



Unsown Seeds

(Succor of Life Series Subtitle - Part 2)

By David Samuels

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

Sometimes things happen for a reason, sometimes they just happen. The Flora and Fauna are not acting as they should. Do you have what it takes to discover the reason behind what's happening, and how to fix it? Of particular importance to those in tune with nature. A one round Legends of the Shining Jewel scenario for levels 1-17

(Updated August 2012)

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LEGAL TEXT

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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

LSJ120 "Unsown Seeds" is Part 2 of the Succor of Life Series. It is best to play in Part 1 (*LSJ119 "Skies the Limit"*) prior to playing this module for the sake of continuity, but each module can be played as a stand-alone.

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

At the end of the Elfwar, Ardra was livid at her elven children from the Mystwood who declared war on Amthydor. In the heat of the moment she cast those elves out and remade them as drow, forever changing their lives. Unfortunately, Ardra violated the rule that she and the other deities had about directly interfering in the lives of the people of Raia.

Ardra was consumed by guilt over interfering in the lives of the inhabitants of Raia thus violating the pact that she had with the other deities. Suddenly something else happened, something unexpected. As Ardra is the goddess of life, her guilt began to take on a life of its own. This guilt began feeding off of Ardra's divinity thereby creating a life for itself. As the guilt grew inside of her, Ardra became more and more distracted by its presence and unfortunately began neglecting her people. Because it was siphoning off part of her power, this new life form was able to avoid detection by concealing its presence within her aura.

Ardra's daughters Ayla and Brianna, the goddesses of Flora and Fauna respectively noticed that there were strange things happening in Amthydor, but they could not find a reason for these things. When they asked Ardra about it, Ardra suffering through depression, guilt and embarrassment told them that she was fine because she deluded herself into believing that if she said it, she could make herself believe it and things would be fine.

ADVENTURE SUMMARY

One of the most important things to remember is that actions have consequences and not even a goddess is exempt from them

The PCs will be recruited to help find out what is going wrong in Amthydor, there haven't been any births or deaths in the city and the clergy and members of other organizations began questioning what was happening.

Introduction – PCs arrive at the druid's grove to find out details about their mission.

Encounter 1: Information Gathering: PCs can gain information from occupants of the grove.

Encounter 2A Temple of Destine: PCs head to the temple of Destine, to find out what the divination meant

Encounter 2B: Temple of Sorena: PCs head to the temple of Sorena to find out what the divination meant

Encounter 2C: Temple of Dymora. PCs head to the temple of Dymora to find out what the divination meant

Encounter 3: Greenstand The PCs head to Greenstand to find out what the divination meant. Freereign her we come

Encounter 4: Brexton The PCs head to Brexton to find out what the divination meant.

Encounter 5: Freereign The PCs head to Freereign to find out what the divination meant.

Conclusion – PCs reveal what they learned to the druids and get their rewards..

INTRODUCTION – OPENING SHOT

You're going about your business when you hear it, that distinctive knock on your door/window. When you open the door/window you find a rolled up piece of parchment and notice a bird flying away. When you open the parchment you find the following message:

"Your presence is needed at druid's grove. Please report to the shrine of Ayla".

Allow the PCs to make whatever preparations that they wish before heading to the grove.

Please note that because the module has started, players may not do either a shopping spree or a bazaar transaction.

You arrive at the shrine of Ayla and are quickly ushered in to see one of Ayla's chosen. Greetings, thank you for coming. I'm sure that you've got questions, and you should know that we have questions as well we can try to answer your questions. To put it quite simply, the reason that we sent for you has to do with the cycle of life, or rather the fact that it isn't occurring like normal which is why you're here. To put it quite simply, the flowers aren't blooming, and no births have been recorded during the past week.

☛ **What seems to be the cause of this problem?:**

"We do not know, it's as if the gods have forsaken us."

☛ **What do you mean?:**

"Ardra is the goddess of life. Her daughters Ayla and Brianna are the goddesses of Flora and Fauna respectively. If the circle of life has been broken and plants are not blooming nor births occurring it means that something happened to the 3 goddesses."

☛ **Has something like this occurred before?:**

"No."

☛ **Do you know why this is happening?:**

"No."

☛ **Do you know where we should start?:**

"The shrine of Destine might be a good place to start, as Destine is the Goddess of Knowledge."

☛ **What about the temples of Dymora and Sorena?:**

"Sorena is the goddess of clarity and Dymora the goddess of secrets so there is a chance that they might know what is going on, or possibly what the divination means."

☛ **What could cause a goddess, or in this case 3 goddesses to neglect their charges?:**

"I do not know. Who among us knows what does/doesn't motivate a divine being."

☛ **Do you know of anything unusual that occurred before the goddesses began neglecting their charges?:**

"No."

☛ **Have you spoken with the plants or animals?:**

"No."

☛ **Have you prayed to Ayla or Brianna?:**

"We did pray to Ayla, but as of yet have not received any guidance."

☛ **What happened when you prayed to Ayla or Brianna?:**

"As of yet have not received any guidance. However, a priest of Cerion was talking with us and he said that he had received a strange message when he did a divination."

☛ **What was the message that the priest of Cerion got?:**

*"For every season, there is a reason
For every decision, there is a choice
It was begun with a lesion
And might soon get a voice"*

Please give the PCs Player Handout 2

☛ **Was the priest of Cerion able to get clarity on this divination?:**

"No, all he was able to get was the divination."

☛ **Did you receive your days allotment of new spells?:**

"No, some spells were missing."

☛ **What does that mean?:**

"It means that for some unknown reason, our goddess was unable to fully answer our prayers. We are currently unable to use our uppermost spells."

☛ All of your uppermost spells, or just some of those spells?:

“All of them.”

☛ Why do you say the goddess was unable to, wouldn't unwilling to be more truthful?:

“I don't see how the semantics of that matter, the end result is the same. We are unable to use our uppermost spells for whatever reason only the goddess knows”

☛ Do you know what this message means?:

“No, but perhaps the temple of Destime, the temple of Sorena or shrine of Dymora might be involved.”

☛ How much does the job pay?:

“How can you think about money at a time like this? If we don't fix what's wrong now, there will be dire consequences for all of Raia. I can promise you that if you succeed you will be properly compensated.”

☛ So there's no pay if we fail?:

“You need to succeed on this, so we haven't thought up rewards for failure.”

☛ Who would gain the most from what's going on?:

“If this keeps up it will cause chaos, escalating tension and tempers. The followers of Kohr would welcome something like this.”

☛ Do you think that they might have something to do with this?:

“I'm not sure one way or the other.”

☛ Do you have anything that might be able to help us out?:

“Unfortunately not, with things the way that they are we need to conserve resources especially if something's happened to the goddesses and we can't get spells.”

☛ Have other gods been detached from their priests or just those of the 3 goddesses?:

“This problem is only among the followers of the 3 goddesses”

☛ May we speak with animals?:

“Yes, we have the grove's dog that you may speak to. She isn't an animal companion, just seeing her, will show you how strange this situation is.”

☛ May we speak with the plants?:

“Yes.”

☛ May we speak with insects?:

“Yes.”

If the PCs are unable to cast either of those spells, the druid will cast it for them and relay the information to them. The information that can be learned is included in Encounter 1a

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

“Good Luck.”

The following is the information that can be learned from speaking with the dog in the druid's grove.

- If the PCs want to speak with the plants, animals, or insects **GO TO Encounter 1 (page 5).**
- If the PCs want to go to the temple of Destime **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Sorena **GO TO Encounter 2B (page 11).**
- If the PCs want to go to the temple of Dymora **GO TO Encounter 2C (page 12).**

ENCOUNTER 1 –INFO GATHERING

Dog:

☛ What is your name?:

“My actual name isn't important, you may call me Caleigh .”

☛ What can you tell us about what's happening?:

“I was supposed to have my pups 7 sun cycles ago but haven't been able to.”

☛ Are you in any pain?:

"No. It's not painful, its just uncomfortable."

☛ Do you know why you haven't been able to have them?:

"No."

☛ Did you do anything strange or unusual before you found yourself unable to have your pups?:

"No."

☛ Have other animals had this problem as well?:

"Yes."

☛ Is there anything else you could tell us?:

"Things smell different. Flowers used to smell nice, but now they just smell bad"

Other animals that the PCs might wish to talk to will have similar stories

Plant

☛ What is your name?:

"Thistle"

☛ What is wrong with you?:

"I am dying, but am not dead"

☛ Why are you dying?:

"The essence of life has left my body"

☛ Why are you still living?:

"One day the essence stopped flowing through my body. I don't know why. "

☛ Did you notice anything strange happen before this started happening to you?:

"No, but since then I've noticed that even the bees that pollinate the flowers have stopped doing so. "

☛ Do you know why they stopped doing this?:

"No, you'd need to ask a bee. "

Bee

☛ What is your name?:

"Beelias"

☛ What is wrong with you?:

"Everything just sucks man "

☛ What do you mean this sucks?:

"It used to be cool playing with the flowers and making them bloom, or doing other bee things."

☛ Why isn't it fun anymore ?:

"Man, are you stupid or something the flowers are dying. It's now fun playing with dead things. "

☛ What did you mean by "bee stuff"?:

"Was talking about making honey, or anything else that the Queen tells us to do. "

☛ Why are you so negative?:

"Listen man, even the queen doesn't know what we should do right now other than making honey, but honestly making honey sucks man. o, you'd need to ask a bee. Someone needs to fix things so that life can be fun again and not suck. Besides there's more to life than making honey man, and we need there to be. "

Tired old man

☛ What is your name?:

"Silas."

☛ What can you tell us about what's happening?:

"The world is going to end."

☛ Why do you say that?:

"Are you blind, the gods have given up on us."

☛ Why do you feel that way?:

"No one is being born but people and nature are dying, what conclusion would you draw."

● **What happened to cause this?:**

“Nothing, the gods decided to give up on us.”

- If the PCs want to go to the temple of Destine **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Sorena **GO TO Encounter 2B (page 11).**
- If the PCs want to go to the temple of Dymora **GO TO Encounter 2C (page 12).**

GM NOTE: If the PCS visit temples other than temples of Destine, Dymora or Sorena to try to gain information, the clergy of that temple will suggest that they check with the temple of Destine as they were going to be looking into this

ENCOUNTER 2A –TEMPLE OF DESTINE

Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. Just past the double-doors you see what appears to be a sedate hallway. The walls are lined with shelves from floor to ceiling. Within twenty feet of the door is a medium-sized desk. Behind the desk is a young priestess, a female human, in her late teens or early twenties. Her strawberry-blonde hair is tied in a bun, and she looks up to you as you enter.

“Welcome to the temple of Destine. As is usually the case, your arrival here was foretold. Bartholomew told me that you were coming and asked me to wait for you while he tended to some personal business. I was told to escort you to him when you arrived, and were ready, are you ready?”

She will wait for the PCs to indicate that they are ready,

“Please follow me” She leads you to a room with a table and 7 chairs. A bespectacled young man in his late teens to early twenties is seated in one of the chairs and glances in your direction. For those of you that don’t know me, or may not remember me, my name is Bartholomew and I

know why you’re here. (He will greet every PC my name, even those he’s never met.) Now, let’s get down to business. Please ask your questions so that I could answer them.

● **What can you tell us about the divination that we received from Ayla/Brianna?:**

“Destine had foreseen your arrival here and explained what you’d be looking for. I had gone to retrieve that item as you were arriving which is why I wasn’t at my desk. I asked Nessie here to watch out for you and bring you here, where I was hoping to have the information you sought.”

● **So does that mean that you know what the answer is?:**

“No, I know where it used to be, but that information is missing.”

● **Are you sure that it’s missing and not misplaced?:**

“If there’s one thing I know, its where to find the information that we keep here. I know that it was here earlier today, as Destine would have alerted me that it was missing especially since you were coming here to get that information.”

● **Do you know what the missing information was?:**

“No.”

● **Do you know of any place where we might be able to get that information?:**

“The temple of Destine in Freereign should be able to provide you with the information that you require, or perhaps the temple of Destine in Greenstand, or the temple of Sorena in Brexton .”

● **Is there any chance that you might remember what was on the paper with the answer?:**

“I wish that there was.”

● **Can you tell us who took that information? / Can you tell us where that information might be?:**

"I can ask Destine, but there's no guarantee. He starts casting a spell. Destine has revealed that the paper that we're looking for was taken by followers of Kohr. Destine also revealed that followers of Illudra, Krayve, Mordana and Oblivion might also be involved. Unfortunately, the knowledge that was taken from here, either doesn't exist in that form."

☛ **Did Destine give you that information?:**

"No, Destine said that revealing that information now would be counter-productive."

☛ **What's does that mean?:**

"It means that Destine feels that you must gain the information from another source."

☛ **So we need to visit at least one of those places that you mentioned previously to get that information?:**

"Yes and no. If you can find those that took the information, you might be able to get it from them. If you went to one of those other locations, you might be able to get the information that you seek there."

☛ **What do you mean might?:**

"If you found the villains and they didn't have the information anymore you wouldn't be able to get it from them. If you went to those locations, you might be able to get the information there unless someone beat you there and stole it."

☛ **So time really is of the essence here?:**

"Yes."

☛ **If we need to get there quickly, how do we do it? / It would take us weeks to hit all of those places, do you have another way for us to get there?:**

"Teleportation would get you there quickly. Traveling by horses would take at least a week to hit Freereign, and then even longer to get to the other locations."

☛ **So how do we get there?:**

"At that point the door to the room opens and the woman who escorted you to meet with Bartholomew pokes her head in the room and says "Bartholomew, she has arrived." Bartholomew nods his head and says "Destine has just secured the answer to your question"

☛ **Who is our teleporter?:**

"She's in the next room. Her name is Rodina Perwinter and she's a prominent member of the League of Thaumaturgical Studies, and assistant to Councilor Dinalta. She will be teleporting you into a meeting room of the shrine where you will meet with the shrine's high priest"

☛ **Why does a powerful wizard like that worship Destine and not Emerys?:**

"I never said that she worshipped Destine, just that Destine arranged for her to be here."

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☛ **Is she going to charge us for teleporting us there?:**

"No, all costs have been taken care of."

☛ **If you can wait a second, I'll go and retrieve that information?:**

"He goes to a bookcase at the far corner of the room and starts looking through some scrolls. This is not good, not good at all."

☛ **What's wrong?:**

"The answer to your question has been stolen."

☛ **Do you know of any place where we might be able to get that information?:**

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“No, all costs have been taken care of.”

Greenstand

☛ What can you tell us about Greenstand?:

“It is a town located 3 days north of Jadenpur, and southwest of the Singing Wood. It has a population of approximately 1200. Mayor Andurs Enbrelson rules the town with a town council that advises him. Their resources include timber, woodcrafts, wool, weaving, and livestock.”

☛ What deities do they worship there?:

“They worship Ardra, Ayla, Brianna, Cerion, Destine, Elianna, Emerys, Glissande, Kalek, Meneon, Peliron, and Sorena.”

☛ What is the Singing Wood?:

“It is a grove of oak, ash, birch, elm, maple and cedar is thought by some to be haunted. On dark nights the wood seems to be filled with the soft sound of singing or a softly played flute or harp, though no musician can be found..”

☛ Who is the head of the shrine of Destine there?:

“Larissa Fonesca is the current head of Destine’s shrine.”

☛ Will she help us?:

“She will know why you are there, and should help you but she is not your typical priestess of Destine.”

☛ What do you mean by that?:

“She has a strange sense of humor. Before she reveals information, she requires that people tell her a pun. The worse the pun the better she likes it. You had better think of some puns before you go.”

☛ Can you give us an example of a pun?:

“Why did the man toss the sundial out the window, he wanted to see time fly.”

☛ Can we use that pun?:

“Yes.”

☛ Can you give us some more puns?:

“No, Destine says that you must create the puns yourselves, or come up with another way to get those puns.”

☛ Is there another way to gain her help?:

“No, she is non-negotiable on that stipulation.”

Brexton

☛ What can you tell us about Brexton?:

“It is located halfway between Amthydor and Jadenspur, and has a population of approximately 570. The ruler of Brexton is Mayor Anders Brexton, although he is helped by a council. Brexton’s resources are farming and livestock.”

☛ What deities are worshipped there?:

“They worship Ardra, Ayla, Brianna, Cerion, Elianna, and Sorena.”

☛ Who is the head of the shrine of Sorena there?:

“Elmira Berlander is the current head of Sorena’s shrine.”

☛ Will he help us?:

“He will know why you are there, and should be willing to help you.”

☛ What do you mean by that?:

“If those that got the information from here, beat you there he might not be able to help you.”

☛ So time is of the essence?:

“Yes.”

☛ Can you ask Destine which of those locations we should go to first?:

“That depends, if I ask Destine now and you’re not ready to go the answer could change.”

Freereign

☛ What can you tell us about Freereign?:

“Mayor Istavan Turos is the current ruler of Freereign. Freerign is a village of about 450 people about a weeks ride from here.”

☛ What deities do they worship there?:

“They worship Ardra, Ayla, Brianna, Cerion, Destine, Elianna, Emerys, Glissande, Kalek, Meneon, Peliron, and Sorena.”

☛ Who is the head of the shrine of Destine there?:

“Calandara Lithagore.”

☛ **Will she help us?:**

“She will know why you are there, and should help you.”

☛ **What do you mean by that?: -**

“How much help she can provide would depend on whether others get there before you and get the information that you seek.”

☛ **Is there anything special that we need to know about her?:**

“No.”

Suddenly the door opens and a beautiful red-haired human woman enters. “Are these the ones I’m supposed to be transporting? Are they ready, or do they need to waste more time.”

☛ **Why do you feel that we’re wasting time?:**

“Destine had me brought here because you obviously needed to get somewhere pretty quickly. It would seem to defeat that purpose if you dawdle.”

☛ **What were you told about our mission?:**

“That you needed my help and that there wasn’t time to waste. I was also told that you would let me know what you needed me to do.”

☛ **Are you always this brusque?:**

“I’m here to help you but that doesn’t mean that my time isn’t valuable as well. I’m here because Destine told me that the city needs my help.”

☛ **We might need to get to more than one place, will you be able to do multiple teleports?:**

“I can do 5 teleport spells today. If that’s not enough I can use items that I have to cast more. What places will we be going to? There’s less chance of problems if I’ve been to the location previously.”

☛ **Have you been to Freereign, Greenstand, or Brexten?:**

“Yes, where exactly do you need to go in each of those places?”

☛ **How much are you being paid to help with mission?:**

“Since you’re not the ones paying me, I don’t see how that’s any of your business. Are you ready to go yet?”

A **Sense Motive DC 5 check** will reveal that her gruff demeanor is out of concern for Amthydor

- If the PCs want to go to the temple of Destine **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Sorena **GO TO Encounter 2B (page 11).**
- If the PCs want to go to the temple of Dymora **GO TO Encounter 2C (page 12).**
- If the PCs want to go to Greenstand **GO TO Encounter 3 (page 4).**
- If the PCs want to go to Brexton **GO TO Encounter 4 (page 4).**
- If the PCs want to go to Freereign **GO TO Encounter 5 (page 4).**

ENCOUNTER 2B –TEMPLE OF SORENA

You arrive at the temple of Sorena and are greeted at the door by one of Sorena’s chosen, a blond-haired blue-eyed male human in his late teens wearing billowy brown robes. “Welcome to the temple of Sorena, how may we help you today?”

Once the PCs explain their reason for being here, the priest will lead them to a room with 7 chairs and motion for them to be seated,

My name is Nyran, whom do I have the pleasure of speaking with today. Now, let’s get down to business. You wouldn’t be here if you didn’t have questions, please ask them so that I can help clarify things for you.

☛ **What can you tell us about the divination that we received from Ayla/Brianna?:**

“Sorena had foreseen your arrival here and explained that the temple of Destine has the knowledge that you’re be looking for. ”

☛ So does that mean that you know what the answer is?:

“No, do I look like a priest of Destine.”

☛ Shouldn’t Sorena know the answer to our questions as well?:

“Not necessarily. As the temple of Destine is already dealing with this situation why would another goddess spend the time doing it when the answers would be the same? That’s improper use of resources”

☛ Are you saying that we need to go to the temple of Destine?:

“Yes.”

ENCOUNTER 2C –TEMPLE OF DYMORA

You arrive at the shrine of Dymora and are quickly brought in to see Lorelei, Mistress Jade’s assistant. “I can tell by he looks on your faces that you’ve obviously got a secret that you wish to unburden yourselves of, so please let me know what it is. Afterall if I don’t know your secret, how can I help you?”

She looks at the PCs and seems to be waiting on them to say something. If the PCs don’t answer her, she’ll start to frown *“I wish that I was able to help you but since you don’t trust me I don’t know how I can help you?”*

☛ What can you tell us about the divination that we received from Ayla/Brianna?:

“It’s obviously very important as the shrine of Destine is investigating this. Is it true that there was a theft from the shrine?”

☛ What do you know about a theft?:

“Only that it happened within the past 20 minutes or so. That’s why Mistress Jade isn’t here, she needed to go talk with the heads of the other temples to see what can be done if those looking

into the matter for the shrine of Destine aren’t able to get the information needed.”

☛ When will she be back?:

“She wasn’t sure how long the meeting would take.

☛ Have any of your shrines contacts mentioned the theft or what’s going on in Amthydor?:

“No.

☛ Do you have any idea where we should head next?:

“Well if the shrine of Destine here doesn’t have access to that information anymore, perhaps one of Destine’s other temples in Raia might have a clue. That might explain why the League of Thaumaturgical Studies was sending Councilor Dinalta’s personal assistant to make sure that those Destine hired would be able to get to one of the other temples quickly.

☛ Do you think any of the other temples in Amthydor might be able to help us?:

“I think that if the information existed anywhere else in the city, it’s probably gone by now. I think that a temple of Destine outside of Amthydor might be your best bet.

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

“Good Luck”.

- If the PCs want to go to Greenstand **GO TO Encounter 3 (page 12).**
- If the PCs want to go to Brexton **GO TO Encounter 4 (page 15).**
- If the PCs want to go to Freereign **GO TO Encounter 5 (page 15).**

ENCOUNTER 3 –GREENSTAND

You arrive inside room in a building which your teleporter informs you is the shrine of Destine in Greenstand. You pause for a moment when a young man in brown robes comes into the room. Finally, Destine told our high priestess that you

were coming and we've been waiting for you. We've had a light problem, please follow me and I'll let the high priestess enlighten you.

He leads you through a door into a room with 7 chairs, and a mature auburn haired human woman who begins speaking. I know why you are here, and unfortunately our record of what the divination meant is missing. The information had to have disappeared within the last 5-10 minutes.

Now I understand that you have questions for me, you may ask them now

☛ **Are you Larisaa Fonesca?:**

"Yes."

☛ **We heard that you usually require the sharing of puns before you reveal information, may we ask why you're not asking for the puns now?:**

"You are correct, I normally do ask for puns but this situation is different. This shrine was robbed and I want those that stole the information to be brought to justice."

☛ **What can you tell us about those that stole the information from?:**

"A group of individuals showed up here no more than 30 minutes before you arrived. They said that they were from Amthydor and asked about information on the divination. They seemed genuinely concerned about the problem plaguing Raia and their desire to find the solution to the problem that we showed them the answer to the divination. One of them grabbed the information out of my hands and then they teleported away."

☛ **How many were there?:**

"5, not counting the animals; a tiefling, an elf, a half-elf, and 2 humans"

☛ **Did you see any holy symbols?:**

"Yes, of Brianna."

☛ **What do you know about what is going on with the flora and fauna, and life in general?:**

"Throughout Raia, the life cycle whether it pertains to flora, fauna, or the rest of Raia's children has been altered."

☛ **What do you mean altered?:**

"Nothing is born, conceived or dies."

☛ **Is there a reason for that?:**

"Yes, Ardra is the goddess of life, and her daughters Ayla and Brianna are the goddesses of flora and fauna respectively. Something must have happened to draw their attention away from their normal duties."

☛ **Do you know what might have caused that?:**

"Decisions have consequences. The decision would have to be big enough that the consequences caught the attention of all 3 goddesses. The only thing that I can think of happened about 3 years ago."

☛ **What was the decision?:**

"Three years ago, the Elfwar culminated with the expulsion of the elves that had declared war on Amthydor. When she expelled them Ardra remade them as drow."

☛ **But that was 3 years ago, why are things just now happening?:**

"Just because there are consequences doesn't mean that they'd be evident right away. It's possible that what we're witnessing now is what 3 years of "simmering" has wrought."

☛ **So if this is a consequence of what happened 3 years ago, what can we do to fix it? It's not like Ardra can unmake the drow:**

"We can't do anything ourselves, it would be something that then goddesses would need to deal with. Unmaking the drow might not rectify the situation as one would hope but exacerbate it further."

☛ **So there's nothing that we can do?:**

"I didn't say that. We need to make sure that the goddesses have as much information as possible to deal with the situation."

☛ Can't her daughters just cure her?:

"Curing a goddess is much more complicated than just casting a spell. There are usually intricate rituals to just begin the curative phase."

☛ Do you know anyone that might be able to provide us with the information on the ritual?:

"Yes, in an aerie in the Delambir mountains, is an individual named Dixalus Yenira, a revered and elderly priest of Aurelian."

☛ So a priest of Aurelian would know things that you a priestess of Destine wouldn't?:

"True knowledge comes from knowing that which you have no answer for, but knowing where you can find that answer."

☛ So what can you tell us about Dixalus Yenira?:

"He is a sky elf elder, he's very knowledgeable. He has lived through many conflicts. While he isn't a worshipper of Destine, his insight and wisdom are on par with those of Destine's finest."

☛ Does he expect gifts?:

"No, the only thing he expects is honesty He can tell when someone is being less than truthful with him and at that point he refuse to deal with that individual."

☛ Do you have a way for us to get there?:

"No, but you'd better hurry. It's possible that those that stole the information on the divination might head to the mountains to deal with Dixalus"

☛ Did you read the information on the divination?:

"Not yet, I was going to be reading it to you."

☛ Are you sure that the information is missing?:

"Yes."

GM Note: If this is the 2nd location that they've been to, please use the boxed text answers below to answer the questions about the divination, otherwise the answers are no.

☛ Do you know what the lines of the divination mean?:

"Unfortunately not, but I am willing to try to help you figure it out. The first line "For every season there is a reason is pretty straightforward. Spring is the season when flowers start blooming, summer is when they're in full bloom, fall is the season when flowers transition and prepare for winter and winter is the final stage of the life cycle for those blooms."

"The 2nd line, "For every decision there is a choice" is also pretty straightforward. It means that for every decision you make, you had a choice. Let me demonstrate with an action if I were to pick something up off the floor, picking the item up would be my decision and the choice would be whether I picked the item up, or didn't."

☛ Do you have any idea what the other 2 lines of the divination mean?:

"No, but I could try to figure it out."

☛ Have there been problems here with Ardra, Ayla and Brianna ignoring their charges?:

"The goddesses haven't been as connected to their charges as in the past if that's what you mean. Plants are not blooming when they should, and animals and people are not giving birth when they should."

☛ Have followers of Ardra, Ayla and Brianna reported being slightly disconnected from the goddesses?:

"Yes"

☛ Do you know of anything that might have happened recently to cause all this?:

"No."

☛ Do you anyone else that might have an idea what the divination means?:

“No, but I could try to figure it out.”

- If the PCs want to go to Brexton **GO TO Encounter 4 (page 15).**
- If the PCs want to go to Freereign **GO TO Encounter 5 (page 15).**

ENCOUNTER 4 – BREXTON

You arrive inside a room in a building that your teleporter informs you is the shrine of Sorena in Brexton. You pause for a moment when a young woman in green billowy robes comes into the room. Finally, I was expecting that we might have additional visitors today. Are you interested in the answer to a divination like the last group?

☞ Are you Ertwina Molander?:

“Yes.”

☞ What did you tell the other group?:

“I showed them the answer to the divination. They asked if that was the only copy, and after I confirmed that it was they took it and left.”

☞ Do you know what it said?:

“Some of it but not all of it.”

☞ What do you remember?:

“Do you remember that a few years back the elves from the Mystwood declared war on your city of Amthydor for the loss of a tome.”

☞ Yes. Are you trying to say that this is all because of something that happened 3 years ago?:

“Yes, Ardra is the goddess of life, and as part of the aftermath of that conflict Ardra remade those elves as drow. Recently one of those drow gave birth to the first drow that was born and not created. After that birth happened life changed for all of us within Raia.”

☞ Do you know where the other group went?:

“No., perhaps to one of Destine’s other temples.”

☞ But that was 3 years ago, why are things just now happening?:

“Just because there are consequences doesn’t mean that they’d be evident right away. It’s possible that what we’re witnessing now is what 3 years of “simmering” has wrought.”

☞ So if this is a consequence of what happened 3 years ago, what can we do to fix it? It’s not like Ardra can unmake the drow:

“We can’t do anything ourselves, it would be something that then goddesses would need to deal with. Unmaking the drow might not rectify the situation as one would hope but exacerbate it further.”

☞ So there’s nothing that we can do?:

“I didn’t say that. We need to make sure that the goddesses have as much information as possible to deal with the situation.”

☞ Can’t her daughters just cure her?:

“Curing a goddess is much more complicated than just casting a spell. There are usually intricate rituals to just begin the curative phase.”

☞ Do you know anyone that might be able to provide us with the information on the ritual?:

“Yes, in the Delambir mountains is an individual named Dixalus Yenira, a revered and elderly priest of Aurelian.”

☞ So a priest of Aurelian would know things that you a priestess of Sorena wouldn’t?:

“The knowledge comes from knowing that which you have no answer for, but knowing where to find the answer.”

☞ So what can you tell us about Dixalus Yenira?:

“He is a sky elf elder, he’s very knowledgeable. He has lived through many conflicts. While he isn’t a worshipper of Sorena, his insight and wisdom are on par with those of Sorena’s finest.”

☞ Does he expect gifts?:

“No, the only thing he expects is honesty He can tell when someone is being less than truthful with him and at that point he refuse to deal with that individual.”

Fighter 3
Rogue 3
Druid 3

☛ **Do you have a way for us to get there?:**

“No, but you’d better hurry. It’s possible that those that stole the information on the divination might head to the mountains to deal with Dixalus”

ATL 5

Witch 5
Barbarian 5
Fighter 5
Rogue 5
Druid 5

- If the PCs want to go to Greenstand **GO TO Encounter 4 (page 15).**
- If the PCs want to go to Freereign **GO TO Encounter 5 (page 15).**

ATL 7

Witch 7
Barbarian 7
Fighter 7 (2)
Rogue 7
Druid 7

ENCOUNTER 5 –FREEREIGN

If the PCs go to Freereign they will get the same answers as they would in Brexton except that the high priest is Calandara Lithagore

ATL 9

Witch 9
Barbarian 9
Fighter 9 (2)
Rogue 9 (2)
Druid 9

ENCOUNTER 6 –AERIE OF AURELIAN

You arrive at the aerie and find a battle going on. The bodies of several sky elves are strewn about the ground. The sky elves look at you with hope in their eyes while the animosity of their opponents towards you is fully evident as they turn their attention to you. (Several of the attackers are attempting to leave with an older looking sky elf.)

ATL 11

Witch 11 (2)
Barbarian 11 (2)
Fighter 11 (2)
Rogue 11 (2)
Druid 11 (2)

Please describe to the PCs the appropriate villains based on ATL and call for initiative

ATL 1

Witch 1
Barbarian 1
Fighter 1
Rogue 1
Druid 1

ATL 13

Witch 13 (2)
Barbarian 13 (2)
Fighter 13 (2)
Rogue 13 (2)
Druid 13 (2)

ATL 3

Witch 3
Barbarian 3

ATL 15

Witch 15 (2)
Barbarian 15 (2)
Fighter 15 (2)

Rogue 15 (2)
Druid 15 (2)

ATL 17

Witch 17
Barbarian 17
Fighter 17
Rogue 17
Druid 17

Once the battle is over the PCs may wish to speak with the older elf, or any of the attackers they can learn the following

From the sky elves

☛ **What happened here?:**

“A group of adventurers showed up here and asked to speak with Dixalus Yenira and when they were escorted to meet him they attacked the sky elves that were nearby him and attempted to make off with him. Praise Aurelian that you arrived when you did.”

☛ **Did they say why they needed to speak with him?:**

“They said that they were trying to save Amthydor and all of Raia from this crisis that is currently plaguing it.”

☛ **Are all of the villains accounted for?:**

“No, the one that did the talking isn’t here. He headed down the Delambir mountains.”

☛ **Do you know of anything that might be down there?:**

“There are several caves down there from what I’ve heard. We have no reason to walk down the mountain.”

From the prisoners

☛ **Where is your leader?:**

“Why should we tell you, it’s not like you can kill us.”

An intimidation DC 15+ATL check, or Diplomacy DC 20+ATL check will get them to talk

☛ **Where is your leader?:**

“He was meeting up with the rest of the group in one of the caves. If you promise to let me go, I’ll show you.”

A Sense Motive DC 5 check will reveal that he is being sincere.

☛ **Why did you target this sky elf?:**

“Our leader said that this old elf had answers about what was happening and how to fix it. We couldn’t allow that”

☛ **What are your leaders plans?:**

“He tells us on a need to know basis. I think that we would have learned his plans if we were successful in capturing this old elf.”

☛ **What else can you tell us?:**

“Nothing.”

From the elder sky-elf

☛ **Are you okay?:**

“I am, or rather I will be thanks to you.”

☛ **They seemed to think that you knew what was going on and how to correct it?:**

“I do know what is going on, and I do know what needs to be done to stop it.

Are you familiar with the war that Amthydor had with the elves from the Mystwood Forest?”

He waits for the PCs to respond (yes).

I’m not sure how familiar you are with the aftermath of the war. Ardra, the goddess of life, was extremely unhappy with the Mystwood elves declaring war on Amthydor that she cast them out and of her sight and turned them into drow as punishment for their actions.

Unfortunately, Ardra’s doing so caused her to break her promise to the other deities that none of them would personally use their powers on the inhabitants of Raia. Ardra felt guilty for breaking that vow to the other gods and over time that guilt started festering within her drawing on her divine essence and essentially creating a life for itself. As this growth that was slowly becoming a life

force was growing with Ardra, Ardra became distracted by it. She knew that something was wrong but was unable to discover it herself because it used her divine aura to mask its presence from all of the gods including Ardra herself.

In order to properly end this, Ardra's daughters Brianna and Ayla need to perform a ritual to extract this life form from their mother's body. I can provide you with the information needed for the druids of Ayla and Brianna to perform the rituals to alert their goddesses about what was happening.

the cave, you will notice the silhouette of a man just before it disappears.

A Spellcraft DC 10+ATL check that the villain teleported away. Have the PCs make a Dexterity check DC 14

Suddenly, the ground starts shaking and a huge creature starts rising up from the ground. "Someone has disturbed my sleep, and that someone better have a good reason for doing so!"

He will wait for the PCs to explain why they are there.

☛ **Do you know what we will find if we head down the mountain?:**

"Yes.

(he closes his eyes and begins stating the following)

The safety of Raia, it depends on you. So I'm going to help you and give you a clue. Actions have consequences I'm sure you have learned, and when you find true help, its aid must be earned"

(he opens his eyes)

I might have a way to help you, but I'd like you to prove to me that you're worthy of my help. I have some puzzles to prove your worthiness, and as long as you can do one of them correctly you'll manage to do so.

☛ **What do we need to do?:**

"here are the names of 9 deities, and here is a large grid compiled of 9 smaller grids of 9 boxes each You need to arrange the names of the deities so that a name only appears once within the smaller grid and only once in each horizontal and vertical line."

☛ **Are you okay?:**

"Yes."

☛ **What is the next puzzle?:**

"It's a series of multiple choice questions about the city's noble families. If you can answer 2/3 of them correctly I will consider you worthy of my assistance."

☛ **Can you please explain what you just told us?:**

"The fate of Raia rests in your hands. Allies are out there to help save the land, if you know where to look."

☛ **Can we try both?:**

"Yes."

Note that if the PCS had Rodina with them, she will have been incapacitated with a poisoned arrow. The sky elves are willing to tend to her since the PCs saved the aerie and Dixalus.

☛ **What sort of help will you be giving us?:**

"Transportation back to Amthydor and help against your foes. Does that not seem fair."

If the PCs have one of the villains with them:

You follow the villain's directions and arrive at a cave. The villain informs you that he can show you where the traps are if you'll agree to let him leave once he has. Once you come to the front of

☛ **We need to leave now. / We have to get to Amthydor now the bad guys are already there?:**

"Obviously Lohm wanted us to meet which is why you're here. I can get you there pretty quickly, so

unless you can teleport us all there, my way would get you there in time.”

☛ How are you going to be able to bring us back to Amthydor?:

“My family will be assisting me in doing this. I will explain things further after you’ve done the puzzles”

☛ Are you really trying to blackmail us into doing the puzzles?/ What would Lohm think about your using extortion on us to get the puzzles done?:

“Okay, you win I’ll help you now.”

☛ Why are you so insistent about the puzzles?:

“I don’t receive many visitors here so, it’s nice to have interaction with visitors when I can get it.”

When the PCs are ready to return to Amthydor please read:

“The huge elemental taps his hand on the ground and suddenly 4 other elementals begin rising from the ground. They motion for you to stand in certain areas and then begin shaping the earth around you telling you that the bubbles will protect you as they sink into the earth with you in tow. The elementals quickly move through the earth taking you with them and in less than 30 minutes time you find yourselves emerging in the druid’s grove, currently the scene of a pitched battle between the druids and their adversaries. The druids are being attacked by a small army comprised of half-elves, tieflings, elves and humans. Several of the druids and their animal companions lie on the ground unconscious, and it is obvious by looking at them that the only reason that they’re unconscious and not dead is that Meneon isn’t accepting anyone new in his attempt to maintain the balance.”

Please describe to the PCs the appropriate villains based on ATL and call for initiative

ATL 1

Witch 1

Barbarian 1
Fighter 1
Rogue 1
Druid 1

ATL 3

Witch 3
Barbarian 3
Fighter 3
Rogue 3
Druid 3

ATL 5

Witch 5
Barbarian 5
Fighter 5
Rogue 5
Druid 5

ATL 7

Witch 7
Barbarian 7
Fighter 7 (2)
Rogue 7
Druid 7

ATL 9

Witch 9
Barbarian 9
Fighter 9 (2)
Rogue 9 (2)
Druid 9

ATL 11

Witch 11 (2)
Barbarian 11 (2)
Fighter 11 (2)
Rogue 11 (2)
Druid 11 (2)

ATL 13

Witch 13 (2)
Barbarian 13 (2)

Fighter 13 (2)
Rogue 13 (2)
Druid 13 (2)

TIME UNIT COST: 5 TU

ATL 15

Witch 15 (2)
Barbarian 15 (2)
Fighter 15 (2)
Rogue 15 (2)
Druid 15 (2)

ATL 17

Witch 17
Barbarian 17
Fighter 17
Rogue 17
Druid 17

CONCLUSION

With your help, the tide of the battle quickly turns and between you, the druids and the elementals you returned with, the villains are vanquished. One of the druids Thank you for your timely assistance. Were it not for you we would be lost. Were you able to discover what's behind the crisis plaguing Amthydor?

Once the PCs share what they have learned, she

Thank you. We will get right on researching that ritual. Please return here tomorrow so that we may provide you with your reward"

THUS ENDS "UNSOWN SEEDS"

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	ATL 21
Module Experience	600	850	1200	1800	2900	4500	7000	10500	17000	28000	28000
Bonus 1: Healing the sky elves	50	50	100	100	100	200	200	500	500	500	500
Bonus 2: securing transportation back to Amthydor	50	50	100	100	100	200	200	500	500	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500	500
Maximum Possible XP	750	1000	1500	2100	3200	5100	7600	12000	18500	29500	29500

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 PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Conclusion

- **2000gp*ATL**
- **Figurine of Druidic Summoning (1 per PC)**
This figurine of a specific animal (indicated on the cert) can turn into an actual animal of that type for 1 hour per day, when the figurine is thrown down and the proper command word spoken. The animal functions as a summoned animal

obeying the commands of its owner and uses the stats of that type of animal companion from the PFCRB

- **Gratitude of the Grove (1 per PC)**
The druid's grove owes you a debt, and unfortunately they can't give you the full reward until this crisis is over. They are prepared to offer you the following reward, the free casting of a number of

levels of spells equal to the ATL this mod was played at. The spells must be legal within the Legends of the Shining Jewel Campaign and any material components over 250 gp must be paid for by you.

PC Level _____ ATL played _____

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.

PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"
PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ118 "Scaling the Skies"

PLAYER'S HANDOUT #2

**For every season, there is a reason
For every decision, there is a choice
It was begun with a lesion
And might soon get a voice**

PLAYER'S HANDOUT #3

Which noble family is known for playing practical jokes?

- A. Krimpach
- B. Tezrine
- C. Pelligari
- D. Burkeley

Which noble family rules Amthydor?

- A. Grimm
- B. Bailey
- C. Torestyn
- D. Eisner

Which of the following is the god of nobility?

- A. Hyperion
- B. Cerion
- C. Aurelian
- D. Sadhein

Which noble family has military interests?

- A. Gaines
- B. Grimm
- C. Jirin
- D. Bailey

Stella is to Bailey as

- A. Jocelyn is to Torestyn
- B. Mitch is to Erikas
- C. Gillian is to Grimm
- D. Juniper is to Harquith
- E. Juniper is to Hannith

Which of the following is the title of the head of a noble househead?

- A. Lord Consulate
- B. High Lord
- C. Lady Consummate
- D. Lord Consul

What district does the Lord Monarch reside in?

- A. Noble District
- B. Diamond District
- C. Castle District
- D. Upper Class District

PLAYER'S HANDOUT #4

Ardra					Bellatrix			
								Mordana
	Dymora			Zara				
							Sorena	
			Brianna					
		Cyrene						Ayla

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 _____

	PC1	PC2	PC3	PC4	PC5	PC6
<i>LSJ54 "Wind's Inheritance"</i>						
<i>LSJ118 "Scaling the Skies"</i>						

NPCs have a flat **Knowledge (local) DC 15 check** to recognize any of the PCs. If a PC had participated in one of the events listed below 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.

Aerie of Aurelian - (LSJ54, LSJ118)

GM AID #2

Town of Greenstand

Ruler: Mayor Andurs Enbrelson

Government: Town Council

Resources: Timber, woodcrafts, wool, weaving, livestock

Population: 1200 (humans 77%, halflings 11%, gnomes 4%, half-elves 3%, dwarves 2%, half-orcs 2%)

Alignment: CG, NG, N

Language: Common, Elven, Sylvan

Deities: Ardra, Ayla, Brianna, Cerion, Destine, Elianna, Emerys, Glissande, Kalek, Meneon, Peliron, Sorena

Description: The town of Greenstand was founded in 15684 ER, in the shadow of the Singing Wood. In spite of its precarious location, or perhaps because of it, it has suffered surprisingly few attacks from bandits or raiders. Located just off the Free Trade Road, the people of this quiet town raise sheep, spin wool, weave much-desired blankets and rugs, and carve exquisite items of wood.

Singing Wood-This grove of oak, ash, birch, elm, maple and cedar is thought by some to be haunted. Legends claim that a common-born bard, spurned by the high-born lady he adored, retreated into the wood to spend his remaining days alone, singing of his love to the trees and animals of the wood. It is said that he died there, of a broken heart, and that his ghost still sings his mournful lament. Whatever the cause, on dark nights the wood seems to be filled with the soft sound of singing or a softly played flute or harp, though no musician can be found.

GM AID #3

Brexton

Ruler: Mayor Anders Brexton

Government: Elected mayor and council

Resources: Farming, livestock

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

Alignment: N, NG, LG, LN

Language: Common

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

Description: The village began in 15609 (1867 AF) as the Brexton family farm. As the family grew over nine generations, so did the village, as travelers settled down or nearby smaller farmers sought safety in numbers. The Brexton family operates the village's only inn, the Merry Manticore. Approximately 40% of the village claims some relation to the Brexton family.

GM AID #4

Village of Freereign

Ruler: Mayor Istavan Turos, who has been unanimously elected every three years for the last 15 years. A ‘retired’ gypsy, he is a wise, fair and extremely popular man, who maintains a comfortable peace between the village’s permanent residents and its more transient seasonal occupants.

Government: Elected Mayor and Village Council

Resources: Farming, livestock, musical instruments

Population: 450 (human 66%, half-elf 21%, halfling 6%, gnome 4%, dwarf 1%, elf 1%)

Alignment: CG, NG, N

Language: Common

Deities: Ardra, Ayla, Brianna, Cerion, Destine, Elianna, Emerys, Glissande, Kalek, Meneon, Peliron, Sorena

Description: Freereign is a small village of some 45 permanent structures, supplemented by a varying number sturdy tents and enclosed travel wagons. For 85 years this village has served as a rest stop and haven for gypsies, bards and other free spirits. The village’s permanent residents include farmers, craftsmen and gypsies who have retired from the rigors of traveling. Begun with only a handful of permanent buildings and used primarily as a winter residence when roads and weather made travel difficult, over the years the village has grown into a thriving and self-sufficient community that is fiercely proud of its independence. It exists outside the borders of any nation or city-state, policing its own citizens and fighting its own (rare) battles. While relations with the Shining Jewel are friendly, the residents of Freereign have so far declined to be annexed by nearby Amthydor, preferring autonomy to membership in the Protectorates.

GM AID #5

Ardra	Mordana	Zara	Ayla	Cyrene	Bellatrix	Brianna	Dymora	Sorena
Ayla	Dymora	Sorena	Brianna	Mordana	Ardra	Cyrene	Bellatrix	Zara
Brianna	Cyrene	Bellatrix	Sorena	Dymora	Zara	Ardra	Ayla	Mordana
Cyrene	Zara	Brianna	Dymora	Bellatrix	Sorena	Ayla	Mordana	Ardra
Dymora	Sorena	Ayla	Ardra	Zara	Mordana	Bellatrix	Cyrene	Brianna
Mordana	Bellatrix	Ardra	Cyrene	Brianna	Ayla	Zara	Sorena	Dymora
Bellatrix	Brianna	Mordana	Zara	Ayla	Dymora	Sorena	Ardra	Cyrene
Sorena	Ayla	Dymora	Brianna	Ardra	Cyrene	Mordana	Zara	Bellatrix
Zara	Ardra	Cyrene	Mordana	Sorena	Bellatrix	Dymora	Brianna	Ayla

GM AID #6

ATL 1

♣ Male Half-Elf Witch 1
NE Medium Humanoid (Elf, Human)
Init +2; **Senses** Low-Light Vision; Perception +4
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 9 (1d6+2)
Fort +2, **Ref** +2, **Will** +3
Defense Abilities +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil
Spd 30 ft.
Melee Unarmed Strike -1 (1d3-1/20/x2)
Special Attacks Evil Eye (DC 14)
Spells per Day 2 (DC 14+spell level)
Spells Known (CL 1, -1 melee touch, 2 ranged touch):
1 (2/day) Mage Armor (DC 15), Ray of Enfeeblement (DC 15)
0 (at will) Touch of Fatigue (DC 14), Bleed (DC 14), Guidance
Str 9, Dex 14, Con 14, Int 18, Wis 12, Cha 9
Base Atk +0; CMB -1; CMD 11
Feats Combat Casting, Skill Focus: Spellcraft (Adaptability)
Skills Heal +5, Knowledge (Arcana) +8, Perception +4, Sense Motive +2, Spellcraft +11, Use Magic Device +3
Languages Celestial, Common, Draconic, Dwarven, Elven, Giant
SQ +2 to Reflex saves, Elf Blood, Empathic Link with Familiar (Su), Share Spells with Familiar
SPECIAL ABILITIES

♣ Male Fox
NN Tiny Magical Beast ((Animal))
Init +2; **Senses** Low-Light Vision, Scent; Perception +8
AC 15, touch 14, flat-footed 13 (+2 Dex, +2 size, +1 natural)
hp 4 (1d8+1)
Fort +3, **Ref** +4, **Will** +3
Spd 40 ft.
Melee Bite (Fox) +1 (1d3-1/20/x2) and
Unarmed Strike +1 (1-1/20/x2)
Space 2.5 ft.; **Reach** 0 ft.
Str 9, Dex 15, Con 13, Int 6, Wis 12, Cha 6
Base Atk +0; CMB +0; CMD 9 (13 vs. Trip)
Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +2, Perception +8, Sense Motive +2, Spellcraft -1, Stealth +10, Swim +2, Use Magic Device -1
Modifiers +4 to Survival to track by scent, Acrobatics (Jump) +8
Languages

SQ Improved Evasion (Ex)
SPECIAL ABILITIES

Male Tiefling Barbarian (Savage Barbarian) 1
NE Medium Outsider (Native)
Init +2; **Senses** Darkvision; Perception +0
AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 15 (1d12+2)
Fort +4, **Ref** +2, **Will** +0
Resist cold 5, electricity 5, fire 5
Spd 30 ft.
Melee +1 Greatclub +6 (1d10+7/20/x2) and
Unarmed Strike +5 (1d3+4/20/x2)
Ranged Longbow +3 (1d8/20/x3)
Spell-Like Abilities Darkness (1/day)
Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6
Base Atk +1; CMB +5; CMD 17
Feats Combat Reflexes (3 AoO/round)
Skills Acrobatics +0, Bluff +0, Climb +2, Escape Artist +0, Fly +0, Intimidate +2, Ride +4, Sense Motive +1, Survival +4, Swim +2
Languages Common, Draconic
SQ Fast Movement +10 (Ex), Rage (6 rounds/day) (Ex)
Combat Gear +1 Greatclub, +1 Hide, Longbow;
SPECIAL ABILITIES

♣ 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
Defense Abilities +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil
Spd 30 ft.
Melee/Full Atk Rapier +4 (1d6-1, 18-20/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 +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **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 brianna 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 +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **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)

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 Brianna (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

ATL 3

☞ Male Half-Elf Witch 3

NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +6
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 25 (3d6+6)
Fort +3, Ref +3, Will +4
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +1 Quarterstaff +1 (1d6/20/x2)
Special Attacks Evil Eye (DC 15)
Spell-Like Abilities Feather Fall (At will), Levitate (1/day)
Witch Spells Known (CL 3, 0 melee touch, 3 ranged touch):
2 (2/day) Cure Moderate Wounds (DC 16), Burning Gaze (DC 16)
1 (3/day) Mage Armor (DC 15), Ray of Enfeeblement (DC 15), Ray of Enfeeblement (DC 15)
0 (at will) Touch of Fatigue (DC 14), Touch of Fatigue (DC 14), Bleed (DC 14), Guidance
Str 9, Dex 14, Con 14, Int 18, Wis 12, Cha 9
Base Atk +1; CMB +0; CMD 14
Feats Combat Casting, Defensive Combat Training, Skill Focus: Spellcraft (Adaptability)
Skills Heal +7, Knowledge (Arcana) +10, Perception +6, Sense Motive +4, Spellcraft +13, Swim +3, Use Magic Device +5
Languages Celestial, Common, Draconic, Dwarven, Elven, Giant
SQ +2 to Reflex saves, Deliver Touch Spells Through Familiar (Su), Elf Blood, Empathic Link with Familiar (Su), Share Spells with Familiar
Combat Gear +1 Quarterstaff;
SPECIAL ABILITIES
+2 to Reflex saves You gain the Alertness feat while your familiar is within arm's reach.
Combat Casting +4 to Concentration checks to cast while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
Elf Blood You are counted as both elves and humans for any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic sleep effects.
Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.
Evil Eye -2 (7 round(s)) (DC 15) (Su) Inflict penalties with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Levitate (1/day) (Sp) Levitate 1/day

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

Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Male Fox

NN Tiny Magical Beast ((Animal))
Init +2; Senses Low-Light Vision, Scent; Perception +10
AC 16, touch 14, flat-footed 14 (+2 Dex, +2 size, +2 natural)
hp 12 (1d8+1)
Fort +3, Ref +4, Will +4
Spd 40 ft.
Melee Bite (Fox) +2 (1d3-1/20/x2)
Space 2.5 ft.; Reach 0 ft.
Str 9, Dex 15, Con 13, Int 7, Wis 12, Cha 6
Base Atk +1; CMB +1; CMD 10 (14 vs. Trip)
Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +4, Perception +10, Sense Motive +4, Spellcraft +1, Stealth +10, Swim +2, Use Magic Device +1 Modifiers +4 to Survival to track by scent, Acrobatics (Jump) +8
Languages
SQ Improved Evasion (Ex)
SPECIAL ABILITIES
+4 to Survival to track by scent (Ex) You are particularly good at Survival in certain environments or circumstances.
Acrobatics (Jump) +8 (Ex) You gain the specified bonus to acrobatics checks made to jump.
Improved Evasion (Ex) No damage on successful reflex save; half on failed save.
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.

Male Tiefling Barbarian (Savage Barbarian) 3

NE Medium Outsider (Native)
Init +2; Senses Darkvision; Perception +0
AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 41 (3d12+6)
Fort +5, Ref +3, Will +1
Defensive Abilities Uncanny Dodge; Resist Chaos
Totem, Lesser +1, cold 5, electricity 5, fire 5, Naked
Courage +1
Spd 30 ft.
Melee +1 Greatclub +8 (1d10+7/20/x2) and
Unarmed Strike +7 (1d3+4/20/x2)
Ranged Longbow +5 (1d8/20/x3)

Spell-Like Abilities Darkness (1/day)
Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6
Base Atk +3; CMB +7; CMD 19
Feats Combat Reflexes (3 AoO/round), Deadly Aim -1/+2
Skills Acrobatics +0, Bluff +0, Climb +2, Escape Artist +0, Fly +0, Intimidate +4, Ride +6, Sense Motive +3, Survival +6, Swim +2
Languages Common, Draconic
SQ Fast Movement +10 (Ex), Rage (10 rounds/day) (Ex)
Combat Gear +1 Greatclub, +1 Hide, Longbow;
SPECIAL ABILITIES

⚔ 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, 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 brianna 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 Brianna (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

ATL 5

Male Half-Elf Witch 5
NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +8
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 39 (5d6+10)
Fort +3, Ref +3, Will +5
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +1 Quarterstaff +2 (1d6/20/x2) and
Unarmed Strike +1 (1d3-1/20/x2)
Special Attacks Evil Eye (DC 16), Misfortune (DC 16)
Spell-Like Abilities Feather Fall (At will), Fly (5
minutes/day), Levitate (1/day)
Witch Spells Known (CL 5, 1 melee touch, 4 ranged
touch):
3 (2/day) Vampiric Touch, Twilight Knife
2 (3/day) Cure Moderate Wounds (DC 16), Touch of
Idiocy, Burning Gaze (DC 16)
1 (4/day) Mage Armor (DC 15), Ray of Enfeeblement
(DC 15), Ray of Enfeeblement (DC 15), Ray of
Enfeeblement
(DC 15)
0 (at will) Touch of Fatigue (DC 14), Touch of Fatigue
(DC 14), Bleed (DC 14), Guidance
Str 9, Dex 14, Con 14, Int 19, Wis 12, Cha 9
Base Atk +2; CMB +1; CMD 16
Feats Combat Casting, Defensive Combat Training,
Extra Hex, Skill Focus: Spellcraft (Adaptability)
Skills Heal +9, Knowledge (Arcana) +12, Perception
+8, Sense Motive +6, Spellcraft +15, Swim +3, Use
Magic
Device +7
Languages Celestial, Common, Draconic, Dwarven,
Elven, Giant
SQ +2 to Reflex saves, Deliver Touch Spells Through
Familiar (Su), Elf Blood, Empathic Link with Familiar
(Su),
Healing (2d8+5) (Su), Share Spells with Familiar,
Speak With Familiar (Ex)
Combat Gear +1 Quarterstaff;
SPECIAL ABILITIES
+2 to Reflex saves You gain the Alertness feat while
your familiar is within arm's reach.
Combat Casting +4 to Concentration checks to cast
while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your
familiar can deliver touch spells for you.
Elf Blood You are counted as both elves and humans for
any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic
sleep effects.

Empathic Link with Familiar (Su) You have an
empathic link with your Arcane Familiar.
Evil Eye -2 (7 round(s)) (DC 16) (Su) Inflict penalties
with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (5 minutes/day) (Sp) Fly for 5 minutes/day.
Healing (2d8+5) (Su) Cure Moderate Wounds at will
(1/day/person)
Levitate (1/day) (Sp) Levitate 1/day
Low-Light Vision See twice as far as a human in low
light, distinguishing color and detail.
Misfortune (1 round(s)) (DC 16) (Su) Target must take
the lower of 2d20 for rolls.
Share Spells with Familiar The wizard may cast a spell
with a target of "You" on his familiar (as a touch spell)
instead of on himself. A wizard may cast spells on his
familiar even if the spells do not normally affect
creatures of the familiar's type (magical beast).
Speak With Familiar (Ex) You can communicate
verbally with your familiar.

Male Fox
NN Tiny Magical Beast ((Animal))
Init +2; Senses Low-Light Vision, Scent; Perception
+12
AC 17, touch 14, flat-footed 15 (+2 Dex, +2 size, +3
natural)
hp 19 (1d8+1)
Fort +3, Ref +4, Will +5
Spd 40 ft.
Melee Bite (Fox) +3 (1d3-1/20/x2) and
Unarmed Strike +3 (1-1/20/x2)
Space 2.5 ft.; Reach 0 ft.
Str 9, Dex 15, Con 13, Int 8, Wis 12, Cha 6
Base Atk +2; CMB +2; CMD 11 (15 vs. Trip)
Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +6, Perception +12, Sense
Motive +6, Spellcraft +4, Stealth +10, Swim +2, Use
Magic
Device +3 Modifiers +4 to Survival to track by scent,
Acrobatics (Jump) +8
Languages
SQ Improved Evasion (Ex)
SPECIAL ABILITIES

Male Tiefling Barbarian (Savage Barbarian) 5
NE Medium Outsider (Native)
Init +2; Senses Darkvision; Perception +0
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 63 (5d12+10)
Fort +6, Ref +3, Will +1
Defensive Abilities Improved Uncanny Dodge (Lv
>=9); Resist Chaos Totem, Lesser +1, cold 5, electricity
5, fire 5,

Energy Resistance: Sonic, Naked Courage +1
Spd 30 ft.
Melee +2 Greatclub +11 (1d10+8/20/x2) and
Unarmed Strike +9 (1d3+4/20/x2)
Ranged Longbow +7 (1d8/20/x3)
Special Attacks Elemental Rage, Lesser (1/rage)
Spell-Like Abilities Darkness (1/day)
Str 19, Dex 14, Con 14, Int 10, Wis 10, Cha 6
Base Atk +5; CMB +9; CMD 21
Feats Combat Reflexes (3 AoO/round), Deadly Aim -
2/+4, Extra Rage Power
Skills Acrobatics +0, Bluff +0, Climb +2, Escape Artist
+0, Fly +0, Intimidate +6, Ride +8, Sense Motive +5,
Survival +8, Swim +2
Languages Common, Draconic
SQ Fast Movement +10 (Ex), Rage (14 rounds/day)
(Ex)
Combat Gear +2 Greatclub, +2 Hide, Longbow;
SPECIAL ABILITIES

⚔ 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,
Sword;
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 , 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 brianna 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 Brianna (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, touch 16, flat-footed (+3 natural armor, +1 dodge, +5 Dex)

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-Elf Witch 7
NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +10
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 53 (7d6+14)
Fort +4, Ref +4, Will +6
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +2 Quarterstaff +4 (1d6+1/20/x2) and
Unarmed Strike +2 (1d3-1/20/x2)
Special Attacks Evil Eye (DC 17), Misfortune (DC 17)
Spell-Like Abilities Feather Fall (At will), Fly (7
minutes/day), Levitate (1/day)
Witch Spells Known (CL 7, 2 melee touch, 5 ranged
touch):
4 (2/day) Black Tentacles, Enervation
3 (3/day) Haste (DC 17), Vampiric Touch, Twilight
Knife
2 (4/day) Cure Moderate Wounds (DC 16), Cure
Moderate Wounds (DC 16), Touch of Idiocy, Burning
Gaze (DC 16)
1 (5/day) Inflict Light Wounds (DC 15), Mage Armor
(DC 15), Ray of Enfeeblement (DC 15), Ray of
Enfeeblement, (DC 15), Ray of Enfeeblement (DC 15)
0 (at will) Touch of Fatigue (DC 14), Touch of Fatigue
(DC 14), Bleed (DC 14), Guidance
Str 9, Dex 14, Con 14, Int 19, Wis 12, Cha 9
Base Atk +3; CMB +2; CMD 18
Feats Combat Casting, Defensive Combat Training,
Extra Hex, Skill Focus: Spellcraft (Adaptability), Spell
Penetration
Skills Heal +11, Knowledge (Arcana) +14, Perception
+10, Sense Motive +8, Spellcraft +17, Swim +3, Use
Magic
Device +9
Languages Celestial, Common, Draconic, Dwarven,
Elven, Giant
SQ +2 to Reflex saves, Deliver Touch Spells Through
Familiar (Su), Disguise (7 hours/day) (Ex), Elf Blood,
Empathic
Link with Familiar (Su), Healing (2d8+7) (Su), Share
Spells with Familiar, Speak with Animals (Ex), Speak
With
Familiar (Ex)
Combat Gear +2 Quarterstaff;
SPECIAL ABILITIES
+2 to Reflex saves You gain the Alertness feat while
your familiar is within arm's reach.
Combat Casting +4 to Concentration checks to cast
while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your
familiar can deliver touch spells for you.

Disguise (7 hours/day) (Ex) Disguise Self for 7
hours/day.
Elf Blood You are counted as both elves and humans for
any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic
sleep effects.
Empathic Link with Familiar (Su) You have an
empathic link with your Arcane Familiar.
Evil Eye -2 (7 round(s)) (DC 17) (Su) Inflict penalties
with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (7 minutes/day) (Sp) Fly for 7 minutes/day.
Healing (2d8+7) (Su) Cure Moderate Wounds at will
(1/day/person)
Levitate (1/day) (Sp) Levitate 1/day
Low-Light Vision See twice as far as a human in low
light, distinguishing color and detail.
Misfortune (1 round(s)) (DC 17) (Su) Target must take
the lower of 2d20 for rolls.
Share Spells with Familiar The wizard may cast a spell
with a target of "You" on his familiar (as a touch spell)
instead of on himself. A wizard may cast spells on his
familiar even if the spells do not normally affect
creatures of the familiar's type (magical beast).
Speak with Animals (Ex) Your familiar can
communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate
verbally with your familiar.
Spell Penetration +2 to caster levels checks to overcome
spell resistance.

Male Fox
NN Tiny Magical Beast ((Animal))
Init +2; Senses Low-Light Vision, Scent; Perception
+12
AC 17, touch 14, flat-footed 15 (+2 Dex, +2 size, +3
natural)
hp 19 (1d8+1)
Fort +3, Ref +4, Will +5
Spd 40 ft.
Melee Bite (Fox) +3 (1d3-1/20/x2) and
Unarmed Strike +3 (1-1/20/x2)
Space 2.5 ft.; Reach 0 ft.
Str 9, Dex 15, Con 13, Int 8, Wis 12, Cha 6
Base Atk +2; CMB +2; CMD 11 (15 vs. Trip)
Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +6, Perception +12, Sense
Motive +6, Spellcraft +4, Stealth +10, Swim +2, Use
Magic
Device +3 Modifiers +4 to Survival to track by scent,
Acrobatics (Jump) +8
Languages
SQ Improved Evasion (Ex)

SPECIAL ABILITIES

Male Tiefling Barbarian (Savage Barbarian) 7
NE Medium Outsider (Native)
Init +8; Senses Darkvision; Perception +0
AC 22, touch 16, flat-footed 18 (+6 armor, +4 Dex)
hp 99 (7d12+28)
Fort +9, Ref +6, Will +2
Defensive Abilities Improved Uncanny Dodge (Lv >=11); Resist Chaos Totem, Lesser +1, cold 5, electricity 5, fire 5,
Energy Resistance: Sonic, Naked Courage +2
Spd 30 ft.
Melee +2 Greatclub +15/+10 (1d10+11/20/x2) and Unarmed Strike +13/+8 (1d3+6/20/x2)
Ranged Longbow +11/+6 (1d8/20/x3)
Special Attacks Elemental Rage, Lesser (1/rage)
Spell-Like Abilities Darkness (1/day)
Str 19/23, Dex 14/18, Con 14/18, Int 10, Wis 10, Cha 6
Base Atk +7; CMB +13; CMD 29
Feats Combat Reflexes (5 AoO/round), Deadly Aim -2/+4, Extra Rage Power, Improved Initiative
Skills Acrobatics +2, Bluff +0, Climb +4, Escape Artist +2, Fly +2, Intimidate +8, Ride +12, Sense Motive +7, Survival +10, Swim +4
Languages Common, Draconic
SQ Fast Movement +10 (Ex), Rage (18 rounds/day) (Ex), Renewed Vigor 1d8+4 HP (1/day) (Ex)
Combat Gear +2 Greatclub, +2 Hide, Longbow; Other Gear Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace

SPECIAL ABILITIES

⚔ 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

⚔ 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 , 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) **

♀ female half-elf druid of brianna 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 Brianna (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

ATL 9

Male Half-Elf Witch 9
NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +12
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 67 (9d6+18)
Fort +5, Ref +5, Will +7
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +2 Quarterstaff +5 (1d6+1/20/x2) and
Unarmed Strike +3 (1d3-1/20/x2)
Special Attacks Evil Eye (DC 19), Misfortune (DC 19)
Spell-Like Abilities Feather Fall (At will), Fly (9
minutes/day), Levitate (1/day)
Witch Spells Known (CL 9, 3 melee touch, 6 ranged
touch):
5 (2/day) Baleful Polymorph (DC 20), Pain Strike, Mass
(DC 20)
4 (3/day) Black Tentacles, Enervation, Enervation
3 (4/day) Haste (DC 18), Vampiric Touch, Twilight
Knife, Twilight Knife
2 (5/day) Cure Moderate Wounds (DC 17), Cure
Moderate Wounds (DC 17), Touch of Idiocy, Touch of
Idiocy,
Burning Gaze (DC 17)
1 (6/day) Inflict Light Wounds (DC 16), Mage Armor
(DC 16), Ray of Enfeeblement (DC 16), Ray of
Enfeeblement, (DC 16), Ray of Enfeeblement (DC 16),
Ray of Enfeeblement (DC 16)
0 (at will) Touch of Fatigue (DC 15), Touch of Fatigue
(DC 15), Bleed (DC 15), Guidance
Str 9, Dex 14, Con 14, Int 20, Wis 12, Cha 9
Base Atk +4; CMB +3; CMD 20
Feats Brew Potion, Combat Casting, Defensive Combat
Training, Extra Hex, Skill Focus: Spellcraft
(Adaptability),
Spell Penetration
Skills Heal +13, Intimidate +5, Knowledge (Arcana)
+17, Linguistics +6, Perception +12, Sense Motive +10,
Spellcraft +20, Stealth +7, Swim +3, Use Magic Device
+11
Languages Celestial, Common, Draconic, Dwarven,
Elven, Giant
SQ +2 to Reflex saves, Charm +2 (5 round(s)) (DC 19)
(Su), Deliver Touch Spells Through Familiar (Su),
Disguise (9
hours/day) (Ex), Elf Blood, Empathic Link with
Familiar (Su), Healing (2d8+9) (Su), Share Spells with
Familiar, Speak with Animals (Ex), Speak With
Familiar (Ex)
Combat Gear +2 Quarterstaff;
SPECIAL ABILITIES

+2 to Reflex saves You gain the Alertness feat while
your familiar is within arm's reach.
Charm +2 (5 round(s)) (DC 19) (Su) Improve attitudes
by 2 step(s).
Combat Casting +4 to Concentration checks to cast
while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your
familiar can deliver touch spells for you.
Disguise (9 hours/day) (Ex) Disguise Self for 9
hours/day.
Elf Blood You are counted as both elves and humans for
any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic
sleep effects.
Empathic Link with Familiar (Su) You have an
empathic link with your Arcane Familiar.
Evil Eye -4 (8 round(s)) (DC 19) (Su) Inflict penalties
with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (9 minutes/day) (Sp) Fly for 9 minutes/day.
Healing (2d8+9) (Su) Cure Moderate Wounds at will
(1/day/person)
Levitate (1/day) (Sp) Levitate 1/day
Low-Light Vision See twice as far as a human in low
light, distinguishing color and detail.
Misfortune (2 round(s)) (DC 19) (Su) Target must take
the lower of 2d20 for rolls.
Share Spells with Familiar The wizard may cast a spell
with a target of "You" on his familiar (as a touch spell)
instead of on himself. A wizard may cast spells on his
familiar even if the spells do not normally affect
creatures of the familiar's type (magical beast).
Speak with Animals (Ex) Your familiar can
communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate
verbally with your familiar.
Spell Penetration +2 to caster levels checks to overcome
spell resistance.

Male Fox
NN Tiny Magical Beast ((Animal))
Init +2; Senses Low-Light Vision, Scent; Perception
+16
AC 19, touch 14, flat-footed 17 (+2 Dex, +2 size, +5
natural)
hp 33 (1d8+1)
Fort +4, Ref +5, Will +7
Spd 40 ft.
Melee Bite (Fox) +5 (1d3-1/20/x2) and
Unarmed Strike +5 (1-1/20/x2)
Space 2.5 ft.; Reach 0 ft.
Str 9, Dex 15, Con 13, Int 10, Wis 12, Cha 6
Base Atk +4; CMB +4; CMD 13 (17 vs. Trip)

Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +10, Intimidate +1,
Linguistics +1, Perception +16, Sense Motive +10,
Spellcraft +9,
Stealth +18, Swim +2, Use Magic Device +7 Modifiers
+4 to Survival to track by scent, Acrobatics (Jump) +8
Languages
SQ Improved Evasion (Ex)
SPECIAL ABILITIES

Male Tiefling Barbarian (Savage Barbarian) 9
NE Medium Outsider (Native)
Init +8; Senses Darkvision; Perception +0
AC 22, touch 16, flat-footed 18 (+6 armor, +4 Dex)
hp 125 (9d12+36)
Fort +10, Ref +7, Will +3
Defensive Abilities Improved Uncanny Dodge (Lv
>=13); Resist Chaos Totem, Lesser +2, cold 5,
electricity 5, fire 5,
Energy Resistance: Sonic, Naked Courage +3
Spd 30 ft.
Melee +2 Greatclub +18/+13 (1d10+12/20/x2) and
Unarmed Strike +16/+11 (1d3+7/20/x2)
Ranged Longbow +13/+8 (1d8/20/x3)
Special Attacks Elemental Rage, Lesser (1/rage)
Spell-Like Abilities Darkness (1/day)
Str 20/24, Dex 14/18, Con 14/18, Int 10, Wis 10, Cha 6
Base Atk +9; CMB +16; CMD 32
Feats Combat Reflexes (5 AoO/round), Deadly Aim -
3/+6, Extra Rage Power, Improved Initiative
Skills Acrobatics +2, Bluff +0, Climb +5, Escape Artist
+2, Fly +2, Intimidate +10, Ride +14, Sense Motive +9,
Survival +12, Swim +5
Languages Common, Draconic
SQ Chaos Totem (Su), Fast Movement +10 (Ex), Rage
(22 rounds/day) (Ex), Renewed Vigor 2d8+4 HP (1/day)
(Ex)
Combat Gear +2 Greatclub, +2 Hide, Longbow; Other
Gear Potion of Barkskin +2, Potion of Bear's
Endurance, Potion of Bull's Strength, Potion of Cat's
Grace

⚔ 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

⚔ 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 , 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) ***

♀ **female half-elf druid of brianna 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 Brianna (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

ATL 11

Male Half-Elf Witch 11
NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +13
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 92 (11d6+33)
Fort +5, Ref +5, Will +8
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +3 Quarterstaff +7 (1d6+2/20/x2) and
Unarmed Strike +4 (1d3-1/20/x2)
Special Attacks Evil Eye (DC 20), Misfortune (DC 20)
Spell-Like Abilities Feather Fall (At will), Fly (11
minutes/day), Levitate (1/day)
Witch Spells Known (CL 11, 4 melee touch, 7 ranged
touch):
6 (1/day) Slay Living (DC 21)
5 (3/day) Baleful Polymorph (DC 20), Baleful
Polymorph (DC 20), Pain Strike, Mass (DC 20)
4 (4/day) Black Tentacles, Enervation, Enervation,
Enervation
3 (5/day) Haste (DC 18), Vampiric Touch, Vampiric
Touch, Twilight Knife, Twilight Knife
2 (5/day) Cure Moderate Wounds (DC 17), Cure
Moderate Wounds (DC 17), Touch of Idiocy, Touch of
Idiocy,
Burning Gaze (DC 17)
1 (6/day) Inflict Light Wounds (DC 16), Mage Armor
(DC 16), Ray of Enfeeblement (DC 16), Ray of
Enfeeblement
(DC 16), Ray of Enfeeblement (DC 16), Ray of
Enfeeblement (DC 16)
0 (at will) Touch of Fatigue (DC 15), Touch of Fatigue
(DC 15), Bleed (DC 15), Guidance
Str 9, Dex 14, Con 14, Int 20, Wis 12, Cha 9
Base Atk +5; CMB +4; CMD 22
Feats Brew Potion, Combat Casting, Defensive Combat
Training, Extra Hex, Skill Focus: Spellcraft
(Adaptability),
Spell Penetration, Toughness +11
Skills Heal +14, Intimidate +11, Knowledge (Arcana)
+18, Linguistics +6, Perception +13, Sense Motive +11,
Spellcraft +25, Stealth +7, Swim +3, Use Magic Device
+13
Languages Celestial, Common, Draconic, Dwarven,
Elven, Giant
SQ +2 to Reflex saves, Charm +2 (5 round(s)) (DC 20)
(Su), Deliver Touch Spells Through Familiar (Su),
Disguise
(11 hours/day) (Ex), Elf Blood, Empathic Link with
Familiar (Su), Healing (2d8+10) (Su), Retribution (5
round(s))

(DC 20) (Su), Share Spells with Familiar, Speak with
Animals (Ex), Speak With Familiar (Ex)
Combat Gear +3 Quarterstaff;
SPECIAL ABILITIES
+2 to Reflex saves You gain the Alertness feat while
your familiar is within arm's reach.
Charm +2 (5 round(s)) (DC 20) (Su) Improve attitudes
by 2 step(s).
Combat Casting +4 to Concentration checks to cast
while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your
familiar can deliver touch spells for you.
Disguise (11 hours/day) (Ex) Disguise Self for 11
hours/day.
Elf Blood You are counted as both elves and humans for
any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
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/witch11.txt[8/16/2012 12:10:31 PM]
Elven Immunities - Sleep You are immune to magic
sleep effects.
Empathic Link with Familiar (Su) You have an
empathic link with your Arcane Familiar.
Evil Eye -4 (8 round(s)) (DC 20) (Su) Inflict penalties
with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (11 minutes/day) (Sp) Fly for 11 minutes/day.
Healing (2d8+10) (Su) Cure Moderate Wounds at will
(1/day/person)
Levitate (1/day) (Sp) Levitate 1/day
Low-Light Vision See twice as far as a human in low
light, distinguishing color and detail.
Misfortune (2 round(s)) (DC 20) (Su) Target must take
the lower of 2d20 for rolls.
Retribution (5 round(s)) (DC 20) (Su) Target suffers
half the melee damage it inflicts
Share Spells with Familiar The wizard may cast a spell
with a target of "You" on his familiar (as a touch spell)
instead
of on himself. A wizard may cast spells on his familiar
even if the spells do not normally affect creatures of the
familiar's type (magical beast).
Speak with Animals (Ex) Your familiar can
communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate
verbally with your familiar.
Spell Penetration +2 to caster levels checks to overcome
spell resistance.

Male Fox
NN Tiny Magical Beast ((Animal))
Init +2; Senses Low-Light Vision, Scent; Perception
+17

AC 20, touch 14, flat-footed 18 (+2 Dex, +2 size, +6 natural)
hp 46 (1d8+1)
Fort +4, Ref +5, Will +8
SR 16
Spd 40 ft.
Melee Bite (Fox) +6 (1d3-1/20/x2) and
Unarmed Strike +6 (1-1/20/x2)
Space 2.5 ft.; Reach 0 ft.
Str 9, Dex 15, Con 13, Int 11, Wis 12, Cha 6
Base Atk +5; CMB +5; CMD 14 (18 vs. Trip)
Feats Skill Focus: Perception
Skills Climb +2, Fly +6, Heal +11, Intimidate +7,
Linguistics +1, Perception +17, Sense Motive +11,
Spellcraft +11,
Stealth +18, Swim +2, Use Magic Device +9 Modifiers
+4 to Survival to track by scent, Acrobatics (Jump) +8
Languages
SQ Improved Evasion (Ex)
SPECIAL ABILITIES

Male Tiefling Barbarian (Savage Barbarian) 11
NE Medium Outsider (Native)
Init +8; Senses Darkvision; Perception +0
AC 26, touch 19, flat-footed 22 (+7 armor, +4 Dex)
hp 151 (11d12+44)
Fort +11, Ref +7, Will +3
Defensive Abilities Improved Uncanny Dodge (Lv
>=15); Resist Chaos Totem, Lesser +2, cold 5,
electricity 5, fire 5,
Energy Resistance, Greater: Sonic (1/rage), Energy
Resistance: Acid, Energy Resistance: Sonic, Naked
Courage +3
Spd 30 ft.
Melee +3 Greatclub +21/+16/+11 (1d10+13/20/x2) and
Unarmed Strike +18/+13/+8 (1d3+7/20/x2)
Ranged Longbow +15/+10/+5 (1d8/20/x3)
Special Attacks Elemental Rage, Lesser (1/rage)
Spell-Like Abilities Darkness (1/day)
Str 20/24, Dex 14/18, Con 14/18, Int 10, Wis 10, Cha 6
Base Atk +11; CMB +18; CMD 37
Feats Combat Reflexes (5 AoO/round), Deadly Aim -
3/+6, Extra Rage Power, Extra Rage Power, Extra Rage
Power, Improved Initiative
Skills Acrobatics +2, Bluff +0, Climb +5, Escape Artist
+2, Fly +2, Intimidate +12, Ride +16, Sense Motive
+11,
Survival +14, Swim +5
Languages Common, Draconic
SQ Chaos Totem (Su), Fast Movement +10 (Ex),
Increase Damage Reduction (Ex), Rage (26 rounds/day)
(Ex),
Renewed Vigor 2d8+4 HP (1/day) (Ex)

Combat Gear +3 Greatclub, +3 Hide, Longbow; Other
Gear Potion of Barkskin +3, Potion of Bear's
Endurance, Potion of Bull's Strength, Potion of Cat's
Grace

SPECIAL ABILITIES

⚔ 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 , Skill Focus (Climb); cleave; point blank shot;
weapon specialization (longsword); great cleave; rapid
shot; improved critical (longsword); improved critical
(shortspear); mounted combat; critical focus

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

⚔ female half-elf druid of brianna 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
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 Brianna (deer's head with antlers)
Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

⚔ 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

ATL 13

Male Half-Elf Witch 13
NE Medium Humanoid (Elf, Human)
Init +2; Senses Low-Light Vision; Perception +13
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 108 (13d6+39)
Fort +6, Ref +6, Will +9
Immune sleep; Resist Elven Immunities
Spd 30 ft.
Melee +3 Quarterstaff +8/+3 (1d6+2/20/x2) and
Unarmed Strike +5/+0 (1d3-1/20/x2)
Special Attacks Agony (DC 21), Evil Eye (DC 21),
Misfortune (DC 21)
Spell-Like Abilities Feather Fall (At will), Fly (13
minutes/day), Levitate (1/day)
Witch Spells Known (CL 13, 5 melee touch, 8 ranged
touch):
7 (1/day) Harm (DC 22)
6 (2/day) Slay Living (DC 21), Slay Living (DC 21)
5 (4/day) Baleful Polymorph (DC 20), Baleful
Polymorph (DC 20), Pain Strike, Mass (DC 20), Pain
Strike, Mass (DC 20)
4 (5/day) Black Tentacles, Black Tentacles, Enervation,
Enervation, Enervation
3 (5/day) Haste (DC 18), Vampiric Touch, Vampiric
Touch, Twilight Knife, Twilight Knife
2 (5/day) Cure Moderate Wounds (DC 17), Cure
Moderate Wounds (DC 17), Touch of Idiocy, Touch of
Idiocy, Burning Gaze (DC 17)
1 (6/day) Inflict Light Wounds (DC 16), Mage Armor
(DC 16), Ray of Enfeeblement (DC 16), Ray of
Enfeeblement (DC 16), Ray of Enfeeblement (DC 16),
Ray of Enfeeblement (DC 16)
0 (at will) Touch of Fatigue (DC 15), Touch of Fatigue
(DC 15), Bleed (DC 15), Guidance
Str 9, Dex 14, Con 14, Int 21, Wis 12, Cha 9
Base Atk +6; CMB +5; CMD 24
Feats Brew Potion, Combat Casting, Defensive Combat
Training, Extra Hex, Focused Spell, Skill Focus:
Spellcraft (Adaptability), Spell Penetration, Toughness
+13
Skills Fly +12, Heal +14, Intimidate +11, Knowledge
(Arcana) +21, Linguistics +6, Perception +13, Sense
Motive +11, Spellcraft +27, Stealth +7, Swim +3, Use
Magic Device +15
Languages Celestial, Common, Draconic, Dwarven,
Elven, Giant
SQ +2 to Reflex saves, Charm +2 (5 round(s)) (DC 21)
(Su), Deliver Touch Spells Through Familiar (Su),
Disguise (13 hours/day) (Ex), Elf Blood, Empathic Link
with Familiar (Su), Healing (2d8+10) (Su), Retribution
(5 round(s)) (DC 21) (Su), Scry on Familiar (1/day)

(Sp), Share Spells with Familiar, Speak with Animals
(Ex), Speak With Familiar (Ex)
Combat Gear +3 Quarterstaff;
SPECIAL ABILITIES
+2 to Reflex saves You gain the Alertness feat while
your familiar is within arm's reach.
Agony (13 rounds) (DC 21) (Su) Target is Nauseated.
Charm +2 (5 round(s)) (DC 21) (Su) Improve attitudes
by 2 step(s).
Combat Casting +4 to Concentration checks to cast
while on the defensive.
Deliver Touch Spells Through Familiar (Su) Your
familiar can deliver touch spells for you.
Disguise (13 hours/day) (Ex) Disguise Self for 13
hours/day.
Elf Blood You are counted as both elves and humans for
any effect relating to race.
Elven Immunities +2 save bonus vs Enchantments.
Elven Immunities - Sleep You are immune to magic
sleep effects.
Empathic Link with Familiar (Su) You have an
empathic link with your Arcane Familiar.
Evil Eye -4 (8 round(s)) (DC 21) (Su) Inflict penalties
with a glance.
Feather Fall (At will) (Sp) Feather Fall at will.
Fly (13 minutes/day) (Sp) Fly for 13 minutes/day.
Focused Spell You can cast a spell that gains +2 DC
against one of its multiple targets.
Healing (2d8+10) (Su) Cure Moderate Wounds at will
(1/day/person)
Levitate (1/day) (Sp) Levitate 1/day
Low-Light Vision See twice as far as a human in low
light, distinguishing color and detail.
Misfortune (2 round(s)) (DC 21) (Su) Target must take
the lower of 2d20 for rolls.
Retribution (5 round(s)) (DC 21) (Su) Target suffers
half the melee damage it inflicts
Scry on Familiar (1/day) (Sp) You can scry on your
familiar once per day.
Share Spells with Familiar The wizard may cast a spell
with a target of "You" on his familiar (as a touch spell)
instead of on himself. A wizard may cast spells on his
familiar even if the spells do not normally affect
creatures of the familiar's type (magical beast).
Speak with Animals (Ex) Your familiar can
communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate
verbally with your familiar.
Spell Penetration +2 to caster levels checks to overcome
spell resistance.

Male Fox
NN Tiny Magical Beast ((Animal))

Init +2; Senses Low-Light Vision, Scent; Perception +17
 AC 21, touch 14, flat-footed 19 (+2 Dex, +2 size, +7 natural)
 hp 54 (1d8+1)
 Fort +5, Ref +6, Will +9
 SR 18
 Spd 40 ft.
 Melee Bite (Fox) +7 (1d3-1/20/x2) and Unarmed Strike +7/+2 (1-1/20/x2)
 Space 2.5 ft.; Reach 0 ft.
 Str 9, Dex 15, Con 13, Int 12, Wis 12, Cha 6
 Base Atk +6; CMB +6; CMD 15 (19 vs. Trip)
 Feats Skill Focus: Perception
 Skills Climb +2, Fly +16, Heal +11, Intimidate +7, Linguistics +2, Perception +17, Sense Motive +11, Spellcraft +14, Stealth +18, Swim +2, Use Magic Device +11
 Modifiers +4 to Survival to track by scent, Acrobatics (Jump) +8
 Languages
 SQ Improved Evasion (Ex)
SPECIAL ABILITIES
 +4 to Survival to track by scent (Ex) You are particularly good at Survival in certain environments or circumstances.
 Acrobatics (Jump) +8 (Ex) You gain the specified bonus to acrobatics checks made to jump.
 Improved Evasion (Ex) No damage on successful reflex save; half on failed save.
 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.

Male Tiefling Barbarian (Savage Barbarian) 13
 NE Medium Outsider (Native)
 Init +8; Senses Darkvision; Perception +0
 AC 29, touch 21, flat-footed 25 (+8 armor, +4 Dex)
 hp 177 (13d12+52)
 Fort +12, Ref +8, Will +4
 Defensive Abilities Improved Uncanny Dodge (Lv >=17); Resist Chaos Totem, Lesser +2, cold 5, electricity 5, fire 5,
 Energy Resistance, Greater: Acid (1/rage), Energy Resistance, Greater: Sonic (1/rage), Energy Resistance: Acid,
 Energy Resistance: Sonic, Naked Courage +4
 Spd 30 ft.
 Melee +4 Greatclub +24/+19/+14 (1d10+14/20/x2) and Unarmed Strike +20/+15/+10 (1d3+7/20/x2)
 Ranged Longbow +17/+12/+7 (1d8/20/x3)
 Special Attacks Elemental Rage, Lesser (1/rage)
 Spell-Like Abilities Darkness (1/day)

Str 21/25, Dex 14/18, Con 14/18, Int 10, Wis 10, Cha 6
 Base Atk +13; CMB +20; CMD 41
 Feats Combat Reflexes (5 AoO/round), Deadly Aim -4/+8, Extra Rage Power, Extra Rage Power, Extra Rage Power,
 Improved Initiative, Power Attack -4/+8
 Skills Acrobatics +2, Bluff +0, Climb +5, Escape Artist +2, Fly +2, Intimidate +14, Ride +18, Sense Motive +13, Survival +16, Swim +5
 Languages Common, Draconic
 SQ Chaos Totem (Su), Fast Movement +10 (Ex), Increase Damage Reduction (Ex), Rage (30 rounds/day) (Ex),
 Renewed Vigor 3d8+4 HP (1/day) (Ex)
 Combat Gear +4 Greatclub, +4 Hide, Longbow; Other Gear Potion of Barkskin +4, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace
SPECIAL ABILITIES
 Chaos Totem (Su) While raging, +4 Escape Artist, 25% Fortification
 Chaos Totem, Lesser +2 (Su) While raging, +2 AC vs. lawful creatures and +2 save vs. Lawful spells
 Combat Reflexes (5 AoO/round) You may make up to 5 attacks of opportunity per round, and may make them while flat-footed.
 Damage Resistance, Cold (5) You have the specified Damage Resistance against Cold attacks.
 Damage Resistance, Electricity (5) You have the specified Damage Resistance against Electricity attacks.
 Damage Resistance, Fire (5) You have the specified Damage Resistance against Fire attacks.
 Darkness (1/day) (Sp) Darkness once per day.
 Darkvision (60 feet) You can see in the dark (black and white vision only).
 Deadly Aim -4/+8 Trade a penalty to ranged attacks for a bonus to ranged damage.
 Elemental Rage, Lesser (1/rage) (Su) 1/rage, attack deals +1D6 energy damage.
 Energy Resistance, Greater: Acid (1/rage) (Ex) 1/rage, halve an acid attack's damage before applying resistance.
 Energy Resistance, Greater: Sonic (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.
 Energy Resistance: Acid (Ex) Acid Resistance while raging
 Energy Resistance: Sonic (Ex) Acid Resistance while raging
 Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.
 Improved Uncanny Dodge (Lv >=17) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless

the attacker is Level 17+.
Increase Damage Reduction (Ex) While raging, your DR increases by 1.
Naked Courage +4 (Ex) +4 AC and save vs. fear when not wearing armor.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Rage (30 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.
Renewed Vigor 3d8+4 HP (1/day) (Ex) 1/day while raging, heal yourself for 3d8+4 HP

⚔ 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

⚔ 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 , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;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) ****

⚔ female half-elf druid of brianna 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, stoneskin, stoneskin*; 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 Brianna (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

ATL 15

Male Half-Elf Witch 15
 NE Medium Humanoid (Elf, Human)
 Init +2; Senses Low-Light Vision; Perception +15
 AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
 hp 124 (15d6+45)
 Fort +7, Ref +7, Will +10
 Immune sleep; Resist Elven Immunities
 Spd 30 ft.
 Melee +4 Quarterstaff +10/+5 (1d6+3/20/x2) and
 Unarmed Strike +6/+1 (1d3-1/20/x2)
 Special Attacks Agony (DC 22), Evil Eye (DC 22),
 Misfortune (DC 22), Nightmares (DC 22), Slumber (DC
 22)
 Spell-Like Abilities Feather Fall (At will), Fly (15
 minutes/day), Levitate (1/day)
 Witch Spells Known (CL 15, 6 melee touch, 9 ranged
 touch):
 8 (1/day) Horrid Wilting (DC 23)
 7 (2/day) Harm (DC 22), Harm (DC 22)
 6 (3/day) Cat's Grace, Mass (DC 21), Slay Living (DC
 21), Slay Living (DC 21)
 5 (5/day) Baleful Polymorph (DC 20), Baleful
 Polymorph (DC 20), Pain Strike, Mass (DC 20), Pain
 Strike, Mass (DC
 20), Pain Strike, Mass (DC 20)
 4 (5/day) Black Tentacles, Black Tentacles, Enervation,
 Enervation, Enervation
 3 (5/day) Haste (DC 18), Vampiric Touch, Vampiric
 Touch, Twilight Knife, Twilight Knife
 2 (5/day) Cure Moderate Wounds (DC 17), Cure
 Moderate Wounds (DC 17), Touch of Idiocy, Touch of
 Idiocy,
 Burning Gaze (DC 17)
 1 (6/day) Inflict Light Wounds (DC 16), Mage Armor
 (DC 16), Ray of Enfeeblement (DC 16), Ray of
 Enfeeblement
 (DC 16), Ray of Enfeeblement (DC 16), Ray of
 Enfeeblement (DC 16)
 0 (at will) Touch of Fatigue (DC 15), Touch of Fatigue
 (DC 15), Bleed (DC 15), Guidance
 Str 9, Dex 14, Con 14, Int 21, Wis 12, Cha 9
 Base Atk +7; CMB +6; CMD 26
 Feats Brew Potion, Combat Casting, Defensive Combat
 Training, Extra Hex, Extra Hex, Focused Spell, Skill
 Focus:
 Spellcraft (Adaptability), Spell Penetration, Toughness
 +15
 Skills Fly +13, Heal +15, Intimidate +12, Knowledge
 (Arcana) +23, Linguistics +6, Perception +15, Sense
 Motive
 +12, Spellcraft +29, Stealth +11, Swim +3, Use Magic
 Device +15

Languages Celestial, Common, Draconic, Dwarven,
 Elven, Giant
 SQ +2 to Reflex saves, Charm +2 (5 round(s)) (DC 22)
 (Su), Deliver Touch Spells Through Familiar (Su),
 Disguise
 (15 hours/day) (Ex), Elf Blood, Empathic Link with
 Familiar (Su), Healing (2d8+10) (Su), Retribution (5
 round(s))
 (DC 22) (Su), Scry on Familiar (1/day) (Sp), Share
 Spells with Familiar, Speak with Animals (Ex), Speak
 With
 Familiar (Ex)
 Combat Gear +4 Quarterstaff;
 SPECIAL ABILITIES
 +2 to Reflex saves You gain the Alertness feat while
 your familiar is within arm's reach.
 Agony (15 rounds) (DC 22) (Su) Target is Nauseated.
 Charm +2 (5 round(s)) (DC 22) (Su) Improve attitudes
 by 2 step(s).
 Combat Casting +4 to Concentration checks to cast
 while on the defensive.
 Deliver Touch Spells Through Familiar (Su) Your
 familiar can deliver touch spells for you.
 Disguise (15 hours/day) (Ex) Disguise Self for 15
 hours/day.
 Elf Blood You are counted as both elves and humans for
 any effect relating to race.
 Elven Immunities +2 save bonus vs Enchantments.
 Elven Immunities - Sleep You are immune to magic
 sleep effects.
 Empathic Link with Familiar (Su) You have an
 empathic link with your Arcane Familiar.
 Evil Eye -4 (8 round(s)) (DC 22) (Su) Inflict penalties
 with a glance.
 Feather Fall (At will) (Sp) Feather Fall at will.
 Fly (15 minutes/day) (Sp) Fly for 15 minutes/day.
 Focused Spell You can cast a spell that gains +2 DC
 against one of its multiple targets.
 Healing (2d8+10) (Su) Cure Moderate Wounds at will
 (1/day/person)
 Levitate (1/day) (Sp) Levitate 1/day
 Low-Light Vision See twice as far as a human in low
 light, distinguishing color and detail.
 Misfortune (2 round(s)) (DC 22) (Su) Target must take
 the lower of 2d20 for rolls.
 Nightmares (DC 22) (Su) Target suffers the Nightmare
 spell.
 Retribution (5 round(s)) (DC 22) (Su) Target suffers
 half the melee damage it inflicts
 Scry on Familiar (1/day) (Sp) You can scry on your
 familiar once per day.
 Share Spells with Familiar The wizard may cast a spell
 with a target of "You" on his familiar (as a touch spell)
 instead of on himself. A wizard may cast spells on his

familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).
Slumber (15 rounds) (DC 22) (Su) Target falls asleep.
Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.
Speak With Familiar (Ex) You can communicate verbally with your familiar.
Spell Penetration +2 to caster levels checks to overcome spell resistance.

Male Tiefling Barbarian (Savage Barbarian) 15
NE Medium Outsider (Native)
Init +8; Senses Darkvision; Perception +0
AC 32, touch 23, flat-footed 28 (+9 armor, +4 Dex)
hp 203 (15d12+60)
Fort +13, Ref +9, Will +5
Defensive Abilities Improved Uncanny Dodge (Lv >=19); Resist Chaos Totem, Lesser +2, cold 5, electricity 5, fire 5,
Energy Absorption: Acid (1/rage), Energy Absorption: Sonic (1/rage), Energy Resistance, Greater: Acid (1/rage), Energy Resistance, Greater: Sonic (1/rage), Energy Resistance: Acid, Energy Resistance: Sonic,
Naked Courage +5
Spd 30 ft.
Melee +5 Greatclub +27/+22/+17 (1d10+15/20/x2) and Unarmed Strike +22/+17/+12 (1d3+7/20/x2)
Ranged Longbow +19/+14/+9 (1d8/20/x3)
Special Attacks Elemental Rage, Lesser (1/rage)
Spell-Like Abilities Darkness (1/day)
Str 21/25, Dex 14/18, Con 14/18, Int 10, Wis 10, Cha 6
Base Atk +15; CMB +22; CMD 45
Feats Combat Reflexes (5 AoO/round), Deadly Aim -4/+8, Extra Rage Power, Extra Rage Power, Extra Rage Power, Extra Rage Power, Improved Initiative, Power Attack -4/+8
Skills Acrobatics +2, Bluff +0, Climb +5, Escape Artist +2, Fly +2, Intimidate +16, Ride +20, Sense Motive +15, Survival +18, Swim +5
Languages Common, Draconic
SQ Chaos Totem (Su), Fast Movement +10 (Ex), Increase Damage Reduction (Ex), Indomitable Will (Ex), Rage (34rounds/day) (Ex), Renewed Vigor 3d8+4 HP (1/day) (Ex)
Combat Gear +5 Greatclub, +5 Hide, Longbow; Other Gear Potion of Barkskin +4, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace
Chaos Totem (Su) While raging, +4 Escape Artist, 25% Fortification
Chaos Totem, Lesser +2 (Su) While raging, +2 AC vs. lawful creatures and +2 save vs. Lawful spells

Combat Reflexes (5 AoO/round) You may make up to 5 attacks of opportunity per round, and may make them while flat-footed.
Damage Resistance, Cold (5) You have the specified Damage Resistance against Cold attacks.
Damage Resistance, Electricity (5) You have the specified Damage Resistance against Electricity attacks.
Damage Resistance, Fire (5) You have the specified Damage Resistance against Fire attacks.
Darkness (1/day) (Sp) Darkness once per day.
Darkvision (60 feet) You can see in the dark (black and white vision only).
Deadly Aim -4/+8 Trade a penalty to ranged attacks for a bonus to ranged damage.
Elemental Rage, Lesser (1/rage) (Su) 1/rage, attack deals +1D6 energy damage.
Energy Absorption: Acid (1/rage) (Su) 1/rage, convert an acid attack into temporary healing.
Energy Absorption: Sonic (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.
Energy Resistance, Greater: Acid (1/rage) (Ex) 1/rage, halve an acid attack's damage before applying resistance.
Energy Resistance, Greater: Sonic (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.
Energy Resistance: Acid (Ex) Acid Resistance while raging
Energy Resistance: Sonic (Ex) Acid Resistance while raging
Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.
Improved Uncanny Dodge (Lv >=19) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 19+.
Increase Damage Reduction (Ex) While raging, your DR increases by 1.
Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.
Naked Courage +5 (Ex) +5 AC and save vs. fear when not wearing armor.
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.
Rage (34 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.
Renewed Vigor 3d8+4 HP (1/day) (Ex) 1/day while raging, heal yourself for 3d8+4 HP

⚔ **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 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, Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus; 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) ****

♀ **female half-elf druid of brianna 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, stoneskin, stoneskin*;
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 antipsonianic 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 Brianna (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

ATL 17**⚡ Half-elf sorcerer 15 (elemental 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 electricity 10; **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+, feeblemind, 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 (elemental - air - change other types of energy damage to be electricity); 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 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

✂ 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 , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;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) *****

✂ female half-elf druid of brianna 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, stonewood, stonewood;*

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 Brianna (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 Tiefling Barbarian (Savage Barbarian) 17

NE Medium Outsider (Native)

Init +8; **Senses** Darkvision; Perception +0

AC 33, touch 24, flat-footed 29 (+9 armor, +4 Dex)

hp 229 (17d12+68)

Fort +14, **Ref** +9, **Will** +5

Defensive Abilities Improved Uncanny Dodge (Lv >=21); Resist Chaos Totem, Lesser +2, cold 5, electricity 5, fire 5,

Energy Absorption: Acid (1/rage), **Energy Absorption:** Sonic (1/rage), **Energy Resistance, Greater:** Acid (1/rage),

Energy Resistance, Greater: Sonic (1/rage), **Energy Resistance:** Acid, **Energy Resistance:** Sonic, **Naked Courage** +5

Spd 30 ft.

Melee +5 Greatclub +30/+25/+20/+15 (1d10+17/20/x2) and

Unarmed Strike +25/+20/+15/+10 (1d3+8/20/x2)

Ranged Longbow +21/+16/+11/+6 (1d8/20/x3)

Special Attacks Elemental Rage, Lesser (1/rage)

Spell-Like Abilities Darkness (1/day)

Str 22/26, **Dex** 14/18, **Con** 14/18, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +17; **CMB** +25; **CMD** 49

Feats Combat Reflexes (5 AoO/round), Deadly Aim -5/+10, Extra Rage Power, Extra Rage Power, Extra Rage Power,

Extra Rage Power, Extra Rage Power, Improved Initiative, Power Attack -5/+10

Skills Acrobatics +2, Bluff +0, Climb +6, Escape Artist +2, Fly +2, Intimidate +18, Ride +22, Sense Motive +17,

Survival +20, **Swim** +6

Languages Common, Draconic

SQ Chaos Totem (Su), Fast Movement +10 (Ex),

Increase Damage Reduction (Ex), Increase Damage Reduction (Ex),

Increase Damage Reduction (Ex), Indomitable Will

(Ex), Rage (38 rounds/day) (Ex), Renewed Vigor 4d8+4 HP (1/day) (Ex)

Combat Gear +5 Greatclub, +5 Hide, Longbow; **Other Gear** Potion of Barkskin +4, Potion of Bear's

Endurance, Potion

of Bull's Strength, Potion of Cat's Grace

SPECIAL ABILITIES

Chaos Totem (Su) While raging, +4 Escape Artist, 25% Fortification

Chaos Totem, Lesser +2 (Su) While raging, +2 AC vs. lawful creatures and +2 save vs. Lawful spells

Combat Reflexes (5 AoO/round) You may make up to 5 attacks of opportunity per round, and may make them while

flat-footed.

Damage Resistance, Cold (5) You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Electricity (5) You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (5) You have the specified Damage Resistance against Fire attacks.

Darkness (1/day) (Sp) Darkness once per day.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Deadly Aim -5/+10 Trade a penalty to ranged attacks for a bonus to ranged damage.

Elemental Rage, Lesser (1/rage) (Su) 1/rage, attack deals +1D6 energy damage.

Energy Absorption: Acid (1/rage) (Su) 1/rage, convert an acid attack into temporary healing.

Energy Absorption: Sonic (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

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Energy Resistance, Greater: Acid (1/rage) (Ex) 1/rage, halve an acid attack's damage before applying resistance.

Energy Resistance, Greater: Sonic (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Acid (Ex) Acid Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Improved Uncanny Dodge (Lv >=21) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 21+.

Increase Damage Reduction (Ex) While raging, your DR increases by 1.

Increase Damage Reduction (Ex) While raging, your DR increases by 1.

Increase Damage Reduction (Ex) While raging, your DR increases by 1.

Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Naked Courage +5 (Ex) +5 AC and save vs. fear when not wearing armor.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Rage (38 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Renewed Vigor 4d8+4 HP (1/day) (Ex) 1/day while raging, heal yourself for 4d8+4 HP

Male Half-Elf Witch 17
 NE Medium Humanoid (Elf, Human)
 Init +2; Senses Low-Light Vision; Perception +19
 AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
 hp 140 (17d6+51)
 Fort +7, Ref +7, Will +11
 Immune sleep; Resist Elven Immunities
 Spd 30 ft.
 Melee +4 Quarterstaff +11/+6 (1d6+3/20/x2) and Unarmed Strike +7/+2 (1d3-1/20/x2)
 Special Attacks Agony (DC 24), Evil Eye (DC 24), Misfortune (DC 24), Nightmares (DC 24), Slumber (DC 24)
 Spell-Like Abilities Feather Fall (At will), Fly (17 minutes/day), Levitate (1/day)
 Witch Spells Known (CL 17, 7 melee touch, 10 ranged touch):
 9 (1/day) Cure Critical Wounds, Mass (DC 25)
 8 (2/day) Irresistible Dance (DC 24), Horrid Wilting (DC 24)
 7 (3/day) Power Word Blind, Harm (DC 23), Harm (DC 23)
 6 (5/day) Cat's Grace, Mass (DC 22), Cone of Cold (DC 22), Slay Living (DC 22), Slay Living (DC 22), Slay Living (DC 22)
 5 (5/day) Baleful Polymorph (DC 21), Baleful Polymorph (DC 21), Pain Strike, Mass (DC 21), Pain Strike, Mass (DC 21)
 4 (5/day) Black Tentacles, Black Tentacles, Enervation, Enervation, Enervation
 3 (5/day) Haste (DC 19), Vampiric Touch, Vampiric Touch, Twilight Knife, Twilight Knife
 2 (6/day) Cure Moderate Wounds (DC 18), Cure Moderate Wounds (DC 18), Cure Moderate Wounds (DC 18), Touch of Idiocy, Touch of Idiocy, Burning Gaze (DC 18)
 1 (6/day) Inflict Light Wounds (DC 17), Mage Armor (DC 17), Ray of Enfeeblement (DC 17), Ray of Enfeeblement (DC 17), Ray of Enfeeblement (DC 17), Ray of Enfeeblement (DC 17)
 0 (at will) Touch of Fatigue (DC 16), Touch of Fatigue (DC 16), Bleed (DC 16), Guidance
 Str 9, Dex 14, Con 14, Int 22, Wis 12, Cha 9
 Base Atk +8; CMB +7; CMD 28
 Feats Brew Potion, Combat Casting, Defensive Combat Training, Extra Hex, Extra Hex, Focused Spell, Point Blank
 Shot, Skill Focus: Spellcraft (Adaptability), Spell Penetration, Toughness +17

Skills Fly +22, Heal +19, Intimidate +12, Knowledge (Arcana) +26, Linguistics +7, Perception +19, Sense Motive +17, Spellcraft +32, Stealth +16, Swim +3, Use Magic Device +15
 Languages Celestial, Common, Draconic, Dwarven, Elven, Giant
 SQ +2 to Reflex saves, Charm +2 (6 round(s)) (DC 24) (Su), Deliver Touch Spells Through Familiar (Su), Disguise (17 hours/day) (Ex), Elf Blood, Empathic Link with Familiar (Su), Healing (2d8+10) (Su), Major Healing (Cure Critical Wounds) (Su), Retribution (6 round(s)) (DC 24) (Su), Scry on Familiar (1/day) (Sp), Share Spells with Familiar, Speak with Animals (Ex), Speak With Familiar (Ex)
 Combat Gear +4 Quarterstaff;
SPECIAL ABILITIES
 +2 to Reflex saves You gain the Alertness feat while your familiar is within arm's reach.
 Agony (17 rounds) (DC 24) (Su) Target is Nauseated.
 Charm +2 (6 round(s)) (DC 24) (Su) Improve attitudes by 2 step(s).
 Combat Casting +4 to Concentration checks to cast while on the defensive.
 Deliver Touch Spells Through Familiar (Su) Your familiar can deliver touch spells for you.
 Disguise (17 hours/day) (Ex) Disguise Self for 17 hours/day.
 Elf Blood You are counted as both elves and humans for any effect relating to race.
 Elven Immunities +2 save bonus vs Enchantments.
 Elven Immunities - Sleep You are immune to magic sleep effects.
 Empathic Link with Familiar (Su) You have an empathic link with your Arcane Familiar.

Evil Eye -4 (9 round(s)) (DC 24) (Su) Inflict penalties with a glance.
 Feather Fall (At will) (Sp) Feather Fall at will.
 Fly (17 minutes/day) (Sp) Fly for 17 minutes/day.
 Focused Spell You can cast a spell that gains +2 DC against one of its multiple targets.
 Healing (2d8+10) (Su) Cure Moderate Wounds at will (1/day/person)
 Levitate (1/day) (Sp) Levitate 1/day
 Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.
 Major Healing (Cure Critical Wounds) (Su) Cure Critical Wounds at will (1/day/person)
 Misfortune (3 round(s)) (DC 24) (Su) Target must take the lower of 2d20 for rolls.
 Nightmares (DC 24) (Su) Target suffers the Nightmare spell.
 Point Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.
 Retribution (6 round(s)) (DC 24) (Su) Target suffers half the melee damage it inflicts
 Scry on Familiar (1/day) (Sp) You can scry on your familiar once per day.
 Share Spells with Familiar The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).
 Slumber (17 rounds) (DC 24) (Su) Target falls asleep.
 Speak with Animals (Ex) Your familiar can communicate with similar animals to itself.
 Speak With Familiar (Ex) You can communicate verbally with your familiar.
 Spell Penetration +2 to caster levels checks to overcome spell resistance.

CRITICAL EVENT SUMMARY: UNSOWN SEEDS

Convention: _____ **Date:** _____

Do Not Return After January 2013

List questions that ask what PCs did at critical plot points. A sample follows:

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

Dead Injured Friendly Unfriendly

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

Refused to take him Hostile Attacked him Killed him

Accepted him Befriended him

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

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

6. Did the heroes get the item back from Suzie after she left? Yes No

7. Did the heroes defeat the Googles? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

8. Did the heroes discover the link between the Gnomes of Zurich and the Comic Book Collectors? Yes No

9. List on the back of this sheet the real names and PC names of anyone who earned either a Debt to IRS, Enmity of the RPG Gamers, Weight Loss, or Gratitude of Author.

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

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

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



Convention:

Judge:

Date:

ROSTER OF HEROES: UNSOWN SEEDS

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

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

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

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

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

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

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

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