



Cold as Ice

By David Samuels

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

You've been summoned to the League of Thaumaturgical Studies to meet with Councilor Dinalta. The message did not go into specifics, just that the rewards would be determined by the risk. PCs that are members of the League might be interested in playing this. For heroes of levels 1-17.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests

or the like come along to finish the combat and save the PCs.

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

“Cold as Ice ” is a stand-alone module. For a better playing experience it is recommended, but not required, to play it after LSJ96-98, (the three Strikes and you’re Out series).

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

2 Young medusas have decided to leave their brethren in the Darkwood and head to Amthydor so that they can begin their lives as adventurers. Noticing that they left a trail of petrified people in their wake, they decided to don robes so as not to petrify everyone with whom they came in contact. They also figured that donning cloaks to disguise their features would ensure that they wouldn't panic people. The two women went from inn to inn in Amthydor looking for a place to stay, but the end result was the same – once they removed their cloaks, which every innkeeper insisted on to verify that they weren't criminals before renting to them, everyone in the inn that saw their faces was turned to stone. The two women became distraught and began to panic, wondering how they would be able to become adventurers if they kept turning everyone that they interacted with to stone.

When the women were about to give up, fate intervened and they met up with an elan criminal mastermind. The elan offered to take the women under his wing and train them. He had previously managed to locate two greater doppelgangers. The doppelgangers had come in contact with some of the basilisks that plagued the city 7 months ago, and gained the ability to mimic them. The elan leader discovered that the doppelgangers were arrested yesterday, and needed to break them out.

The elan had been pondering exactly how to break the doppelgangers out of prison when fate intervened. He learned of the medusas which gave him an idea on how to do so. The elan knew that he would need the medusas abilities in order for his plan to break the doppelgangers out of prison to have any chance of success. He personally met with the medusas and managed to persuade them to allow him and his minions to train them how to be adventurers. He brought them back to the underground lair that he and his gang were using which was safeguarded against detection by both spells and powers. After providing the medusas with basic adventuring knowledge he sent them to the prison with some of his forces to break the doppelgangers out.

While the villainous elan had been formulating his plans, he had some members from his group head to the Darkwood Forest to locate and return with some basilisks. The basilisks would be an integral part of his overall plan to seize control of the city as they also possessed the ability to turn his enemies to stone. He had the basilisks brought to the underground lair as well and as he had expected, the basilisks and the medusas bonded – which meant that as long as he could manipulate the medusas he'd be able to control the basilisks as well.

Once the doppelgangers were freed the elan had them pose as clerics of the city's temples so that they would be able to obtain all of the scrolls of *break enchantment* that those temples had on hand. He knew that he would also need to find a way to obtain the scrolls of *break enchantment* and *stone to flesh* that the League of Thaumaturgical Studies (LoTS) had. The elan managed to locate a member of LoTS that was susceptible to his powers of persuasion, and convinced her to obtain the scrolls for him, as well as to join his gang.

Introduction – PCs report to the League of Thaumaturgical Studies (LoTS) for briefing.

Encounter 1- Hold that Pose – PCs will discover a little girl whose parents have been turned to stone, and might learn something about the petrifications.

Encounter 2- Diamond Legion – PCs check with the Diamond Legion for information about the petrifications.

Encounter 3 Prison – PCs check with the prison to see if any prisoners are missing.

Encounter 4Temples – PCs head to the temples to have divinations done, or to obtain additional scrolls of *break enchantment*.

Encounter 5 Around Town – PCs head to various locations trying to learn information about the petrifications and the reasons behind them.

Encounter 6 Combat 1 After they've had 2 encounters, the PCs will be forced to deal with some forces that the elan has sent to deal with the city's adventuring community.

Encounter 7 Combat 2 The PCs will meet those responsible for the petrifications, and can either fight or negotiate with the medusas.

Encounter 8 Combat 3. This is the final combat, and the villains are prepared for the PCs

Conclusions – There are 2 conclusions, depending on whether the PCs manage to defeat the villains on their own, or need assistance to do so..

Epilogue – There are 2 epilogues depending on whether the PCs kill the medusas or not/.

GM Note: PCs belonging to certain organizations in the city will have some additional knowledge at the start of the module. Legionnaires, priests and member of LoTS will know that scrolls of *break enchantment* and *stone to flesh* were reported missing from both the temples and LoTS. SoEP members that succeed at a Knowledge (local) DC 10+ATL check will get this information as well.

INVITATION TO AN INTRODUCTION

You head out to begin this day just as you would any other day, but soon discover that this day is nothing like a typical day in Amthydor. People that you normally start your day with, (the staff at your public residence, favorite eatery or business), have somehow been turned to stone. As you begin to take this in a young girl child holding a black cat heads towards you. The girl reaches into the stuffed cat and pulls out a piece of rolled up parchment. I believe that this is for you, unless you're not an adventurer" she says as she hands you the parchment. After handing you the parchment she turns to leave.

☞ **Who are you?:**

"My name is Rylveena."

☞ **Who hired you?:**

"A nice lady named Dinalta."

☞ **Where did you get the cat?:**

"My mother gave it to me."

She is not expecting any payment, and will politely refuse it if the PCs offer it. She will not let the PCs hold the cat, as it was a gift from her mother. If the PCs should attempt to steal the cat from her, she will start crying and a squad of legionnaires will show up.

If the PCs examine the parchment they will notice that it bears the official seal of LoTS. When they open it they will find the following message

Please pass them Player Handout 2

Please report to the League of Thaumaturgical Studies. The League, and the city are in need of your help, and there isn't a moment to waste.

Councilor Dinalta

PCs that are members of LoTS will note that the seal, as well as the signature are indeed authentic. Other PCs will be able to determine this with a Knowledge (Local) DC 5 check.

INTRODUCTION

Arriving at the League of Thaumaturgical Studies you are quickly brought to the office of councilor Dinalta. You can't help but notice the bustle of activity on the League's campus, although other than giving you directions to Councilor Dinalta's office no one will give you the time of day. Councilor Dinalta motions for you to enter the room and be seated. After everyone is seated she closes the door and begins speaking.

"Thank you for coming. The League would like to hire you to deal with a situation that has arisen. A number of people throughout the city have turned to stone. The League is looking into this, but we can't be everywhere.

☛ **When did the petrifications start occurring?:**

“The first occurrences were reported earlier this morning, approximately 4 ½ to 5 hours ago.”

☛ **Did anything unusual happen? / Did anyone report seeing anything unusual happen before the petrifications?:**

“Not that I’m aware of.”

☛ **Do you know what caused the petrifications?:**

“Not specifically. It could have been caused by a flesh to stone spell, or a creature with that type of ability. I’ve even heard reports of some monks being able to do something like this.”

☛ **What sort of creature?:**

“Medusas and basilisks both have that ability.”

☛ **Have either of those creatures been reported in the city?:**

“There were reports of such creatures venturing out of the Darkwood forest on occasion. The caretaker at the graveyard was turned to stone about 7 months ago.”

☛ **What happened 7 months ago?:**

“A group of Suuthahan cultists used basilisks in an attempt to gain part of a seal from a crypt. The pieces of the seal when combined would enable them, to free a sleeping linnorm from its prison.”

☛ **Has Blaze investigated those reports? / What did Blaze have to say about those reports?:**

“Blaze is currently looking into this. She hasn’t contacted anyone with answers as far as I know.”

☛ **Have there been more recent sightings of either medusas or basilisks?:**

“No, but we did receive reports of petrified creatures between here and the Darkwood forest. So far there has been no word on the number or types of creatures discovered.”

☛ **Have you been able to locate any of those creatures in the city?:**

“No, divinations yielded no information which was why I sent for you.”

☛ **How much does this job pay?:**

“Payment will depend on the dangers faced.”

☛ **Can’t you give us a clue now?:**

“Unfortunately not, the League needs to see how much all of the stone to flesh scrolls that are needed will wind up costing us before quoting an amount.”

☛ **Where should we start?:**

“The Adventurers District, Port District, Academy District, Temple District, Services District, and Merchants District are the districts where the petrifications have been reported so far.”

☛ **Is there a connection between those districts?:**

“None.”

☛ **Have divinations been done to find out why those districts were chosen?:**

“No, our attention has been trying to come up with stone to flesh scrolls to deal with this threat.”

☛ **<Divination> Why those districts were chosen?:**

“How criminals think, who is to know, .To save the city, you cannot be slow.”

☛ **<Divination> Why haven’t the Nobles District, Castle District, Diamond District, Embassy District or Poor District been targeted? Are the Noble’s District, Castle District, Diamond District, Embassy District or Poor District going to be targeted?:**

“How criminals think, who is to know, .To save the city, you cannot be slow.”

☛ **Does the fact that the Nobles District, Castle District, Diamond District, Embassy District and Poor District weren’t attacked mean that they could be?:**

I'm not sure what it means."

☛ **Has the Legion looked into this?:**

"I wouldn't be surprised if they were, although I'm not sure if they have any information to share."

☛ **Can we get something to indicate that we're looking into this for you?:**

"Yes. I do not know how much weight it will have with people, but it will let people know that you're speaking the truth when you say that you're looking into this."

Please pass them Player Handout 3
These people are working for the League of Thaumaturgical Studies to put an end to the petrifications in the city, Please aid them by providing the information that they seek.

Councilor Dinalta

☛ **So if you were us, where would you start?:**

"It's possible that someone in one of those districts might have something else to add. The local paper might have someone looking into this as well."

☛ **Have you spoken to any of those that were turned to stone?:**

"Yes. We returned some of them to life and a number of them they mentioned seeing a young woman, or 2 young women. The women wore cloaks which they removed and that was the last that the victims saw."

☛ **Who have you spoken to?:**

"We spoke with priests from several of the city's temples, some junior members of the League, and a member of the Society of Entertainers and Providers."

☛ **Can we speak with them?:**

"Everyone is out in the field working on bringing an end to this problem."

☛ **Does that mean that the women were medusas?:**

"Quite possibly, or the other possibility is that someone hit them with a flesh to stone spell."

☛ **How do we dispel the petrifications?:**

"If they were petrified due to a basilisks or medusa's gaze, immersing them in the creature's blood within one hour after the creature dies. In addition a stone to flesh spell should also work."

☛ **If we're dealing with a medusa or basilisk, are there ways to avoid being turned to stone?:**

"Don't look directly at the basilisk or medusa is the best advice I can give you. Seeing the creature's reflection in a mirror should be enough for you to pinpoint its location for purposes of determining where to attack."

☛ **Do you have any stone to flesh scrolls that we could use?:**

"I have 3 that I can let you use. If you don't wind up using them, please return them. We're working on coming up with more of them, but that takes time."

☛ **Do you have any break enchantment scrolls that we could use?:**

"I have 3 that I can let you use. If you don't wind up using them, please return them. We're working on coming up with more of them, but that takes time. It's possible that some of the city's temples might have some as well."

☛ **You can only spare 3 scrolls? / Surely you must have more than 3 scrolls you can spare?:**

"Unfortunately, the League has been infiltrated and all of our scrolls were stolen."

☛ **Have any of the LoTS members been unaccounted for?:**

"Yes, Magdalina one of our more advanced arcanists hasn't been seen in hours. I sent someone to check up on her but they haven't reported back yet."

☞ **Do you think that she's responsible?:**

"I'm not sure, but the scrolls and she went missing about the same time."

☞ **What is her specialty?:**

"She is a sorcerer with a bronze dragon bloodline."

☞ **Is there anything else that you can tell us?:**

"Good luck. Please let me know what you find out. Also, if you are able to locate those responsible for these petrifications, please let us know so that in the event that you're unable to defeat them yourselves help can arrive."

If the PCs should return to LoTS before the final battle, Councilor Dinalta will take their report and thank them. If she is asked about whether divinations were done, the answer is yes and the information yielded will be the same as that which the PCs could get on their own or from the temples.

GM Note: In the event that the PCs are not able to use the scrolls themselves, LoTS has arranged for a junior member that's able to do divine casting as well to accompany the PCs and use the scrolls.

- When the PCs leave LoTS **GO TO Encounter 1 (page 5).**

ENCOUNTER 1 – HOLD THAT POSE

You head through the streets of Amthydor towards your destination. Along the route that you are taking, you can't help but notice the people standing in their stone state.

Allow the PCs to make a **Perception DC 20+ATL check** (bonuses to sight or sound apply). If they succeed they will find a sobbing young girl hiding behind some stoned adults. If they calm her down, they can speak with her.

☞ **What is your name?:**

"Synthia. I'm a grown-up, I'm 6 and a half. Are you a stranger, my mommy always tells me not to talk to strangers?"

☞ **Why were you crying?:**

"I was going for a walk with my mommy and daddy when I dropped my doll. I stopped to pick her up, and then ran to catch up to my mommy and daddy but they weren't walking. I tried talking to them but they didn't say anything so I got scared."

☞ **Did you see what happened to your mommy and daddy?:**

"No, but I saw something moving away."

☞ **What did it look like?:**

"It was long like a big snake and had a lot of legs."

☞ **Did you see where it went?:**

"No, I was trying to figure out how to help my mommy and daddy. Can you help my mommy and daddy?"

If the PCs should help her parents they can get the following information:

☞ **What did this to you?:**

"We heard a noise and looked in that direction. We saw a serpent like creature with glowing eyes. Suddenly we felt ourselves begin to stiffen at that point."

On a **Survival DC 15+ATL check** the PCs will find tracks heading through the city. Most of the tracks appear to have been made within the past 2 hours. It's almost as if the creature crisscrossed its tracks, or there were multiple creatures. The tracks eventually disappear into the sewers..

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
- If the PCs wish to go to the Prison **GO TO Encounter 3 (page 9).**
- If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**

- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
- If the PCs wish to go to Cobblespring's Crystal and Glass **GO TO Encounter 5b (page 13)**
- If the PCs wish to go to the Grendel's Armory **GO TO Encounter 5c (page 15)**
- If the PCs wish to go to the Dauntless Dolphin Inn and Tavern/Verlaines/the Beserker's Festhall/Sailor's Refuge **GO TO Encounter 5d (page 17)**
- If the PCs wish to go to Gems of Amdakter/Dalgert's Stones **GO TO Encounter 5d (page 19)**
- If the PCs have been to 2 locations other than the introduction and encounter 1, **GO TO Encounter 6 (page 6)**

the fact that they were made by someone with 2 legs."

☛ **Do you know if Blaze is looking into this?:**

"I haven't heard anything about that."

☛ **So it could be a medusa?:**

"That is a possibility, as is someone with access to a lot of flesh to stone spells. As I said, we weren't able to determine anything specific."

☛ **Do you know which Legionnaires are looking into this?:**

"I'm not sure about this. Yes, but we weren't able to determine anything specific about those making the tracks, other than the fact that they were made by someone with 2 legs."

ENCOUNTER 2 – DIAMOND LEGION

You head to the nearest Legion branch and find that the Legion has been mobilized to deal with some threat. The Legionnaires tell you that they can't comment on their appointed tasks, but if you're here to speak with someone, Sgt. Kinkirk is inside. They will direct you to an office with a balding bespectacled human male in his mid 30s. He looks up at you, and the look on his face

☛ **Can we speak with you Sgt. Kinkirk?:**

"Yes, but we'll need to keep this brief. There's a situation in the city that I'm dealing with."

☛ **We've been tasked to investigate the petrifications within the city. Is there any information that you can share?:**

*"Yes.
1) The petrifications haven't just happened in Amthydor. There is a trail of stoned people from the Darkwood forest to here.
2) There are approximately 20 reported cases of petrified people from here to there.
3) We're still discovering people that have been petrified so it will be a while before we've got a full count of those petrified."*

☛ **Were there any tracks along the way that were able to be identified?:**

"Yes, but we weren't able to determine anything specific about those making the tracks, other than

☛ **Did the Legion speak with any of the petrified people?:**

"We are in the process of securing scrolls of stone to flesh spells for that purpose."

☛ **Have you received reports of recent petrifications?:**

"Yes, the most recent ones were at the Hall of Venturers, Cobblespring's Crystal and Glass, and the prison."

☛ **Who was affected at each of those locations, and which of those was the most recent?:**

"Melton Dadderhoff, Jori Cobblespring, and Sgt. Ambrose Quartz were the ones affected. The incident at the prison was the most recent."

☛ **Were any prisoners freed?:**

"They were checking that now, according to my sources."

☛ **Ambrose Quartz / Who is Ambrose Quartz?:**

"He is one of the sergeants at the prison. He's a gnome who has dedicated the past 20 years to the Legion, and making sure that Amthydor's citizens remain safe from the criminal element."

☞ **Do you mind if we go and talk to these people?:**

“If you can speak with them, and are willing to share what you’ve learned I have no problem with you speaking with them.”

☞ **Is there anything else that you can tell us?:**

“Be careful. Until we find those responsible and stop this, it’s dangerous out there. If we are dealing with a medusa, don’t look directly at it. Use a mirror to pinpoint its location so that you don’t turn to stone.”

☞ **Do you have any stone to flesh scrolls that we may use?:**

“No. We’re in the process of collecting them ourselves”

☞ **Can we have a writ that says that we’re working for you?:**

“You’re not actually working for me.”

☞ **Can we get a pass into the Noble’s District?:**

“No. There is no reason to believe that this is connected to the Noble’s District.”

☞ **But the Poor and Nobles District haven’t been targeted yet, doesn’t that mean anything to you?:**

“No, it just means that no one has reported being stoned there.”

☞ **So it’s possible that they could be targeted?:**

“If my Legion training has taught me anything, it’s that anything is possible.”

☞ **So then we could get a pass into the Noble’s District?:**

“No. you haven’t proven a need for that to me. There are enough reported incidents happening in the other parts of the city that those areas would probably yield more information than searching the entire Poor and Nobles Districts hoping to find a clue.”

☞ **What if a noble is responsible?:**

“There is no reason to believe that. All of those attacks happened outside of the Nobles District, so there’s no reason to. If you let them know that you’re there to speak with Ambrose you shouldn’t have a problem, but I will give you a note to show them.”

☞ **Can you give us something stating that its okay to talk to people at the prison?:**

“If you let them know that you’re there to speak with Ambrose you shouldn’t have a problem, but I will give you a note to show them.”

Please pass them Player Handout 4
While these people are not working for me, please share with them the information that they seek.
Sgt. Alyster Kinkirk

When the PCs are ready to leave

Sgt. Kinkirk looks at you and says “May Galvandt guide you and keep you safe. Don’t forget to share with me what you’re learned “

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- If the PCs have been to 2 locations other than the introduction and encounter 1, **GO TO Encounter 6 (page 6)**

ENCOUNTER 3 – PRISON BREAK

You continue through the streets of Amthydor towards the prison. The number of people that

you've seen turned to stone has been increasing. You arrive at the prison, and are quickly met by a Legion corporal. "Hello. I'm Corporal Singleberry. What brings you to the prison? Are you here to visit someone?"

☛ **May we speak with Ambrose Quartz?:**

"He's currently unavailable. May I ask what this is about?"

☛ **We're looking into the petrifications surrounding the city and were told that he'd been petrified?:**

"He was petrified."

☛ **Was? Do you mean that he's not petrified?:**

"Unfortunately, he's still petrified. I'm sorry if my words were a little confusing."

☛ **Were all of the prisoners accounted for?:**

"2 prisoners were missing, and 4 guards were turned to stone."

☛ **Which prisoners were missing?:**

"Two greater doppelgangers were freed."

☛ **Greater Doppelgangers?:**

"Greater doppelgangers have the ability to duplicate a person completely, including all of their memories and abilities."

☛ **What were they in prison for?:**

"These two were discovered in the city yesterday. It is believed that they were part of the group that played an instrumental part in recent plans against the city 7 months ago."

☛ **So they could be anywhere?:**

"Yes."

☛ **So how do we know that you're not a doppelganger?:**

"You don't, but then again how do I know that none of you are doppelgangers."

☛ **May we cast a spell on you?:**

"No."

☛ **Why not?:**

"I have no way to know what you're going to cast, or even if whatever you tell me is the truth. For all I know, you could be trying to turn me to stone."

☛ **What if we promise that we'll only be casting spells to determine whether you're a doppelganger?:**

"My answer is still no."

☛ **Sgt. Kinkirk said that you should cooperate with us (and they show him the note)?:**

"What are you going to do to me?"

☛ **Was there anything special about the guards that were turned to stone?:**

"They were tasked with guarding the greater doppelgangers."

☛ **Did anyone see anything unusual before they were turned to stone?:**

"I don't know, we haven't been able to speak with them."

☛ **Were any other prisoners unaccounted for / Are Isador and his daughters accounted for?:**

"Yes, the only missing prisoners were the 2 greater doppelgangers."

☛ **How can you be sure that all of the other prisoners are accounted for, if there are doppelgangers involved?:**

"Divinations were done which verified that fact."

☛ **Divinations can be tricky sometimes, or at times been known to be misleading, what was asked?:**

"Question 1: How many prisoners other than the 2 doppelgangers are missing? Answer: None. Question 2: Are any of the remaining prisoners or guards disguised doppelgangers? Answer: No."

☞ **Did you divine to see how many individuals were involved?:**

“No, the officer doing the divinations was not able to do any others.”

☞ **Do you know where to find the villains?:**

“No, the officer doing the divinations was not able to do any others.”

☞ **Where is Skobius Forgefury?:**

“He is on vacation visiting family.”

☞ **Can we see Ambrose Quartz?:**

“Yes, please follow me.”

He will lead them to a room where the petrified legionnaires have been taken to keep them safe.

After the PCs cast *stone to flesh* or use the scrolls, they will be able to learn the following information:

☞ **Please tell us what you remember before being petrified?:**

“Two men entered my office with 2 women. The women were wearing cloaks. When the women removed the cloaks hoods they revealed that they had snakes in place of hair. That was the last I saw as I turned to stone.”

☞ **Was there anything unusual about the 4 individuals, something that might help us to find them?:**

“There was nothing unusual about them, other than the fact that the men didn’t seem to be affected by the 2 women.”

☞ **Are the women medusas?:**

“Yes.”

☞ **Is there anything else that you can tell us?:**

“Good luck. Please remember that it is best to avert your gaze, or use a mirror, when battling a medusa, lest you turn to stone.”

☞ **Could the greater doppelgangers, that were freed, mimic a medusa?:**

“A greater doppelganger can fully mimic anyone it comes in contact with, including their abilities and memories.”

☞ **Are you okay?:**

“Today was definitely not one of my better days. Being turned to stone and having prisoners disappear during my watch are definitely low points.”

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
- If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**
- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
- If the PCs wish to go to Cobblespring’s Crystal and Glass **GO TO Encounter 5b (page 13)**
- If the PCs wish to go to the Grendel’s Armory **GO TO Encounter 5c (page 15)**
- If the PCs wish to go to the Dauntless Dolphin Inn and Tavern/Verlaines/the Beserker’s Feshall/Sailor’s Refuge **GO TO Encounter 5d (page 17)**
- If the PCs wish to go to Gems of Amdakter/Dalgert’s Stones **GO TO Encounter 5d (page 19)**
- If the PCs have been to 2 locations other than the introduction and encounter 1, **GO TO Encounter 6 (page 6)**

ENCOUNTER 4 - TEMPLE DISTRICT **ENCOUNTER 4A- SCROLLS**

If the PCs should head to any of the city’s temples, or shrines, looking for scrolls of *break enchantment* the temples will inform them that they don’t have any to spare. If the PCs should explain why they need the scrolls, they will be able to get 3 scrolls per temple/shrine visited. The temples and shrines will not sell any of the scrolls to the PCs and will make them promise that any scrolls not used, will need to be returned.

GM Note: In the event that the PCs are not able to use the scrolls themselves, the temple will provide an acolyte to accompany the PCs and use the scrolls.

Encounter 4B - Divine This

It's possible that the PCs might either head to the temples to have divinations done, or attempt to do so themselves. Regardless the answers listed will be the same regardless of who is doing the divination.

☛ <Divination> Who are the ones we seek?:

"The ones behind this problem, you do seek, are weak of mind, and let others speak."

☛ What does that mean?:

"While I can't be sure, I'm thinking that the actual causes of the petrifications are being manipulated into doing that by others."

☛ <Divination> How many villains will we face?:

"That depends on when you go. Whether it is more, or less the gods only know"

☛ <Divination> Do we need to kill the medusas to save the city?:

"Nothing is simply black or white, wrong nor right. Following the heart or the head, victory might not mean alive or dead."

GM Note: The PCs will not get the answer below until they have been to at least 2 encounters other than encounter 1 and the introduction.

☛ <Divination> Where can we find the villains?:

"Gold and silver, they just won't do. Arms and armor that, just aren't true."

At this point the PCs should be puzzled, and if they had the divinations done at a temple so are the priests.

A **Diplomacy DC 20+ATL check** to gather information, or a **Knowledge (local) DC 25+ATL check** will reveal that a new armor and weapons shop opened in the Port District. The shop is called the Copper Cauldron has the image of a suit of armor and a sword on the sign advertising the business.

After getting the information about the Copper Cauldron, a **Diplomacy DC 30+ATL check** to gather information, or a **Knowledge (local) DC 35+ATL check** will reveal the belief that the copper cauldron is rumored to be a front.

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
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- If the PCs have been to 2 locations other than the introduction and encounter 1, **GO TO Encounter 6 (page 6)**

ENCOUNTER 5 – LOCATION IS EVERYTHING ENCOUNTER 5A - HALL OF VENTURERS

You arrive at the Hall of Venturers, in the Adventurers District, and after speaking with the Legionnaires guarding the place are allowed entrance. The establishment is littered with the remnants of what appear to have once been statues. All of the mirrors in the building are also smashed to bits.

A bespectacled woman in her late thirties approaches you. "This is terrible. You're adventurers aren't you? Of course you are. I've seen you in here before, you need to fix this."

☛ What happened here? / What do you need us to do?:

"Melton Dadderhoff has been turned to stone. You need to find those that did this and stop them from doing this to anyone else."

☞ **Who are you?:**

“My name is Dorinda, I work for Melton Dadderhoff”

☞ **Who did this?:**

“I don’t know”

☞ **When did this happen?:**

“I don’t know. I came to work an hour ago and found Melton Dadderhoff turned to stone. I also found pieces of several statues throughout the Hall of Venturers. None of those pieces of statue were from statues within the Hall, as all of them are still intact.”

☞ **May we see Melton Dadderhoff’s body?:**

“Yes, please follow me. I put it out of the way for safe keeping.”

☞ **Is Melton usually here before you arrive?:**

“Yes.”

☞ **Is that something that’s well known?:**

“Melton believes in familiarizing himself with all job offers that we receive so that he can find the most qualified for each request. He also has a pretty good memory, which is useful in his position.”

Once the PCs have used the stone to flesh scroll to restore Dadderhoff to normal, they can learn the following information:

☞ **What happened to you?:**

“Two young women came to see me earlier this morning. The women said that they were adventurers and needed a job. I asked them what skills they had?”

☞ **What did they say?:**

“They lowered their hoods, and I saw that they had snakes for hair. I repeated my question.”

☞ **Were they medusas?:**

“It appears so.”

☞ **You didn’t turn to stone from the medusa’s so what caused you to turn to stone?:**

“I remember being struck from behind” he says rubbing a bruise on his neck.”

☞ **Is there anything else that you can tell us?:**

“I can’t think of anything else other than good luck?”

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
- If the PCs wish to go to the Prison **GO TO Encounter 3 (page 9).**
- If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**
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ENCOUNTER 5B – COBBLESPRING’S CRYSTAL AND GLASS

You travel through the Merchant’s District, until you arrive at Cobblespring’s Crystal and Glass. The building is a medium sized single story fieldstone warehouse. With the glassworks out back, it is fronted by a small gallery and public entrance. As you arrive there, you can’t help but notice the level of destruction here. Broken glass and ruined crystals litter the floor. Your ears pick up the sound of glass crunching and when you turn towards the noise you notice a young woman heading towards you

It’s destroyed. It’s all destroyed. It’s bad enough what happened to Jori and Lindor, but to have

destroyed all of the glass and crystal in the shop seems petty.

“Yes.”

The business is owned by Jori Cobblespring, known as the crystalsmith, who manages two businesses with the help of two assistants and a staff of skilled artisans. The glassworks supervisor is Lindor Fane, a talented journeyman with a shrewd business mind. The gallery showcases the crystalsmith's personal works. Jori creates fabulous vases, figurines, and other pieces of fine crystal. He hasn't made vials in years, leaving that to his apprentices. Larina Greymantle administrates the gallery.

☛ **Can we speak with Jori?:**

“Sure, if you've got a way to speak with a statue.”
She will lead the PCS to the backroom where the statue of Jori Cobblespring is currently situated.

Once the PCs find a way to restore Jori Cobblespring back to life, they can learn the following information:

☛ **What happened to you?:**

“Two men and two women came here earlier today. The men were nicely dressed, the women wore hooded cloaks.”

Larina Greymantle is a ravishing beauty (hf, Cha 19) with a charming demeanor. Her slight build (5' 4" and 110 pounds) and disarming smile are as much at home in the gallery as the fine crystal displayed there. She wears a long flowing emerald dress, which sets off her piercing green eyes. Larina's waist length hair is long and dark.

☛ **What did they want?:**

“They asked to see all of the crystal and glass in the shop. I brought it out at which point they began breaking the glass. I told them to stop and shouted for the Legion.” He takes a deep breath.

☛ **Who are you?:**

“Larina Greymantle. I manage the gallery for Jori. Lindor came in early today to help him with some orders.”

☛ **What happened next?:**

“The next and last thing that I remember before now was that women lowered their hoods, and I could feel my body starting to become stiff and rigid.”

☛ **Did you see the attack?:**

“No, I had something to take care of and came to work a little late this morning. When I arrived I found the shop like this.”

☛ **Were the women medusas? / Did the women have snakes for hair?:**

“Since I turned to stone after the women lowered their hoods and exposed their snake filled hair, I'm guessing that they were medusas.”

☛ **Where's Jori?:**

“He's in the back of the shop. I wanted to put both him and Lindor somewhere where they were unlikely to fall over and shatter.”

☛ **Is there anything else that you can tell us?:**

“No.”

☛ **Does the shop have any enemies?:**

“None that I'm aware of. We get along well with the other merchants in the city”

If the PCs should return to the Legion, Sgt. Kinkirk will eagerly take their report and thank them. He will have similar information from speaking with formerly petrified legionnaires. If he is asked about whether divinations were done, the answer is yes and the information yielded will be the same as that which the PCs could get on their own or from the temples.

☛ **Was all of the crystal and glass destroyed?:**

“Yes, wait no. We got some new supplies that haven't been put out yet.”

☛ **Could we use some of your glass to help us catch the bad guys?:**

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
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- If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**
- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
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- If the PCs wish to go to the Dauntless Dolphin Inn and Tavern/Verlaines/the Beserker's Feshhall/Sailor's Refuge **GO TO Encounter 5d (page 17)**
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ENCOUNTER 5C – GRENDEL'S MAGNIFICENT ARMORY

Grendel's Magnificent Armory, which is located in the Adventurers District, is an armory where armor of exceptional quality and outstanding durability is made. Grendel is the leader of the armorer's guild, and a skilled smith. All of his armor is stamped with his personal seal.

The PCS will get the same answers from the Brothers Dolmur Smithy

You travel through the Adventurers District until you arrive at the location for Grendel's Magnificent Armory, where you notice a Legionnaire standing outside of the shop. The Legionnaire quickly snaps to attention as you approach, and asks "As this is the scene of a crime, I must ask what brings you here?"

Once the PCs satisfy his curiosity, or show him a note from either Councilor Dinalta or Sgt. Kinkirk he will answer their questions and even allow them inside the store.

☛ **What happened?:**

"A legionnaire stopped by here earlier today to pick up a customized suit of armor. He found the shopkeeper and the employees petrified."

☛ **Did you speak with them? / Have they told you what happened?:**

"No. We didn't have anyone capable of turning them back, so we needed to send for some scrolls of stone to flesh spells, as well as a priest to cast them."

☛ **Were there any tracks along the way that were able to be identified?:**

"Yes, there were some tracks but we haven't been able to identify them yet."

If the PCs make a **Survival DC 20+ATL check**, or **Knowledge (nature) DC 25+ATL check**, they will be able to identify the tracks are those of a humanoid - specifically a medusa.

☛ **Do you think that this could be a medusa?:**

"That could explain things."

☛ **Was the shop robbed?:**

"Yes."

☛ **Have you received reports of other petrifications?:**

"No, but that doesn't mean that there aren't any."

☛ **What was taken?:**

"I don't see an inventory list, but it looks like all of the armor and weapons are gone."

☛ **Were any divinations done?:**

"No one here was able to do that. Hopefully when the priest gets here with the scrolls, he, or she, will be able to cast the spells."

☛ **Do you mind if we go and talk to these people?:**

"If you can speak with them, and are willing to share what you've learned I have no problem with you speaking with them."

☛ **How long ago did you send for the priest?:**

“About 2 hours ago but, if this happened here it might’ve happened elsewhere.”

“That’s affirmative, sir (ma’am).”

☛ **What were you picking up?:**

“I can’t tell you that sir (ma’am).”

☛ **<Divination> What caused this? / Who caused this?:**

“A legionnaire is a force for good, with armor and shields of more than just wood. This plan of villains gives the legion pause, while helping to further their cause.”

☛ **Why can’t you tell us?:**

“It was a gift for a friend. A group of us legionnaires got together and purchased a gift for one of our commanding officers who recently got a well deserved promotion sir (ma’am).”

☛ **<Divination>Where can we find those responsible?:**

“Armor and weapons do not a threat make, training to use and not to forsake.”

☛ **Which officer?:**

“I’d prefer not to reveal that, because if it gets in the official report the officer would know about the gift before it is received. It also wouldn’t be fair to the other officers involved if they found out about the loss this way sir (ma’am). ”

☛ **Do you know of other places where something like this happened? / Do you know of other places where people were stoned?:**

“No, but that doesn’t mean that there weren’t any.”

☛ **We need you to tell us who the armor was for, we promise not to tell?:**

“I’m going to ask you to please respect my privacy. I promise that I haven’t done anything wrong.”

☛ **Who was the officer that came here to get the suit of armor?:**

“Corporal Terrance Giles”

If the PCs wish to check his sincerity, a **Sense Motive DC 5 check** will confirm that he is telling the truth. If the PCs should press him on the issue, he will promise to tell them later, he just needs to talk to the people that he pooled his money with.

If the PCs should ask to speak with Corporal Giles, the legionnaire will motion for him to come over. Corporal Giles is a young muscular legionnaire who joined the Legion at the same time Kelson Ayers did. While he is 20 years old, he could easily pass for 14 or 15. He has brown hair and brown eyes, and a gentle disposition. He is extremely polite and well manner and will end every response with a yes sir (or yes ma’am depending on whom he’s responding to.)

If the PCs return Grendel back to normal, they can question him and learn the following

☛ **Is Corporal Giles trustworthy?:**

“Corporal Giles is one of the most trustworthy legionnaires. He comes from a family of legionnaires, and is a good friend of Kelson Ayers. Lt. Kyle and Captain Collins have given him their complete confidence.”

☛ **What happened?:**

“A man and a woman came into the store. They were dressed very well, except that the woman kept her hood up. She said that she was cold. I should have sensed that there might be trouble.”

☛ **We understand that you were the one that discovered this situation?:**

☛ **What happened next?:**

“The man asked to see our best armor, shields and weapons. I thought that we had found a customer that would be making a big sale so I had all of my employees waiting on him. During that time the woman kept her features covered while her companion continued to check out the

best that our shop had to offer in armor, shields and weapons.”

☛ **What did the woman look like?:**

“She was average height and build, but with a head full of snakes instead of hair.”

☛ **Was she a medusa?:**

“I’ve never met a medusa so I can’t say.”

☛ **Did they say where they were going?:**

“No.” He takes a cursory look around the shop, and gasps.

☛ **What’s wrong? / Is anything missing?:**

“Everything is missing. This is so not good. I think I have a list of everything that was here when those people came in.” He starts rummaging through some papers in the shop and then says “here it is”

Please pass the PCs Player Handout 5 which lists the items stolen

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
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- If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**
- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
- If the PCs wish to go to Cobblespring’s Crystal and Glass **GO TO Encounter 5b (page 13)**
- If the PCs wish to go to the Dauntless Dolphin Inn and Tavern/Verlaine’s/the Beserker’s Festhall/Sailor’s Refuge **GO TO Encounter 5d (page 17)**
- If the PCs wish to go to Gems of Amdakter/Dalgert’s Stones **GO TO Encounter 5d (page 19)**
- If the PCs have been to 2 locations other than the introduction and encounter 1, **GO TO Encounter 6 (page 6)**

ENCOUNTER 5D – RESTAURANTS/TAVERNS

Whether the PCs head to Verlaine’s (Service District), the Dauntless Dolphin Inn and Tavern (Port District), the Beserker’s Festhall (Adventurers District) or the Sailor’s Refuge (Sea District) they will get the following information, the only difference will be the names of the location and the Legionnaire mentioned (so feel free to save time by letting the PCs know that the info is the same).

Please use the appropriate boxed text for the location to start the encounter, and then the Q&A as written will apply to whichever of the locations that the PCs travel to.

Verlaine’s

You travel through the Service District until you arrive at your destination, Verlaine’s.

Sailor’s Refuge

You travel through the Sea District until you arrive at your destination, Sailor’s Refuge.

Dauntless Dolphin Inn and Tavern

You travel through the Port District until you arrive at your destination, Dauntless Dolphin Inn and Tavern.

Beserker’s Festhall

You travel through the Adventurers District until you arrive at your destination, Beserker’s Festhall.

Continue with this boxed text

You find that the area is cordoned off, with a lone legionnaire safeguarding the crime scene. As you approach the legionnaire looks in your direction and says “I’m not sure if you’re aware that this is a crime scene. Please state your reason for being here.”

If the PCs should ask the Legionnaires identity before explaining who they are, or why they’re here he will respond as follows, otherwise he will give his name and be courteous to them.

☛ **Who are you?:**

“Who am I? You come to a crime scene without telling me why you’re here, and you have the gall

to ask me who am I. Obviously you are adventurers. I must repeat, why are you here?"

☛ **What happened?:**

"A legionnaire on meal break stopped here to get something to eat, when he noticed this situation. The patrons and staff were turned to stone. The patrons appear to have been turned to stone mid-meal as they still have food and drinks in front of them."

☛ **Did you speak with them? / Have they told you what happened?:**

"No. None of us were able to cast flesh to stone so we sent to Legion HQ for a priest that had that ability."

☛ **Why didn't you send for scrolls of stone to flesh?:**

"None of us could use the scrolls, so we'd still need the priest."

☛ **Do you think that this could be a medusa?:**

"Well, it could explain the petrifications."

☛ **Was this a robbery?:**

"Everyone still had their valuables, and the restaurant still had a full till."

☛ **Have you received reports of other petrifications?:**

"No, but that doesn't mean that there aren't any."

☛ **Were all of the employees petrified?:**

"Yes."

☛ **Did everyone here turn to stone?:**

"All of the tables here were still occupied, except for one."

☛ **Were there any tracks?:**

"Yes, the people that were at the unoccupied tables appear to have left in a hurry. We checked out the tracks, but we couldn't identify them. They're unlike any that we've seen before."

If the PCs make a **Survival DC 15+ATL check**, or **Knowledge (nature) DC 20+ATL check**, they will be able to identify the tracks are those of a humanoid - specifically a medusa

☛ **Were any divinations done?:**

"No one here was able to do that. Hopefully when the priest he, or she, will be able to cast the spells."

☛ **Do you mind if we go and talk to these people?:**

"If you can speak with them, and are willing to share what you've learned I have no problem with you speaking with them."

☛ **How long ago did you send for the priest?:**

"About an hour ago but, if this happened here it might've happened elsewhere."

☛ **<Divination> What caused this? / who caused this?:**

"With their hearts desire, their heads did conspire, their power grows, and augments your foes."

☛ **<Divination>Where can we find those responsible?:**

"Those that you seek, are no longer weak, they played on their desires, so growth was inspired."

☛ **Do you know of other places where something like this happened? / Do you know of other places where people were stoned?:**

"No, but that doesn't mean that there weren't any."

☛ **Who was the officer that came here on meal break?:**

"Corporal Paulina Derwood."

If the PCs should ask to speak with Corporal Derwood, the legionnaire will motion for her to come over.

Corporal Derwood is an auburn-haired, brown-eyed woman in her late 20s. She joined the Legion two years ago, and is a dedicated officer. She has

a no nonsense demeanor who believes in doing everything by the book.

☛ **Is Corporal Derwood trustworthy?:**

“Corporal Derwood is one of the most trustworthy legionnaires. She has an exemplary record as a Legionnaire.”

☛ **We understand that you were the one that discovered this situation?:**

“That’s correct.”

☛ **Why did you come here for meal break?:**

“I come here every day on break.”

☛ **Did you see anyone leaving before you entered the building?:**

“No.”

☛ **Why do you prefer to eat here?:**

“The prices are reasonable; the food is decent, and relatively quick to be served.”

If the PCs wish to check her sincerity, a **Sense Motive DC 5 check** will confirm that she is telling the truth.

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
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- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
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- If the PCs wish to go to the Grendel’s Armory **GO TO Encounter 5c (page 15)**
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ENCOUNTER 5E – MERCHANTS

Whether the PCs head to Dalgert’s Stones (Merchants District) or Gems of Amdakter

(Merchants District) they will get the following information by talking to the Legionnaire standing guard.

☛ **What happened?:**

“A passerby came into the shop earlier today, and noticed that the workers were turned to stone. He contacted the Legion, and here we are.”

☛ **Was the individual involved?:**

“No, he is known to the legion as a trustworthy individual. He’d gone to the shop to pick up an engagement ring for his girlfriend as he wanted to ask her to marry him.”

☛ **Were there any tracks along the way that were able to be identified?:**

“No.”

☛ **Do you think that this could be caused by a medusa?:**

“That could explain things.”

☛ **Was the shop robbed?:**

“Yes.”

☛ **What was taken?:**

“All of the expensive gems, and metals were taken, especially those with reflective surfaces.”

☛ **Were any divinations done?:**

“No one here was able to do that. Hopefully when the priest gets here with the scrolls, he, or she, will be able to cast the spells.”

☛ **Do you mind if we go and talk to these people?:**

“If you can speak with them, and are willing to share what you’ve learned I have no problem with you speaking with them.”

☛ **How long ago did you send for the priest?:**

“About a half hour ago but, if this happened here it might’ve happened elsewhere.”

☛ **<Divination> What caused this? / Who caused this?:**

“Gems and jewels, are way too bright, the ones you that want, are growing in might. Being able to pause and reflect, as their abilities, with ease you deflect.”

☞ **<Divination>Where can we find those responsible?:**

“The answer you seek, is written in stone, how to get there isn’t time to be known.”

☞ **Do you know of other places where something like this happened? / Do you know of other places where people were stoned?:**

“No, but that doesn’t mean that there weren’t any.”

☞ **Who was the person that came in here to get the jewelry?:**

“Percy Jeren. I do not know where he is at this moment, but he’ll be back later.”

If the PCs wish to check his sincerity, a **Sense Motive DC 5 check** will confirm that he is telling the truth. If pressed how he knows that, the Legionnaire will tell the PCs that the man wished time to figure out a new plan to propose to his girlfriend since the jewelry store was robbed and he was supposed to propose tonight.

☞ **What happened?:**

“A man and a woman came into the store. They were dressed very well, except that the woman kept her hood up. The man said that he wanted to buy his girlfriend something that was worthy of a beautiful person like her. The man asked to see all of our gems and jewels that had reflective qualities.”

☞ **What happened next?:**

“After I brought all of the items in question out, the woman removed her hood and I turned to stone.”

☞ **What did the woman look like?:**

“She was average height and build, but with a head full of snakes instead of hair.”

☞ **Was she a medusa?:**

“Medusa? You mean those things really do exist. I’ve never heard of a real-life medusa before now.”

☞ **Is there anything else you can tell us?:**

“No.”

- If the PCs wish to go to the Diamond Legion **GO TO Encounter 2 (page 8).**
- If the PCs wish to go to the Prison **GO TO Encounter 3 (page 9).** If the PCs wish to go to the temples **GO TO Encounter 4 (page 11)**
- If the PCs wish to go to the Hall of Venturers **GO TO Encounter 5a (page 12)**
- If the PCs wish to go to Cobblespring’s Crystal and Glass **GO TO Encounter 5b (page 13)**
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- If the PCs wish to go to the Dauntless Dolphin Inn and Tavern/Verlaines/the Beserker’s Feshall/Sailor’s Refuge **GO TO Encounter 5d (page 17)**
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ENCOUNTER 6– FIRST COMBAT

The PCs will hear screams as they travel down the city’s streets. When they head to investigate they will notice what appears to be a medusa in front of a group of people that have just turned to stone. Before the PCs have a chance to deal with the medusa, they will be set upon by the thugs that are lying in wait for legionnaires or adventures to respond and attempt to deal with this situation. The exact number of foes depends on ATL

Tactics of the villains

The monk and rogue will concentrate their abilities on the same opponent hoping to take out a foe a round. They will target spell casters first, before concentrating their forces on any armored opponents

The druid, ranger and their cats will concentrate their attacks on fighter types, especially those in armor.

At ATL 5+ the villains will have *invisibility*, cast on them by an ally that's left to lie in ambush at a different location.

At ATL 9+ the villains will have greater *invisibility* cast on them by an ally that's left to lie in ambush at a different location.

ATL 1

⚔ Male Half-Orc Monk 1

NE Medium Humanoid (Orc)

Init +5; **Senses** Darkvision (60 feet); **Perception** +4 (untrained)

AC 15, touch 15, flat-footed 14 (+1 Dex +4 Wis)

hp 20 (2d8+4)

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

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee unarmed strike +1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Full Atk unarmed strike +1 (1d6+1, 20/x2) or flurry of blows -1/-1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Ranged/Full Atk sling +1 (1d4, 20/x2)

Special Attacks flurry of blows -1/-1, stunning fist ((1/day) (DC 15)), scorpion style (DC 14)

Str 12, **Dex** 13, **Con** 13, **Int** 10, **Wis** 18, **Cha** 10

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

Feats Improved Initiative, Improved Unarmed Strike

Skills acrobatics +5, climb +5, escape artist +5, intimidate +2, perception +4 (untrained), stealth +5

Languages common, orc

SQ Fast Movement (+10'), Maneuver Training, Orc Ferocity (1/day), Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

⚔ Male Half-orc Ranger 1

NE Medium Humanoid (Half-orc)

Init +2; **Senses** Perception +6

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 26 (2d10+6)

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

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

Melee/Full Atk Longsword +4 (1d8+3, 20/x2)

Ranged/Full Atk Longbow +3 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Quick Draw,

Skills Climb +6, Handle Animal +4, Heal +6, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +7

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1

Gear longsword, longbow w 10 arrows, chain shirt

Special Abilities nil

⚔ **Half-Orc rogue 1**

NE Medium humanoid

Init +4; **Senses** darkvision 60'; Perception +6

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)

hp 22 (2d8+6)

Fort +2, **Ref** +6, **Will** +0

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

Melee/full Atk short sword +4 (1d6+1, 19-20/x2)

Ranged/full Atk shortbow +4 (1d6, 20/x3)

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

Special Attacks sneak attack (1d6)

Spell-Like Abilities nil

Spells Known none

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** +15

Feats Weapon finesse (short sword)

Skills Acrobatics +8; Bluff +4; Diplomacy +4; Disable Device +8; Disguise +4; Escape Artist +8; Knowledge (local) +4; Perception +4; Stealth +8; Use Magic Device +4

Languages common, orc

SQ orc ferocity (1/week)

Gear leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle),

Special Abilities trapfinding

⚔ **Male Half-Orc druid of briana 2**

NE Medium humanoid (half-orc)

Init +2; **Senses** low light vision; Perception +4 (untrained)

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 hide armor)

hp 22 (2d8+6)

Fort +4, **Ref** +2, **Will** +5

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

Melee/Full Atk scimitar +1 (1d6, 18-20/x2)

Ranged/Full Atk sling +3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells per Day 3/2 (DC 13+spell level)

Spells 0 level – *guidance, resistance, stabilize, virtue*; **1st level** - *cure light wounds, magic fang,*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** +13

Feats Combat Casting,

Skills Handle Animal +5, heal +7, knowledge (nature) +4, spellcraft +4

Languages common, orc, druidic

SQ wild empathy, woodland stride, orc ferocity (1/week)

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities nil

⚔ **Leopard**

N Small Animal

Init +5; **Senses** lowlight vision; Perception +2

AC 17 (+1 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 11 (+1 natural armor)

hp 16 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

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

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent, link, share spells

Gear nil

Special Abilities nil

ATL 3

⚔ Male Half-Orc Monk 3

LE Medium Humanoid (Orc)

Init +5; **Senses** Darkvision (60 feet); Perception +8

AC 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +4 Wis)

hp 28 (3d8+6)

Fort +4, **Ref** +4, **Will** +7 (+9 vs. enchantment spells and effects)

Defensive Abilities Evasion; **Immune** nil; **SR** nil
Spd 40 ft.

Melee Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2)

Full Atk Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +1/+1 (1d6+1, 20/x2) or Kama Flurry of Blows +1/+1 (1d6+1, 20/x2)

Ranged/Full Atk Sling +3 (1d8, 20/x2)

Special Attacks Flurry of Blows, Stunning Fist (3/day (DC 16) stun)

Str 12, **Dex** 13, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 15), Stunning Fist (3/day) (DC 16)

Skills Acrobatics +6, Climb +5, Escape Artist +5, Intimidate +7, Perception +8, Sense Motive +9, Stealth +5, Swim +6

Languages Common, Orc

SQ Fast Movement (+10'), Maneuver Training, Orc Ferocity (1/day), Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

⚔ Half-Orc rogue 3

NE Medium humanoid (half-orc)

Init +7; **Senses** darkvision 60'; Perception +6

AC 18, touch 14, flat-footed 13 (+4 Dex, +3 leather armor,)

hp 31 (3d8+9)

Fort +4, **Ref** +7, **Will** +1

Defense

Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee/Full Atk short sword +6 (1d6+1, 19-20/x2)

Ranged/Full Atk shortbow +6 (1d6, 20/x3)

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

Special Attacks sneak attack (2d6), rogue talent (minor magic)

Spell-Like Abilities *acid splash* 3x/day (as 3rd level caster)

Spells Known none

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** +17

Feats Weapon finesse (short sword), Improved Initiative

Skills Acrobatics +10; Bluff +6; Diplomacy +6; Disable Device +10; Disguise +6; Escape Artist +10; Knowledge (local) +6; Perception +6; Stealth +10 ;Use Magic Devise +6

Languages common, orc

SQ orc ferocity (1/week), trap sense +1

Gear leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle),

Special Abilities trapfinding

⚔ Male Half-orc Ranger 3

NE Medium Humanoid (Half-orc)

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

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 36 (3d10+9)

Fort +5, **Ref** +5, **Will** +3

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

Melee Longsword +6 (1d8+3/19-20/x2)

Full Atk Longsword +4 (1d8+3/19-20/x2) and short sword +4 (1d6+1/19-20/x2)

Ranged/Full Atk Longbow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting,

Skills Climb +8, Handle Animal +6, Heal +7, Perception +7, Ride +7, Stealth +7, Survival +8, Swim +8

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1, Favored Terrain (Urban)

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

⚔ male Half-Orc druid of briana 3

NE Medium humanoid

Init +2; **Senses** low light vision; Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 31 (3d8+9)

Fort +5, **Ref** +3, **Will** +6

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

Melee/Full Atk scimitar +2 (1d6, 18-20/x2)

Ranged/Full Atk sling +4 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells per Day 4/3/2 (DC 13+spell level)

Spells 0 level – *guidance, resistance, stabilize,*

virtue; 1st level - *cure light wounds, magic fang, shillelagh; 2nd level* - *flame blade, flaming sphere*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13

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

Feats Combat Casting, Toughness

Skills Handle Animal +7, heal +9, knowledge (nature) +6, spellcraft +6

Languages common, orc, druidic

SQ trackless step, wild empathy, woodland stride

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities nil

⚔ Leopard

N Small Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 20 (+3 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 13 (+3 natural armor)

hp 16 (3d8+3)

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

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

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 19

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities evasion, link, share spells

ATL 5**⚔ Male Half-Orc Monk 5**

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +10**AC** 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +4 Wis)**hp** 44 (5d8+10)**Fort** +5, **Ref** +6, **Will** +8 (+10 vs. enchantment spells and effects)**Defensive Abilities** Evasion; **Immune** disease; **SR** nil**Spd** 40 ft.**Melee** Unarmed Strike +4 (1d8+1, 20/x2) or Kama +4 (1d6+1, 20/x2)**Full Atk** Unarmed Strike +4 (1d8+1, 20/x2) or Kama +4 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +3/+3 (1d8+1, 20/x2) or Kama Flurry of Blows +3/+3 (1d6+1, 20/x2)**Ranged/Full Atk** Sling +4 (1d4+1, 20/x2)**Special Attacks** Flurry of Blows, Stunning Fist (5/day (DC 16) stun, fatigue)**Str** 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10**Base Atk** +3; **CMB** +6; **CMD** 22**Feats** Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 16), Stunning Fist (5/day) (DC 17)**Skills** Acrobatics +9, Climb +7, Escape Artist +8, Intimidate +7, Perception +10, Sense Motive +10, Stealth +9, Swim +7**Languages** Common, Orc**SQ** Fast Movement (+10'), High Jump (+5), Ki Defense Ki Pool (6), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 20', Still Mind, Stunning Fist (Stun, Fatigue), Unarmed Strike (1d8)**Gear** monk robes, kama, sling with 10 stones**Special Abilities:** nil**⚔ Half-Orc rogue 5**

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +8**AC** 19(+4 Dex, +2 natural armor, +3 leather armor), touch 14 (+4 Dex), flat-footed 19 (+4 Dex, +2 natural armor, +3 leather armor)**hp** 49 (5d8+15)**Fort** +4, **Ref** +8, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.**Melee** short sword +8 (1d6+2)**Ranged** shortbow +7 (1d6)**Full Atk** short sword +8 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12**Base Atk** +3; **CMB** +4; **CMD** +18**Feats** Weapon finesse (short sword)* ;skill focus (perception), improved initiative, dodge**Skills** Acrobatics +8; Bluff +6; Diplomacy +6; Disable Device +8; Disguise +6; Escape Artist +8; Knowledge (local) +6; Perception +8; Stealth +8 ;Use Magic Devise +6**Languages** common**SQ** evasion, uncanny dodge**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin***Special Abilities** Sneak attack +3d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack

♣ Male Half-orc Ranger 5

NE Medium Humanoid (Half-orc)

Init +2; **Senses** Perception +9

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 chain shirt, +1 dodge)

hp 56 (5d10+15)

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

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

Melee Longsword +8 (1d8+3/19-20/x2)

Full Atk Longsword +6 (1d8+3/19-20/x2) and short sword +6 (1d6+1/19-20/x2)

Ranged/Full Atk Longbow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2 (DC 12+ spell level)

Spells Known 1st level *entangle, magic fang*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, **Skills** Climb +9, Handle Animal +7, Heal +9, Perception +8, Ride +8, Stealth +9, Survival +10, Swim +10

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +4), (Elf +2)), Favored Terrain (Urban +2), Animal Companion Link, Share Spells with Companion, Track +2, Wild Empathy +5,

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Small Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 19, touch 17, flat-footed 14 (+5 Dex, +1 size, +3 natural)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

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

Melee Bite +4 (1d4+1, 20/x2)

Full Atk Bite +4 (1d4+1, 20/x2) and Claw +4 (x2) (1d2+1, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 17 (21 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +5, Fly +7, Stealth +13 Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities +4 Stealth in Tall Grass (Ex) You gain a bonus to Stealth Checks under the listed conditions.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trip (Ex) You can make a trip attempt on a successful attack.

♣ **male Half-Orc druid of briana 5**

NE Medium humanoid

Init +2; Senses low light vision; Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 44 (5d8+10+5)

Fort +6, **Ref** +3, **Will** +8

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

Melee scimitar +3 (1d6, 18-20/x2)

Ranged sling +5 (1d4, 20/x2)

Full Atk scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, shillelagh*; 2nd level – *flame blade, flaming sphere, owl's wisdom*; 3rd level – *protection from energy, sleet storm*

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

Base Atk +3; **CMB** +3; **CMD** +15

Feats brew potion, combat casting, skill focus (spellcraft), toughness

Skills Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

♣ **Leopard**

N Medium Animal

Init +5; Senses lowlight vision; Perception +2

AC 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)

hp 32 (5d8+10)

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

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

Melee bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)

Ranged nil

Full Atk bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 21

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +7

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities evasion, link, share spells

ATL 7

⚔ Male Half-Orc Monk 7

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +10

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +4 Wis)

hp 60 (7d8+14)

Fort +6, **Ref** +7, **Will** +9 (+11 vs. enchantment spells and effects)

Defensive Abilities Evasion; **Immune** disease; **SR** nil

Spd 50 ft.

Melee Unarmed Strike +6 (1d8+1, 20/x2) or Kama +5 (1d6+1, 20/x2)

Full Atk Unarmed Strike +6 (1d8+1, 20/x2) or Kama +5 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +5/+5/+0 (1d8+1, 20/x2) or Kama Flurry of Blows +5/+5/+0 (1d6+1, 20/x2)

Ranged/Full Atk Sling +5 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (7/day (DC 16) stun, fatigue)

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 24

Feats Blind-Fight, Dodge, Gorgon's Fist, (DC 17) Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 17), Stunning Fist (7/day) (DC 18)

Skills Acrobatics +9, Climb +8, Escape Artist +9, Intimidate +9, Perception +10, Sense Motive +11, Stealth +9, Swim +8

Languages Common, Orc

SQ Fast Movement (+20'), High Jump (+7), Ki Defense Ki Pool (7), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 30', Still Mind, Stunning Fist (Stun, Fatigue), Unarmed Strike (1d8), Wholeness of Body (7hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

⚔ Half-Orc rogue 7

NE Medium humanoid (half-orc)

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +12

AC 19 (+4 Dex, +2 natural armor, +3 leather armor), touch 14 (+4 Dex), flat-footed 19 (+4 Dex, +2 natural armor, +3 leather armor,)

hp 67 (7d8+21)

Fort +5, **Ref** +9, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +01 (1d6+2)

Ranged shortbow +9 (1d6)

Full Atk short sword +10 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**

Spells Known none

Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** +20

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility

Skills Acrobatics +10; Bluff +8; Diplomacy +8; Disable Device +10; Disguise +8; Escape Artist +10; Knowledge (local) +8; Perception +12; Stealth +10 ;Use Magic Devise +8

Languages common

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities Sneak attack +4d6; trapfinding; Finesse rogue*;trap sense +2; bleeding attack; minor magic**

♣ **Male Half-orc Ranger 7**

NE Medium Humanoid (Half-orc)

Init +2; Senses Perception +10

AC 17, touch 13, flat-footed 10 (+2 Dex, +4 chain shirt, +1 dodge)

hp 76 (7d10+21)

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

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

Melee Longsword +10 (1d8+3, 19-20/x2)

Full Atk Longsword +8/+3 (1d8+3, 19-20/x2) and short sword +8/+3 (1d6+1, 19-20/x2)

Ranged Longbow +9/+4 (1d8, 20/x3)

Full Atk Longbow +9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *entangle, magic fang*, 2nd level - *barkskin*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +7/+2; **CMB** +10; **CMD** 23

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting

Skills Acrobatics +5, Climb +10, Handle Animal +8, Heal +10, Intimidate +6, Perception +9, Ride +9, Stealth +9, Survival +11, Swim +10

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +4), (Elf +2)), Favored Terrain (Urban +2), Animal Companion Link, Share Spells with Companion, Track +3, Wild Empathy +7, Woodland Stride

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; Senses Low-Light Vision, Scent; Perception +1

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

hp 24 (4d8+8)

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

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +6 (1d6+3, 20/x2)

Full Atk Bite +6 (1d6+3 /20/x2) and Claw +6 (x2) 1d3+3 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 21 (25 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +7, Stealth +10

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

♣ **male Half-Orc druid of briana 7**

NE Medium humanoid

Init +2; Senses low light vision; Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 59 (7d8+14+7)

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

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

Melee scimitar +5 (1d6, 18-20/x2)

Ranged sling +7 (1d4, 20/x2)

Full Atk scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, owl's wisdom*; 3rd level – *call lightning, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike*

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

Base Atk +5; **CMB** +5; **CMD** +17

Feats brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

♣ **Leopard**

N Medium Animal

Init +5; Senses lowlight vision; Perception +2

AC 21 (+5 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5 natural armor)

hp 39 (6d8+12)

Fort +7, **Ref** +10 **Will** +3

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

Melee bite +8 (1d6+4 plus trip) or claw +8

(1d3+4)

Ranged nil

Full Atk bite +8 (1d6+4 plus trip) or 2 claws +8 (1d3+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 23

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +8

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, share spells

ATL 9

☞ Male Half-Orc Monk 9

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +12

AC 19, touch 19, flat-footed 16 (+2 Dex, +1 dodge, +4 Wis, +2 class)

hp 85 (9d8+18)

Fort +8 **Ref** +8, **Will** +10 (+12 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion; **Immune** disease; **SR** nil

Spd 60 ft.

Melee Unarmed Strike +7 (1d8+1, 20/x2) or Kama +7 (1d6+1, 20/x2)

Full Atk Unarmed Strike +7/+2 (1d8+1, 20/x2) or Kama +7/+2 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +7/+7/+2/+2 (1d8+1, 20/x2) or Kama Flurry of Blows +7/+7/+2/+2 (1d6+1, 20/x2)

Ranged Sling +6 (1d8/19-20/x2)

Ranged/Full Atk Sling +6/+1 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (9/day (DC 19) stun, fatigue, sicken)

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 26

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 18), Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 18), Spring Attack, Stunning Fist (9/day) (DC 19)

Skills Acrobatics +13, Climb +10, Escape Artist +11, Fly +4, Intimidate +9, Perception +12, Sense Motive +11, Stealth +11, Swim +8

Languages Common, Orc

SQ Fast Movement (+30'), High Jump (+9), Ki Defense Ki Pool (8 magic), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 40', Still Mind, Stunning Fist (Stun, Fatigue, Sicken), Unarmed Strike (1d8), Wholeness of Body (8hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

☞ Half-Orc rogue 9

NE Medium humanoid (half -orc)

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +12

AC 22(+4 Dex, +4 natural armor, +4 leather armor), touch 14 (+4 Dex), flat-footed 22 (+4 Dex, +4 natural armor, +4 leather armor,)

hp 85 (9d8+27)

Fort +6, **Ref** +10, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil **Spd** 20 ft.

Melee short sword +12 (1d6+3)

Ranged shortbow +10 (1d6)

Full Atk short sword +12/+5 (1d6+3) or shortbow +10/+5 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day** ; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +6/+1; **CMB** +7; **CMD** +21

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack

Skills Acrobatics +12; Bluff +10; Diplomacy +10; Disable Device +12; Disguise +10; Escape Artist +12; Knowledge (local) +10; Perception +12; Stealth +12 ;Use Magic Devise +10

Languages common

SQ evasion, uncanny dodge; improved uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*oil of greater magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities Sneak attack +5d6; trapfinding; Finesse rogue*;trap sense +3; bleeding attack; minor magic** ;major magic***

⚔ Male Half-orc Ranger 9

NE Medium Humanoid (Half-orc)

Init +7; b Perception +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 96 (9d10+27)

Fort +8, **Ref** +9, **Will** +5

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

Spd 30 ft.

Melee Longsword +12 (1d8+3, 19-20/x2)

Full Atk Longsword +10/+5 (1d8+3, 19-20/x2) and short sword +10/+5 (1d6+1, 19-20/x2)

Ranged Longbow +12 (1d8, 20/x3)

Full Atk Longbow +12/+7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang*, 2nd level – *barkskin, bears endurance*

Str 16, **Dex** 16, b 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 26

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative

Skills Acrobatics +7, Climb +12, Handle Animal +10, Heal +11, Intimidate +8, Perception +10, Ride +10, Stealth +11, Survival +12, Swim +11

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +4), (Elf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +4, Wild Empathy +9, Woodland Stride, Swift Tracker

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 36 (6d8+12)

Fort +7, **Ref** +10, **Will** +3

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +8 (1d6+4, 20/x2)

Full Atk Bite +8 (1d6+4, 20/x2) and Claws +8 (x2) (1d4+4, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. Trip)

Feats Improved Natural Armor x2, Improved Natural Attack: (Claw)

Skills Acrobatics +10, Climb +9, Stealth +10
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

⚔ male Half-Orc druid of briana 9

NE Medium humanoid

Init +2; **Senses** low light vision; Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 74 (9d8+18+9)

Fort +8, **Ref** +5, **Will** +11

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

Spd 30 ft.

Melee scimitar +6 (1d6, 18-20/x2)

Ranged sling +8 (1d4, 20/x2)

Full Atk scimitar +6/+1 (1d6, 18-20/x2) or sling +8/+3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike*; 5th level – *animal growth, cure critical wounds*

Str 10, Dex 14, Con 14, Int 10, Wis 20, Cha 14
Base Atk +6/+1; **CMB** +6; **CMD** +18
Feats antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness
Skills Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

✂ **Leopard**

N Medium Animal
Init +6; **Senses** lowlight vision; Perception +2
AC 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)
hp 52 (8d8+16)
Fort +8, **Ref** +12 **Will** +3
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft
Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)
Ranged nil
Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none
Str 19, Dex 22, Con 15, Int 2, Wis 12, Cha 6
Base Atk +6; **CMB** +12; **CMD** 26
Feats Agile maneuvers, dodge, mobility, improved natural attack
Skills Acrobatics +9, perception +2, stealth +10
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 11

✂ **Male Half-Orc Monk 11**
LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +13
AC 19, touch 19, flat-footed 16 (+2 Dex, +1 dodge, +4 Wis, +2 class)
hp 103 (11d8+33)
Fort +9 **Ref** +9, **Will** +11 (+13 vs. enchantment spells and effects)
Defensive Abilities Evasion, Improved Evasion; **Immune** disease, poison; **SR** nil
Spd 60 ft.
Melee Unarmed Strike +9 (1d10+1, 19-20/x2) or Kama +9 (1d6+1, 20/x2)
Full Atk Unarmed Strike +9/+4 (1d10+1, 19-20/x2) or Kama +9/+4 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +9/+9/+4/+4/+1 (1d10+1, 20/x2) or Kama Flurry of Blows +9/+9/+4/+4/+1 (1d6+1, 20/x2)
Ranged Sling +8 (1d8/19-20/x2)
Full Atk Sling +8/+3 (1d8/19-20/x2)
Special Attacks Flurry of Blows, Stunning Fist (11/day (DC 20) stun, fatigue, sicken)
Str 12, Dex 14, Con 14, Int 12, Wis 18, Cha 10
Base Atk +8; **CMB** +12; **CMD** 28
Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 19), Improved Critical (Unarmed Strike), Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 19), Spring Attack, Stunning Fist (11/day) (DC 20)
Skills Acrobatics +13, Climb +10, Escape Artist +11, Fly +4, Intimidate +9, Perception +12, Sense Motive +11, Stealth +11, Swim +8
Languages Common, Orc
SQ Fast Movement (+30'), High Jump (+11), Ki Defense Ki Pool (9 lawful, magic), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 50', Still Mind, Stunning Fist (Stun, Fatigue, Sicken), Unarmed Strike (1d10), Wholeness of Body (10hp/use)
Gear monk robes, kama, sling with 10 stones
Special Abilities: nil

⚔ **Half-Orc rogue 11**

NE Medium humanoid (half-orc)

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +17

AC 22(+4 Dex, +4 natural armor, +4 leather armor), touch 14 (+4 Dex), flat-footed 22(+4 Dex, +4 natural armor, +4 leather armor)

hp 103 (11d8+33)

Fort +6, **Ref** +11, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +12 (1d6+1)

Ranged shortbow +12 (1d6)

Full Atk short sword +12/+7 (1d6+1) or shortbow +12/+7 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day** ; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +8/+3; **CMB** +9; **CMD** +23

Feats Weapon finesse (short sword)* ; skill focus (perception), improved initiative; dodge; mobility; spring attack; wind stance (20% miss chance if you move)

Skills Acrobatics +14; Bluff +12; Diplomacy +12; Disable Device +14; Disguise +12; Escape Artist +14; Knowledge (local) +12; Perception +17; Stealth +14 ; Use Magic Device +12

Languages common,

SQ evasion, uncanny dodge; improved uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*of greater magic weapon (CL 8)*~~, ~~*potions of magic vestment (CL 8)*~~, ~~*potions of barkskin (CL 9)*~~

Special Abilities Sneak attack +6d6; trapfinding; Finesse rogue*; trap sense +3; bleeding attack; minor magic** ; major magic*** ; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round)

⚔ **Male Half-orc Ranger 11**

NE Medium Humanoid (Half-orc)

Init +7; **Senses** Perception +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 116 (11d10+33)

Fort +9, **Ref** +10, **Will** +5

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

Spd 30 ft.

Melee Longsword +14 (1d8+3, 19-20/x2)

Full Atk Longsword +12/+7/+2 (1d8+3, 19-20/x2) and short sword +12/+7/+2 (1d6+1, 19-20/x2)

Ranged Longbow +14 (1d8, 20/x3)

Full Atk Longbow +14/+9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 3/2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal*, *entangle*, *magic fang*, 2nd level – *barkskin*, *bears endurance*, 3rd level *greater magic fang*

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

Base Atk +11/+6/+1; **CMB** +14; **CMD** 28

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword)

Skills Acrobatics +9, Climb +12, Handle Animal +10, Heal +11, Intimidate +9, Perception +12, Ride +11, Stealth +13, Survival +14, Swim +15

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +5, Wild Empathy +11, Woodland Stride, Swift Tracker, Quarry,

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1
AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)
hp 49 (7d8+21)
Fort +8, **Ref** +10, **Will** +3
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 50 ft., Sprint x10 (1/hour)
Melee Bite +9 (1d6+4, 20/x2)
Full Atk Bite +9 (1d6+4, 20/x2) and Claws +9 (x2) (1d4+4, 20/x2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Trip
Spell-Like Abilities nil
Spells Known nil
Special Attacks Trip
Str 18, **Dex** 21, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +5; **CMB** +9; **CMD** 24 (28 vs. Trip)
Feats Improved Natural Armor x2, Improved Natural Attack: (Claw), Improved Natural Attack *(Bite)
Skills Acrobatics +10, Climb +9, Stealth +11
Modifiers +4 Stealth in Tall Grass
Languages
SQ scent, devotion
Special Abilities nil

♄ male Half-Orc druid of Briana 11

NE Medium humanoid

Init +2; **Senses** low light vision; Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 89 (11d8+22+11)
Fort +9, **Ref** +5, **Will** +12
Defense Abilities nil; **DR** nil; **Immune** venom immunity; **SR** nil
Spd 30 ft.
Melee scimitar +8 (1d6, 18-20/x2)
Ranged sling +10 (1d4, 20/x2)
Full Atk scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement*; 5th level – *animal growth, cure critical wounds, stonewalk*; 6th level – *bears endurance – mass*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14
Base Atk +8/+3; **CMB** +8; **CMD** +20
Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness
Skills Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

♄ Leopard

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)
hp 58 (9d8+18)
Fort +8, **Ref** +12 **Will** +4
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft
Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)
Ranged nil
Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none
Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +12; **CMD** 26
Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack

Skills Acrobatics +10, perception +2, stealth +10
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 13

⚔ Male Half-Orc Monk 13

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +14
AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)
hp 121 (13d8+39)
Fort +10 **Ref** +10, **Will** +12 (+14 vs. enchantment spells and effects)
Defensive Abilities Evasion, Improved Evasion;
Immune disease, poison; **SR** 23
Spd 70 ft.
Melee Unarmed Strike +10 (2d6+1, 19-20/x2) or Kama +10 (1d6+1, 20/x2)
Full Atk Unarmed Strike +10/+5 (2d6+1, 19-20/x2) or Kama +10/+5 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +11/+11/+6/+6/+1 (2d6+1, 20/x2) or Kama Flurry of Blows +11/+11/+6/+6/+1 (1d6+1, 20/x2)
Ranged Sling +9 (1d8/19-20/x2)
Full Atk Sling +9/+4 (1d8/19-20/x2)
Special Attacks Flurry of Blows, Stunning Fist (11/day (DC 20) stun, fatigue, sicken, stagger)
Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 19, **Cha** 10
Base Atk +9/+4; **CMB** +14; **CMD** 30
Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 20), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 20), Spring Attack, Stunning Fist (13/day) (DC 21)
Skills Acrobatics +20, Climb +11, Escape Artist +12, Fly +4, Intimidate +11, Perception +14, Sense Motive +14, Stealth +14, Swim +8
Languages Common, Orc
SQ Abundant Step, Fast Movement (+40'), High Jump (+13), Ki Defense Ki Pool (10 lawful, magic), Maneuver Training, Orc Ferocity (1/day),

Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (13hp/use)
Gear monk robes, kama, sling with 10 stones
Special Abilities: nil

⚔ Half-Orc rogue 13

NE Medium humanoid (half-orc)

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +19
AC 25(+5 Dex, +5 natural armor, +5 leather armor), touch 15 (+5 Dex), flat-footed 25 (+5 Dex, +5 natural armor, +5 leather armor.)
hp 121 (13d8+39)
Fort +7, **Ref** +13, **Will** +4
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee short sword +17 (1d6+4)
Ranged shortbow +14 (1d6)
Full Atk short sword +17/+12/+7 (1d6+4) or shortbow +14/+9 (1d6)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil; *acid splash* 3x/day**;
magic missile 2x/day (as 9th level caster)***
Spells Known none
Str 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +9/+4; **CMB** +10; **CMD** +25
Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike
Skills Acrobatics +16; Bluff +14; Diplomacy +14; Disable Device +16; Disguise +14; Escape Artist +16; Knowledge (local) +14; Perception +19; Stealth +16 ;Use Magic Devise +14
Languages common, Gnome, sylvan
SQ evasion, uncanny dodge; improved uncanny dodge, holy symbol of Mordana (a skull in a black circle), ~~*oil of greater magic weapon (CL 12)*~~, ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~
Gear leather armor, short sword, shortbow
Special Abilities Sneak attack +7d6; trapfinding; Finesse rogue*;trap sense +4; bleeding attack; minor magic***;major magic****; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round) ; dispelling attack; wind stance (20% concealment if you move)

♣ Male Half-orc Ranger 13

NE Medium Humanoid (Half-orc)

Init +7; **Senses** Perception +13

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 136 (13d10+26)

Fort +10, **Ref** +11, **Will** +6

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

Spd 30 ft.

Melee Longsword +16 (1d8+3, 17-20/x2)

Full Atk Longsword +14/+9/+4 (1d8+3, 17-20/x2) and short sword +14/+9/+4 (1d6+1, 17-20/x2)

Ranged Longbow +16 (1d8, 20/x3)

Full Atk Longbow +16/+11/+6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang, summon nature's ally I*, 2nd level – *barkskin, bears endurance, cat's grace*, 3rd level *greater magic fang*

Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +13/+8/+3; **CMB** +16; **CMD** 30

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword)

Skills Acrobatics +10, Climb +13, Handle Animal +12, Heal +13, Intimidate +10, Perception +13, Ride +12, Stealth +14, Survival +15, Swim +16

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +6, Wild Empathy +13, Woodland Stride, Swift Tracker, Quarry, Camouflage

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1

AC 25, touch 16, flat-footed 19 (+6 Dex, +10 natural)

hp 63 (9d8+27)

Fort +9, **Ref** +12, **Will** +4

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +13 (1d6+4, 20/x2)

Full Atk Bite +11 (1d8+5, 20/x2) and Claws +11 (x2) (1d4+5, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 20, **Dex** 22, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 27 (31 vs. Trip)

Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)

Skills Acrobatics +12, Climb +10, Stealth +13

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

♣ male Half-Orc druid of briana 13

NE Medium humanoid

Init +2; **Senses** low light vision; Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 104 (13d8+26+13)

Fort +10, **Ref** +6, **Will** +13

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

Spd 30 ft.

Melee scimitar +9 (1d6, 18-20/x2)

Ranged sling +11 (1d4, 20/x2)

Full Atk scimitar +9/+4 (1d6, 18-20/x2) or sling +11/+6 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light*

wounds, magic fang, magic stone, obscuring mist, shillelagh; 2nd level - barkskin, flame blade, flaming sphere, heat metal, owl's wisdom; 3rd level - call lightning, cure moderate wounds, poison, protection from energy, sleet storm; 4th level - cure serious wounds, flame strike, flame strike, freedom of movement, ice storm; 5th level - animal growth, cure critical wounds, stonewood, stonewood; 6th level - bears endurance – mass, wall of stone; 7th level - fire storm

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14

Base Atk +9/+4; **CMB** +9; **CMD** +21

Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

🐾 Leopard

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 26 (+9 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

hp 82 (11d8+22+11)

Fort +9, **Ref** +13 **Will** +4

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

Melee bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)

Ranged nil

Full Atk bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +13; **CMD** 28

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

Skills Acrobatics +11, perception +2, stealth +11

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 15

🐾 Male Half-Orc Monk 15

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +15

AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)

hp 154 (15d8+45)

Fort +11, **Ref** +11, **Will** +13 (+15 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** 25

Spd 80 ft.

Melee Unarmed Strike +12 (2d6+1, 19-20/x2) or Kama +12 (1d6+1, 19-20/x2)

Full Atk Unarmed Strike +12/+7/+2 (2d6+1, 19-20/x2) or Kama +12/+7/+2 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +13/+13/+8/+8/+3/+3 (2d6+1, 19-20/x2) or Kama Flurry of Blows +13/+13/+8/+8/+3/+3 (1d6+1, 19-20/x2)

Ranged Sling +11 (1d8/19-20/x2)

Full Atk Sling +11/+6/+1 (1d8/19-20/x2)

Special Attacks Flurry of Blows, , Quivering Palm (DC 21, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered)

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 19, **Cha** 10

Base Atk +11/+6; **CMB** +16; **CMD** 32

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 21), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Critical (sling) Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 21), Spring Attack, Stunning Fist (15/day) (DC 22), Toughness

Skills Acrobatics +20, Climb +12, Escape Artist +14, Fly +4, Intimidate +11, Perception +15, Sense Motive +16, Stealth +15 Swim +9

Languages Common, Orc

SQ Abundant Step, Fast Movement (+50'), High Jump (+15), Ki Defense Ki Pool (11 lawful,

magic), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (15hp/use)
Special Abilities nil

⚔ **Half-Orc rogue 15**

NE Medium humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +21

AC 20 (+5 Dex, +2 leather armor), touch 15 (+5 Dex), flat-footed 12 (+2 leather armor,)

hp 151 (15d8+45+15)

Fort +8, **Ref** +14, **Will** +5 **Defense**

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

Spd 20 ft.

Melee short sword +16 (1d6+1)

Ranged shortbow +16 (1d6)

Full Atk short sword +16/+11/+6 (1d6+1) or shortbow ++16/+11/+6 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil; *acid splash* 3x/day**;
magic missile 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +11/+6/+1; **CMB** +12; **CMD** +27

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike, toughness
Skills Acrobatics +18; Bluff +16; Diplomacy +16; Disable Device +18; Disguise +16; Escape Artist +18; Knowledge (local) +16; Perception +21; Stealth +18 ;Use Magic Devise +16

Languages common, Gnome, sylvan

SQ evasion, uncanny dodge; improved uncanny dodge,

Gear leather armor, short sword, shortbow, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)*

Special Abilities Sneak attack +8d6; trapfinding; Finesse rogue*; trap sense +5; bleeding attack; minor magic***; major magic****; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round) ; dispelling attack; wind stance (20% concealment if you move); crippling strike

⚔ **Male Half-orc Ranger 15**

NE Medium Humanoid (Half-orc)

Init +7; **Senses** Perception +14

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 171 (15d10+45)

Fort +11, **Ref** +12, **Will** +7

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

Spd 30 ft.

Melee Longsword +18 (1d8+3, 17-20/x2)

Full Atk Longsword +16/+11/+6 (1d8+3, 17-20/x2) and short sword +16/+11/+6 (1d6+1, 17-20/x2)

Ranged Longbow +18 (1d8, 20/x3)

Full Atk Longbow +18/+13/+8 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/1 (DC 12+ spell level)

Spells Known 1st level *charm animal*, *entangle*, *magic fang*, *summon nature's ally I*, 2nd level – *barkskin*, *bears endurance*, *cat's grace*, 3rd level *greater magic fang* x2, 4th level *summon nature's ally IV*

Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +15/+10/+5; **CMB** +18; **CMD** 32

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting,, Toughness

Skills Acrobatics +12, Climb +14, Handle Animal +13, Heal +14, Intimidate +11, Perception +14, Ride +13, Stealth +15, Survival +16, Swim +17

Languages Common, orc

SQ Orc Ferocity (1/week) Favored Enemy ((Human +6), (Elf +4) (Dwarf +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +7, Wild Empathy +15, Woodland Stride, Swift Tracker, Quarry, Camouflage

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1
AC 28, touch 17, flat-footed 22 (+6 Dex, +12 natural)
hp 70 (10d8+30)
Fort +10, **Ref** +13, **Will** +4 (+8 vs. enchantments)
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 50 ft., Sprint x10 (1/hour)
Melee Bite +13 (1d6+4, 20/x2)
Full Atk Bite +12/+7 (1d8+5, 20/x2) and Claws +12 (x2) (1d4+5, 20/x2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Trip
Spell-Like Abilities nil
Spells Known nil
Special Attacks Trip
Str 21, **Dex** 23, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +7/+2; **CMB** +12; **CMD** 28 (32 vs. Trip)
Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)
Skills Acrobatics +12, Climb +10, Stealth +14
Modifiers +4 Stealth in Tall Grass
Languages
SQ scent, devotion
Special Abilities nil

♣ Male Half-Orc druid of Briana 15

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 119 (15d8+30+15)
Fort +11, **Ref** +7, **Will** +14
Defense Abilities nil; **DR** nil; **Immune** venom immunity; **SR** nil
Spd 30 ft.
Melee scimitar +11 (1d6, 18-20/x2)
Ranged sling +13 (1d4, 20/x2)
Full Atk scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 15+spell level) 0 level – *guidance*,

resistance, stabilize, virtue; 1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level - *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level - *animal growth, cure critical wounds, insect plague, stonework, stonework*; 6th level - *bears endurance – mass, bull's strength – mass, wall of stone*; 7th level - *fire storm, sunbeam*; 8th level - *finger of death*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14
Base Atk +11/+6/+1; **CMB** +11; **CMD** +23
Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +19, heal +22, knowledge (nature) +12, knowledge (religion) +11, spellcraft +19, survival +20

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (6/day), woodland stride

♣ Leopard

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2
AC 29 (+11 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 21 (+11 natural armor)
hp 89 (12d8+24+12)
Fort +10, **Ref** +15 **Will** +5
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft
Melee bite +14(1d8+5 plus trip) or claw +14 (1d4+5)
Ranged nil
Full Atk bite +14 (1d8+5 plus trip) and 2 claws +12 (1d4+5)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none

Str 21, Dex 24, Con 15, Int 2, Wis 12, Cha 6
Base Atk +9; CMB +16; CMD 31
Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness
Skills Acrobatics +11, perception +2, stealth +11
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

ATL 17

⚔ Male Half-Orc Monk 17

LE Medium Humanoid (Orc)

Init +6; **Senses** Darkvision (60 feet); Perception +18

AC 22, touch 22, flat-footed 19 (+2 Dex, +1 dodge, +9 class)

hp 157 (17d8+51)

Fort +12, **Ref** +12, **Will** +17 (+19 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion; **Immune** disease, poison; **SR** 27

Spd 80 ft.

Melee Unarmed Strike +13 (2d8+1, 19-20/x2) or Kama +13 (1d6+1, 19-20/x2)

Full Atk Unarmed Strike +18/+18/+3 (2d8+1, 19-20/x2) or Kama +13/+8/+3 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (2d8+1, 19-20/x2) or Kama Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (1d6+1, 19-20/x2)

Special Attacks Flurry of Blows, Ki Strike (Adamantine, Lawful, Magic), Quivering Palm (DC 24, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered, Blinded or Deafened)

Str 12, Dex 14, Con 14, Int 10, Wis 20, Cha 10

Base Atk +12; CMB +18; CMD 35

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist (DC 23), Improved Critical: Kama, Improved Critical: Unarmed Strike, Improved Initiative, Improved Unarmed Strike, Iron Will, Ki Throw, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 23), Snatch Arrows, Spring Attack, Stunning Fist (17/day) (DC 24)

Skills Acrobatics +19, Climb +14, Escape Artist +15, Fly +13, Intimidate +14, Perception +18, Sense Motive +17, Stealth +14, Swim +13

Languages Common, Orc

SQ Abundant Step, Empty Body, Fast Movement (+50'), High Jump (+17), Ki Defense, Ki Pool (13 points), Maneuver Training, Orc Ferocity (1/day), Purity of Body, Slow Fall 80, Still Mind, Timeless Body, Tongue of the Sun and Moon, Unarmed Strike (2d8), Wholeness of Body (17 HP/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

⚔ Half-Orc rogue 15

NE Medium humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +21

AC 20 (+5 Dex, +2 leather armor), touch 15 (+5 Dex), flat-footed 12 (+2 leather armor,)

hp 151 (15d8+45+15)

Fort +8, **Ref** +14, **Will** +5 **Defense**

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

Spd 20 ft.

Melee short sword +16 (1d6+1)

Ranged shortbow +16 (1d6)

Full Atk short sword +16/+11/+6 (1d6+1) or shortbow ++16/+11/+6 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil; *acid splash* 3x/day**;
magic missile 2x/day (as 9th level caster)***

Spells Known none

Str 12, Dex 20, Con 16, Int 14, Wis 10, Cha 12

Base Atk +11/+6/+1; CMB +12; CMD +27

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike, toughness

Skills Acrobatics +18; Bluff +16; Diplomacy +16; Disable Device +18; Disguise +16; Escape Artist +18; Knowledge (local) +16; Perception +21; Stealth +18 ;Use Magic Devise +16

Languages common, Gnome, sylvan

SQ evasion, uncanny dodge; improved uncanny dodge,

Gear leather armor, short sword, shortbow, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon* (CL 8), *potion of magic* (CL 8) *vestment*, *potion of barkskin* (CL 9)

Special Abilities Sneak attack +8d6; trapfinding;

Finesse rogue*; trap sense +5; bleeding attack; minor magic***; major magic****; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round); dispelling attack; wind stance (20% concealment if you move); crippling strike

⚔ Male Half-orc Ranger 17

NE Medium Humanoid (Half-orc)

Init +7; **Senses** Perception +15
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)
hp 210 (17d10+68)
Fort +13, **Ref** +13, **Will** +7
Defense Abilities Evasion, Improved Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 30 ft.
Melee Longsword +20 (1d8+3, 17-20/x2)
Full Atk Longsword +18/+13/+8/+3 (1d8+3, 17-20/x2) and short sword +18/+13/+8 (1d6+1, 17-20/x2)
Ranged Longbow +20 (1d8, 20/x3)
Full Atk Longbow +20/+15/+10/+5 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Per Day 4/3/2/1 (DC 12+ spell level)
Spells Known 1st level *charm animal* x2, *entangle*, *magic fang*, *summon nature's ally I*, 2nd level – *barkskin* x2, *bears endurance*, *cat's grace*, 3rd level *greater magic fang* x2, 4th level *summon nature's ally IV*
Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +17/+12/+7/+2; **CMB** +20; **CMD** 34
Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting, Toughness, Two Weapon Defense, Mobility
Skills Acrobatics +13, Climb +15, Handle Animal +14, Heal +15, Intimidate +13, Perception +15, Ride +14, Stealth +17, Survival +17, Swim +18
Languages Common, orc
SQ Orc Ferocity (1/week) Favored Enemy ((Human +6), (Elf +4) (Dwarf +2), (Gnome +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with

Companion, Track +8, Wild Empathy +17, Woodland Stride, Swift Tracker, Quarry, Camouflage, hide in Plain Sight
Gear longsword, longbow w 10 arrows, chain shirt, short sword
Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1
AC 30, touch 18, flat-footed 22 (+7 Dex, +12 natural, +1 dodge)
hp 84 (12d8+36)
Fort +11, **Ref** +15, **Will** +5 (+9 vs. enchantments)
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 50 ft., Sprint x10 (1/hour)
Melee Bite +15 (1d6+4, 20/x2)
Full Atk Bite +14/+9 (1d8+5, 20/x2) and Claws +14 (x2) (1d4+5, 20/x2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Trip
Spell-Like Abilities nil
Spells Known nil
Special Attacks Trip
Str 21, **Dex** 24, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +9/+4; **CMB** +14; **CMD** 32 (36 vs. Trip)
Feats Dodge, Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)
Skills Acrobatics +14, Climb +11, Stealth +15
Modifiers +4 Stealth in Tall Grass
Languages
SQ scent, devotion
Special Abilities nil

⚔ male Half-Orc druid of briana 17

NE Medium humanoid

Init +6; **Senses** low light vision; Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 134 (17d8+34+17)
Fort +12, **Ref** +7, **Will** +16
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee scimitar +11 (1d6, 18-20/x2)
Ranged sling +13 (1d4, 20/x2)
Full Atk scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level - *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level - *animal growth, cure critical wounds, insect plague, stonewall, stonewall*; 6th level - *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone*; 7th level - *creeping doom, fire storm, sunbeam*; 8th level - *finger of death, sunburst*; 9th level - *storm of vengeance*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14
Base Atk +12/+7/+2; **CMB** +12; **CMD** +24
Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

⚔ **Leopard**

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2
AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)
hp 104 (14d8+28+14)
Fort +11, **Ref** +16 **Will** +5
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 50 ft
Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)
Ranged nil
Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none
Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +10; **CMB** +17; **CMD** 32
Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness
Skills Acrobatics +12, perception +2, stealth +12
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

After dispatching the villains the PCs can learn the following information:

🗨 **Who are you?:**

“Our names are not important. We were tasked with stopping you from meddling into things that don't concern you.”

🗨 **Why did you attack us?:**

“We were told that Amthydor would send some adventuring fools to investigate the petrification of people in the city, so we laid in wait for them.”

🗨 **So you were waiting for any adventurers that investigated? / Wee there any specific adventurers that you were told to attack?:**

“Yes. We were told that certain adventurers posed more of a threat to our success than others, and were promised better rewards for stopping them. Those that had the master worried were Leah Ayers, Kylene Reilly, Winford, The master felt that those individuals were the biggest threats to him.”

🗨 **Who else is in your group? / How many other individuals are in your group?:**

“There are 2 other groups, one out in the field right now performing the same function that we did, the other back at our groups’ headquarters with our leader. All together there are 12 others in the group not counting our leaders.”

☛ **So the medusa is behind all of the petrifications?:**

“No. We have 2 medusas, 4 basilisks and a few monks that are responsible.”

☛ **Who is your groups leader?:**

“He’s one of those recently discovered elan, and he’s quite powerful. He also pays very well.”

☛ **So the medusa is behind all of the petrifications?:**

“No. We have 2 medusas, 4 basilisks and a few monks that are responsible.”

☛ **Where can we find your leader?:**

“He found an area in the sewer to use as a hideout.”

☛ **Will you take us to your hideout? / Will you tell us the exact location of your hideout?:**

“No, my boss would kill me.”

☛ **What makes you think that we won’t kill you?:**

“You work for Amthydor, you’re heroes.”

☛ **How much did he pay you?:**

“There is a bounty of 2500 gold coins on each of your heads that we bring back. The bounty is doubled if we bring only your heads back, and quadrupled if you’re Kylene Reilly, Leah Ayers, or any of their minions..”

☛ **Why have all of the people in your group banded together?:**

“Our leader had a plan to take control of Amthydor. He discovered that there were some other elan within Amthydor, and figured that this would be a perfect place to rule as some of his people were already there. He is very persuasive, and combined with the fact that he pays very well

it wasn’t hard for him to locate people that were willing to help him achieve his goal. Recent events revealed the presence of basilisks near the city, which our leader was able to obtain to help with his plans. ”

☛ **Are there other elan in your group?:**

“There are 2-3 other elan in the group besides the leader. I don’t know whether they are out in the field, or at the hideout with the leader.”

If the PCs make either a **Diplomacy DC 30+ATL check**, or an **Intimidate DC 25+ATL check** the villains will be willing to take the PCs back to their hideout. One thing to note if this does happen, is that unless the PCs secure them, these villains will join up with their companions against the PCs at the hideout.

ENCOUNTER 6 – COMBAT TRAINING

After dispatching the villains you head to the Port District and the Copper Cauldron. You have no problem locating the building, a converted warehouse with the picture of a Cauldron hanging on a tabard above the building. While this doesn’t appear to be a well traveled section of the Port District, you have no problem noticing that there are many sets of recent tracks leading into and out of the building.

Allow the PCs to take whatever precautions that they wish, the medusas and basilisks are not prepared for them. There are no windows, or additional ways into the building unless the PCs create their own – in which case you’ll need to adjust things

When they are ready to proceed into the building continue

You open the door and find that the warehouse is empty. There are no signs of life in here.

Allow the PCs to make a **Perception DC 10+ATL check**. If successful they will locate the secret door in the side wall. The PCs may take 20 on this check. When the PCs, have found the secret door and are ready to investigate please continue.

You manage to locate the secret door in the side wall. The door sings open revealing a room that

has a small pen against 1 wall, and a door at the far end of this room. Inside this current room are 2 hooded figures that are speaking with what appears to be 2 creatures that are contained in the pen.

Some notes on this encounter:

This part of the encounter is not designed to be a combat encounter, although the stats for the basilisks and the medusas are presented here just in case. It is possible that the PCs will be able to convince the medusas that they have caused harm in the city, and get them to surrender. The DC to do so depends on whether they attempt diplomacy or intimidation. If the PCs make a **Diplomacy DC 15+ATL check** or an **Intimidate DC 20+ATL check** the women will promise to turn themselves into the authorities. If the PCs should role-play this give them a +5 modifier to their check. At any rate, the medusas will not take part in the battle unless attacked.

The basilisks listed are actually greater doppelgangers, and are not planning on battling the PCS unless the PCs should attack them. The doppelgangers prefer to wait until the PCs head into the room at the other end to battle the rest of the gang, at which point they will assume the forms of the 2 toughest PCs, and join the battle at the end of the 2nd combat round. If the PCs should attack the basilisks, the doppelgangers will shift their appearance and assume those forms now and immediately attack the PCs.

What the PCs can learn from the women

☞ **Are you medusas?:**

“Yes.”

☞ **Why did you attack the city?:**

“We didn’t attack the city. We came to Amthydor from the Darkwood Forest because we wanted to be adventurers, and this seemed like the ideal place to do so.”

☞ **So what happened?:**

“We tried going to various locations around the city, several inns and taverns, as well as your

famed Fraternity of Venturers. Unfortunately, as soon as we lowered our hoods we petrified them.”

☞ **You realize that you destroyed life in the city?:**

“We didn’t mean to. In fact, we were going to leave the city when we came upon this elan gentleman. He took us under his wing and offered to train us as adventurers. He had some of his men go with us throughout the city so that we could acquire proper adventuring equipment. He was very persuasive, and could easily make a bad idea, one that you had no interest in seem like something good to try.”

☞ **So he manipulated you?:**

“As I said, when he made a suggestion, regardless of how much you disagreed with it personally, it was always something that you wound up doing after he spoke to you about it.”

☞ **We need to kill you now?:**

“We understand” ::you can hear the fear in their voices as they say that. “do what you need to do.”

☞ **Would you be willing to help our forces protect the city?:**

“Yes”

☞ **Do you know of other ways to free the people that you petrified?:**

“Magic spells can sometimes do it. Our blood would be able to turn some of those people back if you dip them in our blood within one hour after our deaths.”

☞ **This would only work on some of them?:**

“We did not petrify everyone the basilisks did some of them. You’ll need to kill them as well”

☞ **We can do that?:**

“Wow, adventurers really are heartless.”

ATL 1 & 3

⚔ Young Medusa (2)

LE Medium monstrous humanoid

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +16

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 62 (8d10+16)

Fort +4, **Ref** +10, **Will** +7

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Speed 30 ft.

Melee dagger +12 (1d3-2, 19–20/x2), snake bite +5 (1d3 plus poison)

Full Atk dagger +12/+7 (1d3-2, 19–20/x2), snake bite +5 (1d3 plus poison)

Ranged longbow +12 (1d8, 20/×3)

Full Atk longbow +12/+7 (1d8, 20/×3)

Special Attacks petrifying gaze

Str 6, **Dex** 19, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise, +10, Intimidate +13, Perception +16, Stealth +15;

Racial Modifiers +4 Perception

Languages Common

Gear dagger, longbow with 20 arrows

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates..

Poison (Ex) Bite—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

⚔ Basilisk, Juvenile (2)

N Medium magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

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

hp 27 (3d10)

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

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

Speed 20 ft.

Melee bite +5 (1d6+2)

Full Atk bite +5 (1d6+2)

Ranged nil

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

Special Attacks gaze

Str 12, **Dex** 10, **Con** 11, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 14 (+26 vs trip)

Feats Blind-Fight, Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +10; **Racial**

Modifiers +4 Stealth

Languages none

Special Abilities

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

ATL 5 & 7

⚔ Medusa (2)

LE Medium monstrous humanoid

Init +6; **Senses** all-around vision, darkvision 60 ft.; Perception +16

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 76 (8d10+32)

Fort +6, **Ref** +8, **Will** +7

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Speed 30 ft.

Melee dagger +10 (1d4, 19–20/x2), snake bite +5 (1d4, 20/x2 plus poison)

Full Atk dagger +10/+5 (1d4, 19–20/x2), snake bite +5 (1d4, 20/x2 plus poison)

Ranged longbow +11 (1d8, 20/×3)

Full Atk longbow +11/+6 (1d8, 20/×3)

Special Attacks petrifying gaze

Str 10, **Dex** 15, **Con** 18, **Int** 12, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +8; **CMD** 20

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +10, Disguise, +10, Intimidate +13, Perception +16, Stealth +13;

Racial Modifiers +4 Perception

Languages Common

Gear dagger, longbow with 20 arrows

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

⚔ Basilisk (2)

N Medium magical beast

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

AC 17, touch 9, flat-footed 17; (-1 Dex, +8 natural)

hp 69 (7d10+14)

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

Fort +9, **Ref** +4, **Will** +5

Speed 20 ft.

Melee bite +10 (1d8+4)

Full Atk bite +10 (1d8+4)

Ranged nil

Space 5 ft.; Reach 5 ft.

Special Attacks gaze

Str 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +7; **CMB** +10; **CMD** 19 (+31 vs trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Perception +10, Stealth +10; **Racial**

Modifiers +4 Stealth

Languages none

Special Abilities

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 15 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

ATL 9 & 11

⚔ Advanced Medusa

LE Medium monstrous humanoid

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +18

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

hp 110 (8d10+48)

Fort +8, **Ref** +10, **Will** +9

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Speed 30 ft.

Melee dagger +12 (1d4, 19–20/x2), snake bite +12 (1d4, 20/x2 plus poison)

Full Atk dagger +12/+7 (1d4, 19–20/x2), snake bite +12/+7 (1d4, 20/x2 plus poison)

Ranged longbow +12 (1d8, 20/x3)

Full Atk longbow +12/+7/+6 (1d8, 20/x3)

Special Attacks petrifying gaze

Str 14, **Dex** 19, **Con** 22, **Int** 16, **Wis** 17, **Cha** 19

Base Atk +8; **CMB** +10; **CMD** 24

Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse

Skills Bluff +12, Disguise, +13, Intimidate +15, Perception +18, Stealth +15;

Racial Modifiers +4 Perception

Languages Common

Gear dagger, longbow with 20 arrows

Special Abilities

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 18 negates.

Poison (Ex) Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

⚔ Dracolisk (2)

N Medium dragon

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +14

AC 21, touch 9, flat-footed 21; (-1 Dex, +12 natural)

hp 90 (7d10+35)

Fort +12, **Ref** +4, **Will** +5

Defense Abilities nil; **DR** nil; **Immune** acid, sleep, paralysis; **SR** nil

Speed 20 ft., fly 40 ft. (average)

Melee bite +14 (1d8+7), 2 claws +14 (1d4+7)

Full Atk bite +14 (1d8+7) and 2 claws +14 (1d4+7)

Ranged nil

Space 5 ft.; Reach 5 ft.

Special Attacks breath weapon (30-cone of acid, 7d6 acid damage, Reflex DC 18 half), gaze

Str 24, **Dex** 8, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +7; **CMB** +14; **CMD** 23 (+29 vs trip)

Feats Blind-Fight, Great Fortitude, Iron Will, Skill Focus (Perception)

Skills Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth

Languages none

Special Abilities

Breath Weapon (Su) Once per day a dracovyrn can use its breath weapon (30-cone of acid, 7d6 acid damage, Reflex DC 20 half)

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 18 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a dracolisk no more than 1 hour dead) is instantly restored to flesh. A single dracolisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

ATL 13+**Advanced Medusa rogue 2**

LE Medium monstrous humanoid

Init +10; **Senses** all-around vision, darkvision 60 ft.; Perception +18**AC** 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)**hp** 156 (8d10+2d8+82)**Fort** +10, **Ref** +15, **Will** +9**Defensive Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +15 (1d4+3, 19–20/x2), bite +15 (1d4+4, 19–20/x2 plus poison)**Full Atk** dagger +15/+10 (1d4+3, 19–20/x2), bite +15/+10 (1d4+4, 19–20/x2 plus poison)**Ranged** longbow +15 (1d8, 20/x3)**Full Atk** longbow +15/+10 (1d8, 20/x3)**Special Attacks** petrifying gaze**Str** 16, **Dex** 23, **Con** 26, **Int** 18, **Wis** 17, **Cha** 17**Base Atk** +9; **CMB** +12; **CMD** 28**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Improved Critical (bite)**Skills** Appraise +11, Bluff +15, Climb +15, Disguise, +15, Escape Artist +19, Fly +11, Intimidate +14, Perception +18, Sense Motive +12, Sleight of Hand +11, Stealth +18, Survival +14, Swim +8, Use Magic Device +8;**Racial Modifiers** +4 Perception**Languages** Common**SQ** nil**Gear** dagger, longbow with 20 arrows**Special Abilities**

Trap finding +1

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 18 negates.**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.**Advanced Medusa Fighter 2**

LE Medium monstrous humanoid

Init +10; **Senses** all-around vision, darkvision 60 ft.; Perception +18**AC** 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)**hp** 168 (10d10+90) 20+56+92**Fort** +14, **Ref** +12, **Will** +9**Defensive Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Speed** 30 ft.**Melee** dagger +17 (1d4+2, 19–20/x2) or longsword +14 (1d8+4, 19–20/x2), bite +16 (1d4+6, 19–20/x2 plus poison)**Full Atk** dagger +17/+12 (1d4+2, 19–20/x2) or longsword +14/+9 (1d8+4, 19–20/x2), bite +16 (1d4+6, 19–20/x2 plus poison)**Ranged** longbow +14 (1d8, 19–20/x3)**Full Atk** longbow +14/+9/ (1d8, 19–20/x3)**Special Attacks** petrifying gaze**Str** 18, **Dex** 23, **Con** 28, **Int** 16, **Wis** 17, **Cha** 19**Base Atk** +10; **CMB** +14; **CMD** 30**Feats** Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse, Improved Critical (bite), Weapon Focus (dagger), Improved Critical (longbow)**Skills** Bluff +12, Climb +11, Disguise +12, Escape Artist +14, Intimidate +15, Perception +18, Sense Motive +9, Stealth +17, Survival +14**Racial Modifiers** +4 Perception**Languages** Common**SQ** nil**Gear** dagger, longbow with 20 arrows, longsword**Special Abilities**

Bravery +1

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 18 negates.**Poison (Ex)** Bite—injury; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

⚔ Fiendish Dracolisk (1 plus 1 per PC)

N Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +16

AC 22, touch 10, flat-footed 22; (+12 natural)

hp 162 (13d10+65)

Fort +18, **Ref** +10, **Will** +11

Defense Abilities nil; **DR** 10/good; **Immune** acid, sleep, paralysis; **Resist** cold 15, fire 15; **SR** 18

Speed 20 ft., fly 40 ft. (average)

Melee bite +20 (1d8+7), 2 claws +20 (1d4+7)

Full Atk bite +20 (1d8+7) and 2 claws +20 (1d4+7)

Ranged nil

Space 5 ft.; Reach 5 ft.

Special Attacks breath weapon (30-cone of acid, 7d6 acid damage, Reflex DC 18 half), gaze, smite good 1/day (+1 attack, +13 damage vs good)

Str 24, **Dex** 10, **Con** 21, **Int** 4, **Wis** 13, **Cha** 13

Base Atk +13; **CMB** +20; **CMD** 29 (+35 vs trip)

Feats Ability Focus (gaze), Blind-Fight, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Fly +12, Perception +16, Stealth +16;

Racial Modifiers +4 Stealth

Languages none

Special Abilities

Breath Weapon (Su) Once per day a dracovyrn can use its breath weapon (30-cone of acid, 7d6 acid damage, Reflex DC 20 half)

Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 20 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single dracolisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

When the PCS are ready head into the back room to deal with the villains, the medusas and “basilisks” will allow them to do so, unless the PCs have already attacked them.

ATL 1

♀ Female Half-elf sorcerer 2 (draconic bloodline)

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +8

AC 16 (+2 Dex, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 14 (+4 *mage armor*)

hp 18 (2d6+4+2 (favored class))

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

Defense Abilities +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil

Spd 30 ft.

Melee dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)

Ranged light crossbow +3 (1d8, 19-20/x2)

Full Atk dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2) or light crossbow +3 (1d8, 19-20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells Per Day 4 (DC 14+spell level)

0 level – *acid splash, bleed, prestidigitation, resistance, touch of fatigue;*

1st level – *mage armor, magic missile*

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +1; **CMB** +1; **CMD** +13

Feats Skill focus (spellcraft), eschew materials, combat casting

Skills Knowledge (arcana) +6, perception +8, spellcraft +9

Languages common, halfling

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die), can grow claws as free action and use them for 7 rounds

♂ Male Half-Elf Rogue 1

CE Medium Humanoid (Elf)

Init +4; **Senses** Low-light vision; Perception +4

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)

hp 22 (2d8+6)

Fort +2, **Ref** +6, **Will** +0 (+2 vs. enchantment spells and effects)

Defensive Abilities nil; **DR** nil; **Immune**

magic sleep effects; **SR** nil

Spd 30 ft.

Melee/Full Atk Shortsword +4 (1d6+1, 19-20/x2)

Ranged/Full Atk Shortbow +4 (1d6, 20/x3)

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

Special Attack sneak attack (1d6)

Spell-Like Abilities Nil.

Spells Known Nil

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 15

Feats Rogue Weapon Proficiencies, Weapon Finesse

Skills Acrobatics +8, Appraise +5, Diplomacy +4, Disable Device +7, Escape Artist +8, Intimidate +2, Perception +4, Sense Motive +4, Sleight of Hand +8, Stealth +8, Use Magic Device +4

Languages Common, Elf

SQ nil

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ **Half-elf fighter 1**

NE Medium humanoid

Init +2; **Senses** **Low light vision**; Perception +1 (untrained)

AC 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)

hp 26 (2d10+6)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee/Full Atk longsword +7 (1d8+4, 19-20/x2)

Melee longsword +7 (1d8+4, 19-20/x2)

Ranged/Full Atk longbow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** +17

Feats Weapon focus (longsword) power attack, deadly aim Skill Focus (Climb)

Skills Climb +6; Handle animal +2, Ride +4;

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)

Special Abilities nil

⚔ **Female Half-elf druid of briana 1**

NE Medium humanoid (half-elf)

Init +2; **Senses** low light vision; Perception +4 (untrained)

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 hide armor)

hp 22 (2d8+6)

Fort +4, **Ref** +2, **Will** +5

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

Melee/Full Atk scimitar +1 (1d6, 18-20/x2)

Ranged/Full Atk sling +3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells per Day 3/2 (DC 13+spell level)

Spells 0 level – *guidance, resistance, stabilize, virtue*; **1st level** - *cure light wounds, magic fang,*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +1; **CMB** +1; **CMD** +13

Feats Combat Casting,

Skills Handle Animal +5, heal +7, knowledge (nature) +4, spellcraft +4

Languages common, orc, druidic

SQ wild empathy, woodland stride,

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities nil

⚔ **Cheetah**

N Small Animal

Init +5; **Senses** lowlight vision; Perception +2

AC 17, touch 16, flat-footed 10 (+1 natural armor, +1 dodge, +5 Dex)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

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

Melee bite +3 (1d4+1, 20/x2 and trip) or claw +3 (1d2+1, 20/x2)

Full Atk bite +3 (1d4+1, 20/x2 and trip) or 2 claws +3 (1d2+1, 20/x2)

Ranged nil

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities link, share spells

⚔ Male Half-elf Monk 1

NE Medium Humanoid (Orc)

Init +5; **Senses** **Low light vision** (60 feet);

Perception +4 (untrained)

AC 15, touch 15, flat-footed 14 (+1 Dex +4 Wis)

hp 20 (2d8+4)

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

Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee unarmed strike +1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Full Atk unarmed strike +1 (1d6+1, 20/x2) or flurry of blows -1/-1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Ranged/Full Atk sling +1 (1d4, 20/x2)

Special Attacks flurry of blows -1/-1, stunning fist ((1/day) (DC 15)), scorpion style (DC 14)

Str 12, **Dex** 13, **Con** 13, **Int** 10, **Wis** 18, **Cha** 10

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

Feats Improved Initiative, Improved Unarmed Strike

Skills acrobatics +5, climb +5, escape artist +5, intimidate +2, perception +4 (untrained), stealth +5

Languages common, orc

SQ Fast Movement (+10'), Maneuver Training, , Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

⚔ Male Half-elf Ranger 1

NE Medium Humanoid (Half-elf)

Init +2; **Senses** Perception +6

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 26 (2d10+6)

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

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

Spd 30 ft.

Melee/Full Atk Longsword +4 (1d8+3, 20/x2)

Ranged/Full Atk Longbow +3 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Quick Draw,

Skills Climb +6, Handle Animal +4, Heal +6, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +7

Languages Common, orc

SQ Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1

Gear longsword, longbow w 10 arrows, chain shirt

Special Abilities nil

ATL 3

⚔ **Half-elf sorcerer 3 (draconic bloodline)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +9
AC 17, touch 16, flat-footed 14 (+2 Dex, +4 *mage armor*)

hp 25 (3d6+9)

Fort +3, **Ref** +3, **Will** +4

Defense Abilities +2 to save vs. enchantment spells and effects, resist electricity 5; **DR** nil; **Immune** to magic sleep effects.; **SR** nil
Spd 30 ft.

Melee dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)

Full Atk dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2)

Ranged/Full Atk light crossbow +3 (1d8, 19-20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14 (15 vs evocation (+) +spell level) 0 level – acid splash, bleed, prestidigitation, resistance, touch of fatigue; 1st level (5/day) -

mage armor, magic missile, shocking grasp
Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 18
Base Atk +1; **CMB** +1; **CMD** +13

Feats Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)

Skills Knowledge (arcana) +7, perception +9, spellcraft +10

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spell (*mage armor*), can grow claws as a free action and use them for 7 rounds

⚔ **Male Half-Elf Rogue 3**

CE Medium Humanoid (Elf)

Init +8; **Senses** Low-light vision; Perception +5

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)

hp 31 (3d8+9)

Fort +3, **Ref** +7, **Will** +1(+3 vs. enchantment spells and effects)

Defensive Abilities evasion; **DR** nil; **Immune** magic sleep effects; **SR** nil

Spd 30 ft.

Melee/Full Atk Shortsword +6 (1d6+1, 19-20/x2)

Ranged/Full Atk Shortbow +6 (1d6/, 20/x3)

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

Special Attack sneak attack (2d6), rogue talent (minor magic)

Spell-Like Abilities *acid splash* 3x/day (as 3rd level caster)

Spells Nil

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 17

Feats Weapon Finesse, Improved Initiative

Skills Acrobatics +10, Appraise +6, Diplomacy +5, Disable Device +9, Escape Artist +10, Intimidate +2, Perception +5, Sense Motive +6, Sleight of Hand +10, Stealth +10, Use Magic Device +6

Languages Common, Elf

SQ trap sense +1

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ Male Half-elf fighter 3

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)

hp 36 (3d10+9)

Fort +5, **Ref** +3, **Will** +2 (3 vs. enchantment spells and effects)

Defensive Abilities nil; **DR** nil; **Immune** magic sleep effects; **SR** nil

Spd 30 ft.

Melee/Full Atk longsword +9 (1d8+5, 19-20/x2)

Ranged/Full Atk longbow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** +19

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), cleave

Skills Climb +1; Handle Animal +4, Ride +7;

Languages common, Elf,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)

Special Abilities bravery +1*; armor training 1

⚔ female half-elf druid of briana 3

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 29 (3d8+6+3)

Fort +5, **Ref** +3, **Will** +7

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

Spd 30 ft.

Melee scimitar +2 (1d6, 18-20/x2)

Ranged sling +4 (1d4, 20/x2)

Full Atk scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *guidance*,

resistance, *stabilize*, *virtue*; 1st level – *cure light*

wounds, *magic fang*, *shillelagh*; 2nd level – *flame blade*, *flaming sphere*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14

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

Feats combat casting, skill focus (spellcraft), toughness

Skills Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities trackless step, wild empathy, woodland stride

⚔ Cheetah

N Small Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 20, touch 17, flat-footed 13 (+3 natural armor, +1 dodge, +6 Dex)

hp 16 (3d8+3)

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

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

Spd 50 ft

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 19

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities evasion, link, share spells

⚔ Male Half-elf Monk 3

LE Medium Humanoid (Orc)

Init +5; **Senses** Low light vision (60 feet); Perception +8

AC 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +4 Wis)

hp 28 (3d8+6)

Fort +4, **Ref** +4, **Will** +7 (+9 vs. enchantment spells and effects)

Defensive Abilities Evasion; **Immune** nil; **SR** nil
Spd 40 ft.

Melee Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2)

Full Atk Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +1/+1 (1d6+1, 20/x2) or Kama Flurry of Blows +1/+1 (1d6+1, 20/x2)

Ranged/Full Atk Sling +3 (1d8, 20/x2)

Special Attacks Flurry of Blows, Stunning Fist (3/day (DC 16) stun)

Str 12, **Dex** 13, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 15), Stunning Fist (3/day) (DC 16)

Skills Acrobatics +6, Climb +5, Escape Artist +5, Intimidate +7, Perception +8, Sense Motive +9, Stealth +5, Swim +6

Languages Common, Orc

SQ Fast Movement (+10'), Maneuver Training, , Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

⚔ Male Half-elf Ranger 3

NE Medium Humanoid (Half-elf)

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

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 36 (3d10+9)

Fort +5, **Ref** +5, **Will** +3

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

Melee Longsword +6 (1d8+3/19-20/x2)

Full Atk Longsword +4 (1d8+3/19-20/x2) and short sword +4 (1d6+1/19-20/x2)

Ranged/Full Atk Longbow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting,

Skills Climb +8, Handle Animal +6, Heal +7, Perception +7, Ride +7, Stealth +7, Survival +8, Swim +8

Languages Common, orc

SQ Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1, Favored Terrain (Urban)

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

ATL 5

⚡ Half-elf sorcerer 5 (draconic bloodline)

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +11
AC 17, touch 12 (+2 Dex), flat-footed 15 (+2 Dex, +4 *mage armor*)
hp 39 (5d6+15)
Fort +3, **Ref** +3, **Will** +5
Defense Abilities +2 to save vs. enchantment spells and effects, resist electricity 5; **DR** nil; **Immune** to magic sleep effects; **SR** nil
Spd 30 ft.
Melee dagger +2 (1d4, 19-20/x2) or claw +2 (1d4, 20/x2)
Ranged light crossbow +4 (1d8, 19-20/x2)
Full Atk dagger +2 (1d4, 19-20/x2) or 2 claws +2 (1d4, 20/x2) or light crossbow +4 (1d8, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities Nil.
Spells per Day 6/5 (DC 14 (15 vs. evocation (+)) + spell level)
0 level – *acid splash, bleed, daze, prestidigitation, resistance, touch of fatigue*;
1st level – *burning hands**, *magic missile*+, *shocking grasp*+, *true strike*;
2nd level – *flaming sphere**+, *scorching ray**+
Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19
Base Atk +2; **CMB** +2; **CMD** +14
Feats Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)
Skills Knowledge (arcana) +9, perception +11, spellcraft +12
Languages common, elven
SQ nil
Gear dagger, light crossbow, quiver with 10 crossbow bolts
Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR

⚡ Male Half-Elf Rogue 5

CE Medium Humanoid (Elf)

Init +8; **Senses** Low-light vision; Perception +7

AC 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)

hp 49 (5d8+15)

Fort +3, **Ref** +8, **Will** +1(+3 vs. enchantment spells and effects)

Defensive Abilities evasion, uncanny dodge;

DR nil; **Immune** magic sleep effects; **SR** nil
Spd 30 ft.

Melee/Full Atk Shortsword +7 (1d6+1, 19-20/x2)

Ranged/Full Atk Shortbow +7 (1d6/, 20/x3)

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

Special Attack sneak attack (3d6), rogue talent (minor magic, bleeding attack)

Spell-Like Abilities *acid splash* 3x/day (as 5th level caster)

Spells Nil

Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 19

Feats Weapon Finesse, Improved Initiative, Dodge

Skills Acrobatics +11, Appraise +8, Diplomacy

+7, Disable Device +12, Escape Artist +11,

Intimidate +2, Perception +7, Sense Motive +8,

Sleight of Hand +12, Stealth +12, Use Magic

Device +8

Languages Common, Elf

SQ trap sense +1

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ **Half-elf fighter 5**

NE Medium humanoid

Init +2; **Senses** **Low light vision**; Perception +1 (untrained)

AC 18, touch 12, flat-footed 16 (+2 Dex, +5 chainmail armor, +1 light steel shield)

hp 59 (5d10+15)

Fort +7, **Ref** +2, **Will** +2 (3)*

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

Melee/Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)**

Ranged/Full Atk longbow +7 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** +21

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword)

Skills Climb +9; Handle animal +5, Ride +7

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

Special Abilities bravery +1*; armor training 1
weapon training (spears)

⚔ **female half-elf druid of briana 5**

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 44 (5d8+15)

Fort +6, **Ref** +3, **Will** +8

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

Melee scimitar +3 (1d6, 18-20/x2)

Ranged sling +5 (1d4, 20/x2)

Full Atk scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) **0 level** – *guidance*,

resistance, stabilize, virtue; **1st level** - *cure light wounds, magic fang, magic stone, shillelagh*; **2nd level** - *flame blade, flaming sphere, owl's wisdom*; **3rd level** - *protection from energy, sleet storm*

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

Base Atk +3; **CMB** +3; **CMD** +15

Feats brew potion, combat casting, skill focus (spellcraft), toughness

Skills Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2

AC 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)

hp 32 (5d8+10)

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

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

Spd 50 ft

Melee bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)

Ranged nil

Full Atk bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +8; **CMD** 21

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +7

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities evasion, link, share spells

🐾 Male Half-elf Monk 5

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);

Perception +10

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +4 Wis)

hp 44 (5d8+10)

Fort +5, **Ref** +6, **Will** +8 (+10 vs. enchantment spells and effects)

Defensive Abilities Evasion; **Immune** disease; **SR** nil

Spd 40 ft.

Melee Unarmed Strike +4 (1d8+1, 20/x2) or Kama +4 (1d6+1, 20/x2)

Full Atk Unarmed Strike +4 (1d8+1, 20/x2) or Kama +4 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +3/+3 (1d8+1, 20/x2) or Kama Flurry of Blows +3/+3 (1d6+1, 20/x2)

Ranged/Full Atk Sling +4 (1d4+1, 20/x2)

Special Attacks Flurry of Blows, Stunning Fist (5/day (DC 16) stun, fatigue)

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 22

Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 16), Stunning Fist (5/day) (DC 17)

Skills Acrobatics +9, Climb +7, Escape Artist +8, Intimidate +7, Perception +10, Sense Motive +10, Stealth +9, Swim +7

Languages Common, Orc

SQ Fast Movement (+10'), High Jump (+5), Ki Defense Ki Pool (6), Maneuver Training, Purity of Body, Slow Fall 20', Still Mind, Stunning Fist (Stun, Fatigue), Unarmed Strike (1d8)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

🐾 Male Half-elf Ranger 5

NE Medium Humanoid (Half-elf)

Init +2; **Senses** Perception +9

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 chain shirt, +1 dodge)

hp 56 (5d10+15)

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

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

Melee Longsword +8 (1d8+3/19-20/x2)

Full Atk Longsword +6 (1d8+3/19-20/x2) and short sword +6 (1d6+1/19-20/x2)

Ranged/Full Atk Longbow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2 (DC 12+ spell level)

Spells Known 1st level *entangle*, *magic fang*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, **Skills** Climb +9, Handle Animal +7, Heal +9, Perception +8, Ride +8, Stealth +9, Survival +10, Swim +10

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)), Favored Terrain (Urban +2), Animal Companion Link, Share Spells with Companion, Track +2, Wild Empathy +5,

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Small Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 19, touch 17, flat-footed 14 (+5 Dex, +1 size, +3 natural)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

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

Spd 50 ft.

Melee Bite +4 (1d4+1, 20/x2)

Full Atk Bite +4 (1d4+1, 20/x2) and Claw +4 (x2) (1d2+1, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 17 (21 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +5, Fly +7, Stealth +13
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities +4 Stealth in Tall Grass (Ex) You gain a bonus to Stealth Checks under the listed conditions.

ATL 7**‡ Half-elf sorcerer 7 (draconic bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +13
AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 53 (5d6+15)**Fort** +4, **Ref** +4, **Will** +6**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity5; **DR** nil; **Immune** to magic sleep effects.; **SR** nil
Spd 30 ft.**Melee** dagger +3 (1d4, 19-20/x2) or claw +3 (1d6, 20/x2)**Ranged** light crossbow +5 (1d8, 19-20/x2)**Full Atk** dagger +3 (1d4, 19-20/x2) or 2 claws +3 (1d6, 20/x2) or light crossbow +5 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** Nil.**Spells** 7/7/5 (**DC 14 (16 vs. evocation (+)) +spell level**)**0 level** – *acid splash, bleed, daze, flare, prestidigitation, resistance, touch of fatigue;***1st level** - *burning hands**+, *magic missile*+, *shocking grasp*+, *summon monster I, true strike;***2nd level** - *flaming sphere**+, *mirror image, scorching ray**+;**3rd level** - *fireball**+; *lightning bolt*+**Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19**Base Atk** +3; **CMB** +3; **CMD** +15**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting**Skills** Knowledge (arcana) +11, perception +13, spellcraft +14**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR**‡ Male half-elf fighter 7**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)**AC** 20, touch 12, flat footed 18**hp** 81 (7d10+21)**Fort** +8, **Ref** +4, **Will** +3 (5)***Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)****Full Atk** longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)****Ranged** longbow +9 (1d6)**Full Atk** longbow +9/+4 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +7/+2; **CMB** +11; **CMD** +23**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot**Skills** Climb +11; Handle animal +7, Ride +9**Languages** common,**SQ** nil**Gear** splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)**Special Abilities** bravery +2*; armor training 2; weapon training (spears) **

⚔ Male Half-Elf Rogue 7

CE Medium Humanoid (Elf)

Init +8; **Senses** Low-light vision; Perception +8

AC 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)

hp 67 (7d8+21)

Fort +4, **Ref** +9, **Will** +2(+4 vs. enchantment spells and effects)

Defensive Abilities evasion, uncanny dodge;

DR nil; **Immune** magic sleep effects; **SR** nil
Spd 30 ft.

Melee/Full Atk Shortsword +9 (1d6+1, 19-20/x2)

Ranged/Full Atk Shortbow +9 (1d6/, 20/x3)

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

Special Attack sneak attack (4d6), rogue talent (minor magic, bleeding attack)

Spell-Like Abilities *acid splash* 3x/day (as 5th level caster)

Spells Nil

Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 21

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack

Skills Acrobatics +13, Appraise +10, Diplomacy +10, Disable Device +15, Escape Artist +13, Intimidate +2, Perception +8, Sense Motive +9, Sleight of Hand +14, Stealth +14, Use Magic Device +9

Languages Common, Elf

SQ trap sense +2

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ female half-elf druid of briana 7

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 59 (7d8+21)

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

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

Melee scimitar +5 (1d6, 18-20/x2)

Ranged sling +7 (1d4, 20/x2)

Full Atk scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) **0 level** – *guidance, resistance, stabilize, virtue*; **1st level** – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; **2nd level** – *barkskin, flame blade, flaming sphere, owl's wisdom*; **3rd level** – *call lightning, protection from energy, sleet storm*; **4th level** – *cure serious wounds, flame strike*

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

Base Atk +5; **CMB** +5; **CMD** +17

Feats brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2
AC 21 (+5 natural armor, +1 dodge, +5 Dex),
touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5
natural armor)

hp 39 (6d8+12)

Fort +7, **Ref** +10 **Will** +3

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

Spd 50 ft

Melee bite +8 (1d6+4 plus trip) or claw +8
(1d3+4)

Ranged nil

Full Atk bite +8 (1d6+4 plus trip) or 2 claws +8
(1d3+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 23

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +8

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, share
spells

🐾 Male Half-elf Monk 7

LE Medium Humanoid (Orc)

Init +6; **Senses** **Low light vision** (60 feet);
Perception +10

AC 18, touch 18, flat-footed 15 (+2 Dex, +1
dodge, +4 Wis)

hp 60 (7d8+14)

Fort +6, **Ref** +7, **Will** +9 (+11 vs. enchantment
spells and effects)

Defensive Abilities Evasion; **Immune** disease; **SR**
nil

Spd 50 ft.

Melee Unarmed Strike +6 (1d8+1, 20/x2) or Kama
+5 (1d6+1, 20/x2)

Full Atk Unarmed Strike +6 (1d8+1, 20/x2) or
Kama +5 (1d6+1, 20/x2) or Unarmed Strike Flurry
of Blows +5/+5/+0 (1d8+1, 20/x2) or Kama Flurry
of Blows +5/+5/+0 (1d6+1, 20/x2)

Ranged/Full Atk Sling +5 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist
(7/day (DC 16) stun, fatigue)

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10
Base Atk +5; **CMB** +8; **CMD** 24

Feats Blind-Fight, Dodge, Gorgon's Fist, (DC
17)Improved Initiative, Improved Unarmed Strike,
Mobility, Monk Weapon Proficiencies, Scorpion
Style (DC 17), Stunning Fist (7/day) (DC 18)

Skills Acrobatics +9, Climb +8, Escape Artist +9,
Intimidate +9, Perception +10, Sense Motive +11,
Stealth +9, Swim +8

Languages Common, Orc

SQ Fast Movement (+20'), High Jump (+7), Ki
Defense Ki Pool (7), Maneuver Training, , Purity
of Body, Slow Fall 30', Still Mind, Stunning Fist
(Stun, Fatigue), Unarmed Strike (1d8), Wholeness
of Body (7hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

♣ **Male Half-elf Ranger 7**

NE Medium Humanoid (Half-elf)

Init +2; Senses Perception +10

AC 17, touch 13, flat-footed 10 (+2 Dex, +4 chain shirt, +1 dodge)

hp 76 (7d10+21)

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

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

Melee Longsword +10 (1d8+3, 19-20/x2)

Full Atk Longsword +8/+3 (1d8+3, 19-20/x2) and short sword +8/+3 (1d6+1, 19-20/x2)

Ranged Longbow +9/+4 (1d8, 20/x3)

Full Atk Longbow +9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *entangle, magic fang*, 2nd level - *barkskin*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +7/+2; **CMB** +10; **CMD** 23

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting

Skills Acrobatics +5, Climb +10, Handle Animal +8, Heal +10, Intimidate +6, Perception +9, Ride +9, Stealth +9, Survival +11, Swim +10

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)), Favored Terrain (Urban +2), Animal Companion Link, Share Spells with Companion, Track +3, Wild Empathy +7, Woodland Stride

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; Senses Low-Light Vision, Scent; Perception +1

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

hp 24 (4d8+8)

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

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +6 (1d6+3, 20/x2)

Full Atk Bite +6 (1d6+3 /20/x2) and Claw +6 (x2) 1d3+3 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 21 (25 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +7, Stealth +10

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

ATL 9

⚡ **Half-elf sorcerer 9 (draconic bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15
AC 16 touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*)

hp 67 (9d6+27)

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

Defense Abilities +2 to save vs. enchantment spells and effects, resist electricity 10; **DR** nil; **Immune** to magic sleep effects.; **SR** nil

Spd 30 ft.

Melee dagger +4 (1d4, 19-20/x2) or claw +4 (1d6, 20/x2)

Ranged light crossbow +6 (1d8, 19-20/x2)

Full Atk dagger +4 (1d4, 19-20/x2) or 2 claws +4 (1d6, 20/x2) or light crossbow +6 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' line of electricity (dmg 9d6 - reflex DC19)) 1/day

Spell-Like Abilities Nil.

Spells Per Day 7/7/7/5 (DC 15(17 vs. evocation (+)) + spell level)

0 level – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;*

1st level – *burning hands**+, *magic missile*+, *shocking grasp*+, *summon monster I, true strike*;

2nd level – *eagle's splendor, flaming sphere**+, *mirror image, scorching ray**+;

3rd level – *flame arrow**, *fireball**+; *lightning bolt*+;

4th level – *enervation, wall of fire**+

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** +16

Feats Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration

Skills Knowledge (arcana) +13, perception +15, spellcraft +16

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (draconic -

bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

⚡ **Male half-elf fighter 9**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 21, touch 12, flat-footed 19 (+2 Dex, +7 splint mail armor, +2 heavy steel shield)

hp 103 (9d10+27)

Fort +9, **Ref** +5, **Will** +4 (6)*

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

Melee longsword +17 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Full Atk longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2)

Ranged longbow +12 (1d6+1)***

Full Atk longbow +12/+7 (1d6+1)***

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +9/+4; **CMB** +14; **CMD** +26

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear)

Skills Climb +13; Handle animal +9, Ride +11

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

Special Abilities bravery +2*; armor training 2; weapon training (spears) ** ; weapon training (bows) ***

⚔ Male Half-Elf Rogue 9

CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +10
AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 94 (9d8+36)

Fort +5, **Ref** +11, **Will** +3(+5 vs. enchantment spells and effects)

Defensive Abilities evasion, uncanny dodge;

DR nil; **Immune** magic sleep effects; **SR** nil
Spd 30 ft.

Melee Shortsword +11 (1d6+1, 19-20/x2)

Full Atk Shortsword +11/+6 (1d6+1, 19-20/x2)

Ranged Shortbow +11 (1d6/, 20/x3)

Full Atk Shortbow +11/+6 (1d6/, 20/x3)

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

Special Attack sneak attack (5d6), rogue talent (minor magic, bleeding attack, major magic)

Spell-Like Abilities *acid splash* 3x/day; *magic missile* 2x/day; (as 9th level caster),

Spells Nil

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +6; **CMD** 21

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness

Skills Acrobatics +15, Appraise +11, Diplomacy +12, Disable Device +19, Escape Artist +15, Intimidate +2, Perception +10, Sense Motive +12, Sleight of Hand +17, Stealth +17, Use Magic Device +11

Languages Common, Elf

SQ trap sense +3

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ female half-elf druid of briana 9

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 74 (9d8+27)

Fort +8, **Ref** +5, **Will** +11

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

Spd 30 ft.

Melee scimitar +6 (1d6, 18-20/x2)

Full Atk scimitar +6/+1 (1d6, 18-20/x2)

Ranged sling +8 (1d4, 20/x2)

Full Atk sling +8/+3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance*, *resistance*, *stabilize*, *virtue*; 1st level - *cure light wounds*, *magic fang*, *magic stone*, *obscuring mist*, *shillelagh*; 2nd level - *barkskin*, *flame blade*, *flaming sphere*, *heat metal*, *owl's wisdom*; 3rd level - *call lightning*, *cure moderate wounds*, *protection from energy*, *sleet storm*; 4th level - *cure serious wounds*, *flame strike*, *flame strike*; 5th level - *animal growth*, *cure critical wounds*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +6/+1; **CMB** +6; **CMD** +18

Feats antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

hp 52 (8d8+16)

Fort +8, **Ref** +12 **Will** +3

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

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

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack

Skills Acrobatics +9, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

🐼 Male Half-elf Monk 9

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);

Perception +12

AC 19, touch 19, flat-footed 16 (+2 Dex, +1 dodge, +4 Wis, +2 class)

hp 85 (9d8+18)

Fort +8 **Ref** +8, **Will** +10 (+12 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion;

Immune disease; **SR** nil

Spd 60 ft.

Melee Unarmed Strike +7 (1d8+1, 20/x2) or Kama +7 (1d6+1, 20/x2)

Full Atk Unarmed Strike +7/+2 (1d8+1, 20/x2) or

Kama +7/+2 (1d6+1, 20/x2) or Unarmed Strike

Flurry of Blows +7/+7/+2/+2 (1d8+1, 20/x2) or

Kama Flurry of Blows +7/+7/+2/+2 (1d6+1, 20/x2)

Ranged Sling +6 (1d8/19-20/x2)

Ranged/Full Atk Sling +6/+1 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (9/day (DC 19) stun, fatigue, sicken)

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 26

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 18), Improved Initiative, Improved

Unarmed Strike, Mobility, Monk Weapon

Proficiencies, Scorpion Style (DC 18), Spring

Attack, Stunning Fist (9/day) (DC 19)

Skills Acrobatics +13, Climb +10, Escape Artist

+11, Fly +4, Intimidate +9, Perception +12, Sense

Motive +11, Stealth +11, Swim +8

Languages Common, Orc

SQ Fast Movement (+30'), High Jump (+9), Ki

Defense Ki Pool (8 magic), Maneuver Training, ,

Purity of Body, Slow Fall 40', Still Mind, Stunning

Fist (Stun, Fatigue, Sicken), Unarmed Strike (1d8),

Wholeness of Body (8hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

♣ **Male Half-elf Ranger 9**

NE Medium Humanoid (Half-elf)

Init +7; **b Perception** +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 96 (9d10+27)

Fort +8, **Ref** +9, **Will** +5

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

Spd 30 ft.

Melee Longsword +12 (1d8+3, 19-20/x2)

Full Atk Longsword +10/+5 (1d8+3, 19-20/x2) and short sword +10/+5 (1d6+1, 19-20/x2)

Ranged Longbow +12 (1d8, 20/x3)

Full Atk Longbow +12/+7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang*, 2nd level – *barkskin, bears endurance*

Str 16, **Dex** 16, **b** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 26

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative

Skills Acrobatics +7, Climb +12, Handle Animal +10, Heal +11, Intimidate +8, Perception +10, Ride +10, Stealth +11, Survival +12, Swim +11

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +4, Wild Empathy +9, Woodland Stride, Swift Tracker

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 36 (6d8+12)

Fort +7, **Ref** +10, **Will** +3

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +8 (1d6+4, 20/x2)

Full Atk Bite +8 (1d6+4, 20/x2) and Claws +8 (x2) (1d4+4, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. Trip)

Feats Improved Natural Armor x2, Improved Natural Attack: (Claw)

Skills Acrobatics +10, Climb +9, Stealth +10
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

ATL 11

⚡ **Half-elf sorcerer 11 (draconic bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15
AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)

hp 92 (11d6+44)

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

Defense Abilities +2 to save vs. enchantment spells and effects, resist electricity 10; **DR** nil; **Immune** to magic sleep effects.; **SR** nil

Spd 30 ft.

Melee dagger +5 (1d4, 19-20/x2) or claw +5 (1d6+1d6 electricity, 20/x2)

Full Atk dagger +5 (1d4, 19-20/x2) or 2 claws +5 (1d6+1d6 electricity, 20/x2)

Ranged/Full Atk light crossbow +7 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' line of electricity (damage 11d6 - reflex DC20)) 1/day

Spell-Like Abilities Nil.

Spells Per Day 7/7/7/7/5 (**DC 15 (17 vs. evocation (+)) + spell level**)

0 level – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;*

1st level - *burning hands**, *magic missile*+, *shocking grasp*+, *summon monster I*, *true strike*;

2nd level - *cat's grace, eagle's splendor, flaming sphere**, *mirror image, scorching ray**+;

3rd level - *flame arrow**, *fireball**+; *lightning bolt*+, *rage*;

4th level - *enervation, wall of ice*+; *wall of fire**+;

5th level - *cone of cold*+, *wall of force*+

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

Base Atk +5; **CMB** +5; **CMD** +17

Feats Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness

Skills Knowledge (arcana) +13, perception +15, spellcraft +21

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10

crossbow bolts

Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

⚡ **Male half-elf fighter 11**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 125 (11d10+33)

Fort +10, **Ref** +5, **Will** +4 (7)*

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

Melee longsword +19 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Full Atk longsword +19/+14/+9 (1d8+8, 17-20/x2) or shortspear +17/+12/+7 (1d6+6, 19-20/x2)

Full Atk longbow +14/+9/+4 (1d6+1)***

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +11/+6/+1; **CMB** +16; **CMD** +28

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword);

improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits)

Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

Special Abilities bravery +3*; armor training 3; weapon training (spears) ** ; weapon training (bows) ***

⚔ Male Half-Elf Rogue 11

CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +13

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 114 (11d8+44)

Fort +5, **Ref** +12, **Will** +3(+5 vs. enchantment spells and effects)

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** magic sleep effects; **SR** nil

Spd 30 ft.

Melee Shortsword +13 (1d6+1, 19-20/x2)

Full Atk Shortsword +13/+8 (1d6+1, 19-20/x2)

Ranged Shortbow +13 (1d6, 20/x3)

Full Atk Shortbow +13/+8 (1d6, 20/x3)

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

Special Attack sneak attack (6d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike

Spell-Like Abilities *acid splash* 3x/day; *magic missile* 2x/day; (as 11th level caster),

Spells Nil

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +13; **CMD** 25

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers

Skills Acrobatics +18, Appraise +14, Diplomacy +12, Disable Device +21, Escape Artist +18, Intimidate +2, Perception +13, Sense Motive +13, Sleight of Hand +18, Stealth +18, Use Magic Device +13

Languages Common, Elf

SQ trap sense +3

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

Spd 30 ft.

Melee scimitar +8 (1d6, 18-20/x2)

Ranged sling +10 (1d4, 20/x2)

Full Atk scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement*; 5th level – *animal growth, cure critical wounds, stonewall*; 6th level – *bears endurance – mass*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14

Base Atk +8/+3; **CMB** +8; **CMD** +20

Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

⚔ female half-elf druid of briana 11

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 89 (11d8+22+11)

Fort +9, **Ref** +5, **Will** +12

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

🐾 Cheetah

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 24 (+7 natural armor, +1 dodge, +6 Dex),
touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7
natural armor)

hp 58 (9d8+18)

Fort +8, **Ref** +12 **Will** +4

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

Melee bite +10 (1d8+4 plus trip) or claw +10
(1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8
(1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

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

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved
natural attack, spring attack

Skills Acrobatics +10, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-
attack, share spells

🐾 Male Half-elf Monk 11

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);
Perception +13

AC 19, touch 19, flat-footed 16 (+2 Dex, +1
dodge, +4 Wis, +2 class)

hp 103 (11d8+33)

Fort +9 **Ref** +9, **Will** +11 (+13 vs. enchantment
spells and effects)

Defensive Abilities Evasion, Improved Evasion;
Immune disease, poison; **SR** nil

Spd 60 ft.

Melee Unarmed Strike +9 (1d10+1, 19-20/x2) or
Kama +9 (1d6+1, 20/x2)

Full Atk Unarmed Strike +9/+4 (1d10+1, 19-
20/x2) or Kama +9/+4 (1d6+1, 20/x2) or Unarmed
Strike Flurry of Blows +9/+9/+4/+4/+1 (1d10+1,
20/x2) or Kama Flurry of Blows +9/+9/+4/+4/+1
(1d6+1, 20/x2)

Ranged Sling +8 (1d8/19-20/x2)

Full Atk Sling +8/+3 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist
(11/day (DC 20) stun, fatigue, sicken)

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 28

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's
Fist, (DC 19), Improved Critical (Unarmed Strike),
Improved Initiative, Improved Unarmed Strike,
Medusa's Wrath, Mobility, Monk Weapon
Proficiencies, Scorpion Style (DC 19), Spring
Attack, Stunning Fist (11/day) (DC 20)

Skills Acrobatics +13, Climb +10, Escape Artist
+11, Fly +4, Intimidate +9, Perception +12, Sense
Motive +11, Stealth +11, Swim +8

Languages Common, Orc

SQ Fast Movement (+30'), High Jump (+11), Ki
Defense Ki Pool (9 lawful, magic), Maneuver
Training, , Purity of Body, Slow Fall 50', Still
Mind, Stunning Fist (Stun, Fatigue, Sicken),
Unarmed Strike (1d10), Wholeness of Body
(10hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

♣ **Male Half-elf Ranger 11**

NE Medium Humanoid (Half-elf)

Init +7; **Senses** Perception +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 116 (11d10+33)

Fort +9, **Ref** +10, **Will** +5

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

Spd 30 ft.

Melee Longsword +14 (1d8+3, 19-20/x2)

Full Atk Longsword +12/+7/+2 (1d8+3, 19-20/x2) and short sword +12/+7/+2 (1d6+1, 19-20/x2)

Ranged Longbow +14 (1d8, 20/x3)

Full Atk Longbow +14/+9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 3/2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang*, 2nd level – *barkskin, bears endurance*, 3rd level *greater magic fang*

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

Base Atk +11/+6/+1; **CMB** +14; **CMD** 28

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword)

Skills Acrobatics +9, Climb +12, Handle Animal +10, Heal +11, Intimidate +9, Perception +12, Ride +11, Stealth +13, Survival +14, Swim +15

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +5, Wild Empathy +11, Woodland Stride, Swift Tracker, Quarry,

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 49 (7d8+21)

Fort +8, **Ref** +10, **Will** +3

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +9 (1d6+4, 20/x2)

Full Atk Bite +9 (1d6+4, 20/x2) and Claws +9 (x2) (1d4+4, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 18, **Dex** 21, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 24 (28 vs. Trip)

Feats Improved Natural Armor x2, Improved Natural Attack: (Claw), Improved Natural Attack *(Bite)

Skills Acrobatics +10, Climb +9, Stealth +11
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 13

½ Half-elf sorcerer 13 (draconic bloodline)

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +17

AC 18, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)

hp 108 (13d6+52)

Fort +8, **Ref** +6, **Will** +11

Defense Abilities +2 to save vs. enchantment spells and effects, resist electricity

10; **DR** nil; **Immune** to magic sleep effects; **SR** nil

Spd 30 ft.

Melee dagger +6 (1d4, 19-20/x2) or claw +6 (1d6+1d6 electricity, 20/x2)

Full Atk dagger +6/+1 (1d4, 19-20/x2) or 2 claws +6 (1d6+1d6 electricity, 20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)

Full Atk light crossbow +8/+3 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' line of electricity (dmg 13d6 - reflex DC 21)) 1/day

Spell-Like Abilities Nil.

Spells (DC 15 (17 vs. evocation (+)) + spell level)

0 level – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue*; **1st level (7/day)** – *burning hands*+, magic missile+, shocking grasp+, summon monster I, true strike*; **2nd level (7/day)** – *cat's grace, eagle's splendor, flaming sphere*+, mirror image, scorching ray*+*; **3rd level (7/day)** – *flame arrow*, fireball*+, lightning bolt+, rage*; **4th level (7/day)** – *enervation, ice storm+, wall of ice+; wall of fire*+*; **5th level (7/day)** – *cone of cold+, feblemind, wall of force+*; **6th level (4/day)** – *bull's strength – mass, chain lightning+*

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

Base Atk +6/+1; **CMB** +6; **CMD** +18

Feats Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will

Skills Knowledge (arcana) +15, perception +17, spellcraft +23

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10

crossbow bolts

Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

⚔ Male half-elf fighter 13 (2)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 147 (13d10+39)

Fort +11, **Ref** +6, **Will** +5 (8)*

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

Melee longsword +22 (1d8+10, 17-20/x2-) or shortspear +21 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)

Full Atk longsword +22/+17/+12 (1d8+10, 17-20/x2) or shortspear +21/+16/+11 (1d6+8, 19-20/x2)

Ranged longbow +17 (1d6+2)***

Full Atk longbow +17/+12 (1d6+2)***

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +13/+8/+3; **CMB** +18; **CMD** +30

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits); vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)

Skills Climb +15; Handle animal +11, Ride +13

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +3*; armor training 3; weapon training (spears) ** ; weapon training (bows) ***; weapon training (natural) *****

⚔ Male Half-Elf Rogue 13

CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +15

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 134 (13d8+52)

Fort +6, **Ref** +13, **Will** +4(+6 vs. enchantment spells and effects)

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** magic sleep effects; **SR** nil

Spd 30 ft.

Melee Shortsword +14 (1d6+1, 19-20/x2)

Full Atk Shortsword +14/+9 (1d6+1, 19-20/x2)

Ranged Shortbow +14 (1d6, 20/x3)

Full Atk Shortbow +14/+9 (1d6, 20/x3)

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

Special Attack sneak attack (7d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike

Spell-Like Abilities acid splash 3x/day; magic missile 2x/day; (as 13th level caster),

Spells Nil

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +9/+4; **CMB** +14; **CMD** 26

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot
Skills Acrobatics +20, Appraise +16, Diplomacy +12, Disable Device +24, Escape Artist +20, Intimidate +2, Perception +15, Sense Motive +15, Sleight of Hand +20, Stealth +20, Use Magic Device +15

Languages Common, Elf

SQ trap sense +4, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ **female half-elf druid of briana 13**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 104 (13d8+26+13)
Fort +10, **Ref** +6, **Will** +13
Defense Abilities nil; **DR** nil; **Immune** venom immunity; **SR** nil
Spd 30 ft.
Melee scimitar +9 (1d6, 18-20/x2)
Full Atk scimitar +9/+4 (1d6, 18-20/x2)
Ranged sling +11 (1d4, 20/x2)
Full Atk sling +11/+6 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level – *animal growth, cure critical wounds, stonewood, stonewood*; 6th level – *bears endurance – mass, wall of stone*; 7th level – *fire storm*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14
Base Atk +9/+4; **CMB** +9; **CMD** +21
Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 26 (+9 natural armor, +1 dodge, +6 Dex),

touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

hp 82 (11d8+22+11)

Fort +9, **Ref** +13 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)

Ranged nil

Full Atk bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +13; **CMD** 28

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

Skills Acrobatics +11, perception +2, stealth +11

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

⚔ Male Half-elf Monk 13

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);

Perception +14

AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)

hp 121 (13d8+39)

Fort +10 **Ref** +10, **Will** +12 (+14 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** 23

Spd 70 ft.

Melee Unarmed Strike +10 (2d6+1, 19-20/x2) or Kama +10 (1d6+1, 20/x2)

Full Atk Unarmed Strike +10/+5 (2d6+1, 19-20/x2) or Kama +10/+5 (1d6+1, 20/x2) or

Unarmed Strike Flurry of Blows

+11/+11/+6/+6/+1 (2d6+1, 20/x2) or Kama Flurry of Blows +11/+11/+6/+6/+1 (1d6+1, 20/x2)

Ranged Sling +9 (1d8/19-20/x2)

Full Atk Sling +9/+4 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (11/day (DC 20) stun, fatigue, sicken, stagger)

Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 19, **Cha** 10

Base Atk +9/+4; **CMB** +14; **CMD** 30

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 20), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 20), Spring Attack, Stunning Fist (13/day) (DC 21)

Skills Acrobatics +20, Climb +11, Escape Artist +12, Fly +4, Intimidate +11, Perception +14, Sense Motive +14, Stealth +14, Swim +8

Languages Common, Orc

SQ Abundant Step, Fast Movement (+40'), High Jump (+13), Ki Defense Ki Pool (10 lawful, magic), Maneuver Training, , Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (13hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

⚔ Male Half-elf Ranger 13

NE Medium Humanoid (Half-elf)

Init +7; **Senses** Perception +13

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 136 (13d10+26)

Fort +10, **Ref** +11, **Will** +6

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

Spd 30 ft.

Melee Longsword +16 (1d8+3, 17-20/x2)

Full Atk Longsword +14/+9/+4 (1d8+3, 17-20/x2) and short sword +14/+9/+4 (1d6+1, 17-20/x2)

Ranged Longbow +16 (1d8, 20/x3)

Full Atk Longbow +16/+11/+6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang, summon nature's ally I*, 2nd level – *barkskin, bears endurance, cat's grace*, 3rd level *greater magic fang*

Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +13/+8/+3; **CMB** +16; **CMD** 30

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword)

Skills Acrobatics +10, Climb +13, Handle Animal +12, Heal +13, Intimidate +10, Perception +13, Ride +12, Stealth +14, Survival +15, Swim +16

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +6, Wild Empathy +13, Woodland Stride, Swift Tracker, Quarry, Camouflage

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1

AC 25, touch 16, flat-footed 19 (+6 Dex, +10 natural)

hp 63 (9d8+27)

Fort +9, **Ref** +12, **Will** +4

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +13 (1d6+4, 20/x2)

Full Atk Bite +11 (1d8+5, 20/x2) and Claws +11 (x2) (1d4+5, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 20, **Dex** 22, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 27 (31 vs. Trip)

Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)

Skills Acrobatics +12, Climb +10, Stealth +13

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 15**½ Half-elf sorcerer 15 (draconic bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19**AC** 16, touch 12, flat footed 14 (+2 Dex, +4 natural armor, +4 *mage armor*)**hp** 124 (15d6+45)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity10; **DR** nil; **Immune** to magic sleep effects; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2)**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells Per Day** 7/7/7/7/7/6/4 (**DC 15 (17 vs. evocation (+)) + spell level**)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level** – *burning hands*+, magic missile+, shocking grasp+, summon monster I, true strike***2nd level** – *cat's grace, eagle's splendor, flaming sphere*+, mirror image, scorching ray*+;***3rd level** – *flame arrow*, fireball*+; lightning bolt+, rage;***4th level** – *enervation, ice storm+, wall of ice+; wall of fire*+;***5th level** – *cone of cold+, feblemind, wall of force+;***6th level** – *bull's strength – mass, chain lightning+;***7th level** – *delayed blast fireball*+, prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting,

spell penetration, toughness, iron will, greater spell penetration

Skills Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

⚔ Male half-elf fighter 15

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield),

hp 168 (15d10+45)

Fort +12, **Ref** +7, **Will** +6 (10)*

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

Melee longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +21 (1d3+6, 20/x2)

Full Atk longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23/+18/+13 (1d6+8, 19-20/x2) **Ranged** longbow +19 (1d6+2)***

Full Atk longbow +19/+14/+9 (1d6+2)***

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +15/+10/+5; **CMB** +20; **CMD** +32

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits); vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical

Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +4*; armor training 4; weapon training (spears) ** ; weapon training (bows) ***; weapon training (natural) *****

⚔ Male Half-Elf Rogue 15

CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +17

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 154 (13d8+52)

Fort +7, **Ref** +14, **Will** +5(+7 vs. enchantment spells and effects)

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** magic sleep effects; **SR** nil

Spd 30 ft.

Melee Shortsword +16 (1d6+1, 19-20/x2)

Full Atk Shortsword +16/+11/+6 (1d6+1, 19-20/x2)

Ranged Shortbow +16 (1d6, 20/x3)

Full Atk Shortbow +16/+11/+6 (1d6, 20/x3)

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

Special Attack sneak attack (8d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike

Spell-Like Abilities *acid splash* 3x/day; *magic missile* 2x/day; (as 15th level caster),

Spells Nil

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +11/+6/+1; **CMB** +16; **CMD** 28

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy

Skills Acrobatics +22, Appraise +18, Diplomacy +14, Disable Device +26, Escape Artist +25, Intimidate +2, Perception +17, Sense Motive +17, Sleight of Hand +22, Stealth +26, Use Magic Device +17

Languages Common, Elf

SQ trap sense +5, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ Male Half-elf Monk 15

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet); Perception +15

AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)

hp 154 (15d8+45)

Fort +11, **Ref** +11, **Will** +13 (+15 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion; **Immune** disease, poison; **SR** 25

Spd 80 ft.

Melee Unarmed Strike +12 (2d6+1, 19-20/x2) or Kama +12 (1d6+1, 19-20/x2)
Full Atk Unarmed Strike +12/+7/+2 (2d6+1, 19-20/x2) or Kama +12/+7/+2 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +13/+13/+8/+8/+3/+3 (2d6+1, 19-20/x2) or Kama Flurry of Blows +13/+13/+8/+8/+3/+3 (1d6+1, 19-20/x2)
Ranged Sling +11 (1d8/19-20/x2)
Full Atk Sling +11/+6/+1 (1d8/19-20/x2)
Special Attacks Flurry of Blows, , Quivering Palm (DC 21, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered)
Str 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 19, **Cha** 10
Base Atk +11/+6; **CMB** +16; **CMD** 32
Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 21), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Critical (sling) Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 21), Spring Attack, Stunning Fist (15/day) (DC 22), Toughness
Skills Acrobatics +20, Climb +12, Escape Artist +14, Fly +4, Intimidate +11, Perception +15, Sense Motive +16, Stealth +15 Swim +9
Languages Common, Orc
SQ Abundant Step, Fast Movement (+50'), High Jump (+15), Ki Defense Ki Pool (11 lawful, magic), Maneuver Training, , Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (15hp/use)
Special Abilities nil

⚔ **Male Half-elf Ranger 15**

NE Medium Humanoid (Half-elf)

Init +7; **Senses** Perception +14
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)
hp 171 (15d10+45)
Fort +11, **Ref** +12, **Will** +7
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 30 ft.
Melee Longsword +18 (1d8+3, 17-20/x2)
Full Atk Longsword +16/+11/+6 (1d8+3, 17-20/x2) and short sword +16/+11/+6 (1d6+1, 17-20/x2)
Ranged Longbow +18 (1d8, 20/x3)

Full Atk Longbow +18/+13/+8 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Per Day 4/3/1 (DC 12+ spell level)
Spells Known 1st level *charm animal, entangle, magic fang, summon nature's ally I*, 2nd level – *barkskin, bears endurance, cat's grace*, 3rd level *greater magic fang x2*, 4th level *summon nature's ally IV*
Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +15/+10/+5; **CMB** +18; **CMD** 32
Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting,, Toughness
Skills Acrobatics +12, Climb +14, Handle Animal +13, Heal +14, Intimidate +11, Perception +14, Ride +13, Stealth +15, Survival +16, Swim +17
Languages Common, orc
SQ Favored Enemy ((Human +6), (Elf +4) (Dwarf +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +7, Wild Empathy +15, Woodland Stride, Swift Tracker, Quarry, Camouflage
Gear longsword, longbow w 10 arrows, chain shirt, short sword
Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1

AC 28, touch 17, flat-footed 22 (+6 Dex, +12 natural)

hp 70 (10d8+30)

Fort +10, **Ref** +13, **Will** +4 (+8 vs. enchantments)

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +13 (1d6+4, 20/x2)

Full Atk Bite +12/+7 (1d8+5, 20/x2) and Claws +12 (x2) (1d4+5, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 21, **Dex** 23, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7/+2; **CMB** +12; **CMD** 28 (32 vs. Trip)

Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)

Skills Acrobatics +12, Climb +10, Stealth +14

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 17**½ Half-elf sorcerer 15 (draconic bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*),**hp** 124 (15d6+60)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity10; **DR** nil; **Immune** to magic sleep effects; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) or**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells (DC 15 (17 vs. evocation (+)) + spell level)**

0 level – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue*; **1st level (7/day)** – *burning hands**+, *magic missile*+, *shocking grasp*+, *summon monster I, true strike*; **2nd level (7/day)** – *cat's grace, eagle's splendor, flaming sphere**+, *mirror image, scorching ray**+; **3rd level (7/day)** – *flame arrow**, *fireball**+; *lightning bolt*+, *rage*; **4th level (7/day)** – *enervation, ice storm*+, *wall of ice*+, *wall of fire**+; **5th level (7/day)** – *cone of cold*+, *feblemind, wall of force*+, **6th level (6/day)** – *bull's strength – mass, chain lightning*+, **7th level (4/day)** – *delayed blast fireball**+, *prismatic spray*+

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19

Feats Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration

Skills Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (draconic - bronze dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

⚔ Male half-elf fighter 17

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 189 (17d10+51)

Fort +13, **Ref** +7, **Will** +6 (10)*

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

Melee longsword +28 (1d8+11, 17-20/x2-) or shortspear +27 (1d6+9, 19-20/x2) or unarmed strike +25 (1d3+7, 20/x2)

Full Atk longsword +28/+23/+18/+13 (1d8+11, 17-20/x2) or shortspear +27/+22/+17/+12 (1d6+8, 19-20/x2)

Ranged longbow +22 (1d6+2)***

Full Atk longbow +22/+17/+12/+7 (1d6+2)***

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +17/+12/+7/+2; **CMB** +23; **CMD** +33

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits); vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical; critical mastery; staggering critical

Skills Climb +21; Handle animal +15, Ride +17

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +4*; armor training 4; weapon training (spears) ** ; weapon training (bows) ***; weapon training (natural) ****; weapon training (flail) *****

⚔ Male Half-Elf Rogue 17

CE Medium Humanoid (Elf)

Init +10; **Senses** Low-light vision; Perception +19
AC 20, touch 17, flat-footed 20 (+6 Dex, +3 leather armor, +1 dodge)

hp 174 (17d8+68)

Fort +7, **Ref** +16, **Will** +5(+7 vs. enchantment spells and effects)

Defensive Abilities evasion, improved uncanny dodge, defensive roll (1x/day); **DR** nil; **Immune** magic sleep effects; **SR** nil
Spd 30 ft.

Melee Shortsword +18 (1d6+1, 19-20/x2)

Full Atk Shortsword +18/+13/+8 (1d6+1, 19-20/x2)

Ranged Shortbow +18 (1d6, 20/x3)

Full Atk Shortbow +18/+13/+8 (1d6, 20/x3)

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

Special Attack sneak attack (9d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike

Spell-Like Abilities *acid splash* 3x/day; *magic missile* 2x/day; (as 17th level caster),

Spells Nil

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +12/+7/+2; **CMB** +18; **CMD** 30

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy, Critical Focus

Skills Acrobatics +23, Appraise +19, Diplomacy +17, Disable Device +29, Escape Artist +27, Intimidate +2, Perception +19, Sense Motive +19, Sleight of Hand +24, Stealth +27, Use Magic Device +19

Languages Common, Elf

SQ trap sense +5, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ female half-elf druid of briana 17

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

hp 134 (17d8+51)

Fort +12, **Ref** +7, **Will** +16

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

Melee scimitar +11 (1d6, 18-20/x2)

Full Atk scimitar +11/+6/+1 (1d6, 18-20/x2)

Ranged sling +13 (1d4, 20/x2)

Full Atk sling +13/+8/+3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level – *animal growth, cure critical wounds, insect plague, stonewall, stonewall*; 6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone*; 7th level – *creeping doom, fire storm, sunbeam*; 8th level – *finger of death, sunburst*; 9th level – *storm of vengeance*

Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

Base Atk +12/+7/+2; **CMB** +12; **CMD** +24

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ Cheetah

N Medium Animal

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

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

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

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

⚔ Male Half-elf Monk 17

LE Medium Humanoid (Orc)

Init +6; **Senses** **Low light vision** (60 feet); Perception +18

AC 22, touch 22, flat-footed 19 (+2 Dex, +1 dodge, +9 class)

hp 157 (17d8+51)

Fort +12, **Ref** +12, **Will** +17 (+19 vs. enchantment spells and effects)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** 27

Spd 80 ft.

Melee Unarmed Strike +13 (2d8+1, 19-20/x2) or Kama +13 (1d6+1, 19-20/x2)

Full Atk Unarmed Strike +18/+18/+3 (2d8+1, 19-20/x2) or Kama +13/+8/+3 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (2d8+1, 19-20/x2) or Kama Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (1d6+1, 19-20/x2)

Special Attacks Flurry of Blows, Ki Strike (Adamantine, Lawful, Magic), Quivering Palm (DC 24, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered, Blinded or Deafened)

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

Base Atk +12; **CMB** +18; **CMD** 35

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist (DC 23), Improved Critical: Kama, Improved Critical: Unarmed Strike, Improved Initiative, Improved Unarmed Strike, Iron Will, Ki Throw, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 23), Snatch Arrows, Spring Attack, Stunning Fist (17/day) (DC 24)

Skills Acrobatics +19, Climb +14, Escape Artist +15, Fly +13, Intimidate +14, Perception +18, Sense Motive +17, Stealth +14, Swim +13

Languages Common, Orc

SQ Abundant Step, Empty Body, Fast Movement (+50'), High Jump (+17), Ki Defense, Ki Pool (13 points), Maneuver Training, Purity of Body, Slow Fall 80, Still Mind, Timeless Body, Tongue of the Sun and Moon, Unarmed Strike (2d8), Wholeness of Body (17 HP/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

⚔ Male Half-elf Ranger 17

NE Medium Humanoid (Half-elf)

Init +7; **Senses** Perception +15

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 210 (17d10+68)

Fort +13, **Ref** +13, **Will** +7

Defense Abilities Evasion, Improved Evasion; **DR** nil; **Immune** nil; **SR** nil;

Spd 30 ft.

Melee Longsword +20 (1d8+3, 17-20/x2)

Full Atk Longsword +18/+13/+8/+3 (1d8+3, 17-20/x2) and short sword +18/+13/+8 (1d6+1, 17-20/x2)

Ranged Longbow +20 (1d8, 20/x3)

Full Atk Longbow +20/+15/+10/+5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/2/1 (DC 12+ spell level)

Spells Known **1st level** *charm animal* x2, *entangle*, *magic fang*, *summon nature's ally I*, **2nd level** – *barkskin* x2, *bears endurance*, *cat's grace*, **3rd level** *greater magic fang* x2, **4th level** *summon nature's ally IV*

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

Base Atk +17/+12/+7/+2; **CMB** +20; **CMD** 34

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting, Toughness, Two Weapon Defense, Mobility

Skills Acrobatics +13, Climb +15, Handle Animal +14, Heal +15, Intimidate +13, Perception +15, Ride +14, Stealth +17, Survival +17, Swim +18

Languages Common, orc

SQ Favored Enemy ((Human +6), (Elf +4) (Dwarf +2), (Gnome +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +8, Wild Empathy +17, Woodland Stride, Swift

Tracker, Quarry, Camouflage, hide in Plain Sight

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1
AC 30, touch 18, flat-footed 22 (+7 Dex, +12 natural, +1 dodge)
hp 84 (12d8+36)
Fort +11, **Ref** +15, **Will** +5 (+9 vs. enchantments)
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 50 ft., Sprint x10 (1/hour)
Melee Bite +15 (1d6+4, 20/x2)
Full Atk Bite +14/+9 (1d8+5, 20/x2) and Claws +14 (x2) (1d4+5, 20/x2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Trip
Spell-Like Abilities nil
Spells Known nil
Special Attacks Trip
Str 21, **Dex** 24, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +9/+4; **CMB** +14; **CMD** 32 (36 vs. Trip)
Feats Dodge, Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)
Skills Acrobatics +14, Climb +11, Stealth +15
 Modifiers +4 Stealth in Tall Grass
 Languages
SQ scent, devotion
Special Abilities nil

After the PCs have defeated the villains, they can question them and learn more about the leaders plans

☛ **Why did your leader use half-elves and half-orcs in his plans?:**

“He said that if Amthydor was oppressing his people, odds are that they were oppressing other races as well.”

☛ **Why did your leader choose those locations?:**

“Any business that had mirrors, gems or other reflective surfaces was targeted because the business would enable Amthydor’s heroes to battle the medusas and basilisks.”

☛ **What did he hope to gain by killing Amthydoran citizens?:**

“He said that he recently discovered a handful of elan living in your city. He thought that there were probably others living in Amthydor that have not been revealed and with the right leadership they might be more willing to make their presence known.”

☛ **Do you know that you’re a fool?:**

“There’s nothing foolish about selling your services to the highest bidder, isn’t that what you do? He said that he was looking out for his people. I’m sure that you would do the same if you were in a similar situation.”

☛ **Do you realize that your leaders plan hurt innocent people?:**

“Our leader said that If they are involved in the oppression of his people, they’re not innocent.”

☛ **Children are not oppressors / The people that you’ve attacked are not oppressors, they’re victims. What do you say to that?:**

“You’re entitled to your own misguided views. Its totally obvious to me now that nothing less than a complete pummeling will make you see reason. Children of an oppressive society become oppressors.”

CONCLUSION A(PCS DEFEATED VILLAINS ON THEIR OWN)

As the last of the villains is defeated you hear the familiar toots of a whistle followed by rapidly approaching footfalls. A squad of legionnaires quickly comes into view, and takes charge of the situation. Praise Galvandt that you had the resources to deal with this on your own, as we were delayed by a band of ruffians trying to take advantage of the chaos that these petrifications have caused. After healing you up and taking your statements they bid you on your way, but ask you not to leave town in case there are any additional questions.

Go to Epilogue A

CONCLUSION B (PCS DEFEATED VILLAINS WITH HELP)

As the last of your group drops, and just before the world grows dark, you hear the villains shout excitedly as the sounds of a legion whistle fill the room followed by rapidly approaching footfalls. When you open your eyes you are lying on the ground with a small squad of legionnaires looking up at you.

“Thank Galvandt that we got here in time and had enough healing left to help you.” a Sgt. says. “Now that you’re awake we need your statements before we can let you be on your way.” Looking around, you don’t see any of the villains that you were battling. The Sgt. notices your glances and says “we’ve already dealt with your opponents their fates are up to the courts now. Your testimony will go a long way towards making sure that they pay for their crimes.”

Go to Epilogue B

EPILOGUE A(PCS DEFEATED VILLAINS ON THEIR OWN)

You head back to the League of Thaumaturgical Studies and are quickly ushered in to see Councilor Dinalta. As soon as you take your seats she begins speaking. She waits for you to relay the details of your mission to her. It’s nice to know that we chose our operatives well. Thank you for your part in ending this latest crisis to plague our city. Your actions mean that life as we know it can get back to normal in the city

If the Medusa are still alive add

I can see the possibility of the medusa’s becoming part of our city’s defense in

exchange for them receiving further training. With the medusa’s as part of our military, we should be a much safer city.

If the Medusas were killed add

That’s unfortunate. The medusas might have been useful as part of the city’s defensive forces. Perhaps the Lord Monarch might wish them restored to life for that purpose. At the very least it would give them the opportunity to show the city that the petrifications were not intentional.

THUS ENDS “COLD AS ICE”

TIME UNIT COST: 5 TU

EPILOGUE B(PCS DEFEATED VILLAINS WITH HELP)

You head back to the League of Thaumaturgical Studies and are quickly ushered in to see Councilor Dinalta. As soon as you take your seats she begins speaking. She waits for you to relay the details of your mission to her. It’s nice to know that we chose our operatives well. While you weren’t able to defeat the villains on your own, you managed to hold them off long enough for the Legion to show up and take them into custody. Thank you for your part in ending this latest crisis to plague our city. Your actions mean that life as we know it can get back to normal in the city

If the Medusa’s are still alive add

I can see the possibility of the medusa’s becoming part of our city’s defense in exchange for them receiving further training. With the medusa’s as part of our military, we should be a much safer city.

If the Medusas were killed add

That's unfortunate. The medusas might have been useful as part of the city's defensive forces. Perhaps the Lord Monarch might wish them restored to life for that purpose. At the very least it would give them the opportunity to show the city that the petrifications were not intentional. In that life as we know it can get back to normal in the city

THUS ENDS "COLD AS ICE"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19
Module Experience	600	850	1200	1800	2900	4500	7000	10500	17000	28000
Restoring people without the use of scrolls from LoTS or the temples.	50	50	100	100	100	200	200	500	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500
Maximum Possible XP	700	950	1400	2000	3100	4900	7400	11500	18000	29000

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

TREASURE SUMMARY

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

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

Conclusion

- **Heroes Life** – In appreciation for helping to bring those responsible for his predicament to justice, Jori Cobblespring is creating a crystal figurine depicting an important, but tasteful, moment in your life. This crystal figurine is exquisitely crafted and is worth 100gp *ATL played.

Description of item

value _____gp
(Value: Varies Caster Level: NA, Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

- **Councilor's Kudos** – In appreciation for your putting a stop to the problem plaguing the city,

Councilor Dinalta is allowing you the chance to choose your compensation

Councilor Dinalta will pay you PC level *500gp to do with as you wish, (this money is noted on your log sheets)

or

Councilor Dinalta will reward you with a magic item, or two. The stipulations on this reward are that it cannot be a weapon or suit of armor, and that it must be a new item, and not an enhancement for an item that you already own. The value of this gift is 800gp * PC level, and any money not spent on a max of 2 items is lost. The Items must be those that would be available at a Mystical Marketplace, but you do not need to wait for a Mystical Marketplace to use this cert.

PC level * 800 = _____ gp

Item 1 _____ gp

Item 2 _____ gp

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

Stone Touched Your recent experience at being petrified has made an impression on you. For the next year, you have a +1 Insight bonus to Fortitude saves to avoid being petrified.

(Value: Priceless, Caster Level: n/a , Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0)

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"	PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"
PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"	PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"
PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"	PC Name _____ Player Name _____ Residence _____ <input type="checkbox"/> LSJ194 "The Ties That Bind" <input type="checkbox"/> LSJ34 "Cooking Good" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ75 "Be Careful What you Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision"

PLAYER'S HANDOUT 2

Please report to the League of Thaumaturgical Studies. The League, and the city are in need of your help, and there isn't a moment to waste.

Councilor Dinalta

PLAYER'S HANDOUT 3

These people are working for the League of Thaumaturgical Studies to put an end to the petrifications in the city, Please aid them by providing the information that they seek.

Councilor Dinalta

PLAYER'S HANDOUT 4

While these people are not actually working for the Legion, they are looking into a pertinent matter that we need to know the answer to. Please cooperate with them by providing the information that they seek.

Sgt. Kinkirk

PLAYER'S HANDOUT 5 List of Victims

Adventurers District

Beserker's Festhall
Hall of Venturers
Grendel's Armory
Brother's Dolmur Smithy

Merchants District

Cobblesprings Crystal and Glass
Dagler's Stones
Gems of Amdaktar
Ruby Square Marketplace

Port District

Dauntless Dolphin Inn and Tavern
Ahlmer's General Store

Sea District

Sailor's Refuge

Services District

Verlaines
Boutique of the Jewel

PLAYER'S HANDOUT 6 List of Items Stolen

(From Grendel's)

Human sized Mithril chain shirt
Human sized Adamantine breastplate
Elven sized Adamantine platemail armor
Half-orc sized Mithril breastplate
Half-elf sized Chainmail armor
Human sized Full platemail
Darkwood shield
Mithril buckler
Elven sized Mithril chain shirt
Elven sized Adamantine breastplate
Half-orc sized Adamantine platemail armor
Human sized Mithril breastplate
Human sized Chainmail armor
Elven sized Full platemail
Darkwood shield
Mithril buckler
Half-Ogre sized Adamantine breastplate
Elven sized Adamantine platemail armor
Half-Ogre sized Mithril breastplate
Half-orc sized Chainmail armor
Human sized Full platemail
Darkwood shield
Mithril buckler

PLAYER'S HANDOUT 7 List of Items Stolen

(from the Brother's Dolmur Smithy)

Gnome sized Mithril chain shirt
Gnome sized Adamantine breastplate
Halfling sized Adamantine platemail armor
Halfling sized Mithril breastplate
Gnome sized Chainmail armor
Gnome sized Full platemail
Darkwood shield
Mithril buckler
Halfling sized Mithril chain shirt
Halfling sized Adamantine breastplate
Halfling sized Adamantine platemail armor
Gnome sized Mithril breastplate
Gnome sized Chainmail armor
Halfling sized Full platemail
Darkwood shield
Mithril buckler
Gnome sized Adamantine breastplate
Halfling sized Adamantine platemail armor
Gnome sized Mithril breastplate
Halfling sized Chainmail armor
Gnome sized Full platemail
Darkwood shield
Mithril buckler

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ19 "The Ties that Bind"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ34 "Cooking Good"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ63 "Beguiling Isn't It"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ75 "Be Careful What you wish for"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ76 "As You Wish"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ84 "Double Vision"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

- | | |
|---|-------------------------|
| Brothers Dolmur Smithy | - (LSJ19) |
| Verlaines | - (LSJ75) |
| Grendel's Magnificent Armory | - (LSJ75, LSJ84) |
| Dalgert's Gems | - (LSJ84) |
| Gems of Amdaktur | - (LSJ84) |
| Cobblespring's Crystal and Glass | - (LSJ63, LSJ) |
| Hall of Venturers | - (LSJ34) |
| Dauntless Dolphin Inn and Tavern | - (LSJ63, LSJ76) |

GM AID 2

SC = child turned to stone
 SP = parent turned to stone
 med = medusa

LE = Leopard, DR = Druid
 CH = Cheetah, RA=Ranger
 MK =Monk, ro=Rogue, both 20' up

			med		
			SC		
			SP		
			SC		
		SP	SC		
		SP	SP		
		SC			
			MK		
	LE DR				
		RO			
				RA CH	

GM AID 3

Bas=basilisks, Me=Medusas
 Sor=sorcerer, DR=Druid, Mnk=monk, Ro=rogue, fi=fighter, RA=Ranger, LE=Leopard, CH=Cheetah

		Bas1		Bas2									Fi		LE	DR	
		Me1		Me2													
																	Sor
[]																	
[]																	Mkn
													RA	CH			Ro1

CRITICAL EVENT SUMMARY: COLD AS ICE

Convention: _____ Date: _____

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

1. What was the status of the Medusas at the end of the module.

Dead Alive and in custody

2. How did the PCs deal with the greater doppelgangers? (Circle whichever applies)

Attacked them as basilisks Fought them as part of the final encounter
Killed them Took them into custody

3. Did the PCs free any of the petrified citizens using their own abilities?

Yes No

4. Did the PCs defeat the villains from the final encounter on their own?

Yes No

If no, is it because they ran out of time? Yes No

5. How did the PCS deal with Synthia? (Circle whichever applies)

Freed her parents Took her to a temple Ignored her

6. 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: COLD AS ICE

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

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