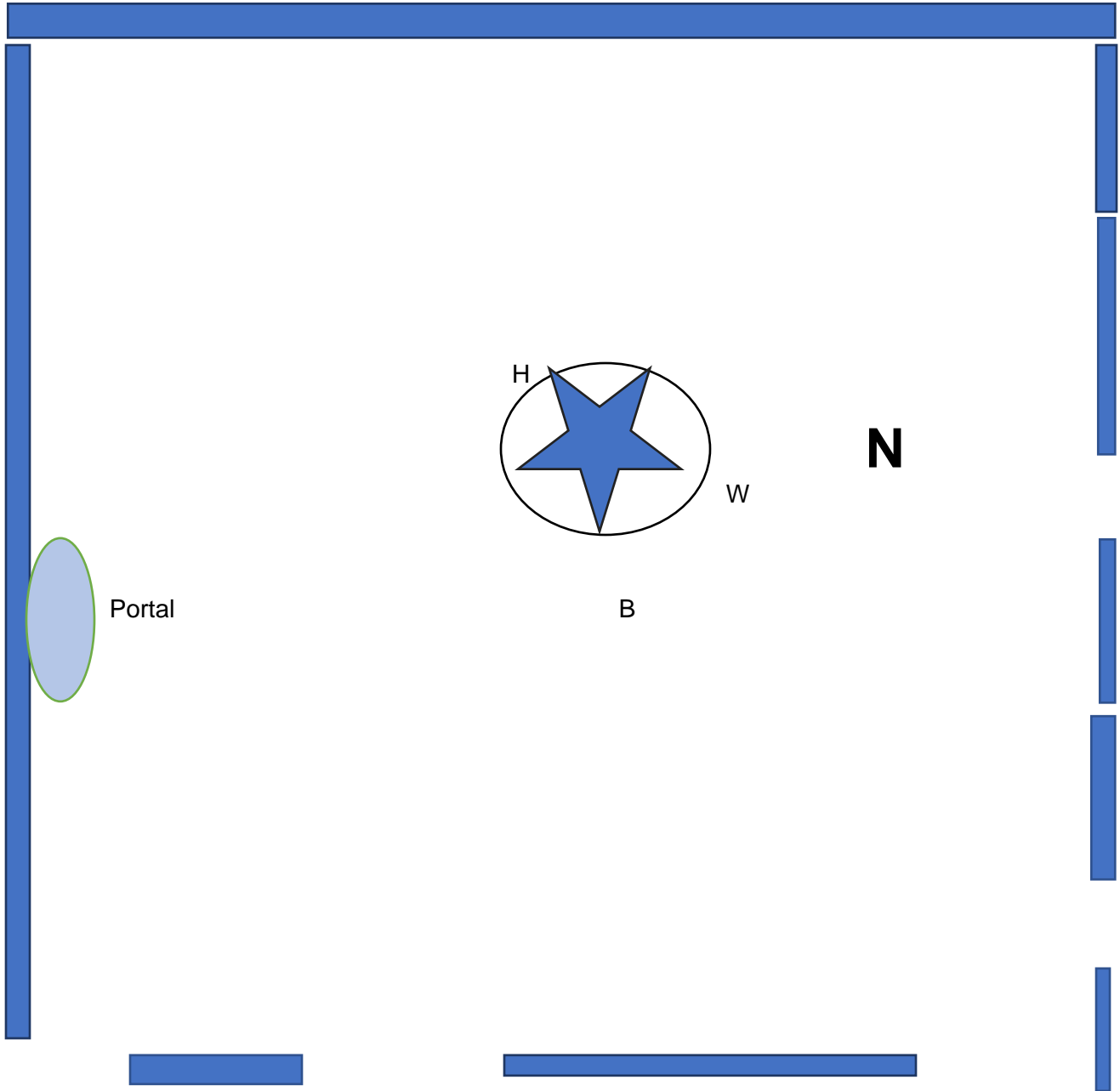
Feats Alertness, Combat Casting, Deceitful, Mounted Combat
Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +14, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15
Languages Abyssal, Celestial, Common, Infernal
SQ change shape (any humanoid; alter self), heartstone
Change Shape (any humanoid; alter self) (Su) You can change your form.

Disease (DC 20) Demon Fever: Bite— injury; save Fort DC 20; onset 1 day; frequency 1/day; effect 1d6 Con, target must make a second Fort save or 1 point of the damage is drain instead; cure 2 consecutive saves.

Heartstone (Su) Gem fueled by the hag's spirit aids saves and grants etherealness and soul bind as spell-like abilities.

GM AID #4

The Final Conflict



Please send completed form to:
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Avenue. Pendleton, IN 46064,
or lsj-
roster@theshiningjewel.com.



Convention: _____
Judge: _____
Date: _____

ROSTER OF HEROES: <TITLE>

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: ___ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

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