



# Life's Divine Path

Succor of Life - Part 3

**By Jay Fisher**

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

One's life path is always a journey. Nothing is set in stone. However, recent events have brought you to a place where your expertise is needed ... more than you could possibly ever know. A one-round adventure for characters level 7-17.

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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

"*Life's Divine Path*" is Part 3 of the Succor of Life Series. It is best to play in Part 1 (**LSJ119 "Skies the Limit"**) and Part 2 (**LSJ120 "Unsovn Seeds"**) prior to playing this module for the sake of continuity. But each module can be played unto themselves and can be played individually.

## 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 v1.5*.

## **ADVENTURE BACKGROUND**

First, give any background necessary to understand what has come before the adventure begins, and a broad overview of what happens in the module. If mentioning previous modules, try to avoid spoilers if at all possible.

Introduction – Introduction to the module. This may have more than one possible entry point to the module depending upon PC type.

Encounter 1: Summary of events of this encounter. Include notes of things the GM should make sure not to forget, such as special information, items, etc.

Encounter 2: Summary for encounter 2.

Encounter 3+: Summarize key events, NPCs, and information for all Encounters. If there are optional encounters, note them as Encounter X (Optional).

Epilogue – List possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

## **NOTE FOR ARDRA, AYL, BRIANNA** **PCs**

Because of the problems that Ardra is going through, her PCs are suffering from her lack of attention. The following effects are in play for this event:

- PCs of Ardra are unable to replenish their daily spells. They lose the ability to cast a single spell of each level of their daily allotment (to a minimum of 1/day).
- PCs of Ardra are unable to cast their highest levels spell level. For example: A 7th level Cleric of Ardra can normally cast 4th level spells. However for the duration of this event, the maximum spell level they'd be able to cast is 3rd level.

- PCs of Ayla and Brianna are likewise affected as they are unable to replenish their daily spells as well. They lose the ability to cast a single spell of each level of their daily allotment (to a minimum of 1/day).

## INTRODUCTION

*It is a pleasant summer afternoon. The weather is temperate, the skies are clear, and the occasion is festive. You have been invited to help celebrate Jocelyn Torestyn's 10th birthday. Located in the Castle District's garden atrium, the already beautiful paths and landscape has been decorated with balloons and streamer throughout. Sparkling 10s magically appear and disappear leading to the atrium's center where the Lord Monarch, his wife, daughter and a contingent of personal guards have been set up to meet with well-wishers. A banquet has been set up with all kinds of foods .... with a huge ten-tiered cake showcased at the table's center. You can tell that this event is an all-day affair as the royal family is settled in for the long haul.*

*Citizens from throughout the city come to visit the birthday girl, bringing her presents of various shapes and sizes. Jocelyn accepts each gift with equal amount of excitement no matter how large or small the gift is.*

The PCs have ample opportunity to notice who's who while waiting to approach the Torestyns with their gifts (if they wish). See **Player's Handout #1** for details. Amongst those present are:

Name	Position
<b>Contantine Grimm</b>	Lady of House Grimm
<b>Elran</b>	High Druid of Ayla
<b>Jewel Tezriine</b>	High Priestess of Elianna
<b>Kiandra Gaines</b>	High Lady House Gaines
<b>Lorelei</b>	Priestess of Dymora
<b>Nyssa Jirin</b>	Druid of Brianna
<b>Tameron Slidell</b>	Nobleborn of Hyperion

This, of course, is not the whole list on who stops by to visit. This is simply a list of who is present at this moment in time. For comments and rumors that can be heard, roll a **Perception** check. Check the chart to determine how many rumors are heard.

Perception Check	
<b>Natural 1</b>	0 rumors
<b>2-15</b>	ATL/2 (round down) rumors
<b>16-25</b>	ATL rumors
<b>26+</b>	ATL x 3/2 (round down) rumors

Roll 3d10 to determine each rumor(s) that is heard. Reroll any duplicate rolls.

Roll	Comments / Rumors
<b>3</b>	<b>(Dead silence - you have been noticed listening and don't learn anything new.)</b>
<b>4</b>	Birthrates within the city are at an all-time low
<b>5</b>	There has been some stirrings once again near the city of Eiosia
<b>6</b>	Piracy is on the rise upon the Tasman Sea
<b>7</b>	The elan known as Felandra is dead
<b>8</b>	Drow have settled in the Darkwood Forest
<b>9</b>	<b>(Dead silence - you have been noticed listening and don't learn anything new.)</b>
<b>10</b>	There are demons in the city
<b>11</b>	Freereign doesn't wish to be a part of Amthydor's Protectorate
<b>12</b>	Ardra's temple doors have been closed to the public
<b>13</b>	<b>(Dead silence - you have been noticed listening and don't learn anything new.)</b>
<b>14</b>	There are drow in the city
<b>15</b>	High Lady Alissa is a worshiper of Dymora
<b>16</b>	High Warrior Breng will be publishing a book based upon his personal memoirs
<b>17</b>	The elan known as Felandra is alive
<b>18</b>	The League is almost ready to test the portal again
<b>19</b>	Ardra doesn't seem to be granting boons and/or spells.
<b>20</b>	There are undead in the city
<b>21</b>	<b>(Dead silence - you have been noticed listening and don't learn anything new.)</b>
<b>22</b>	Jadenspur is joining the Amthydor Protectorate
<b>23</b>	Food prices are rising due to shortage of livestock and low-producing farms
<b>24</b>	There are lycanthropes in the city
<b>25</b>	Amthydor is going to war with Jadenspur
<b>26</b>	The Lord Monarch is impotent
<b>27</b>	The Lady Monarch is barren
<b>28</b>	There are dragons in the city
<b>29</b>	Roll 2x more, ignoring this result afterwards
<b>30</b>	Roll 3x more, ignoring this result afterwards

Obviously, not all rumors/comments will be true. The truth (or lack thereof) will be determined through the course of campaign play.

When the PCs are ready to continue, read the following:

*There is a slight break from those presenting gifts to young Jocelyn. She lets out a barely audible sigh as she looks off into the distance. Her father looks at her with concern. "What's the matter, Princess? Are you not enjoying yourself?"*

*A wistful smile returns to Jocelyn's lips. "Yes, daddy. Everything's great!"*

*"You don't like your presents?"*

*"No, it's not that ..."*

*Alissa softly strokes Jocelyn's hair. "What is it, baby?"*

*Jocelyn is quiet for a long moment before answering. "I want a baby brother," she says softly.*

*Both Raphe and Alissa look at each other with sad eyes. Alissa turns her daughter to face her, a soft smile upon her face. "We're working on it. But it is up to the Gods on whether we will be blessed with another child. We are hoping it will be soon, but you never know for sure until it actually happens. Do you understand?" Jocelyn quietly nods. Alissa then allows her smile to become broader. "Why don't you get your father and I something to drink. And after a little while we will cut the cake. Okay?"*

*Jocelyn jumps off her chair with excitement. "Okay!" she says as she runs to the refreshment table.*

*Watching the young girl rush to the table, you realize that you weren't the only one to have overheard the conversation from the Torestyns. Lady Constantine Grimm excuses herself from those she was conversing and heads in your direction. She gives you a genuine smile upon reaching your position.*

*"Good day and well met. For those of you that don't know me, I am Constantine Grimm. And for those of you that do know me, it is a pleasure to see you again. I hope you are enjoying the festivities? Well I couldn't help but overhear the conversation over there," she says as she gestures slightly towards the Torestyns, "and from some of*

*your expressions I know you have too. Perhaps we can discuss some possibilities that might be able to help them?"*

- If the PCs agree to speak with Lady Grimm **GO TO Encounter 1 (page 5).**
- If the PCs decline to speak with Lady Grimm **GO TO Conclusion 1 (page 39).**

## **ENCOUNTER 1 – GRIMM NEWS**

*Lady Grimm smiles at you upon agreeing to join her. She leads you back to the group of people she had been talking to just moments ago. She looks at you and then gestures towards her companions. "Might I introduce you to Tameron Slidell, Nobleborn of Hyperion .... Lady Nyssa Jirin of Brianna .... and Elran, High Druid of Ayla."*

Take a moment to allow for introductions to the NPCs and other PCs (if necessary). Continue onward when everyone is ready.

*"As some of you may have figured out, there is something terribly wrong with Ardra. I know, how can there be something wrong with a deity? But take a look around you and you can see all the symptoms .... birthrates are down in both animals and humanoids .... agriculture is slow to grow .... the overall cycle of life seems to be coming to a halt. At least it will if something is not done about it."*

### **What's the matter with Ardra?**

*Elran answers this question. "You remember when the High Elves and their allies were cast out by Ardra and the Drow were created? This had hurt Ardra so much that it kept eating away inside her as time went by. At first it seemed like only her clergy was affected as they started to lose their higher granted abilities or spell usage. But now, all of Raia is starting to be affected. And if something isn't done about it, there will be no additional births and, in the near future, all life on Raia will end as we know it."*

☛ **Dramatic much?**

*Tameron Slidell frowns at you. "You've just witnessed a perfect example of what's happening just moments ago. The Torestyns cannot conceive a child without Ardra's blessing. And whether you realize it or not, this is happening more often than not. If something isn't done about it, there will be no more births .... at all. Then it will only be a matter of time before the current generations will eventually wither and die."*

☛ **What can we do about it?**

*Lady Jirin answers this question. "There is a ritual in which the Children of Ardra can perform that can cleanse Her of Her turmoil and despair. But there are a few elusive components that we need which are critical to the success of the ritual."*

☛ **Why can't you get the components yourselves?**

*"Time is of the essence," Lady Jirin answers. "The ritual is very complex and takes much preparation and meditation .... which is why High Druid Rycine Nightfeather is not here to speak to you himself. It would take us three- to four-times as long if we tried to do it all ourselves. And you are experienced in matters such as these. Which is why we are asking you for help."*

☛ **What kind of components?**

*"Three components will be needed," says Elran. "One is animal-based, the second is plant-based, and the third is humanoid-based. All we know are what they are called. It will be up to you to find them. In no particular order, one is called the Breath of Life, the next one is the Spirit of Life, and the third one is the Water of Life."*

☛ **Where can we start looking for these items?**

*"You will need to go to the Whitewold Forest," says Lady Jirin. "We have a guide waiting for you in Sweetwater to help you on your mission. Some of you probably already know her."*

Lady Jirin will not elaborate who the guide is. If the PCs guess that it is Blaze, they will be correct

☛ **Why in the Whitewold?**

*"There is a small village of Sathoni that resides in that area," Elran says. "They can be pivotal to the ritual."*

☛ **Do you know of anyone that can help discern what the components exactly are?**

*Elran shakes his head. "The writings for the ritual goes way back .... we are basically translating ancient elvish. I am sure you can use some of your own contacts and resources to try and identify each item. However the path you are being set upon is just as important as the items you are to collect. The journey on your life's path gives you knowledge so that you can make future decisions. Trust your experiences."*

☛ **How do we transport the components back?**

*Elran thinks for a moment. "If the items aren't physical to the touch, say the word 'transformatum' and the component in question will have a physical manifestation."*

☛ **Ancient Elvish? Do you think we can get to see someone in House Kailin to help?**

*"Now there is an idea," Highborn Slidell says as he rubs his chin with his hand while quietly thinking. "Of course, you will need a writ of admittance and a letter of introduction in order to see them .... which is something easily provided."*

☛ **Life's Path? Now you're speaking like a follower of Destine.**

*Elran chuckles. "Am I? It wasn't my intention. However it was Destine that made all of Raia possible in the first place. Had she foreseen these events unfold? Possibly. You are here with us now .... your own paths have brought you here at this moment of crisis. Life's Divine Path isn't always obvious, but a select few have been graced by allowing the possibility of traversing that Path."*

☛ **Wait, Life's Divine Path? What does that mean?**

*"It is the journey of the Divine and the path you are apparently walking. Will you actually become Divine? That is still up to you and you have*

*much Path to travel. But Life is a key element in all that is Divine. And for you to continue on this Path, you must learn all you can."*

☛ **How many have succeeded in traversing Life's Divine Path?**

*Highborn Slidell is thoughtful for a moment. "I don't think there is record of anyone making it to Journey's End for Final Judgment. Perhaps one of you will be the first."*

☛ **We understand Elran, Lady Jirin, and Lord Slidell's role in all this .... why are you here Lady Grimm?**

*Lady Grimm allows a small smile to show as if she was expecting this question. "The Lord Monarch is a close, personal friend. Even where I came from, we almost got married. I was just fortunate enough not to die there as I had here. Even so, I also have my own reasons as well. I would like to eventually marry and have children .... and the latter won't happen if something isn't done right away."*

For those that have played **LSJ53 "Double Jeopardy,"** the PCs will have a better recollection of Lady Constantine Grimm's return from the dead.

☛ **How much?**

*Tameron Slidell bristles at the question, but the other three simply take it in stride. "With costs of materials and food on the rise," Lady Jirin answers, "it will be difficult to pay you in gold. However we can line-up the necessary people to upgrade any one of your items .... within reason."*

☛ **Where should we meet you?**

*"Meet us to the Temple of Hyperion when you have all the components. We will then go to the ritual location right away."*

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

*"I believe that covers everything that we have available for you. May Ayla and Brianna guide you on your path."*

- If the PCs wish to speak with other NPCs at the party, **GO TO Encounter 2 (page 7).**

- If the PCs wish to go to the various temples and/or organizations to learn more information, **GO TO Encounter 3 (page 8).**
- If the PCs wish to visit House Kailin in the Temple District, **GO TO Encounter 4 (page 9).**
- If the PCs wish to set out on their journey and head to Sweetwater, **GO TO Encounter 5 (page 11).**
- If after all that has been said and the PC(s) wish to decline the mission, **GO TO Conclusion 1 (page 39).**

## **ENCOUNTER 2 – OTHER NEWS**

If the PCs wish to speak with any of the other NPCs that are currently present at the party, they will have the following information:

☛ **Jewel Tezriine, High Priestess of Elianna:**

*"So have you found your heart's desire? Sometimes it happens when you least expect it."*

This is Lady Jewel Tezriine of House Tezriine. She bears a remarkable resemblance to Mistress Jade of Dymora. Noble PCs will know that they are sisters. Noble PCs that succeed a **Knowledge (nobility)** roll of **DC 20** or better will know they are twins. All other PCs attempting a **Knowledge (nobility)** roll will need a **DC 30** or better. If asked, Jewel will not deny her relationship with her sister.

Jewel is not aware of what is needed for the ritual. She is, however, very concerned for the clergy of Ardra and all the people they are unable to help. As part of the Triumvirate, both shrines of Elianna and Dymora are helping to care for those in Ardra's stead.

☛ **Lady Kiandra Gallastan-Gaines:**

*"You are right, I'm not particularly liked by the 'High Lady.' I am, however, the Society reporter for the Amthydor Shining Jewel. Do you care to make a statement?"*

Kiandra would undoubtedly love to get some dirt on High Lady Alissa one way or another. If the PCs heard that Alissa was a worshiper of Dymora, the PC that heard the rumor will recognize that it

originated from this person. If confronted about it, Kiandra will shrug.

*"We don't know that she isn't either. High Lady Alissa, as far as any of us know, has never mentioned who she's affiliated with."*

Should any PCs that had played in LSJ53 "Double Jeopardy" tell of their experiences with the alternate Alissa, Kiandra will become VERY interested in what they have to say.

As far as knowing anything about the ritual for Ardra, she will say:

*"That's for the Quorum to handle."*

#### ☛ Lorelei of Dymora:

*"Great day for a party, isn't it?"*

Lorelei, or Lori as she prefers, would gossip with the PCs all day if she could. If asked on why Mistress Jade or Kat wasn't here, she will simply say:

*"She/they are busy with all the extra work brought on by Ardra's followers not getting their spells or abilities. And before you even think of it, we're doing this pro bono. As part of the Triumvirate and as part of the Quorum of Faith, it is our duty to help out when the city is in need." She then huddles closer to you as if telling a secret. "Besides, it's good press."*

If asked about the ritual, Lori will think a moment.

*"I'm not sure to be honest with you. This is out of my expertise. But the Ardrans certainly need something to get them motivated again. Most of them seem to have lost their spirit to do anything ... (if there are any Ardrans in the party she will nod to them) .... present company excluded."*

- If the PCs wish to go to the various temples and/or organizations to learn more information, **GO TO Encounter 3 (page 8)**.
- If the PCs wish to visit House Kailin in the Temple District, **GO TO Encounter 4 (page 9)**.
- If the PCs wish to set out on their journey and head to Sweetwater, **GO TO Encounter 5 (page 11)**.

## ENCOUNTER 3 – CITY NEWS

If the PCs wish to go to any of the temples and/or organizations for further information, here is the knowledge they have to offer (if any):

#### ☛ Temple of Ardra:

*A tired-looking man with bags beneath his eyes speaks to you about your questions. "I am sorry, I can't help you at the moment. It is exhausting us to do even simple spells."*

#### ☛ Shrine of Cyrene:

*A woman in flowing blue robes peers at you thoughtfully. "Water of Life? This is not some water that can be found in a stream or lake. This is one's life's blood."*

If asked how much blood would be needed, she will simply respond, "A little goes a long way."

#### ☛ Shrine of Destine:

*Bartholomew's eyes bulge slightly upon hearing mention of Life's Divine Path. "Where did you hear ... nevermind. The fact that you heard about it is immaterial at the moment. You need to focus on where you are on the Path here and now ... not where the Path might lead. You'll have plenty of time for that later on. Maybe."*

Bartholomew will not elaborate what his "maybe" comment means. If the PCs persist, he will shoo them out the door and tell them to get on the Path.

#### ☛ Temple of Emerys:

*A woman with an elaborate ornate robe looks at you with her arms crossed, her hands hidden by the sleeves of her robe. She shakes her head, "No, none of that sounds familiar. Of course if you would like to wait as we research the subject, we could get you on the schedule say ... a ten-day from now?"*

#### ☛ Temple of Galvandt:

*A man in polished armor listens to you as you explain what's going on. He shakes his head. "No, none of that sounds familiar."*



🗨 **Shrine of Glissande:**

*The High Priestess Felice Morninglark actually speaks to you. "It sounds wonderfully interesting. Do tell me how it turns out. It sounds to me that it will make a great epic play ... or even a production."*

🗨 **Shrine of Illudra:**

*A thin, lanky man in dark leathers considers your words. "Perhaps it's all an elaborate hoax and the wool is being pulled over everyone's eyes." He then looks at you finally registering your look of incredulity in your faces. "Hey, it could happen!"*

🗨 **Shrine of Kalek:**

*A male gnome quickly runs out the door. You could have sworn you heard him buzzing as he ran passed you. Trying the door to gain entrance to the shrine, it seems now to be locked. The only response you get from your knocking is "Go away, Buzz. We know it's you. You can't fool us again by disguising your voice."*

🗨 **Shrine of Lohm:**

*A tall, golem-like man greets you. His robes are full of dirt. He answers with a low, gravelly voice, "Yeeeeessssss?" Upon hearing your questions, he answers just as succinctly. "Nnnnnnoooooo." And the door slowly closes.*

🗨 **Temple of Lucor:**

*A woman in very expensive robes considers your words. "Sorry, no. I wish I could help. Now if you are interested in supplying a donation, I can get you a full-year membership at ...." her words are lost to you as you walk away from her.*

🗨 **Temple of Meneon:**

*High Priestess Delenia Lunasole looks at you with sadness. "I am sorry, but the church of Meneon is not in phase with what you seek at this moment in time."*

🗨 **Temple of Peliron:**

*High Priest Jalinor considers for a moment. "I am afraid not. Peliron usually doesn't involve himself in situations such as this. Perhaps it is Ardra's own punishment for acting out of her purview. After all, it should have been Peliron to have sentenced and delivered justice upon the elves, not Ardra. Perhaps what she is going though is justice upon her?"*

🗨 **Temple of Sorena:**

*A woman in bright yellow and orange robes thinks a moment. Then she shakes her head with a sad smile. "I am sorry that I am unable to shed any light on the subject."*

🗨 **League of Thaumaturgical Studies:**

*There is a lot of activity at the League today. Many wizards, sorcerers, and others rushing around heading to who knows where. You are even bumped a few times as you wait near the reception area. When it is your turn in line, the receptionist finally hears your questions. "Today isn't a good day I'm afraid. Today is the annual LoTS Get-a-Lot Scavenger Hunt. No one will be able to see you before it is over. Sorry."*

- If the PCs wish to speak with other NPCs at the party, **GO TO Encounter 2 (page 7)**.
- If the PCs wish to visit House Kailin in the Temple District, **GO TO Encounter 4 (page 9)**.
- If the PCs wish to set out on their journey and head to Sweetwater, **GO TO Encounter 5 (page 11)**.

## **ENCOUNTER 4 – NOBLE NEWS**

*Making your way along the Royal Way, you reach the gate that separates you from the Nobles District. The sentries in front of the closed gate eye you as you approach ... ready for anything. Both sentries are impeccably dressed and while roughly the same height, they still manage to look down upon you (it must be a noble thing). In spite of his alertness, his tone sounds rather bored. He doesn't even dignify you with a complete sentence.*

*"Yes?"*

Even outnumbered 2-to-1 (or even 3-to-1), the sentries will not be intimidated. A Noble PC will elicit some respect from the sentries. Either way, a writ (or the presence of the Noble PC) will allow the PCs into the district. Otherwise, the PCs will stay on the closed side of the gate. If asked for direction to the Kailin Manor, the sentries will comply and give the PCs the correct directions.

*Following the directions given to you, you make your way to the noble house of Kailin. Of all the mansions you have passed by, this one is the most breath taking. The house is quite old, but neither rundown or in disrepair. In fact, it has an ethereal quality, as elven influences are quite evident within its architecture. The mansion stands five stories tall, and every part of it seems to glisten in the sunlight. Two guards eye you as you approach. One of them speaks as you stop before them.*

*"Are you expected?" The elven guard asks in a most courteous manner.*

☛ **No we are not, but we have this...(produces the writ):**

*The elven guard takes the writ from you and scans through it. "It says here you are on an important assignment from Highborn Slidell on behalf of the Ardra predicament? Is this correct?" (the guard will pause and wait for an answer) "Then perhaps you should follow me," he says as he folds the writ back along its original creases and hands it back to you. Instead of going through the door, he takes a path that leads around the perimeter of the mansion. Reaching the rear of the mansion, you see what appears to be a grand backyard. The foliage could rival the plantings you saw in the Royal Garden Atrium that you saw earlier today. A tall, lithe female elf lounges in a deck chair soaking up the afternoon rays from the sun. The guard clears his throat to get her attention. "M'Lady, you have .... guests."*

*The elven woman opens her eyes and looks in your direction and takes in your measure. The unasked question is plainly upon her face and you interpret it as "what do you want?"*

**Lady Consul Laurindalyn Farrandriel Kailin** (*LN ef W17, age 196*): Most likely the only non-native Noble with real power in Amthydor. She is a full elf from the Mystwood Forest that moved to Amthydor and fell in love with Kendonel Kailin. He was technically the Lord of House Kailin, but she was far savvier. She understands the Amthydoran pride and how to make lots of money. When her husband died, the family consensus was that she take legal control of the family,

and the other Nobles did not disagree. She has been in power for just over 57 years. Some believe that she is ready to pass the mantle on, but her son and grandson would not make good patriarchs in her eyes, because they are not ruthless enough. She approves of Rathandar's recent ploy to pull House Kailin out of under House Grimm, but doesn't expect any true long-term changes.

Being alive for almost 200 years tends to put things in perspective. Lady Kailin has seen many changes over her lifespan and she will not make a decision that will have ill-bearing consequences upon her family. Even if the PCs produce the writ/letter of introduction to her, she will listen to the PCs first before even reading what is on the page. If the PCs fully disclose the reason why there are here, she will cooperate. If they hold anything back (not counting the mention of Life's Divine Path that was mentioned, then she will question their motives in trying to conceal information from her. After all, the PCs had come to her for HER help, not vice versa. When satisfied that their intentions are true, Lady Kailin will help as much as she can.

☛ **Can you tell us about the ritual?**

*Lady Consul Kailin gestures towards the seats around her in an unspoken welcome to make yourselves comfortable. When seated, she nods slightly before she begins. "What you speak of hasn't been heard of in countless generations .... elven generations that is. Because of our long lifespan, we tend to be better historians or researchers than most.*

*"Arda is suffering from anguish and despair over the actions she was forced to do to expel the offending elves and cast them down as drow. The despair eats at her like a cancer and the ritual is designed to take the three aspects of Life and force that anguish and despair out of her system."*

☛ **Can you tell us about the components needed?**

*"Three components are needed for the ritual. The Breath of Life, the Spirit of Life, and the Water of Life. At the same time, each component must be from a plant, animal, and humanoid as well. These are the aspects of life that are represented on Raia. The aspects of the components corresponds directly to the type of components in which they are represented."*

☛ **So you mean the Breath of Life is a plant in nature, the Spirit of Life is animal in nature, etc.?**

*Lady Kailin nods at your understanding. "That is correct."*

☛ **Elran is sending us to Whitewold Forest to meet with some Sathoni...**

*"Sathoni? That's actually brilliant. That should give the ritual an additional edge in succeeding."*

☛ **Can you tell us exactly what each aspect is?**

*"While the physical form can vary, essentially the aspects tend to be the same."*

☛ **What is the Breath of Life?**

*"If the Breath of Life is tied to plants, what do you think it is?"*

The Breath of Life is oxygen. Oxygen is produced by any living plant. So as long as the PCs bring back a plant that is still living, it will be sufficient as the first component.

☛ **What is the Spirit of Life?**

*"What do you think the Spirit of Life is?"*

The Spirit of Life is the will to live. Any act of struggle or fight would be acceptable for being part of the second component. But it also has to come from an animal as that type is died directly with the second aspect.

☛ **What is the Water of Life?**

*"The Water of Life is part of all living things. It flows in your veins, my veins, and any living thing."*

The Water of Life is blood. The component can be any humanoid's blood, but not animal blood. If ask how much blood would be needed, she will simply respond, "A little goes a long way."

☛ **Is there anything else?**

*Lady Kailin shakes her head. "No. Having all three correct components done in the proper ritual should set everything in order. I assume that both Elran and Nightfeather will be leading the ritual?" (When the PCs answer "yes" or "probably") "That's good. They should do well. Please let me know if you need anything else."*

Lady Kailin is basically dismissing the PCs at this point. Which is fine since the PCs need to move along anyway. ☺

- If the PCs wish to speak with other NPCs at the party, **GO TO Encounter 2 (page 7)**.
- If the PCs wish to go to the various temples and/or organizations to learn more information, **GO TO Encounter 3 (page 8)**.
- If the PCs wish to set out on their journey and head to Sweetwater, **GO TO Encounter 5 (page 11)**.

## **ENCOUNTER 5 – LATE BREAKING NEWS**

*Heading out from the city, you head west. At nightfall, you make camp along side of the road. Setting up watch, you settled down for the night.*

Allow the PCs to setup watches for the night. Once they are satisfied, roll a 1d8. The Drow will attack the encampment based on the die result:

Roll	Result
1	11 pm
2	Midnight
3	1 am
4	2 am
5	3 am
6	4 am
7	5 am
8	6 am

All those on watch to attempt a **Perception** check **DC10+ATL**. A successful check gives the PCs on watch a chance to wake the other PCs in time for combat. Otherwise, the sleeping PCs will need to be awoken on the first round of combat.

The Drow are the reason for Ardra's anguish, pain, and despair. It is fitting that they try to return the favor to the PCs .... at least on a physical sense.

## ATL 5

### ♣ Male Drow Elf Wizard 5

LE Medium Humanoid (5 ft.6 in tall)  
**Init** +6 (+2 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)  
**hp** 29 (5d6 + 5)  
**Fort** +2, **Ref** +3, **Will** +6;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 11  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +2 (1d6) 18-20/x2  
**Full Atk** rapier +2 (1d6) 18-20/x2  
**Ranged** hand crossbow +4 (1d4) 19-20/x2  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** (4,4,3,2)  
0 - level: Daze, Ray of Frost, Bleed, Message  
1st level: Charm Person, Magic Missile, Shield, Mage Armor  
2nd level: Web, Invisibility, Glitterdust  
3rd Level: Fly, Summon Monster III  
**Str** 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 14, **Cha** 12  
**Base Atk** +2; **CMB** +5; **CMD** 17  
**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell  
**Skills** Spellcraft 8 ; Knowledge(Arcana) 8; Fly 7;  
Knowledge(history) 8; Knowledge (planes) 8. **Languages** Common, Drow.  
**SQ** nil  
**Gear** Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spellbook

### ♣ Female Drow Elf Ranger 5

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +4 (+4 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 19, touch 14, flat-footed 15; (+5 armor, +4 Dex)  
**hp** 46 (5d10 +5)  
**Fort** +4, **Ref** +7, **Will** +3;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 11  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +7 (1d6+2) 18-20/x2  
**Full Atk** rapier +7 (1d6+2) 18-20/x2  
**Ranged** Longbow +11 (1d8+4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights

### ♣ Spells Prepared

**Str** 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12  
**Base Atk** +5; **CMB** +7; **CMD** 21  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw  
**Skills** Handle Animal 6; Knowledge Nature 5; Perception 7; Survival 7; Intimidate 6; Stealth 9. **Languages** Common, Drow.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy  
**Gear** Mighty Longbow +2, Chain Shirt, Amulet of Natural Armor +1

### ♣ Male Drow Elf Ranger 5

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +4 (+4 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 19, touch 14, flat-footed 15; (+5 armor, +4 Dex)  
**hp** 46 (5d10 +5)  
**Fort** +5, **Ref** +8, **Will** +1;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 11  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +7 (1d6+2) 18-20/x2  
**Full Atk** rapier +7 (1d6+2) 18-20/x2  
**Ranged** Longbow +11 (1d8+4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** (2,0,0,0)  
**Str** 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11  
**Base Atk** +5; **CMB** +7; **CMD** 21  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow).  
**Skills** Handle Animal 6; Knowledge Nature 5; Perception 7; Survival 7; Intimidate 6; Stealth 9. **Languages** Common, Drow.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy  
**Gear** Mighty Longbow +2, Chain Shirt, Amulet of Natural Armor +1

### ♣ Female Drow Elf Cleric 5

LE Medium Humanoid (5 ft.5 in tall)  
**Init** +2 (+2 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 20, touch 12, flat-footed 18; (+8 armor, +2 Dex)  
**hp** 34 (5d8)  
**Fort** +4, **Ref** +3, **Will** +9;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 11  
**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** Scimitar +3 (1d8+1) 18-20/x2

**Full Atk** Scimitar +3 (1d8+1) 18-20/x2

**Ranged** Hand Crossbow +2 (1d4) 20/x3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared** DC 15 + Spell Level

**Orisons:** Detect Magic, Bleed, Resistance, Guidance;

**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Cure Light Wounds, *Cause Fear*;

**2<sup>nd</sup> level:** Hold Person, Enthrall, Silence, *Touch of Idiocy*;

**3<sup>rd</sup> level:** Summon Monster III, ~~Water Walk~~, *Bestow Curse*

**Domains:** Fear, Vengeance

**Str** 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(20), **Cha** 17

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

**Feats** Combat Casting, Field Medic, Selective Channel.

**Skills** Diplomacy 8; Knowledge Religion 5. **Languages** Common, Drow.

**SQ** Aura, Channel Energy 3d6, Orisons.

**Gear** Chain mail +1, Scimitar +1, holy symbol of Oblivion, headband of inspired wisdom +2, heavy steel shield, hand crossbow, 20 bolts

#### **\ Female Drow Elf Rogue 5**

LE Medium Humanoid (5 ft.3 in tall)

**Init** +4 (+4 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 18, touch 14, flat-footed 12; (+2 armor, +4 Dex)

**hp** 39 (5d8 +5)

**Fort** +2, **Ref** +8, **Will** +1;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 11

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** rapier +8 (1d6+1) 18-20/x2

**Full Atk** rapier +8 (1d6+1) 18-20/x2

**Ranged**

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

**Special Attacks** Sneak Attack +3d6, Slow Reactions

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

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

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

**Feats** Dodge, Mobility, Spring Attack, Weapon Finesse.

**Skills** Acrobatics 9; Bluff 6; Climb 5; Disable Device 9; Disguise 6; Escape Artist 9; Intimidate 6; Perception 5; Sense Motive 5; Sleight of Hand 9; Stealth 9. **Languages** Common, Drow.

**SQ** Evasion, Trap Sense +1, Trapfinding, Uncanny Dodge.

**Gear** Rapier +1, Leather Armor +1, Amulet of Natural Armor +1

#### **\ Male Drow Elf Fighter 5**

LE Medium Humanoid (5 ft.3 in tall)

**Init** +3 (+3 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 22, touch 13, flat-footed 19; (+9 armor, +3 Dex)

**hp** 51 (5d10 +10)

**Fort** +6, **Ref** +4, **Will** +1;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 11

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** long sword +11 (1d8+7) 19-20/x2

**Full Atk** long sword +11 (1d8+7) 19-20/x2

**Ranged** Long bow +9 (1d8+1) 20/x3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

**Str** 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

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

**Feats** Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack.

**Skills** Perception 5; Intimidate 5. **Languages** Common, Drow.

**SQ** Armor Training 1, Bravery +1, Weapon Training (Heavy Blades +1).

**Gear** Long sword +1, Long Bow +1, Chain mail +1, heavy steel shield

#### **\ Small Earth Elemental (2)**

N Small outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +4

**Defense**

**AC** 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

**hp** 22 (2d10+2)

**Fort** +4, **Ref** -1, **Will** +3

**Immune** elemental traits

**Offense**

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** slam +6 (1d6+4)

**Special Attacks** earth mastery

**Statistics**

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4; **CMD** 13

**Feats** Improved Bull Rush, Power Attack

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**ATL 7****‡ Drow Elf Wizard 7**

LE Medium Humanoid (5 ft.6 in tall)  
**Init** +6 (+2 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)  
**hp** 39 (7d6 + 7)  
**Fort** +3, **Ref** +4, **Will** +7;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 13  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +2 (1d6) 18-20/x2  
**Full Atk** rapier +2 (1d6) 18-20/x2  
**Ranged** hand crossbow +4 (1d4) 19-20/x2  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
 1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** (4,5,4,3, 1)  
 0 - level: Daze, Ray of Frost, Bleed, Message  
 1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement  
 2nd level: Web, Hideous Laughter, Invisibility, Glitterdust  
 3rd Level: Fly, Fireball, Haste  
 4th level: Summon Monster IV  
**Str** 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 14, **Cha** 12  
**Base Atk** +3; **CMB** +5; **CMD** 17  
**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting  
**Skills** Spellcraft 10 ; Knowledge(Arcana) 10; Fly 9; Knowledge(history) 8; Knowledge (planes) 8; Perception 6. **Languages** Common, Drow.  
**SQ** nil  
**Gear** Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spell book

**‡ Female Drow Elf Ranger 7**

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +8 (+4 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 20, touch 15, flat-footed 16; (+6 armor, +4 Dex)  
**hp** 62 (7d10 +7)  
**Fort** +6, **Ref** +9, **Will** +4;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;

**SR** 13**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +9 (1d6+2) 18-20/x2**Full Atk** rapier +9 (1d6+2) 18-20/x2**Ranged** Longbow +13/8 (1d8+4) 20/x3**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared****Str** 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12**Base Atk** +7/2; **CMB** +9; **CMD** 23**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid

Shot, Quickdraw, Manyshot, Improved Initiative

**Skills** Handle Animal 8; Knowledge Nature 7;

Perception 9; Survival 9; Intimidate 8; Stealth 11.

**Languages** Common, Drow.**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2),

Favored Terrain: (Forest), Hunter's Bond, Track, Wild

Empathy, Woodland Stride.

**Gear** Mighty Longbow +2 of Distance, Chain Shirt,

Ring of Protection +1, Amulet of Natural Armor +1

**‡ Male Drow Elf Ranger/Wizard 6/1**

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 20, touch 15, flat-footed 16; (+6 armor, +4 Dex)**hp** 59 (6d10 +1d6 +7)**Fort** +6, **Ref** +9, **Will** +4;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 13**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +9 (1d6+2) 18-20/x2**Full Atk** rapier +9 (1d6+2) 18-20/x2**Ranged** Longbow +13/8 (1d8+4) 20/x3**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared** (2,1,0,0) / (3)**Str** 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11**Base Atk** +6/1; **CMB** +8; **CMD** 23**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative**Skills** Handle Animal 8; Knowledge Nature 7;

Perception 9; Survival 9; Intimidate 8; Stealth 11.

**Languages** Common, Drow, Goblin, Orc.

**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride.  
**Gear** Mighty Longbow +2 of Distance, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1

#### ♀ **Female Drow Elf Cleric 7**

LE Medium Humanoid (5 ft.5 in tall)  
**Init** +2 (+2 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 22, touch 13, flat-footed 20; (+10 armor, +2 Dex)  
**hp** 46 (7d8)  
**Fort** +5, **Ref** +4, **Will** +10;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 13  
**Weaknesses** Light Blindness  
**Spd** 20 ft./x4  
**Melee** Scimitar +7 (1d8+2) 18-20/x2  
**Full Atk** Scimitar +7 (1d8+2) 18-20/x2  
**Ranged** Hand Crossbow +2 (1d4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** DC 15 + Spell Level  
**Orisons:** Detect Magic, Bleed, Resistance, Guidance;  
**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;  
**2<sup>nd</sup> level:** Hold Person, Enthrall, Silence, Status, *Touch of Idiocy*;  
**3<sup>rd</sup> level:** Dispel Magic, Blindness, ~~Water Walk~~, *Bestow Curse*;  
**4<sup>th</sup> level:** Summon Monster IV, Poison, *Poison*  
**Domains:** Fear, Vengeance  
**Str** 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(20), **Cha** 17  
**Base Atk** +5; **CMB** +5; **CMD** 18  
**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite.  
**Skills** Diplomacy 8; Knowledge Religion 7; Spellcraft 2. **Languages** Common, Drow.  
**SQ** Aura, Channel Energy 4d6, Orisons.  
**Gear** Chain mail +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +2, heavy steel shield, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

#### ♀ **Female Drow Elf Rogue 7**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +4 (+4 Dex);

**Senses** Perception +2, Darkvision 120'.  
**AC** 21, touch 14, flat-footed 12; (+2 armor, +4 Dex)  
**hp** 53 (7d8 +7)  
**Fort** +3, **Ref** +9, **Will** +2;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 13  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +11 (1d6+1) 15-20/x2  
**Full Atk** rapier +11 (1d6+1) 15-20/x2  
**Ranged**  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Sneak Attack +4d6, Slow Reactions  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 10, **Dex** 19, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12  
**Base Atk** +5; **CMB** +9; **CMD** 19  
**Feats** Agile Maneuvers, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier).  
**Skills** Acrobatics 11; Bluff 8; Climb 7; Disable Device 11; Disguise 8; Escape Artist 11; Intimidate 8; Perception 7; Sense Motive 7; Sleight of Hand 11; Stealth 11. **Languages** Common, Drow.  
**SQ** Evasion, Trap Sense +2, Trapfinding, Uncanny Dodge.  
**Gear** Keen Rapier +1, Leather Armor +1, Ring of Protection +1, Amulet of Natural Armor +2

#### ♂ **Male Drow Elf Fighter 7**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +3 (+3 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 26, touch 14, flat-footed 23; (+13 armor, +3 Dex)  
**hp** 69 (7d10 +14)  
**Fort** +7, **Ref** +5, **Will** +2;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 13  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** long sword +14 (1d8+8) 19-20/x2  
**Full Atk** long sword +14/9 (1d8+8) 19-20/x2  
**Ranged** Long bow +11/6 (1d8+1) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**

**Str 16, Dex 17, Con 14, Int 10, Wis 10, Cha 10**  
**Base Atk +7/2; CMB +10; CMD 23**  
**Feats** Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess.  
**Skills** Perception 7; Intimidate 7. **Languages** Common, Drow.  
**SQ** Armor Training 2, Bravery +2, Weapon Training (Heavy Blades +1).  
**Gear** Long sword +2, Long Bow +1, Full Plate, heavy steel shield +1, Ring of Protection +1

### ⚡ **Medium Earth Elemental**

N Medium outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7  
**Defense**  
**AC** 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)  
**hp** 34 (4d10+12)  
**Fort** +7, **Ref** +0, **Will** +4  
**Immune** elemental traits  
**Offense**  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +9 (1d8+7)  
**Special Attacks** earth mastery  
**Statistics**  
**Str 20, Dex 8, Con 17, Int 4, Wis 11, Cha 11**  
**Base Atk** +4; **CMB** +9; **CMD** 18  
**Feats** Cleave, Improved Bull Rush, Power Attack  
**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

### ⚡ **Medium Fire Elemental**

N Medium outsider (elemental, extraplanar, fire)  
**Init** +7; **Senses** darkvision 60 ft.; Perception +7  
**Defense**  
**AC** 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)  
**hp** 30 (4d10+8)  
**Fort** +6, **Ref** +7, **Will** +1  
**Immune** elemental traits, fire  
**Weaknesses** vulnerability to cold  
**Offense**  
**Speed** 50 ft.  
**Melee** slam +7 (1d6+1 plus burn)  
**Special Attacks** burn (1d6, DC 14)  
**Statistics**  
**Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11**  
**Base Atk** +4; **CMB** +5; **CMD** 18  
**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse

**Skills** Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7



**ATL 9****♣ Male Drow Elf Wizard 9**

LE Medium Humanoid (5 ft.6 in tall)  
**Init** +6 (+2 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)  
**hp** 49 (9d6 + 9)  
**Fort** +4, **Ref** +5, **Will** +8;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +2 (1d6) 18-20/x2  
**Full Atk** rapier +2 (1d6) 18-20/x2  
**Ranged** hand crossbow +4 (1d4) 19-20/x2  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
 1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** (4,5,5,4,3,1)  
 0 - level: Daze, Ray of Frost, Bleed, Message  
 1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement  
 2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life  
 3rd Level: Fly, Fireball, Haste, Displacement  
 4th level: Dimension Door, Greater Invisibility, Charm Monster  
 5th Level: Summon Monster V  
**Str** 10, **Dex** 14, **Con** 12, **Int** 18, **Wis** 14, **Cha** 12  
**Base Atk** +4; **CMB** +5; **CMD** 17  
**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation)  
**Skills** Spellcraft 13 ; Knowledge(Arcana) 13; Fly 11; Knowledge(history) 10; Knowledge (planes) 9; Perception 11. **Languages** Common, Drow.  
**SQ** Arcane Bond, Cantrips  
**Gear** Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spell book  
**Spells** (4,5,5,4,3,1)

**♣ Female Drow Elf Ranger 9**

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +8 (+4 Dex, +4 Imp. Init);

**Senses** Perception +2, Darkvision 120'.  
**AC** 21, touch 15, flat-footed 17; (+7 armor, +4 Dex)  
**hp** 78 (9d10 +9)  
**Fort** +7, **Ref** +10, **Will** +5;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +12 (1d6+3) 18-20/x2  
**Full Atk** rapier +12 (1d6+3) 18-20/x2  
**Ranged** Longbow +15/10 (1d8+1d6+5) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
 1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12  
**Base Atk** +9/4; **CMB** +12; **CMD** 26  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient  
**Skills** Handle Animal 10; Heal 4 Knowledge Nature 9; Perception 11; Survival 15; Intimidate 10; Stealth 13. **Languages** Common, Drow.  
**SQ** Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest, Plains), Hunter's Bond, Track, Swift Tracker, Wild Empathy, Woodland Stride.  
**Gear** Mighty Flaming Longbow +2 of Distance, Mithril Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +2

**♣ Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/2**

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +8 (+4 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)  
**hp** 75 (8d10+1d6+9)  
**Fort** +7, **Ref** +10, **Will** +6;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness

**Spd** 30 ft./x4  
**Melee** rapier +10 (1d6+2) 18-20/x2  
**Full Atk** rapier +10/5 (1d6+2) 18-20/x2  
**Ranged** Longbow +15/10 (1d8+4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11  
**Base Atk** +8/3; **CMB** +9; **CMD** 23  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge.  
**Skills** Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic), Imbue Arrow.  
**Gear** Mighty Longbow +2, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1

#### ♀ **Female Drow Elf Cleric 9**

LE Medium Humanoid (5 ft.5 in tall)  
**Init** +2 (+2 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 25, touch 12, flat-footed 24; (+14 armor, +1 Dex)  
**hp** 58 (9d8)  
**Fort** +6, **Ref** +5, **Will** +12;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness  
**Spd** 20 ft./x3  
**Melee** Scimitar +7 (1d8+2) 18-20/x2  
**Full Atk** Scimitar +7 (1d8+2) 18-20/x2  
**Ranged** Hand Crossbow +2 (1d4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** DC 16 + Spell Level  
**Orisons:** Detect Magic, Bleed, Resistance, Guidance;  
**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;

**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*; **3<sup>rd</sup> level:** Dispel Magic, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*;  
**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, *Poison*;  
**5<sup>th</sup> level:** Flame Strike, Summon Monster V, *Mark of Justice*  
**Domains:** Fear, Vengeance  
**Str** 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(22), **Cha** 18  
**Base Atk** +6/1; **CMB** +6; **CMD** 20  
**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite.  
**Skills** Diplomacy 8; Knowledge Religion 9; Spellcraft 4. **Languages** Common, Drow.  
**SQ** Aura, Channel Energy 5d6, Orisons.  
**Gear** MW Full Plate, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, heavy steel shield +1, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

#### ♀ **Female Drow Elf Rogue 9**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +5 (+5 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 22, touch 15, flat-footed 17; (+7 armor, +5 Dex)  
**hp** 67 (9d8 +9)  
**Fort** +4, **Ref** +11, **Will** +3;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +14 (1d6+1) 15-20/x2  
**Full Atk** rapier +14/9 (1d6+1) 15-20/x2  
**Ranged**  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Sneak Attack +5d6, Slow Reactions  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 10, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12  
**Base Atk** +6/1; **CMB** +11; **CMD** 21  
**Feats** Agile Maneuvers, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier).  
**Skills** Acrobatics 13; Bluff 10; Climb 9; Disable Device 13; Disguise 10; Escape Artist 13; Intimidate 10; Perception 9; Sense Motive

9; Sleight of Hand 13; Stealth 13. **Languages** Common, Drow.  
**SQ** Evasion, Fast Stealth, Trap Sense +3, Trapfinding, Improved Uncanny Dodge.  
**Gear** Keen Rapier +1, Leather Armor +2, Ring of Protection +1, Amulet of Natural Armor +2

### ⚔ **Male Drow Elf Fighter 9**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +4 (+4 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 29, touch 14, flat-footed 26; (+16 armor, +3 Dex)  
**hp** 87 (9d10 +18)  
**Fort** +8, **Ref** +7, **Will** +3;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 15  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** long sword +17 (1d8+9) 19-20/x2  
**Full Atk** long sword +17/12 (1d8+9) 19-20/x2  
**Ranged** Long bow +15/10 (1d8+2) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10  
**Base Atk** +9/4; **CMB** +12; **CMD** 26  
**Feats** Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back.  
**Skills** Perception 9; Intimidate 9. **Languages** Common, Drow.  
**SQ** Armor Training 2, Bravery +2, Weapon Training (Heavy Blades +2, Bows +1).  
**Gear** Long sword +2, Long Bow +1, Full Plate, heavy steel shield +2, Ring of Protection +1, Amulet of Natural Armor +2

### ⚔ **Large Earth Elemental**

N Large outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11  
**Defense**

**AC** 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

**hp** 68 (8d10+24)

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

**DR** 5/—; **Immune** elemental traits

**Offense**

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +14 (2d6+7)

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

**Special Attacks** earth mastery

**Statistics**

**Str** 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +16; **CMD** 25

**Feats** Cleave, Greater Bull Rush, Improved Bull

Rush, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +15, Knowledge

(dungeoneering) +3, Knowledge (planes) +6,

Perception +11, Stealth +5

### ⚔ **Large Fire Elemental**

N Large outsider (elemental, extraplanar, fire)

**Init** +9; **Senses** darkvision 60 ft.; Perception +11

**Defense**

**AC** 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)

**hp** 60 (8d10+16)

**Fort** +8, **Ref** +11, **Will** +4

**DR** 5/—; **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

**Offense**

**Speed** 50 ft.

**Melee** 2 slams +12 (1d8+2 plus burn)

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

**Special Attacks** burn (1d8, DC 16)

**Statistics**

**Str** 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +8; **CMB** +11; **CMD** 27

**Feats** Dodge, Improved Initiative, Iron Will,

Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +14, Climb +9, Escape Artist

+12, Intimidate +9, Knowledge (planes) +5,

Perception +11

**ATL 11****♣ Male Drow Elf Wizard 11**

LE Medium Humanoid (5 ft.6 in tall)

**Init** +6 (+2 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)**hp** 59 (9d6 + 9)**Fort** +4, **Ref** +5, **Will** +9;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 17**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +2 (1d6) 18-20/x2**Full Atk** rapier +2 (1d6) 18-20/x2**Ranged** hand crossbow +4 (1d4) 19-20/x2**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared** (4,5,5,5,4,3,2)

0 - level: Daze, Ray of Frost, Bleed, Message

1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement

2nd level: Web, Hideous Laughter, Alter Self, Glitterdust, False Life

3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt

4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm

5th Level: Teleport, Cone of Cold, Cone of Cold

6th level: Disintegrate, Summon Monster VI

**Str** 10, **Dex** 14, **Con** 12, **Int** 18(22), **Wis** 14, **Cha** 12**Base Atk** +5; **CMB** +5; **CMD** 17**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation)**Skills** Spellcraft 15 ; Knowledge(Arcana) 15; Fly 13; Knowledge(history) 12; Knowledge (planes) 11; Perception 13. **Languages** Common, Drow.**SQ** nil**Gear** Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor +2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic, Maximize, Spell book  
Spells (4,5,5,5,4,2,1)**♣ Female Drow Elf Ranger 11**

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 22, touch 15, flat-footed 18; (+8 armor, +4 Dex)**hp** 92 (11d10 +11)**Fort** +8, **Ref** +11, **Will** +5;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 17**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +12 (1d6+3) 18-20/x2**Full Atk** rapier +12 (1d6+3) 18-20/x2**Ranged** Longbow +17/12/7 (1d8+1d6+5) 20/x3 vs. Humans +21/16/11 (1d8+1d6+9)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared****Str** 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12**Base Atk** +11/6/1; **CMB** +14; **CMD** 28**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot**Skills** Handle Animal 12; Heal 6 Knowledge Nature 11; Perception 13; Survival 17; Intimidate 10; Stealth 15.**Languages** Common, Drow.**SQ** Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+4); Favored Terrain: (Forest, Plains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.**Gear** Mighty Flaming Longbow +2 of Distance, Mithril Chain Shirt +1, Ring of Protection +1, Amulet of Natural Armor +2**♣ Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/4**

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)**hp** 91 (10d10+1d6+11)**Fort** +8, **Ref** +11, **Will** +6;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 17**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +12 (1d6+2) 18-20/x2**Full Atk** rapier +12/7 (1d6+2) 18-20/x2

**Ranged** Longbow +18/13 (1d8+4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11  
**Base Atk** +10/5; **CMB** +9; **CMD** 23  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.  
**Skills** Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11.  
**Languages** Common, Drow, Goblin, Orc.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental), Imbue Arrow, Seeker Arrow.  
**Gear** Mighty Longbow +2 of Distance, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Lesser Bracers of Archery

#### ♀ **Female Drow Elf Cleric 11**

LE Medium Humanoid (5 ft.5 in tall)  
**Init** +2 (+2 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 27, touch 12, flat-footed 26; (+16 armor, +1 Dex)  
**hp** 70 (11d8)  
**Fort** +7, **Ref** +5, **Will** +13;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 17  
**Weaknesses** Light Blindness  
**Spd** 20 ft./x3  
**Melee** Scimitar +7 (1d8+2) 18-20/x2  
**Full Atk** Scimitar +7 (1d8+2) 18-20/x2  
**Ranged** Hand Crossbow +2 (1d4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** DC 16 + Spell Level  
**Orisons:** Detect Magic, Bleed, Resistance, Guidance; **1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*; **2<sup>nd</sup> level:** Aid, Hold Person, Enthral, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*; **3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, Water Walk, *Bestow Curse*; **4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Air Walk, *Poison*; **5<sup>th</sup> level:** Flame Strike, Summon Monster V, Slay Living,

*Mark of Justice*; **6<sup>th</sup> level:** Word of Recall, Summon Monster VI, *Disintegrate*  
**Domains:** Fear, Vengeance  
**Str** 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(22), **Cha** 18  
**Base Atk** +8/3; **CMB** +8; **CMD** 22  
**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel.  
**Skills** Diplomacy 8; Knowledge Religion 9; Spellcraft 8. **Languages** Common, Drow.  
**SQ** Aura, Channel Energy 6d6, Orisons.  
**Gear** Full Plate +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

#### ♀ **Female Drow Elf Rogue 11**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +5 (+5 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 23, touch 17, flat-footed 18; (+8 armor, +5 Dex)  
**hp** 78 (11d8 +11)  
**Fort** +4, **Ref** +12, **Will** +3;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 17  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +15 (1d6+1) 15-20/x2  
**Full Atk** rapier +15/10 (1d6+1) 15-20/x2 vs. Humans +17/12 (3d6+3) 15-20/x2  
**Ranged**  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Sneak Attack +6d6, Bleeding Attack, Slow Reactions  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 10, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12  
**Base Atk** +8/3; **CMB** +13; **CMD** 23  
**Feats** Agile Maneuvers, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.  
**Skills** Acrobatics 15; Bluff 12; Climb 11; Disable Device 15; Disguise 12; Escape Artist 15; Intimidate 12; Perception 11; Sense Motive 11; Sleight of Hand 15; Stealth 15. **Languages** Common, Drow.  
**SQ** Evasion, Fast Stealth, Trap Sense +3, Trapfinding, Improved Uncanny Dodge.  
**Gear** Keen Bane Human Rapier +1, Leather Armor +2, Cloak of Elvenkind, Ring of Protection +2, Amulet of Natural Armor +2

### ⚔ Male Drow Elf Fighter 11

LE Medium Humanoid (5 ft.3 in tall)

**Init** +4 (+4 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 31, touch 16, flat-footed 27; (+17 armor, +4 Dex)

**hp** 105 (11d10 +22)

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

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 17

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** long sword +20 (1d8+10) 19-20/x2

**Full Atk** long sword +20/15/10 (1d8+10) 19-20/x2

**Ranged** Long bow +17/12/7 (1d8+2) 20/x3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

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

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

**Feats** Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses.

**Skills** Perception 11; Intimidate 11. **Languages**

Common, Drow.

**SQ** Armor Training 3, Bravery +3, Weapon Training (Heavy Blades +2, Bows +1).

**Gear** Long sword +3, Long Bow +1, Full Plate, heavy steel shield +2, Ring of Protection +2, Amulet of Natural Armor +2

### ⚔ Huge Earth Elemental

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +13

**Defense**

**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** elemental traits

**Offense**

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +17 (2d8+9)

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

**Special Attacks** earth mastery

**Statistics**

**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 30

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

### ⚔ Huge Fire Elemental

N Huge outsider (elemental, extraplanar, fire)

**Init** +11; **Senses** darkvision 60 ft.; Perception +13

**Defense**

**AC** 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

**hp** 85 (10d10+30)

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

**DR** 5/—, **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

**Offense**

**Speed** 60 ft.

**Melee** 2 slams +15 (2d6+4 plus burn)

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

**Special Attacks** burn (2d6, DC 17)

**Statistics**

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +16; **CMD** 34

**Feats** Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

**Skills** Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

**ATL 13****‡ Male Drow Elf Wizard 13**

LE Medium Humanoid (5 ft.6 in tall)

**Init** +6 (+2 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)**hp** 69 (9d6 + 9)**Fort** +5, **Ref** +6, **Will** +10;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 19**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +2 (1d6) 18-20/x2**Full Atk** rapier +2 (1d6) 18-20/x2**Ranged** hand crossbow +4 (1d4) 19-20/x2**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared** (4,5,5,5,5,4,3,1)

0 - level: Daze, Ray of Frost, Bleed, Message

1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement

2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life

3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt

4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm, Evocation

5th Level: Teleport, Cone of Cold, Overland Flight, Teleport

6th level: Disintegrate, Chain Lightning, True Seeing

7th level: Summon Monster VII

**Str** 10, **Dex** 14, **Con** 12, **Int** 19(23), **Wis** 14, **Cha** 12**Base Atk** +6/1; **CMB** +5; **CMD** 17**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation), Extend Spell, Spell Penetration**Skills** Spellcraft 17 ; Knowledge(Arcana) 17; Fly 15;

Knowledge(history) 14; Knowledge (planes) 13;

Perception 15. **Languages** Common, Drow.**SQ** nil**Gear** Headband of Intellect +4, Ring of Protection +2,

Bracers of Armor +4, Amulet of Natural Armor +2,

Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic,

Maximize, Spell book

Spells (4,5,5,5,5,3,2,1)

**‡ Female Drow Elf Ranger 13**

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 24, touch 16, flat-footed 20; (+10 armor, +4 Dex)**hp** 106 (13d10 +13)**Fort** +9, **Ref** +13, **Will** +6;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 19**Weaknesses** Light Blindness**Spd** 30 ft./x4**Melee** rapier +17 (1d6+3) 18-20/x2**Full Atk** rapier +17/12/7 (1d6+3) 18-20/x2 vs. humans +19/14/9 (1d6+7) 18-20/x2**Ranged** Longbow +19/14/9 (1d8+1d6+5) 20/x3

vs. Humans +25/20/15 (1d8+3d6+9) 20/3

**Space** 5 ft.; **Reach** 5 ft.**Special Attacks****Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared****Str** 16, **Dex** 19, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12**Base Atk** +13/8/3; **CMB** +16; **CMD** 30**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot, Weapon Finesse.**Skills** Handle Animal 14; Heal 8 Knowledge Nature 13; Perception 15; Survival 19; Intimidate 10; Stealth 17.**Languages** Common, Drow.**SQ** Camouflage, Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+4); Favored Terrain: (Forest, Plains, Mountains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.**Gear** Mighty Flaming Bane Human Longbow +2 of Distance, Mithril Chain Shirt +2, Ring of Protection +2, Amulet of Natural Armor +2**‡ Drow Elf Ranger/Wizard/ Arcane Archer 6/1/6**

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);**Senses** Perception +2, Darkvision 120'.**AC** 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)**hp** 107 (12d10+1d6+13)**Fort** +9, **Ref** +12, **Will** +7;**Defense Abilities** +2 racial bonus to enchantment spell/effects;**DR** nil;**Immune** magical sleep effects;**SR** 19**Weaknesses** Light Blindness

**Spd** 30 ft./x4  
**Melee** rapier +12 (1d6+2) 18-20/x2  
**Full Atk** rapier +12/7 (1d6+2) 18-20/x2  
**Ranged** Longbow +19/13 (1d8+5) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 15, **Dex** 19, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11  
**Base Atk** +12/7; **CMB** +9; **CMD** 23  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.  
**Skills** Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11.  
**Languages** Common, Drow, Goblin, Orc.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental, distance), Imbue Arrow, Seeker Arrow, Phase Arrow.  
**Gear** Oathbow, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Greater Bracers of Archery

**♀ Female Drow Elf Rogue 13**  
LE Medium Humanoid (5 ft.3 in tall)  
**Init** +5 (+5 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 25, touch 18, flat-footed 20; (+8 armor, +5 Dex)  
**hp** 92 (13d8 +13)  
**Fort** +5, **Ref** +13, **Will** +4;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 19  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +16 (1d6+1) 15-20/x2  
**Full Atk** rapier +16/11 (1d6+1) 15-20/x2  
vs. Humans +18/13 (3d6+3) 15-20/x2  
**Ranged**  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Sneak Attack +7d6, Bleeding Attack, Slow Reactions  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 11, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12  
**Base Atk** +9/4; **CMB** +14; **CMD** 24

**Feats** Agile Maneuvers, Combat Expertise, Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.  
**Skills** Acrobatics 17; Bluff 14; Climb 13; Disable Device 17; Disguise 14; Escape Artist 17; Intimidate 14; Perception 13; Sense Motive 13; Sleight of Hand 17; Stealth 17. **Languages** Common, Drow.  
**SQ** Fast Stealth, Improved Evasion, Trap Sense +4, Trapfinding, Improved Uncanny Dodge.  
**Gear** Keen Bane Human Rapier +1, Leather Armor +2, Cloak of Elvenkind, Ring of Protection +3, Amulet of Natural Armor +3

**♀ Female Drow Elf Cleric 13**  
LE Medium Humanoid (5 ft.5 in tall)  
**Init** +2 (+2 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 27, touch 12, flat-footed 26; (+16 armor, +1 Dex)  
**hp** 99 (13d8 +13)  
**Fort** +9, **Ref** +6, **Will** +14;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 19

**Weaknesses** Light Blindness  
**Spd** 20 ft./x3  
**Melee** Scimitar +7 (1d8+2) 18-20/x2  
**Full Atk** Scimitar +7 (1d8+2) 18-20/x2  
**Ranged** Hand Crossbow +2 (1d4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** DC 16 + Spell Level  
**Orisons:** Detect Magic, Bleed, Resistance, Guidance; **1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*  
**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*  
**3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, Water Walk, *Bestow Curse*  
**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*  
**5<sup>th</sup> level:** Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*  
**6<sup>th</sup> level:** Word of Recall, Blade Barrier, Harm, *Disintegrate*  
**7<sup>th</sup> level:** Summon Monster VII, *Spell Turning*  
**Domains:** Fear, Vengeance  
**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18(22), **Cha** 18  
**Base Atk** +9/4; **CMB** +9; **CMD** 24



**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel, Extra Channel.

**Skills** Diplomacy 8; Knowledge Religion 9; Spellcraft 12. **Languages** Common, Drow.

**SQ** Aura, Channel Energy 7d6, Orisons.

**Gear** Full Plate +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +2, Amulet of Natural Armor +2, Wand of Cure Serious Wounds (29 charges)

### ⚔ **Male Drow Elf Fighter 13**

LE Medium Humanoid (5 ft.3 in tall)

**Init** +4 (+4 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 31, touch 16, flat-footed 27; (+17 armor, +4 Dex)

**hp** 123 (13d10 +26)

**Fort** +11, **Ref** +8, **Will** +4;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 19

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** long sword +24 (1d8+10) 19-20/x2

**Full Atk** long sword +24/19/14 (1d8+13) 19-20/x2

**Ranged** Long bow +21/16/11 (1d8+4) 20/x3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

**Str** 17, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

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

**Feats** Greater Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Greater Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses.

**Skills** Perception 13; Intimidate 13. **Languages** Common, Drow.

**SQ** Armor Training 3, Bravery +3, Weapon Training (Heavy Blades +3, Bows +2, Pole Arms +1).

**Gear** Long sword +3, Long Bow +2, Full Plate +1, heavy steel shield +3, Ring of Protection +2, Amulet of Natural Armor +2

### ⚔ **Greater Earth Elemental**

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

**Perception** +16

**Defense**

**AC** 21, touch 7, flat-footed 21, (-1 Dex, +14 natural, -2 size)

**hp** 136 (13d10+65)

**Fort** +13, **Ref** +3, **Will** +8

**DR** 10/—; **Immune** elemental traits

**Offense**

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +21 (2d10+10)

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

**Special Attacks** earth mastery

**Statistics**

**Str** 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +25; **CMD** 34

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

**Skills** Appraise +10, Climb +25, Knowledge

(dungeoneering) +10, Knowledge (planes) +13,

**Perception** +16, **Stealth** +7

### ⚔ **Greater Fire Elemental**

N Huge outsider (elemental, extraplanar, fire)

**Init** +12; **Senses** darkvision 60 ft.; **Perception** +16

**Defense**

**AC** 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

**hp** 123 (13d10+52)

**Fort** +12, **Ref** +16, **Will** +6

**DR** 5/—, **Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

**Offense**

**Speed** 60 ft.

**Melee** 2 slams +19 (2d8+7 plus burn)

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

**Special Attacks** burn (2d8, DC 20)

**Statistics**

**Str** 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +13; **CMB** +22; **CMD** 41

**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance

**Skills** Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, **Perception** +16

## ATL 15

### ⚔ Male Drow Elf Wizard 15

LE Medium Humanoid (5 ft.5 in tall)

**Init** +6 (+2 Dex, +4 Imp. Init);

**Senses** Perception +2, Darkvision 120'.

**AC** 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)

**hp** 69 (9d6 + 9)

**Fort** +5, **Ref** +6, **Will** +10;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 19

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** rapier +2 (1d6) 18-20/x2

**Full Atk** rapier +2 (1d6) 18-20/x2

**Ranged** hand crossbow +4 (1d4) 19-20/x2

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared** (4,5,5,5,5,5,4,2,1)

0 - level: Daze, Ray of Frost, Bleed, Message

1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement

2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life

3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt

4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm, Evocation

5th Level: Teleport, Cone of Cold, Overland Flight, Cone of Cold, Crushing Despair

6th level: Disintegrate, Chain Lightning, True Seeing, Repulsion

7th level: Greater Teleport, Finger of Death

8th level: Summon Monster VIII

**Str** 10, **Dex** 14, **Con** 12, **Int** 19 (23), **Wis** 14, **Cha** 12

**Base Atk** +6/1; **CMB** +5; **CMD** 17

**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation), Extend Spell, Spell Penetration

**Skills** Spellcraft 17 ; Knowledge(Arcana) 17; Fly 15; Knowledge(history) 14; Knowledge (planes) 13; Perception 15. **Languages** Common, Drow.

**SQ** nil

**Gear** Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor +2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic: Maximize, Spell book

### ⚔ Female Drow Elf Ranger 15

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);

**Senses** Perception +2, Darkvision 120'.

**AC** 25, touch 16, flat-footed 21; (+11 armor, +4 Dex)

**hp** 120 (15d10 +15)

**Fort** +10, **Ref** +15, **Will** +11;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 21

**Weaknesses** Light Blindness

**Spd** 30 ft./x5

**Melee** rapier +19 (1d6+3) 18-20/x2

**Full Atk** rapier +19/14/9 (1d6+3) 18-20/x2 vs. humans +21/16/11 (1d6+7) 18-20/x2

**Ranged** Longbow +21/16/11 (1d8+1d6+5) 20/x3 vs. Humans +29/24/19 (1d8+3d6+11) 20/3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

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

**Base Atk** +15/10/5; **CMB** +18; **CMD** 32

**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot, Weapon Finesse, Shot on the Run, Run.

**Skills** Handle Animal 16; Heal 10 Knowledge Nature 15; Perception 17; Survival 21; Intimidate 10; Stealth 19. **Languages** Common, Drow.

**SQ** Camouflage, Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+6), Giants (+2); Favored Terrain: (Forest, Plains, Mountains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.

**Gear** Mighty Flaming Bane Human Longbow +2 of Distance, Mithril Chain Shirt +2, Ring of Protection +2, Amulet of Natural Armor +3

### ⚔ Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/8

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);

**Senses** Perception +2, Darkvision 120'.

**AC** 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)

**hp** 123 (14d10+1d6+15)

**Fort** +10, **Ref** +13, **Will** +8;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;  
**Immune** magical sleep effects;  
**SR** 19  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +12 (1d6+2) 18-20/x2  
**Full Atk** rapier +12/7 (1d6+2) 18-20/x2  
**Ranged** Longbow +23/18 (1d8+5) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 15, **Dex** 19, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11  
**Base Atk** +14/9; **CMB** +9; **CMD** 23  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.  
**Skills** Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11.  
**Languages** Common, Drow, Goblin, Orc.  
**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental, distance, elemental burst), Imbue Arrow, Seeker Arrow, Phase Arrow, Hail of Arrows.  
**Gear** Oathbow, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Greater Bracers of Archery

**♀ Female Drow Elf Cleric 15**  
LE Medium Humanoid (5 ft.5 in tall)  
**Init** +6 (+2 Dex, +4 Imp. Init.);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 31, touch 13, flat-footed 30; (+20 armor, +1 Dex)  
**hp** 113 (15d8 +15)  
**Fort** +10, **Ref** +7, **Will** +15;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 21  
**Weaknesses** Light Blindness  
**Spd** 20 ft./x3  
**Melee** Scimitar +7 (1d8+2) 18-20/x2  
**Full Atk** Scimitar +7 (1d8+2) 18-20/x2  
**Ranged** Hand Crossbow +2 (1d4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** DC 16 + Spell Level

**Orisons:** Detect Magic, Bleed, Resistance, Guidance; **1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*  
**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*  
**3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*  
**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*  
**5<sup>th</sup> level:** Breath of Life, Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*  
**6<sup>th</sup> level:** Harm, Word of Recall, Blade Barrier, Wind Walk, *Disintegrate*  
**7<sup>th</sup> level:** Blasphemy, Destruction, *Spell Turning*  
**8<sup>th</sup> level:** Summon Monster VIII, *Binding*  
**Domains:** Fear, Vengeance  
**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18(22), **Cha** 18  
**Base Atk** +11/6/1; **CMB** +11; **CMD** 26  
**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel, Extra Channel, Improved Initiative.  
**Skills** Diplomacy 8; Heal 6; Knowledge Religion 9; Spellcraft 12. **Languages** Common, Drow.  
**SQ** Aura, Channel Energy 8d6, Orisons.  
**Gear** Full Plate +2, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +2, Amulet of Natural Armor +3, Wand of Cure Serious Wounds (29 charges)

**♀ Female Drow Elf Rogue 15**  
LE Medium Humanoid (5 ft.3 in tall)  
**Init** +5 (+5 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 26, touch 18, flat-footed 21; (+9 armor, +5 Dex)  
**hp** 106 (13d8 +13)  
**Fort** +6, **Ref** +15, **Will** +5;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 21  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +18 (1d6+1) 15-20/x2  
**Full Atk** rapier +18/13/8 (1d6+1) 15-20/x2 vs. Humans +20/15/10 (3d6+3) 15-20/x2  
**Ranged**  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Sneak Attack +8d6, Bleeding Attack, Slow Reactions, Opportunist.  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**

**Str 11, Dex 20, Con 12, Int 16, Wis 10, Cha 12**  
**Base Atk** +11/6/1; **CMB** +16; **CMD** 26  
**Feats** Agile Maneuvers, Bleeding Critical, Combat Expertise, Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.  
**Skills** Acrobatics 19; Bluff 16; Climb 15; Disable Device 19; Disguise 16; Escape Artist 19; Intimidate 16; Perception 15; Sense Motive 15; Sleight of Hand 19; Stealth 19. **Languages** Common, Drow.  
**SQ** Fast Stealth, Improved Evasion, Trap Sense +5, Trapfinding, Improved Uncanny Dodge.  
**Gear** Keen Unholy Bane Human Rapier +1, Leather Armor +3, Cloak of Elvenkind, Hat of Disguise, Ring of Protection +3, Amulet of Natural Armor +3

#### ⚔ **Male Drow Elf Fighter 15**

LE Medium Humanoid (5 ft.3 in tall)  
**Init** +4 (+4 Dex);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 35, touch 16, flat-footed 31; (+21 armor, +4 Dex)  
**hp** 141 (15d10 +30)  
**Fort** +11, **Ref** +9, **Will** +5;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 21  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** long sword +26 (1d8+10) 19-20/x2  
**Full Atk** long sword +26/21/16 (1d8+13) 19-20/x2  
**Ranged** Long bow +24/19/14 (1d8+4) 20/x3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str 17, Dex 18, Con 14, Int 10, Wis 10, Cha 10**  
**Base Atk** +15/10/5; **CMB** +18; **CMD** 32  
**Feats** Greater Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Greater Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses, Penetrating Strike, Weapon Focus (Long Bow).  
**Skills** Perception 15; Intimidate 15. **Languages** Common, Drow.  
**SQ** Armor Training 4, Bravery +4, Weapon Training (Heavy Blades +3, Bows +2, Pole Arms +1).  
**Gear** Long sword +3, Long Bow +2, Full Plate +2, heavy steel shield +3, Ring of Protection +2, Amulet of Natural Armor +3

#### ⚔ **Elder Earth Elemental**

N Huge outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19  
**Defense**  
**AC** 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)  
**hp** 168 (16d10+80)  
**Fort** +15, **Ref** +4, **Will** +10  
**DR** 10/—; **Immune** elemental traits  
**Offense**  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** 2 slams +26 (2d10+12/19-20)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery  
**Statistics**  
**Str 34, Dex 8, Con 21, Int 10, Wis 11, Cha 11**  
**Base Atk** +16; **CMB** +30; **CMD** 39  
**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack  
**Skills** Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

#### ⚔ **Greater Fire Elemental**

N Huge outsider (elemental, extraplanar, fire)  
**Init** +13; **Senses** darkvision 60 ft.; Perception +19  
**Defense**  
**AC** 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)  
**hp** 152 (16d10+64)  
**Fort** +14, **Ref** +19, **Will** +7  
**DR** 10/—, **Immune** elemental traits, fire  
**Weaknesses** vulnerability to cold  
**Offense**  
**Speed** 60 ft.  
**Melee** 2 slams +23 (2d8+8 plus burn)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** burn (2d10, DC 22)  
**Statistics**  
**Str 26, Dex 29, Con 18, Int 10, Wis 11, Cha 11**  
**Base Atk** +16; **CMB** +26; **CMD** 46  
**Feats** Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance  
**Skills** Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

**ATL 17****♣ Male Drow Elf Wizard 15**

LE Medium Humanoid (5 ft.5 in tall)  
**Init** +6 (+2 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)  
**hp** 69 (9d6 + 9)  
**Fort** +5, **Ref** +6, **Will** +10;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 19  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x4  
**Melee** rapier +2 (1d6) 18-20/x2  
**Full Atk** rapier +2 (1d6) 18-20/x2  
**Ranged** hand crossbow +4 (1d4) 19-20/x2  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
 1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared** (4,5,5,5,5,5,4,2,1)  
 0 - level: Daze, Ray of Frost, Bleed, Message  
 1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement  
 2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life  
 3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt  
 4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm, Evocation  
 5th Level: Teleport, Cone of Cold, Overland Flight, Cone of Cold, Crushing Despair  
 6th level: Disintegrate, Chain Lightning, True Seeing, Repulsion  
 7th level: Greater Teleport, Finger of Death  
 8th level: Summon Monster VIII  
**Str** 10, **Dex** 14, **Con** 12, **Int** 19 (23), **Wis** 14, **Cha** 12  
**Base Atk** +6/1; **CMB** +5; **CMD** 17  
**Feats** Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation), Extend Spell, Spell Penetration  
**Skills** Spellcraft 17 ; Knowledge(Arcana) 17; Fly 15; Knowledge(history) 14; Knowledge (planes) 13; Perception 15. **Languages** Common, Drow.  
**SQ** nil  
**Gear** Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor

+2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic: Maximize, Spell book

**♣ Female Drow Elf Ranger 15**

LE Medium Humanoid (5 ft.4 in tall)  
**Init** +8 (+4 Dex, +4 Imp. Init);  
**Senses** Perception +2, Darkvision 120'.  
**AC** 25, touch 16, flat-footed 21; (+11 armor, +4 Dex)  
**hp** 120 (15d10 +15)  
**Fort** +10, **Ref** +15, **Will** +11;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;  
**DR** nil;  
**Immune** magical sleep effects;  
**SR** 21  
**Weaknesses** Light Blindness  
**Spd** 30 ft./x5  
**Melee** rapier +19 (1d6+3) 18-20/x2  
**Full Atk** rapier +19/14/9 (1d6+3) 18-20/x2 vs. humans +21/16/11 (1d6+7) 18-20/x2  
**Ranged** Longbow +21/16/11 (1d8+1d6+5) 20/x3 vs. Humans +29/24/19 (1d8+3d6+11) 20/3  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks**  
**Spell-Like Abilities** (Cl 1st)  
 1/day: Darkness, Fairie Fire, Dancing Lights  
**Spells Prepared**  
**Str** 16, **Dex** 19, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12  
**Base Atk** +15/10/5; **CMB** +18; **CMD** 32  
**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot, Weapon Finesse, Shot on the Run, Run.  
**Skills** Handle Animal 16; Heal 10 Knowledge Nature 15; Perception 17; Survival 21; Intimidate 10; Stealth 19. **Languages** Common, Drow.  
**SQ** Camouflage, Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+6), Giants (+2); Favored Terrain: (Forest, Plains, Mountains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.  
**Gear** Mighty Flaming Bane Human Longbow +2 of Distance, Mithril Chain Shirt +2, Ring of Protection +2, Amulet of Natural Armor +3

### ♣ Male Drow Elf Ranger/Wizard/ Arcane

#### Archer 6/1/8

LE Medium Humanoid (5 ft.4 in tall)

**Init** +8 (+4 Dex, +4 Imp. Init);

**Senses** Perception +2, Darkvision 120'.

**AC** 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)

**hp** 123 (14d10+1d6+15)

**Fort** +10, **Ref** +13, **Will** +8;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 19

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** rapier +12 (1d6+2) 18-20/x2

**Full Atk** rapier +12/7 (1d6+2) 18-20/x2

**Ranged** Longbow +23/18 (1d8+5) 20/x3

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

#### Special Attacks

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

#### Spells Prepared

**Str** 15, **Dex** 19, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11

**Base Atk** +14/9; **CMB** +9; **CMD** 23

**Feats** Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.

**Skills** Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.

**SQ** Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental, distance, elemental burst), Imbue Arrow, Seeker Arrow, Phase Arrow, Hail of Arrows.

**Gear** Oathbow, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Greater Bracers of Archery

### ♣ Female Drow Elf Cleric 15

LE Medium Humanoid (5 ft.5 in tall)

**Init** +6 (+2 Dex, +4 Imp. Init.);

**Senses** Perception +2, Darkvision 120'.

**AC** 31, touch 13, flat-footed 30; (+20 armor, +1 Dex)

**hp** 113 (15d8 +15)

**Fort** +10, **Ref** +7, **Will** +15;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 21

**Weaknesses** Light Blindness

**Spd** 20 ft./x3

**Melee** Scimitar +7 (1d8+2) 18-20/x2

**Full Atk** Scimitar +7 (1d8+2) 18-20/x2

**Ranged** Hand Crossbow +2 (1d4) 20/x3

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

#### Special Attacks

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

#### Spells Prepared DC 16 + Spell Level

**Orisons:** Detect Magic, Bleed, Resistance, Guidance;

**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*

**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*

**3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*

**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*

**5<sup>th</sup> level:** Breath of Life, Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*

**6<sup>th</sup> level:** Harm, Word of Recall, Blade Barrier, Wind Walk, *Disintegrate*

**7<sup>th</sup> level:** Blasphemy, Destruction, *Spell Turning*

**8<sup>th</sup> level:** Summon Monster VIII, *Binding*

**Domains:** Fear, Vengeance

**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18(22), **Cha** 18

**Base Atk** +11/6/1; **CMB** +11; **CMD** 26

**Feats** Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel, Extra Channel, Improved Initiative.

**Skills** Diplomacy 8; Heal 6; Knowledge Religion 9; Spellcraft 12. **Languages** Common, Drow.

**SQ** Aura, Channel Energy 8d6, Orisons.

**Gear** Full Plate +2, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +2, Amulet of Natural Armor +3, Wand of Cure Serious Wounds (29 charges)

### ♣ Female Drow Elf Rogue 15 (2)

LE Medium Humanoid (5 ft.3 in tall)

**Init** +5 (+5 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 26, touch 18, flat-footed 21; (+9 armor, +5 Dex)

**hp** 106 (13d8 +13)

**Fort** +6, **Ref** +15, **Will** +5;  
**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 21

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** rapier +18 (1d6+1) 15-20/x2

**Full Atk** rapier +18/13/8 (1d6+1) 15-20/x2

vs. Humans +20/15/10 (3d6+3) 15-20/x2

**Ranged**

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

**Special Attacks** Sneak Attack +8d6, Bleeding Attack, Slow Reactions, Opportunist.

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

**Str** 11, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12

**Base Atk** +11/6/1; **CMB** +16; **CMD** 26

**Feats** Agile Maneuvers, Bleeding Critical, Combat Expertise, Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.

**Skills** Acrobatics 19; Bluff 16; Climb 15; Disable Device 19; Disguise 16; Escape Artist 19; Intimidate 16; Perception 15; Sense Motive 15; Sleight of Hand 19; Stealth 19. **Languages** Common, Drow.

**SQ** Fast Stealth, Improved Evasion, Trap Sense +5, Trapfinding, Improved Uncanny Dodge.

**Gear** Keen Unholy Bane Human Rapier +1, Leather Armor +3, Cloak of Elvenkind, Hat of Disguise, Ring of Protection +3, Amulet of Natural Armor +3

### ☞ **Male Drow Elf Fighter 15 (2)**

LE Medium Humanoid (5 ft.3 in tall)

**Init** +4 (+4 Dex);

**Senses** Perception +2, Darkvision 120'.

**AC** 35, touch 16, flat-footed 31; (+21 armor, +4 Dex)

**hp** 141 (15d10 +30)

**Fort** +11, **Ref** +9, **Will** +5;

**Defense Abilities** +2 racial bonus to enchantment spell/effects;

**DR** nil;

**Immune** magical sleep effects;

**SR** 21

**Weaknesses** Light Blindness

**Spd** 30 ft./x4

**Melee** long sword +26 (1d8+10) 19-20/x2

**Full Atk** long sword +26/21/16 (1d8+13) 19-20/x2

**Ranged** Long bow +24/19/14 (1d8+4) 20/x3

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

**Special Attacks**

**Spell-Like Abilities** (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

**Spells Prepared**

**Str** 17, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +15/10/5; **CMB** +18; **CMD** 32

**Feats** Greater Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Greater Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses, Penetrating Strike, Weapon Focus (Long Bow).

**Skills** Perception 15; Intimidate 15. **Languages** Common, Drow.

**SQ** Armor Training 4, Bravery +4, Weapon Training (Heavy Blades +3, Bows +2, Pole Arms +1).

**Gear** Long sword +3, Long Bow +2, Full Plate +2, heavy steel shield +3, Ring of Protection +2, Amulet of Natural Armor +3

### ☞ **Elder Earth Elemental (2)**

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

**Defense**

**AC** 23, touch 7, flat-footed 23 (-1 Dex, +16 natural, -2 size)

**hp** 168 (16d10+80)

**Fort** +15, **Ref** +4, **Will** +10

**DR** 10/—; **Immune** elemental traits

**Offense**

**Speed** 20 ft., burrow 20 ft., earth glide

**Melee** 2 slams +26 (2d10+12/19-20)

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

**Special Attacks** earth mastery

**Statistics**

**Str** 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

**Base Atk** +16; **CMB** +30; **CMD** 39

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

**Skills** Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

### ☞ **Greater Fire Elemental (2)**

N Huge outsider (elemental, extraplanar, fire)

**Init** +13; **Senses** darkvision 60 ft.; Perception +19

### Defense

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, Ref +19, Will +7

DR 10/—, Immune elemental traits, fire

Weaknesses vulnerability to cold

### Offense

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks burn (2d10, DC 22)

### Statistics

Str 26, Dex 29, Con 18, Int 10, Wis 11, Cha 11

Base Atk +16; CMB +26; CMD 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

If the PCs are in need of help, Blaze will arrive with a contingent of Legionnaires on Round 6 (or before that if the PCs are being overwhelmed). Otherwise she will sit back, enjoy the show, and approach the PCs when the battle is over.

*Riding upon a brown mare you see a figure slowly approach your position. The first feature you notice is her straight fire-red hair that had been tied in a pony-tail. Her leathers are well-worn, though in good repair. She has a long sword strapped to her hip and a longbow stowed with her belongings. She arches a brow and looks to you with her crystal emerald eyes. "Need a hand?"*

Blaze is the guide that Lady Jirin eluded to. If the PCs met Blaze in a previous module, allow them to instantly recognize her .... and vice versa. After pleasantries have been exchanged, she will speak to the PCs.

*"I understand you need a guide to the Whitewold. Did you have a particular destination in mind?"*

☞ **We seek the Sathoni village.**

*"We'll need to ditch the horses and take a boat then. It will be easier and much quicker than riding on horse-back. We can leave our horses in Sweetwater. They'll be safe here."*

If the PCs balk at the idea of leaving the horses, Blaze will simply shrug and note the possibility that the horses AND the group will not make crossing the river on horseback. She will leave the option to them, however she won't wait long for them to decide.

➤ **GO TO Encounter 6 (page 33).**



## ENCOUNTER 6 – THIS JUST IN . . .

*Taking a boat, you head south down the river. After about a half a day's journey, the boat is brought to the eastern shore. Once upon the shore, you pull the boat onto the small beach to make sure it is secure. The Whitewold quickly thickens as you look into its depths.*

Once the boat is secure and everyone is ready, Blaze will say "This way" and head into the forest with her weapon drawn. In the more thicker areas, she blazes a path through by chopping through the brush with her weapon. Establish a marching order behind Blaze.

*Blaze stops suddenly, apparently hearing something in the distance. She holds her index finger up to you, signaling for you to be quiet for a moment. Listening intently, beyond the forest sounds of birds and insects, you hear the faint sound of a roar.*

Have the PCs roll a **Perception** check **DC15** to hear the roar. PCs that make a **Knowledge (nature)** roll **DC15** can determine that the roar was made by a great cat. If the roll was **25+**, it can be determined that the roar came from a tiger. The PCs have a couple choices ahead of them here: they can 1) turn to avoid the tiger, or 2) move closer to the tiger to see what's going on.

- If the PCs wish to avoid the tiger, **GO TO Encounter 7 (page 33).**

*You cautiously approach the sound of the roar, the loudness echoing as you get closer. The forest thins a little into a slight clearing. You stop short, realizing at the last moment what you see. A pit has been dug. It looks to drop about 20 feet down. Had you not been moving as slow as you have been you probably would have missed the pit's edge and fallen inside .... like the tiger you see on*

*the pit's floor. It makes a races across the pit's bottom and makes a leap for the edge .... only to scratch fruitlessly at the pit's side before dropping back to the floor. The tiger paces the floor, eyeing you as it gains your scent.*

The tiger will continue to try and leap from the pit, but to no avail. It will be up to the PCs to free the tiger. Allow the PCs to use their ingenuity to free the tiger. Once freed, the tiger will rest by the side of the pit, still looking in the PC's direction. Since the PCs freed it, it will allow them to approach. The PCs will then be allowed to capture the Spirit of Life from the tiger to become the second component in the ritual. Once the component has been created, the tiger will run off into the woods. (The tiger can also be convinced to accompany the PCs in lieu of his spirit being made into a physical manifestation with a successful **Diplomacy** check **DC10+ATL**. Remember that the PC will need *to speak with animals* in order to do so.)

- When the PCs are ready to continue on, **GO TO Encounter 7 (page 33).**

## ENCOUNTER 7 – AGRO NEWS

*Moving onward, Blaze continues to make her way through the woods, slashing her sword against the brush to make your travel easier. After a couple of hours, the forest opens up once again. The area seems slightly .... off. Then you understand what you are seeing. Leafy branches from overhanging trees seem to drape over smaller trees grown closely together. There are similar structures .... built? .... grown? .... throughout the area.*

PCs that succeed on a **Knowledge (nature)** with a **DC8+ATL** or better can guess the structures are house-like in nature. This is the sathoni village.

The sathoni aren't actually in their homes, but they are indeed close by. They knew of the PC's approach and went into hiding. If the PCs don't seem at all threatening in nature after a few minutes, slowly the sathoni will make their presence known and introduce themselves.

*One by one, a humanoid shape appears out from behind the outlying trees. You see a wide variety sizes from 2-3 ft tall, children-like creatures to 6-7 ft tall, adult-like creatures. Their skin tones vary slightly, but are mostly reddish-brown in hue. They wear garments created from vines, threaded flowers, and leaves. They look at you cautiously, but there is curiosity in their green or brown eyes as well.*

The sathoni will eventually all come out of hiding. Whether the PCs notice it or not (Blaze will), the sathoni will surround the PCs thus positioning them in the center of a circle. This is not done in a threatening manner .... it just happens. Which is why Blaze doesn't say anything about it. PCs that succeed in their **Perception** check **DC10+ATL** will realize what is happening.

Unsure of what language that the PCs speak, the sathoni will wait for the PCs to make the first "move," At first, the sathoni will simply mimic the PCs by repeating what the PCs say/ask. When this elicits a laugh (or it goes back-n-forth at least five times, all the sathoni will laugh together and begin to relax around the PCs.

☛ **What is your name?**

*"I am TallLeaf."*

☛ **So you understand me?**

*"Yes. Do you understand me?"*

☛ **And all of you are...?**

*"We are the children of Ayla."*

☛ **Do you know of Ardra?**

*"Yes. Ayla is the child of Ardra. Ardra is the All-Mother."*

☛ **Have you noticed anything odd within your community?**

*"Odd? Yes, I think. It has been three moons since the last seedling sprouted. And even those that have managed to take root, they also seem to be sickly and diseased. I doubt they will last another moon."*

☛ **Do you understand that Ardra is ill?**

*"That would explain much. Ardra is the goddess of life ... which is why we call her the All-Mother. Nothing can exist without her."*

☛ **Do you know what the Breath of Life is?**

*"You breathe the Breath of Life. We, and all plants, produce the Breath of Life."*

☛ **Would a snipping of a plant work?**

*"No. A snipping would no longer produce the Breath of Life after a couple hours. You would need a whole, living plant.."*

☛ **Would you mind if we take one of your plants?**

*"Please, by my guest Anything for the All-Mother.."*

☛ **Would you, or one of your people, be willing to participate in a ritual that will help heal Ardra?**

*"Of course. The All-Mother must be healed at all costs!"*

At this moment in time, the village is besieged by ogres! When combat begins, the sathoni will scatter. Blaze will help if/when necessary.

## ATL 5 & 7 & 9

### ⚔ OGRE FIGHTERS (4) or (6) or (8)

CE Large humanoid (giant) **Ftr** 7

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +9

**AC** 21, touch 9, flat-footed 20; (+4 armor, -1 Dex, +1 dodge, +7 natural, -1 size)

**hp** 115 (4d8+7d10+42)

**Fort** +11, **Ref** +5, **Will** +5 (+7 vs fear)

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

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +16 (2d8+10)

**Full Atk** greatclub +16 (2d8+10)

**Ranged** javelin +8 (1d8+5) **Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** nil **Spell-Like Abilities** nil

**Spells per Day** nil

**Spells Known** nil

**Str** 21, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 7 **Base Atk** +10; **CMB** +16; **CMD** 25

**Feats** Iron Will, Toughness, Improved Natural Armor (x2), Improved Initiative, Dodge, Lightning Reflexes, Weapon Focus (greatclub), Weapon Specialization (greatclub), Disruptive, Critical Focus

**Skills** Climb +7, Perception +9

**Languages** Giant

**SQ** nil

**Gear** hide armor, greatclub, 4 javelins

### ⚔ OGRE MAGE (1)

LE Large outsider (native, oni, shapechanger)

**Init** +7; **Senses** darkvision 60 ft, lowlight vision; Perception +13

**AC** 21, touch 12, flat-footed 18; (+4 armor, +3 Dex, +5 natural, -1 size)

**hp** 92 (8d10+48); regeneration 5 (fire or acid)

**Fort** +12, **Ref** +5, **Will** +10

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 19

**Speed** 40 ft., fly 60 ft. (good)

**Melee** greatsword +14 (4d6+10)

**Full Atk** greatsword +14/+9 (4d6+10) **Ranged** composite longbow +10 (2d6+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** nil **Spell-Like Abilities** (CL 9th)

At will – *darkness*, *invisibility*

1/day – *charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deep slumber* (DC 16)

**Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17 **Base Atk** +8; **CMB** +16; **CMD** 29

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

**Languages** Common, Giant

**SQ** changeshape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

**Gear** chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows

### ⚔ NEIPHE, IMP FAMILIAR

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7 **AC** 25, touch 16, flat-footed 21; (+3 Dex, +1 dodge, +9 natural, +2 size)

**hp** 47 (3d10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +4

**Defense Abilities** nil; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4 plus poison)

**Full Atk** sting +8 (1d4 plus poison) **Ranged** nil **Space** 2 ½ ft.; **Reach** 0 ft. **Special Attacks** nil **Spell-Like Abilities** (CL 6th)

Constant – *detect good*, *detect magic*

At will – *invisibility* (self only)

1/day – *augury*, *suggestion* (DC 15)

1/week – *commune* (6 questions, CL 12th)

**Spells Known** nil

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14 **Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Knowledge (arcane) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*), Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance, scry on familiar

**Gear** none

**Poison (Ex):** Sting – Injury; *save* DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

## ATL 11 & 13

### ⚔ Ogre Fighters (6) or (8)

CE Large humanoid (giant) **Ftr 10**

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

**AC** 22, touch 9, flat-footed 21; (+4 armor, -1 Dex, +1 dodge, +8 natural, -1 size)

**hp** 148 (4d8+10d10+54)

**Fort** +13, **Ref** +7, **Will** +7 (+10 vs fear)

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

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +22 (2d8+13)

**Full Atk** greatclub +22 (2d8+13)

**Ranged** javelin +11 (1d8+5) **Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** nil **Spell-Like Abilities** nil

**Spells per Day** nil

**Spells Known** nil

**Str** 22, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 7 **Base Atk** +13; **CMB** +20; **CMD** 29

**Feats** Iron Will, Toughness, Improved Natural Armor (x3), Improved Initiative, Dodge, Lightning Reflexes, Weapon Focus (greatclub), Weapon Specialization (greatclub), Disruptive, Critical Focus, Power Attack, Step Up

**Skills** Climb +7, Perception +9

**Languages** Giant

**SQ** nil

**Gear** hide armor, greatclub, 4 javelins

### ⚔ Ogre Mage (1)

LE Large outsider (native, oni, shapechanger)

**Init** +7; **Senses** darkvision 60 ft, lowlight vision.; Perception +13

**AC** 21, touch 12, flat-footed 18; (+4 armor, +3 Dex, +5 natural, -1 size)

**hp** 92 (8d10+48); regeneration 5 (fire or acid)

**Fort** +12, **Ref** +5, **Will** +10

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 19

**Speed** 40 ft., fly 60 ft. (good)

**Melee** greatsword +14 (4d6+10)

**Full Atk** greatsword +14/+9 (4d6+10) **Ranged** composite longbow +10 (2d6+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** nil **Spell-Like Abilities** (CL 9th)

At will – *darkness*, *invisibility*

1/day – *charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form*, *deep slumber* (DC 16)

**Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17 **Base Atk** +8; **CMB** +16; **CMD** 29

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

**Languages** Common, Giant

**SQ** changeshape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

**Gear** chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows

### ⚔ Neiphe, Imp Familiar

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7 **AC** 25, touch 16, flat-footed 21; (+3 Dex, +1 dodge, +9 natural, +2 size)

**hp** 47 (3d10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +4

**Defense Abilities** nil; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4 plus poison)

**Full Atk** sting +8 (1d4 plus poison) **Ranged** nil **Space** 2 ½ ft.; **Reach** 0 ft. **Special Attacks** nil **Spell-Like Abilities** (CL 6th)

Constant – *detect good*, *detect magic*

At will – *invisibility* (self only)

1/day – *augury*, *suggestion* (DC 15)

1/week – *commune* (6 questions, CL 12th)

**Spells Known** nil

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14 **Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Knowledge (arcane) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*), Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance, scry on familiar

**Gear** none

**Poison (Ex):** Sting – Injury; *save* DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

## ATL 15 & 17

### ⚔ **Ogre Fighters (6) or (8)**

CE Large humanoid (giant) **Ftr 13**

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

**AC** 23, touch 9, flat-footed 22; (+4 armor, -1 Dex, +1 dodge, +9 natural, -1 size)

**hp** 195 (4d8+13d10+80)

**Fort** +14, **Ref** +8, **Will** +8 (+10 vs fear)

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

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +26 (2d8+14)

**Full Atk** greatclub +26 (2d8+14)

**Ranged** javelin +14 (1d8+5) **Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** nil **Spell-Like Abilities** nil

**Spells per Day** nil

**Spells Known** nil

**Str** 23, **Dex** 8, **Con** 16, **Int** 6, **Wis** 10, **Cha** 7 **Base Atk** +16; **CMB** +23; **CMD** 32

**Feats** Iron Will, Toughness (x2), Improved Natural Armor (x4), Improved Initiative, Dodge, Lightning Reflexes, Weapon Focus (greatclub), Weapon Specialization (greatclub), Disruptive, Critical Focus, Power Attack, Step Up, Cleave

**Skills** Climb +7, Perception +12

**Languages** Giant

**SQ** nil

**Gear** hide armor, greatclub, 4 javelins

### ⚔ **Ogre Mage (2)**

LE Large outsider (native, oni, shapechanger)

**Init** +7; **Senses** darkvision 60 ft, lowlight vision.; Perception +13

**AC** 21, touch 12, flat-footed 18; (+4 armor, +3 Dex, +5 natural, -1 size)

**hp** 92 (8d10+48); regeneration 5 (fire or acid)

**Fort** +12, **Ref** +5, **Will** +10

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 19

**Speed** 40 ft., fly 60 ft. (good)

**Melee** greatsword +14 (4d6+10)

**Full Atk** greatsword +14/+9 (4d6+10) **Ranged** composite longbow +10 (2d6+7) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** nil **Spell-Like Abilities** (CL 9th) At will – *darkness, invisibility*

1/day – *charm monster* (DC 17), *cone of cold* (DC 18), *gaseous form, deep slumber* (DC 16)

**Str** 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17 **Base Atk** +8; **CMB** +16; **CMD** 29

**Feats** Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will

**Skills** Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

**Languages** Common, Giant

**SQ** changeshape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

**Gear** chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows

### ⚔ **Darkonien**

LE Medium humanoid (human) **Wiz 15/Rog 2**

**Init** +8; **Senses** none; Perception +22 **AC** 17 (23 vs one opponent after four rounds of observation), touch 13, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)

**hp** 110 (2d8+15d6+32)

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

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

**Melee** rapier +13 (1d6+4/18-20 x2)

**Full Atk** rapier +13/+8 (1d6+4/18-20 x2)

**Ranged** composite shortbow +10 (1d6+1/x3) **Space** 5 ft.; **Reach** 5 ft. **Special Attacks** sneak attack +1d6

**Spell-Like Abilities** nil

**Spells** (DC 16 + Spell Level)

0-level – *bleed, detect magic, ray of frost, resistance*;

1st level – *enlarge person, magic missile x2, obscuring mist, protection from good, ray of enfeeblement*;

2nd level – *false life, protection from arrows, scorching ray (x2), touch of idiocy (x2)*;

3rd level – *dispel magic, displacement, fireball, fly, haste*;

4th level – *crushing despair, enervation, lesser globe of invulnerability, phantasmal killer, wall of fire*;

5th level – *baleful polymorph, cloudkill, cone of cold, feeblemind, summon monster V*;

6th level – *disintegrate, flesh to stone, mass bull's strength, repulsion*

7th level – *finger of death, spell turning (10 levels)*

8th level – *form of the dragon III (blue, huge)*

**Str** 12, **Dex** 14, **Con** 12, **Int** 22, **Wis** 13, **Cha** 13 **Base Atk** +8; **CMB** +9; **CMD** 21

**Feats** Alertness, Arcane Armor Training, Arcane Strike, Augment Summoning, Combat Awareness, Combat Casting, Dodge, Eschew Materials, Improved Familiar, Improved Initiative, Maximize Spell\*, Silent Spell\*, Spell Mastery\*, Wary, Weapon Focus (rapier)\*

**Skills** Acrobatics +10, Bluff +9, Diplomacy +6, Disable Device +7, Disguise +10, Fly +9, Intimidate +6, Knowledge (arcana) +23, Knowledge (local) +11, Perception +22, Sense Motive +6, Sleight of Hand +5, Spellcraft +23, Stealth +15

**Languages** Common, Myran, Draconic, Infernal, Elven, Abyssal, Tasmarr

**SQ** evasion, trapfinding

**Gear** mithral chain shirt, rapier, composite shortbow, 20 arrows, *oil of greater magic weapon*, *potion of protection from energy (fire, 120 points)*, *scroll of shield*, *scroll of project image*

### ⚔ **Neiphe, Imp Familiar**

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

**AC** 25, touch 16, flat-footed 21; (+3 Dex, +1 dodge, +9 natural, +2 size)

**hp** 47 (3d10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +4

**Defense Abilities** nil; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4 plus poison)

**Full Atk** sting +8 (1d4 plus poison) **Ranged** nil **Space** 2 ½ ft.; **Reach** 0 ft. **Special Attacks** nil **Spell-Like**

**Abilities** (CL 6th)

Constant – *detect good*, *detect magic*

At will – *invisibility* (self only)

1/day – *augury*, *suggestion* (DC 15)

1/week – *commune* (6 questions, CL 12th)

**Spells Known** nil

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14 **Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** Acrobatics +9, Bluff +8, Knowledge (arcane) +7, Knowledge (planes) +7, Perception +7, Spellcraft +7

**Languages** Common, Infernal

**SQ** change shape (boar, giant spider, rat, or raven, *beast shape I*), Alertness, improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance, scry on familiar

**Gear** none

**Poison (Ex):** Sting – Injury; *save* DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

## ALL ATLS

### ⚔ **Blaze, Ranger 7:**

NG Medium humanoid (human female) **Init** +6;

**Senses** nil; Perception +14

**AC** 18, touch 13, flat-footed 15; (+5 armor, +2 Dex, +1 dodge)

**hp** 76 (7d10+21)

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

**Defense Abilities** nil; **DR** nil; **Immune** cold;

**SR** nil

**Spd** 30 ft.

**Melee** longsword +9 (1d8+2/19-20)

**Full Atk** longsword +9 (1d8+2/19-20)

**Ranged** composite longbow +9 (1d8+2)

**Full Atk** composite longbow +9 (1d8+2)

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

**Special Attacks** favored enemy (undead +4, humanoid [orc] +2), favored terrain (forest)

**Spell-Like Abilities** nil

**Spells Known** 1<sup>st</sup> level *delay poison*, *endure elements*; 2<sup>nd</sup> level *speak with plants*; **DC** 14 + spell level

**Str** 13 (15), **Dex** 13 (15), **Con** 12 (14), **Int** 14, **Wis** 18, **Cha** 15

**Base Atk** +7/+2; **CMB** +9; **CMD** 21

**Feats** Endurance, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Survival)

**Skills** Climb +7, Craft (bowmaking) +12, Handle Animal +12, Heal +11, Intimidate +12, Knowledge (nature) +12, Perception +14, Ride +6, Stealth +12, Survival +17

**Languages** Common, Sylvan, Elven

**SQ** track, hunter's bond

**Gear** *belt of physical perfection* +2, *studded leather armor* +2, composite longbow, longsword

**Special Abilities** wild empathy, woodland stride

**Favored Enemy (Ex):** Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival checks, weapon attacks and damage rolls against creatures of the selected type.

**Favored Terrain (Ex):** Bonus to Initiative rolls and Knowledge (geography), Perception, Stealth and Survival checks when in the selected terrain.

When combat is over, Blaze will suggest that it is time to go.

- If the PCs collected all three Life components, **GO TO Conclusion 2 (page 39).**
- If the PCs didn't collect all three Life components, **GO TO Conclusion 3 (page 40).**

## **CONCLUSION 1**

Use this conclusion if the PC(s) declined to speak with Lady Constantine Grimm.

*Mulling it over for a moment, you decide that such an invitation isn't worth your time. Politely declining the Noble, you make your way from the party and to something more interesting .... or so you hope.*

**EXPERIENCE: 0**  
**TIME UNIT COST: 0 TU**

- **GOTO Epilogue 1**

## **CONCLUSION 2**

Use this conclusion if the PCs return all the components in time for the ritual.

*Having all the components in hand, you head back to the city. Joining the other High Priests at the Temple of Hyperion, you turn over the components with great anticipation. You are led to a garden area within the Temple District where a circle of white flowers have been set up ahead of time. Both Elran and Rycine Nightfeather are in the circle's center while members of their clergy surround them. Chanting continues to rise as the Breath of Life is placed in the center of the circle. A gust of wind rises as chanting continues. The Spirit of Life is then placed with the Breath of Life .... and the gust of wind increases, circling around the clergy and those inside the circle. Finally, the Water of Life is placed within the center as the chanting reaches its climax. The gust of wind becomes a mini tornado and lifts all three Life components into the air and completely out of sight.*

*The chanting stops and the wind returns to normal. The clergy begin cleaning things up as the High Priests turns towards you.*

*"You have our deepest gratitude in bringing us the Life components in time for the ritual. Only time will tell if Ardra will respond. However I do have high hopes and it won't be a matter of 'if' but 'when' she responds."*

☛ **What happened to the Sathoni (and the tiger)?**

*“The sathoni has been sent to Ardra. It has been blessed and will be with Her forever more.”*

☛ **Is he (are they) still alive?**

*“Yes, I would think so.”*

➤ **GOTO Epilogue 1**

☛ **What happened to the Sathoni (and the tiger)?**

*“The sathoni has been sent to Ardra. It has been blessed and will be with Her forever more.”*

☛ **Is he (are they) still alive?**

*“Yes, I would think so.”*

➤ **GOTO Epilogue 1**

### **CONCLUSION 3**

Use this conclusion if the PCs return with only some of the components.

*Having only some of the components in hand, you head back to the city. Joining the other High Priests at the Temple of Hyperion, you turn over the components with a little bit of trepidation. Highborn Slidell shake his head at you. "Not to worry. We sent out of a few others such as yourselves to help with the gathering. No hard feelings .... time WAS of the essence."*

*You are led to a garden area within the Temple District where a circle of white flowers have been set up ahead of time. Both Elran and Rycine Nightfeather are in the circle's center while members of their clergy surround them. Chanting continues to rise as the Breath of Life is placed in the center of the circle. A gust of wind rises as chanting continues. The Spirit of Life is then placed with the Breath of Life .... and the gust of wind increases, circling around the clergy and those inside the circle. Finally, the Water of Life is placed within the center as the chanting reaches its climax. The gust of wind becomes a mini tornado and lifts all three Life components into the air and completely out of sight.*

*The chanting stops and the wind returns to normal. The clergy begin cleaning things up as the High Priests turns towards you.*

*"You have our deepest gratitude in bringing us the Life components in time for the ritual. Only time will tell if Ardra will respond. However I do have high hopes and it won't be a matter of 'if' but 'when' she responds."*

### **EPILOGUE**

*That night, a loud thunderous sound echoes throughout the land. Lightning crackles and the sky seems to split open. A dark, foreboding object falls from the opening .... spinning end over end .... as it hurls up the western Tasman Sea coast. Just as it is about to impact upon an unknowing city, you find yourself on the floor of your room. Apparently you had fallen out of bed. Picking yourself off the floor, you look around. Everything appears to be normal. However, something outside your window catches your eye. Peering through the glass, the bright moonlight illuminates what appears to be a falling smoke trail heading north. An uncontrollable shudder passes through you as you realize your dream was anything but a dream ....*

**THUS ENDS “LIFE'S DIVINE PATH”**

**TIME UNIT COST: 5 TU**



## EXPERIENCE POINT SUMMARY

	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Module Experience</b>	<b>1,800</b>	<b>2,900</b>	<b>4,500</b>	<b>7,000</b>	<b>10,500</b>	<b>17,000</b>
<i>Breath of Life</i> Recovered	100	150	200	350	500	750
<i>Spirit of Life</i> Recovered	100	150	200	350	500	750
<i>Water of Life</i> Recovered	100	150	200	350	500	750
Roleplaying XP Bonus	100	150	200	350	500	750
<b>Maximum Possible XP</b>	<b>2,200</b>	<b>3,500</b>	<b>5,300</b>	<b>8,400</b>	<b>12,500</b>	<b>20,000</b>

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

## TREASURE SUMMARY

Treasure earned is based on the PC's Average Table Level (ATL) at which the PC received for their experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 5, and a 6th level PC would earn treasure based on ATL 9.

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

### Conclusion 3

- **Item Upgrade**, 1 per PC (Value: Varies, Size: NA, Tradable: No, Rarity: Uncommon, caster: NA, Legality: Legal). Items to be upgraded must follow normal Mystical Marketplace/MIC guidelines on GP cap based on PC level. PCs can even "upgrade" a mundane item/weapon to magic status as long as all the MIC rules are followed to the maximum GP allowed based upon the PC's level. While PCs of 13+ levels don't have a cap on magic item creation or purchases within the Mystical

Marketplace per se, the amount listed is the maximum GP value allowed that will be upgraded upon the item in question. If the GP amount for the upgrade is higher than the maximum allowed total, the PC will have to pay the difference.

PC Level	Maximum GPs
1-4	4,000
5-8	16,000
9-12	36,000
13-16	64,000
17+	100,000

➤ **Notice of the Divine**, 1 per PC (Value: NA, Size: NA, Tradable: No, Rarity: Uncommon, caster: NA, Legality: Legal). Because of your actions, you have been noticed by the Divine. Such actions will be taken into account upon the your Journey's End (should you reach it) and Final Judgment.

**Success!** - You have brought all the components back for the ritual to help Ardra recover.

**Partial Success** - You have brought some of the components back for the ritual to help Ardra recover. Other adventurers managed to bring in the missing components.

**Failure!** - You have brought none of the components back for the ritual to help Ardra recover. Other adventurers succeeded where you failed and brought in the missing components.

(The consequences of this cert will be revealed at a later date within the *Legends of the Shining Jewel* Campaign.)

**Please Note: If a PC donates their blood as a component for the Water of Life, put some kind of star notation on the cert. DO NOT tell the player what it is for.**

# PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated. Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ01 "Merchants" <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ20 "On a Wing and a Prayer" <input type="checkbox"/> LSJ53 "Double Jeopardy" <input type="checkbox"/> LSJ54 "Wind's Inheritance" <input type="checkbox"/> LSJ60 "Inner Demons" <input type="checkbox"/> LSJ66 "Infernal Dilemma"

# GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ01 "Merchants"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ02 "Temples"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ03 "Nobles"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ12 "Lions, Tigers, &amp; Bears"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ20 "On a Wing and a Prayer"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ53 "Double Jeopardy"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ54 "Wind's Inheritance"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ60 "Inner Demons"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ66 "Infernal Dilemma"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

<b>Raphe Torestyn</b>	- (LSJ02, LSJ20, LSJ60)
<b>Alissa Windsong Torestyn</b>	- (LSJ54, LSJ60, LSJ66)
<b>Constantine Grimm</b>	- (LSJ53)
<b>Lady Nyssa Jirin</b>	- (LSJ03, LSJ60)
<b>Elran</b>	- (LSJ60)
<b>Tameron Slidell</b>	- (LSJ02)
<b>Lorelei of Dymora</b>	- (LSJ03, LSJ53)
<b>Kiandra Gallastan-Gaines</b>	- (LSJ02)

# CRITICAL EVENT SUMMARY: LIFE'S DIVINE PATH

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

1. What Components did the PCs return for the ritual? (Circle all that apply)

Breath of Life

Spirit of Life

Water of Life

2. As part of the Breath of Life, did the PCs bring a Sathoni back for the ritual?

Yes

No

3. Did any of the PCs donate their blood as the Water of Life for the ritual?

Yes

No

4. List the PC(s) that had donated their blood:

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**Return this form to: Jay Fisher, 3301 Old Sterlington Rd #71, Monroe, LA 71203, or by e-mail to [rhikhan@yahoo.com](mailto:rhikhan@yahoo.com).**

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



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

Judge: \_\_\_\_\_

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

## ROSTER OF HEROES: LIFE'S DIVINE PATH

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
 Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

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