



# Your Wish is my Command

**By David Samuels**

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

There is an old saying that "If things sound too good to be true, they usually are". Is this one of those times? A one-round *Legends of the Shining Jewel* module for heroes of levels 1-17.

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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

*"Your Wish is My Command"* is a stand-alone module.

## LIFESTYLE IN LSJ

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

## ADVENTURE BACKGROUND

A band of genies have set up shop in Amthydor. The genies were recruited and sent to Amthydor by Tepesch, who realized that the genies could be a tremendous resource in his quest to achieve godhood. The genies have been busy fulfilling the wishes of the people of Amthydor, most of who later discovered that it isn't what you wish for that's important it's how you word that *wish*.

As part of the deal that the genies forged with Tepesch, they would provide support to Tepesch and would get both wealth and positions of power as Tepesch's level of power rose.

For those people that they granted wishes to, the genies made a cut on their hands and deposited a seed through that wound. The seed would grow into a magical tree and enable them to turn the wishers into puppets at a time of their choosing.

## ADVENTURE SUMMARY

The PCS will be summoned to meet with the League of Thaumaturgical Studies (LoTS) because LoTS wants them to look into some unusual happenings throughout the city.

**Introduction** – PCs meet with LoTS and are briefed on the mission at hand.

**Encounter 1 Legionnaires and Rogues:** The PCs will encounter a young girl and her brothers that have been aged by a wish.

**Encounter 2 Information 101** The PCs have the opportunity to speak with some of those people that have made wishes.

**Encounter 3 Cat's Meow:** The PCs will encounter a tabreen that has been enlarged by a wish.

**Encounter 4: Impish Delight** The PCs will meet an imp that can give them some insight into what's going on.

**Encounter 5 Wish I May:** The PCs will have combat with some individuals hunting the imp..

**Conclusions and Epilogues** – PCs meet with LoTS to debrief and receive their reward.

## PRELUDE TO AN INTRODUCTION

*You started your day off going about your business as usual and then you heard it, that distinctive knock on your door/ tap on window that means your day will never be the same again. Responding to the sound of potential employment you find a piece of parchment but not the person that left it there. Ask each PC what their intentions are before continuing, making sure not to react to any of their answers until everyone has answered.*

For those that have touched the parchment, please continue with the following:

*Your fingers touch the parchment and then suddenly everything goes back and there is an uneasy feeling in your guts as the contents of your stomach make their presence known. As quickly as the light turned to darkness before, the darkness turns to light and you find yourself standing in front of one of the councilors from LoTS.*

For those that had their servants or cohorts touch the parchment, please read the following:

*Following your instructions, your servant /cohort touches the parchment and then disappears. Before you have the chance to contemplate what to do next, the wind speaks to you and informs you to report to LoTS to reclaim what you've lost*

For those that attempt to do a *detect magic* on the parchment they will detect moderate strength magic of the **evocation** school. If the PCs should figure out that there is a *contingency* spell on the parchment, they will not be able to tell what the 2<sup>nd</sup> spell is.

When the PC heads to LoTS to retrieve his/her follower, please read the following:

Arriving at LoTS you are quickly ushered into one of classrooms at LoTS. You find that you are not alone, there are (# of PCs-1) others here.

spell caster or psionic type being, or an efreeti of some type.”

## INTRODUCTION

““Thank you for coming. For those of you that do not know me, my name is Rodina Perwinter, and I am an assistant to Councilor Dinalta. I was told who to summon for this mission, but as I do not know the names to go with the faces I’m hoping that you can introduce yourselves to me.

Now I know that you were not given much warning but as what I’m about to tell you concerns the city’s safety there wasn’t time to waste. There have been unusual things occurring in Amthydor and they need to be looked into immediately. That’s why you’re here.”

☛ What sort of things have been occurring?:

We have been hearing that a number of people have been getting that which they desired. Now the reason that this is troubling is that those people discovered afterwards that there were consequences of their desires being fulfilled.

☛ What sort of consequences?:

The desires were fulfilled but they usually had an unplanned condition placed on them.

☛ Who is reported to have done this?:

“Are you asking about who is fulfilling the desires, or who has had their desires fulfilled? They are 2 different questions.”

☛ Who do you know of that has had their desires/wishes granted?:

In addition to a large number of ordinary citizens, Drahl Bailey, Lt. Kelson Ayers, Captain Tiberius Pebblesmusher, Grendel, Coraline Wavestrider, Arbil Crythein have all had their desires fulfilled.”

☛ Who is doing this?:

“It’s obviously someone very powerful to be able to fulfill all of those desires, either a powerful

☛ So you’re saying that it’s possible that a genie could do this?:

“Yes, that is one possibility.”

☛ Were the temples and shrines consulted to see if they know anything about genies planting a hold in Amthydor?:

“Yes, but he priests from the temples said that they yielded no information.”

☛ Were divinations done?:

“Yes, but he priests from the temples said that they yielded no information.”

☛ What spell did you put on the parchment that brought us here? / It seems like you placed a contingency teleport spell on their, but contingency?:

“At LoTS we’re constantly working on inventing new spells. The spell in question is a greater contingency spell which allows the placing of a contingency on an item, not just on a person”

☛ Why do you feel that the city is in danger from people having their wishes fulfilled?:

“Nothing in life is ever free, there are always consequences of conditions of achieving ones desires. Those that have made the wishes discovered that things didn’t turn out exactly as they’d hoped.”

☛ Why is someone doing this? / What could someone gain by doing this?:

“By appealing to someone’s desires to better themselves, or to allow them the means to achieve dreams which they normally wouldn’t be able to do, you can entice people into doing things that they might not normally do in an attempt to achieve those desire. I’m not sure what they might ask people to do, in exchange for having their wishes granted, but the possibilities that they might ask people for ”

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

*“No. Drahl Bailey and his parents are currently at the temple of Hyperion so the pass is not needed to visit them at their home.”*

☛ **Where can we find those people that the Diamond Legion spoke with?:**

*“Drahl Bailey is at the temple of Hyperion, Arbil Crythien, Jori Cobblespring and Grendel are at the temple of Lucor, Lt Ayers and Captain Pebblesmusher are at Legion HQ, Coraline Wavestrider is at the Society of Entertainers and Providers.”*

☛ **What sort of conditions were placed on the wishes?:**

*“Perhaps it’s easier to show you. The Diamond Legion collected statements from all of those known to have made wishes. ”*

Please give the PCs Player Handout 2

☛ **Do you have any suggestions on where to start?:**

*“You could try talking to some of those that the Legion already spoke to, perhaps some of them might be willing to share info with you more readily than with the Legion, it’s also possible that you might encounter some more recent wishes being granted and possibly gain a lead from them.”*

➤ When the PCs leave LoTs, **GO TO Encounter 1 (page 5).**

## **ENCOUNTER 1 – LEGIONNAIRES AND ROGUES**

*“Leaving LoTS and heading to your destination you hear screams coming from down a side street. It isn’t hard to see the source of the screams, a young elven woman is fighting with 2 legionnaires. The legionnaires are using swords against the woman who is using the remnants of a chair to fend them off. ”*

It’s possible that the PCS might attempt to attack either the woman or the legionnaires, if so please use the stats for the fighters for the 2 legionnaires

and the stats for the rogue for the woman. . If the PCs should hurt one of the siblings, the other 2 will attack that PC to save their kin.

If the PCS should attempt to diffuse the situation they can attempt a **Diplomacy DC 10+ATL check, or an Intimidate DC 15+ATL check.**

**From the girl**

☛ **Who are you?:**

*“My name is Mellonell Filinex, and these are my brothers Salinth and Telias.”*

☛ **How old are you?:**

*“I’m 8 and my brothers are 9 and 10.”*

☛ **Where do you live?:**

*“We live with our parents in the Adventurers District.”*

☛ **What happened?:**

*“I’d always asked my older brothers if I could play Legionnaires and Rogues with them and they said no. They said that I had 2 things wrong with me: I’m a girl, and I’m too you,”*

☛ **That must have made you mad. / What did you do?:**

*“It made me so mad I could scream. A woman came up to me and said that she knew how I felt. She said that she could help me if I was interested. Of course I was interested!”*

☛ **What did she ask you to do?:**

*“She asked me to state that I wished I could play Legionnaires and Rogues with my brothers. Once I said that my brothers and I got older and my brothers started trying to hurt me with their swords.”*

☛ **What did the woman look like?:**

*“She was a middle aged dark-haired bespectacled woman.”*

☛ **What was her name?:**

*“She didn’t give it.”*

🗣️ Where did you find her?:

*"She found me."*

*said because Salinth and I were playing Legionnaires and Rogues."*

🗣️ Where are your parents?:

*"My mother is a member of the house guard for noble house Seabury, and my dad is in the army. He's been very busy patrolling the city's borders."*

🗣️ What happened next?:

*"Mellonell spoke with the woman, as the woman touched her hands and then my brother, my sister and I got older."*

🗣️ If we leave you here, do you promise not to fight?:

*"I don't want to fight them. This game is boring. Being old is boring!"*

🗣️ What did the woman look like?:

*"She was a middle aged dark-haired bespectacled woman."*

🗣️ If you had the chance to make that wish again, would you?:

*"No."*

🗣️ What was her name?:

*"I never spoke to her"*

🗣️ Did the woman say or do anything else?:

*"She took my hands as I made the wish. I remember feeling a pinch as well as a slight dizziness."*

🗣️ Where did Mellonell find her?:

*"She found Mellonell."*

🗣️ Did you have blood on your hands?:

*"Yes, I had a cut that was bleeding."*

🗣️ Where are your parents?:

*"My mother is a member of the house guard for noble house Seabury, and my dad is in the army. He's been very busy patrolling the city's borders."*

An examination of her hands will not yield any information as the girl was 8 years old when she made the wish.

🗣️ If we leave you here, do you promise not to fight?:

*"Can you find a way to make us our right ages, being old is boring!"*

### From the boys

🗣️ Who are you?:

*"My name is Telias Filinex, and they are my brother Salinth and sister Mellonell."*

That is all the information that the girl and her brothers know.

🗣️ How old are you?:

*"I'm 9, my sister is 8 and my brother is 10."*

- If the PCs want to speak with the Legionnaires, **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with the Baileys, **GO TO Encounter 2B (page 8).**
- If the PCs want to speak with Jori Cobblespring, Grendel, or Arbil Crythien, **GO TO Encounter 2C (page 9).**
- If the PCs want to speak with the bard, **GO TO Encounter 2D (page 11).**
- If the PCs want to try to gather information **GO TO Encounter 2E (page 12).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

🗣️ What happened?:

*"Mellonell always bugged Salinth and I to play Legionnaires and Rogues with us and we always said no. We had to protect her because she was a girl and she was too young to play."*

🗣️ That must have made her mad. / What did she do?:

*"It made her mad, and then this lady came up and spoke to her. I couldn't hear what the lady*

## **ENCOUNTER 2 – INFORMATION 101**

## ENCOUNTER 2A – DIAMOND LEGION HQ

*“You arrive at your destination, Diamond Legion HQ, in your quest to speak with the 2 legionnaires. Upon entering the building, you are stopped at the desk by a gruff looking Legion Sergeant, named Kinkirk if the nameplate on the desk in front of him is correct. The sergeant asks your destination and then directs you appropriately. Following the sergeant’s directions you have no problems locating the room you were told that the 2 legionnaires would be. You reach the door and after opening it find 2 individuals in here, a male human wearing a Diamond Watch Lieutenants uniform, and a male dwarf wearing a Navy Captains uniform.*

*The dwarf speaks “I am Captain Tiberius Pebblesmusher and this is Lieutenant Kelson Ayers. We understand that you might have some questions for us so please ask them so that we may answer them.*

### Sgt Kinkirk

☛ What do you know about the wishes?:

*“People are making wishes and being disappointed with the result.”*

☛ Why were they disappointed?:

*“What they wished for and what they received weren’t always the same.”*

☛ What do you mean? :

*“Take the wish made by Lt. Ayers for example. He wished for a few hours without criminal activity, but what happened instead was that all laws were rescinded. Without laws you can’t have criminal activity since there are no laws to break.”*

☛ Do you have any leads? :

*“No, those enticing people to make the wishes don’t share similar features”*

☛ So there’s nothing in common between them? :

*“Everyone other than Drahl Bailey lost some blood.”*

☛ What sort of creature might do that? :

*“I’m not sure.”*

☛ Is there anything else that you can think of?:

*“No.”*

### Kelson Ayers

☛ Why did you make the wish?:

*“I’ve worked many double shifts because the criminals in this city are relentless in their unlawful activities. I only wanted to be able to spend a few hours with my lovely wife.”*

☛ Couldn’t you have just asked for the time off to spend with your wife?:

*“I tried that before, but. when I’m out on a date with my wife I almost always manage to come across criminal activity thereby ending the date.”*

☛ So you risked the safety of the city because you wanted to spend time with your wife? :

*“I had no way of knowing that my wish would be twisted the way that it was.”*

☛ Where did you meet the person that granted your wish? :

*“We met at the Dauntless Dolphin.”*

☛ What did the wish granter look like? :

*“She was 4’9” tall, approximately 145 lbs, with fair complexion. She was wearing a blue dress.”*

☛ Did she do anything unusual? :

*“She took hold of my hands before casting the wish, and while she was casting the wish I felt a slight pinch. When I looked at my hands they were covered in blood. As soon as she finished casting the wish, she disappeared.”*

☛ Did you have a wound on your hands?:

*“Yes, a small puncture wound.”*

☛ Did you get the wound examined?:

“Yes.”

☛ Had you ever seen the woman before you made the wish?:

“No.”

☛ Would you make the wish again if you had the chance?:

“No.”

☛ Is there anything else that you can think of?:

“No.”

### Tiberius Pebblesmusher

☛ Why did you make the wish?:

“Villains on the seas can always see our vessels approaching them on the water. I thought that is some of the vessels were able to travel through the air it might be easier to catch the villains by surprise.”

☛ So you thought that a flying ship might take the villains by surprise?:

“If they were watching the water for pursuing ships, they might not notice a vessel approaching from the air, or if they did notice the flying ship they might think it an apparition. It seemed like a good idea, but now the vessels won’t fly ”

☛ So now the vessels won’t fly?:

“The ships are now sentient, and on the rare occasion when one decided to fly she threw a temper tantrum and her screaming alerted the villains that we were tracking.”

☛ Where did you meet the person that granted your wish?:

“We met at Verlaines.”

☛ What did the wish granter look like? :

“He was 5’11,, approximately 195 lbs, with fair complexion. He was impeccably dressed in the finest clothes.”

☛ Did he do anything unusual? :

“He grabbed my hands just before casting the wish, which I thought was unusual since men usually don’t hold hands with each other. While he was casting the spell I felt a sharp pain coming from my hands. When I looked at my hands they were covered in blood, and I was missing a finger. Luckily for me the Legion’s healers were able to regenerate that finger. Anyway, as soon as he finished casting the wish, he disappeared.”

☛ Would you make the wish again if you had the chance?:

“No.”

☛ Is there anything else that you can think of?:

“No.”

- If the PCs want to speak with the Baileys, **GO TO Encounter 2B (page 8).**
- If the PCs want to speak with Jori Cobblespring, Grendel, or Arbil Crythien, **GO TO Encounter 2C (page 9).**
- If the PCs want to speak with the bard, **GO TO Encounter 2D (page 11).**
- If the PCs want to try to gather information **GO TO Encounter 2E (page 12).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

### ENCOUNTER 2B – TEMPLE OF HYPERION

“You arrive at your destination, the temple of Hyperion, to speak with Drahl Bailey, and his parents. An acolyte directs you to the room where the Baileys are. Drahl and his parents look up as you enter the room. “If you’re here to discuss what happened with the wish I made, let us discuss that elsewhere, my mother and father have been through a traumatic experience and I do not wish to see them upset further.” He nods to his parents and then motions for you to leave the room. Once outside of the room he spies a quiet little alcove and then says “Let’s get this



*over with so that I may return and tend to my parents needs. What did you want to know?"*

*"Perhaps they thought that they could exploit my desire to see my brother again."*

### Drahl Bailey

☛ **Why did you make the wish?:**

*"My brother died 2 years ago saving the life of Lady Alissa Torestyn. I missed him and thought that this person might be able to bring him back."*

☛ **Would you make the wish again if you had the chance?:**

*"No."*

☛ **Is there anything else that you can think of?:**

*"No."*

☛ **So you risked the safety of the city because you wanted to bring your brother back from the dead? :**

*"It didn't seem like a bad idea at the time. Unfortunately, Tristian came back as a ghost. He was unhappy at being disturbed and he tried to kill mother and father."*

☛ **Did anything unusual happen?:**

*"I made a wish that got twisted around and could have killed my parents, of course something unusual happened."*

☛ **Where did you meet the person that granted your wish? :**

*"We met at the Jade Palace."*

☛ **Did you have any blood on your hands?:**

*"No."*

☛ **What did the wish granter look like? :**

*"Don't remember, she was ordinary, nothing special about her"*

- If the PCs want to speak with the Legionnaires, **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with Jori Cobblespring, Grendel, or Arbil Crythien, **GO TO Encounter 2C (page 9).**
- If the PCs want to speak with the bard, **GO TO Encounter 2D (page 11).**
- If the PCs want to try to gather information **GO TO Encounter 2E (page 12).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

☛ **Did she do anything unusual? :**

*"She tried to touch me, but I wouldn't let her."*

### **ENCOUNTER 2C – TEMPLE OF LUCOR**

☛ **Why are you here instead of at your family's estate?:**

*"Besides checking up on my parents who as I said suffered traumatic experiences, I wanted to find out why Hyperion has forsaken my family and punished my brother for doing a good deed ."*

*"You arrive at your destination, the temple of Lucor and an acolyte points you in the direction of those that you seek."*

☛ **Did you receive an answer?:**

*"No."*

### Jori Cobblespring

☛ **Would you have told us if you had received an answer?:**

*"No, it isn't any of your business. Any answer that I received would be private, between my family, myself and Hyperion"*

☛ **Why did you make the wish?:**

*"I've spent time creating the crystal and glass works in my shop and attached gallery. Unfortunately, my creations are extremely fragile and have been destroyed on numerous worked either by adventurers or criminals targeting my shop."*

☛ **Why do you think that you were chosen instead of other nobles?:**

☛ But your creations wound up attacking legionnaires? :

*“I had no way of knowing that my wish would be twisted the way that it was. I never wanted anyone to be hurt. I also had no way of knowing that the wish would cause my crystal and glass creations to animate.”*

*anyone to be hurt. I also had no way of knowing that the wish would cause my suits of armor to animate.”*

☛ Where did you meet the person that granted your wish? :

*“We met at my shop, Grendel’s Magnificent Armory.”*

☛ Where did you meet the person that granted your wish? :

*“We met at my shop, Cobblespring’s Crystal and Glass.”*

☛ What did the wish granter look like? :

*“I didn’t pay attention to her appearance.”*

If they press him for a description, he will give the same description that Jori gives

☛ What did the wish granter look like? :

*“She was an eleven woman, kind of tall. I’m not sure how old she was or how much she weighs because those are questions that you don’t ask a woman. She was wearing a beautiful blue dress.”*

☛ Did she do anything unusual? :

*“She placed my hands in her hands and then began casting the wish spell. While she was casting the spell I felt a tingling sensation coming from my hands. When I looked at my hands they had blood on them. As soon as she finished casting the wish, she disappeared.”*

☛ Did she do anything unusual? :

*“She placed my hands in her hands and then began casting the wish spell. While she was casting the spell I felt a tingling sensation coming from my hands. When I looked at my hands they had blood on them. As soon as she finished casting the wish, she disappeared.”*

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

*“No.”*

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

*“No.”*

☛ Would you make the wish again if you had the chance?:

*“No.”*

☛ Would you make the wish again if you had the chance?:

*“No.”*

☛ Why did you make the wish?:

*“The temple coffers did not have enough funds to allow us to accomplish everything that we needed to do.”*

## Grendel

☛ Why did you make the wish?:

*“I’ve spend a good deal of time creating the pieces of armor in my shop. Unfortunately, my creations are never properly cared for by the adventuring community.”*

☛ If you needed the funds, why didn’t you just ask Lucor to provide them?:

*“I did and as soon as I finished asking him for the funds, a woman stepped forward and asked me if I wished that the coffers were fuller. As that was what I was just speaking with Lucor about I said yes. At the time I had no reason to believe that she wasn’t sent by Lucor to help. It was never my intention to have taxes on the populace doubled”*

☛ But your creations wound up attacking legionnaires? :

*“I had no way of knowing that my wish would be twisted the way that it was. I never wanted*

☛ **So you met her in the temple?:**

*“Yes and right after praying to Lucor for a way to increase the temples coffers.”*

☛ **What did the wish granter look like? :**

*“She was an elderly human woman in her 60’s possibly 70’s. She was 4’7”,, approximately 195 lbs, with fair complexion. She was dressed in nice clothes.”*

☛ **Did she do anything unusual? :**

*“She gripped my hands and I felt her nails scratch my skin. I looked at my hand and blood was trickling out from this cut. As soon as she finished casting the wish spell she teleported away.”*

☛ **Did you have the cut checked out?:**

*“No, I probably should have but the cut took me by surprise.”*

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

*“No.”*

☛ **Would you make the wish again if you had the chance?:**

*“No.”*

**Note: If the PCS should attempt to go to one of the temples/shrines they will not be able to gain any information, as divination type spells received no response.**

- If the PCs want to speak with the Legionnaires, **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with the Baileys, **GO TO Encounter 2B (page 8).**
- If the PCs want to speak with the bard, **GO TO Encounter 2D (page 11).**
- If the PCs want to try to gather information **GO TO Encounter 2E (page 12).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

## **ENCOUNTER 2D – SOEP**

*“You arrive at your destination, the Society of Entertainers and Providers and after informing them why you are here, you’re directed to the room where Coraline can be found. As you approach, you can hear the voices of 2 women. (those that played “Stolen Glances and Echoes of Long Ago”, “Fists of Fury”, “Beguiling Isn’t It” or “Strike Three” will recognize the voice of Cinnamon, Marissa Chandler’s assistant, The voices stop speaking. We know that you’re there, please come in. The door swings open and you see 2 women in there, a buxom raven-haired human woman in her mid thirties wearing tight fitting leather, and a sea elf with blue colored hair also dressed in leather which adorned with glistening little stones.*

*The human woman begins speaking “For those that I have not met, my name is Cinnamon, and we were expecting some of Amthydor’s adventuring community to show up here. Please ask your questions, after which I might have a proposition for you ”*

**Coraline Wavestrider (sea elf)**

☛ **Why did you make the wish?:**

*“When you’re a performer, you’re either the best, or you’re no one. I wanted to be someone so I wished to be the premier entertainer on Raia, then I could choose which jobs I would take, and which my less talented performing brethren could have. ”*

☛ **So you made a wish to satisfy your ego?:**

*“You make it sound like that was a bad thing. There is no ego involved when you’re the best at something you’re the best at something. Now I’m sorry that I made that wish because all of the other performers in the city, are jealous of my talent and attacked me without provocation. If the Diamond Legion hadn’t shown up I wouldn’t be here.”*

☛ **What did your wish granter look like??:**

*“He was a handsome young man, who would have had his status lifted being seen on my arm.”*

☛ **Where did you meet the person that granted your wish?:**

*“We met at the Dauntless Dolphin.”*

☛ **What did the wish granter look like? :**

*“He was 6’1”, approximately 215 lbs, with blond hair blue eyes and a fair complexion. He was impeccably dressed in the finest clothes.”*

☛ **Did anything strange/unusual happen? :**

*“He was 5’11,, approximately 195 lbs, with fair complexion. He was impeccably dressed in the finest clothes.”*

☛ **What sort of proposition? :**

*“I love hearing a good story, especially if I’m hearing a good story before other people do. If you’d be willing to share those details with me before sharing them with others, including those that hired you, I’m willing to compensate you.”*

☛ **How much would this compensation be? :**

*“I’m willing to pay you 500 pieces of gold each.”*

She is willing to pay them up to 1000 pieces of gold each, but only if they haggle.

- If the PCs want to speak with the Legionnaires, **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with the Baileys, **GO TO Encounter 2B (page 8).**
- If the PCs want to speak with Jori Cobblespring, Grendel, or Arbil Crythien, **GO TO Encounter 2C (page 9).**
- If the PCs want to try to gather information **GO TO Encounter 2E (page 12).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

### **ENCOUNTER 2E – TAKING IT TO THE STREETS**

The PCS might decide to try and gather information on what’s going on from the people on the street, in bars, through temples, Legion, or other organizations. If the PC is a member of the

organization that they are gathering info from, give them a +.2 modifier

### **Diplomacy (to gather information) DC check results:**

**[5]** People are getting wishes fulfilled – why can’t I? Some fool made a wish and now there are no laws in Amthydor.

**[10]** A number of people have had their desires fulfilled.

**[15]** People that have had their wishes fulfilled discovered that what they got wasn’t what they wanted.

**[20]** Is it possible that those granting people’s wishes could be genies?

**[25]** Wishes have been granted in almost every District, including nobles, legionnaires, merchants, priests

- If the PCs want to speak with the Legionnaires, **GO TO Encounter 2A (page 7).**
- If the PCs want to speak with the Baileys, **GO TO Encounter 2B (page 8).**
- If the PCs want to speak with Jori Cobblespring, Grendel, or Arbil Crythien, **GO TO Encounter 2C (page 9).**
- If the PCs want to speak with the bard, **GO TO Encounter 2D (page 11).**
- After the PCs have had 2 encounters other than the introduction **GO TO Encounter 3 (page 13).**

## **ENCOUNTER 3 – CAT’S MEOW**

*You hear a blood-curdling scream, and then you see it -the giant cat-like creature, approximately 20’ tall, walking through the city’s streets. The giant cat-like creature is moving cautiously through the streets but seems unsteady on its feet. Several people are frantically running away from it when a young woman trips and is trampled by the others. It looks as if the giant will step on her as well.*

Allow the PCS the chance to react to the situation, as it is a chance for them to be heroic. Below are several possible options

along with the details that you need to know to judge if they're successful

- 1) *Hold person* on the creature. The cat will stop moving, however, the creature's momentum will still carry it forward and it will fall on the young woman as well as a nearby business within 1 round. (the PCs would still have a chance to rescue the woman) A **Knowledge (arcana) DC 15+ATL check**, or **Spellcraft DC 20+ATL check** will point that out to the PCs
- 2) *Levitate* the creature. The creature weighs ATL\*500 lbs, so whether they succeed will be based on their level. A **Knowledge (arcana) DC 15+ATL check**, or **Spellcraft DC 20+ATL check** will point that out to the PCs
- 3) *Levitate* the woman. The PCs would be able to *levitate* her out of harm's way.
- 4) Attack the creature to subdue it. The giant will panic upon being struck, and will fall just as in point 1
- 5) Speak with the giant. It understands common, but the PCs will need to find a way to get its attention first as its 18' tall. Let the PCs be creative about how they get the giant's attention. Once they have it they can learn the following information:

☛ **Who are you? / what are you?:**

*"My name is P'kterran and I am a tabreen. I'm usually not this clumsy"*

☛ **What do you mean by that? :**

*"I'm normally 6' tall and much more dexterous, or rather I was before the change."*

☛ **What change? :**

*"Earlier today I met a strange human. He had a funny smell about him. He asked me what I would wish for, if I could wish for anything at all"*

☛ **What did you wish for? :**

*"I wished to be a giant among my people so that I could be an emissary for them"*

☛ **What happened? :**

*"This happened. I became 18' tall. Sure, I'm a giant among my people, or for that matter almost any people. The trouble with being this size is that you can't do anything without hurting someone. There's no one to talk to, as everyone that I've tried to talk to has been afraid of me."*

☛ **Where can we find the person that did this to you? :**

*"He was in the Adventurers' District."*

☛ **Did he make you do anything unusual/special? :**

*"Not really, although before asking me to repeat my wish, he did draw a drop of blood."*

☛ **Why did he do that? / Did he say why he did that? :**

*"He said that it was to power the magic"*

☛ **What did the wish granter look like? :**

*"Well, all you humans look alike to me, but in terms that will help you find him - He was a middle-aged human 5'11", approximately 195 lbs, with fair complexion. He was impeccably dressed in the finest clothes."*

☛ **Where are you going to go now? :**

*"Do you know someone that could help me, I don't want to hurt anyone."*

➤ **GO TO** [Encounter 4 \(page 13\)](#).

## **ENCOUNTER 4 – IMPISH DELIGHT**

*As you part ways with the tabreen, you are approached by a 2' tall red-skinned, humanoid with bulbous features and a 3' wingspan. My name is Montgomery, and I'm here because I'd like to help you. Now I can enlighten you about some things that are occurring, as well as some*

*info on those responsible for what's going on with all these wishes. However, while I'd like to help you, nothing in life is ever free."*

☛ **What do you get out of this? :**

*"A threat to your city is driven away, that should be enough motivation for you."*

☛ **So we remove this threat tot the city and then you take its place? :**

*"If I were interested in seizing control of your city, the workings of those that you'd be driving off would actually benefit me and not hinder me."*

☛ **Are you an imp?:**

*"Yes"*

☛ **Who is your master? :**

*"My previous employers name is unimportant. She was a vial evil woman who messed with the wrong people. She was dispatched freeing me from my servitor."*

☛ **Where are you staying? :**

*"None of your business"*

☛ **Do you know where to find this threat? :**

*"At the moment no, but I received a divination that might help*

*His service once was cast aside  
From allegations his oath he decried  
Adventurers did save his life  
And against said villains they dealt strife."*

☛ **Do you know what it means? :**

*Yes, and I'm willing to help you if you agree to help me, or we play a game. The choice is yours."*

☛ **What sort of game?**

*I'll give you 10 questions to figure out who I'm talking about. If you can guess by that time you'll have your information without needing to promise me anything*

☛ **What if we fail? :**

*"Then you'll need to run that errand for me."*

☛ **What can you tell us about the errand? :**

*"Nothing at this time because I haven't figured out what it will be. All I can promise is that it wion't be anything evil."*

☛ **Does he belong to an organization? :**

*"Yes."*

☛ **Is he a fighter type? :**

*"Yes."*

☛ **Is he a legionnaire" :**

*"Yes."*

☛ **Can you give us his initials? :**

*"No, it would make things too easy."*

☛ **Does he have relatives that were/are legionnaires? :**

*"Yes."*

☛ **Does he have any siblings? :**

*"None that I'm aware of."*

☛ **What race is he?/ Is he a race other than human?:**

*"He's human."*

☛ **Was he accused of a crime? :**

*"Yes, he was even arrested for it."*

☛ **How did the case play out?:**

*"Adventurers found proof that he was innocent, before he was found guilty and executed"*

☛ **Isn't being executed a high price to pay? :**

*"Not when the crime is murder."*

☛ **How long ago did this happen? :**

*"5 or 6 years ago."*

☛ **Was the guilty party caught ? :**

*Yes"*

☛ **Is this person Lt. Kenness? :**

Yes.”	ATL 3
If the PCs were able to figure out the answer based on the 10 questions continue, otherwise Montgomery is going to want the PCs to promise that when he needs their help, they will help him.	Witch 3 Barbarian 3 Rogue 3 Druid 3
<i>You need to be warned that a power struggle of epic proportions is brewing, and will soon come to fruition, and it all concerns Ardra. Three months ago, the reason for Ardra’s, detachment became apparent. Ardra felt guilty for creating the drow, as doing so violated the oath of non-interference that she had with the other deities involved in the creation of Raia. Adventurers like you, possibly even some of you, helped Ardra’s daughters Ayla and Brianna figure out how to help their mother rid herself of this guilt which had begun to take on a life of its own as it was siphoning Ardra’s divine essence.</i>	ATL 5 Witch 5 Barbarian 5 Rogue 5 Druid 5
<i>Within the next 9 months, the prophecy predicts that something will be hurtling down from the sky, and that different representatives of evil are scrambling to intercept it and use it in their plans to dominate Amthydor. Now, as a precursor to that plan, a trio of genies came to Amthydor at the behest of an old adversary of Amthydor”</i>	ATL 7 Witch 7 Barbarian 7 (2) Rogue 7 (2) Druid 7
☛ Which old adversary?: <i>As he’s about to give his answer, an arrow pierces his skin and he drops to the ground. You have no problem telling where that as your opponents move forward to engage you. “Montgomery has a big mouth, but it is okay we’ll just have to kill you now.”</i>	ATL 9 Witch 9 Barbarian 9 (2) Rogue 9 (2) Druid 9
Please describe to the PCs the appropriate ATLs worth of enemies	ATL 11 Witch 11 (2) Barbarian 11 (2) Rogue 11 (2) Druid 11 (2)
ATL 1	ATL 13 Witch 13 (2) Barbarian 13 (2) Rogue 13 (2) Druid 13 (2)
Witch 1 Barbarian 1 Rogue 1 Druid 1	ATL 15 Witch 15 (2) Barbarian 15 (2) Rogue 15 (2) Druid 15 (2)

## ATL 17

Witch 17 (2)  
Barbarian 17 (2)  
Rogue 17 (2)  
Druid 17 (2)

If the PCs defeat these villains, go to Encounter 5, where another group led by one of the genies will appear to battle them.

If the PCs were defeated by those villains please go to Conclusion B,

## ENCOUNTER 5 – WISH I MAY

*You hear the sound of clapping as a beautiful blonde-haired woman moves forward with a large group of individuals, “Look what we have here, Amthydor’s “heroic” fools in action. It almost seems a pity to have to kill them, but they can’t be allowed to interfere with our plans. Take them my prettys”!*

Unless the PCs try to role-play with her and persuade her to reveal the details of her plans, as soon as she sends the 2<sup>nd</sup> wave of villains to attack the PCs, or if they attack her, she will either teleport away or the contingency teleport spell on her will take care of that.

Allow the PCs a **Perception DC 5+ATL check** to notice that the group that she’s sending to attack them is made of Legionnaires, shopkeepers and other people in Amthydor that they’ve seen and/or interacted within the city. If they exceed the DC by 5 or more they will recognize Captain Pebblesmusher, Lt. Ayers, Arbil Crythien, Jori Cobblespring, Grendel, Coralina Wavestrider, as well as the tabreen and young girl that they dealt with earlier. They will notice the absence of Drahl Bailey.

☛ **Wait, we want to make a wish?:**

*“Sorry, my wish to see you dead trumps any wish that you might make.”*

☛ **If you grant our wishes, you can control us like the others ./ How clever of you to find a way to control people by using their desires against them.:**

*“So you think that you’ve figured everything out? That’s another reason why you need to die”*

☛ **Are you doing all of this on your own, or are you following the instructions of someone else?:**

*“Why should I tell you anything?”*

☛ **If we’re going to die anyway, what’s the harm in telling us about your plans?:**

*“Why do people do anything? We were promised power once the individual that recruited us achieved the power that he needed to lead to his ascension.”*

☛ **Who is that person?:**

*“As there’s nothing that you can do to stop, or even delay his ascension I’ll tell you. His name is Tepesch and within the future he should be able to join Raia’s divinity.”*

☛ **It can’t be that simple to become a god, are you sure that he doesn’t just have delusions of grandeur?:**

*“He has a good chance of succeeding.”*

☛ **So how are you able to control all of those people?:**

*“That was the simple part. Tepesch came up with an idea to take a page out of the playbook or Ardra’s daughters. When blood was drawn we introduced a seed into the subject’s body. The seed once in the blood, used the dark magic that it was infused with to quickly blossom into a small tree with branches to control the subjects movement. The “branches” from this tree are extremely pliable and enable complete control over the individual. The “tree” is now an inseparable part of the individual and any attempts to remove it will result in the excruciatingly painful death of the “host”.”*



☛ So Drahl Bailey isn't here because he prevented you from introducing something into his body?:

*"Yes.. However, I think that the time for pleasantries has past. Get them my pretty's tear them limb from limb."*

The PCs will notice that their opponents have a glazed look in their eyes.

Now would be a good time to roll initiative

#### ATL 1

Witch 1  
Barbarian 1  
Fighter 1  
Rogue 1  
Druid 1

#### ATL 3

Witch 3  
Barbarian 3  
Fighter 3  
Rogue 3  
Druid 3

#### ATL 5

Witch 5  
Barbarian 5  
Fighter 5  
Rogue 5  
Druid 5

#### ATL 7

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

#### ATL 9

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

#### ATL 11

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

#### ATL 13

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

#### ATL 15

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

#### ATL 17

Witch 17 (2)  
Barbarian 17 (2)  
Fighter 17 (2)  
Rogue 17 (2)  
Druid 17 (2)

Please note that if the PCs are having problems with this battle, a squad of uncontrolled legionnaires will arrive on the scene led their by the girls brothers who followed her.

## CONCLUSION A SUCCESS.

*The last of the opponents is neutralized leaving you a brief moment to survey the scene before the Legionnaires take control of the situation.*

If the PCs used lethal force on their opponents use this box, otherwise skip to the box for non-lethal force

*What a horrible price these poor individuals paid for trying to have their dreams come true.*

*Hopefully the temples and LoTS between them will be able to undo the wishes that were made and all of their damaging effects.*

When the PCs are ready to brief Rodina on their findings skip to Epilogue A

Non-Lethal Force

*Thankfully all of these people will okay, relatively speaking of course. What a horrible price these poor individuals paid for trying to have their dreams come true, to basically lose control of your own body. Hopefully the temples and LoTS between them will be able to undo the wishes that were made and all of their damaging effects.*

Skip to Epilogue B

## **CONCLUSION B FAILURE.**

*You open your eyes and realize that you are in the temple of Peliron. The acolyte in the room tending to you informs you that you missed a truly demoralizing battle. Several legionnaires and other citizens travelled the city in small mobs attacking and killing a great number of citizens. The attacks were eventually stopped but a number of people died in the process.*

*Rodina Perwinter asked that when you're able to, you report to LoTS for debriefing.*

Go To Epilogue C

## **EPILOGUE A**

*You report back to LoTS and are ushered into see Rodina immediately. What did you learn?*

She waits for the PCs to finish speaking and then continues

*Thank you for dealing with the situation. The councilors will take what you have reported and work with the Quorum of Faith to find a way to the best way to return this situation to normal. Thanks to your efforts we know why the wishes were granted and what to look for in all of those that made wishes to help them.*

Anyone that made the deal with Cinnamon that went there will find that she is paying 1000gp not 500gp

## **THUS ENDS "YOUR WISH IS MY COMMAND"**

**TIME UNIT COST: 5 TU**

## **EPILOGUE B**

*You report back to LoTS and are ushered into see Rodina immediately. What did you learn?*

She waits for the PCs to finish speaking and then continues

*Thank you for dealing with the situation, and for dealing with it in a non-violent manner, saving us valuable time and resources. The councilors will take what you have reported and work with the Quorum of Faith to find a way to the best way to return this situation to normal. Thanks to your efforts we know why the wishes were granted and what to look for in all of those that made wishes to help them. As you saved resources, we were able to provide you with a little something extra as a reward.*

Anyone that made the deal with Cinnamon that went there will find that she is paying 1000gp not 500gp

## **THUS ENDS "YOUR WISH IS MY COMMAND"**

**TIME UNIT COST: 5 TU**

## **EPILOGUE B**

*You report back to LoTS and are ushered into see Rodina immediately. What did you learn?*

She waits for the PCs to finish speaking and then continues

*Thank you for attempting to deal with this situation. I am sorry that the mission proved too much for you. Luckily, a squad of legionnaires*

*showed up and prevented the villains from looting your belongings after they killed you. LoTS has absorbed the costs associated with restoring you to life, as well as the others that were killed during the confrontations with those that had previously made wishes. Because of that we aren't able to fully reward you for your efforts, although we did come up with a reward for you.*

Anyone that made the deal with Cinnamon that went there will find that she is paying 1000gp not 500gp

**THUS ENDS “YOUR WISH IS MY  
COMMAND”**

**TIME UNIT COST: 5 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>
Don't harm children in Encounter I	50	50	100	100	100	200	200	500	500	1000
Don't harm the tabreen	50	50	100	100	100	200	200	500	500	1000
Don't kill the controlled people	50	50	100	100	100	200	200	500	500	1000
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	1000
<b>Maximum Possible XP</b>	<b>800</b>	<b>1050</b>	<b>1600</b>	<b>2200</b>	<b>3200</b>	<b>5200</b>	<b>7800</b>	<b>12500</b>	<b>19000</b>	<b>32000</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 (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

➤ **Conclusion A – both epilogues**

➤ **Gratitude of LoTS** 1 per PC

In appreciation for your efforts in dealing with the wishes that were plaguing Amthydor, the LoTS has

arranged the following reward for you. This favor can be redeemed in 1 of 2 ways.

[a] LoTS has arranged for you to receive the sum of 1500gp per character level to be used for either magic

item purchases, upgrades or their creation (Value: \_\_\_\_\_gp) or

[b] LoTS has arranged for you to receive an item from the list below by ATL. You may choose an item from the ATL you played or a lower ATL if you wish.

#### ATL 1

- Amulet of natural armor +1 (2000, CL5) (neck)
- Boots of elvenkind (2500, CL5) (foot)
- Brooch of shielding (1500, CL1) (neck)
- Handy haversack (2000, CL )
- Ring of protection +1 (2000, CL5) (ring)
- Rope of climbing (3000, CL )

#### ATL 3-5

- Amulet of natural armor +2 (8000, CL5) (neck)
- Bag of holding type II (5000, CL 9)
- Boots of levitation (7500, CL3) (foot)
- Necklace of fireballs (1500, CL10)
- Pearl of power (2ND level) (9000, CL17)
- Periapt of health (2000, CL5) (neck)

#### ATL 7-9

- Amulet of natural armor +3 (18000,, CL5) (neck)
- Belt of physical perfection +2(16000, CL16) (belt)
- Boots of speed (12000, CL 10)
- Bracers of armor +4 (16000, CL 7) (wrist)
- Broom of flying (13000, CL 9)
- Cloak of resistance +4 (16000, CL5) (shoulder)

#### ATL 11-13

- Bracers of armor +5 (25000, CL5)(wrist)
- Bracers of archery - greater (25000, CL8) (wrist)
- Cloak of resistance +5 (25000, CL ) (shoulder)
- Pearl of power (5TH level) (25000, CL17)
- Ring of evasion (25000, CL7)(ring)
- Ring of protection +3 (18000, CL5) (ring)

#### ATL 15+

- Amulet of natural armor +4 (32000, CL5) (neck)
  - Bracers of armor +5 (36000, CL5)(wrist)
  - Ioun stone, pale green prism (30000, CL12)
  - Ioun stone, orange prism (30000, CL12)
  - Periapt of proof against poison (27500, CL5) (neck)
  - Ring of protection +4 (32000, CL5) (ring)
- (Value: Varies Tradable: Yes Rarity: Common Legality: Legal Real Value: \$0)

- **Start Spreading the news** (1 per PC that agrees)

You have agreed to report back to Cinnamon with the details of any mission that you undertake

before reporting to anyone else. In exchange she is offering you the sum of 1000 gold. This offer is only good for the person with this cert (Value: Varies Tradable: No Rarity: Common Legality: Legal Real Value: \$0)

#### **For Epilogue B., add the following**

- **Thanks of LoTS** 1 per PC

In appreciation of r your efforts in dealing with the wishes that were plaguing Amthydor, the LoTS has arranged the casting of a number of spell level that can be used for the casting of 1<sup>st</sup> through 4<sup>th</sup> level spells. This number is based on personal treasure ATL This favor may not be used towards magic item creation or upgrade. Any material components of the spell over 200gp must be covered by you.

#### **Conclusion B**

- **300gp**

- **Thanks of LoTS** 1 per PC

In appreciation of r your efforts in dealing with the wishes that were plaguing Amthydor, the LoTS has arranged the casting of a number of spell level that can be used for the casting of 1<sup>st</sup> through 4<sup>th</sup> level spells. This number is based on personal treasure ATL This favor may not be used towards magic item creation or upgrade. Any material components of the spell over 200gp must be covered by you.

- **Start Spreading the news** (1 per PC that agrees)

You have agreed to report back to Cinnamon with the details of any mission that you undertake before reporting to anyone else. In exchange she is offering you the sum of 1000 gold. This offer is only good for the person with this cert (Value: Varies Tradable: No Rarity: Common Legality: Legal Real Value: \$0)

# PLAYER'S HANDOUT #1

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

<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>	<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>
<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>	<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>
<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>	<p>PC Name _____ Player Name _____</p> <ul style="list-style-type: none"><li><input type="checkbox"/> LSJ02 "Temples"</li><li><input type="checkbox"/> LSJ63 "Beguiling Isn't It"</li><li><input type="checkbox"/> LSJ84 "Double Vision"</li><li><input type="checkbox"/> LSJ98 "Strike Three"</li><li><input type="checkbox"/> LSJ103 "Cold as Ice"</li></ul>

## **PLAYER'S HANDOUT #2**

Report filed by: Corporal Buchwald Thoreaux.

Wisher: Mervin Abreen

Situation: A young man named Mervin Abreen and his friends were tired of always waiting on line for work and finding that the most desirable jobs always went to others. The wish was made had all of the freelance jobs in the city going to he and his friends. The other adventurers that had been standing in line discovered that the best jobs went to Mervin and his friends, and an altercation occurred. Arrived and broke the fight up.

Description of wish granter: Middle-aged human male

Location for follow-up interview: temple of Lucor

Report filed by: Sgt. Letitia Ringwald

Wisher: Lt. Kelson Ayers

Situation: Lt. Ayers wanted to spend some more time at home with his beautiful wife Leah, so he wished that crime would take a holiday in Amthydor for a few hours granting him the chance to spend time with his wife. Unfortunately, what actually happened with the wish is that criminal activity was eliminated altogether as all of Amthydor's laws were rescinded.

Description of wish granter: Middle-aged human female

Location for follow-up interview: Diamond Legion HQ

Report filed by: Sgt. Letitia Ringwald

Wisher: Captain Tiberius Pebblesmusher

Situation: Captain Pebblesmusher a dedicated naval officer was concerned that on water, the bad guys can always see you coming before you reach them, so he thought it could be a tremendous advantage if naval vessels could travel through the air as well as through the water, and made a wish to that effect. Unfortunately the wish made the vessels sentient, and don't always want to be t the beck and call of the Navy.

Description of wish granter: Distinguished elven male

Location for follow-up interview: Diamond Legion HQ

Report filed by: Lt. Eloise Kyle.

Wisher: Coraline Wavestrider

Situation: Coraline wanted to be known as the premier entertainer throughout Raia, because that would mean that all of her performances would be sold out and that she could pick and choose what she wanted to do instead of taking the first job that came along. The problem arose when no one would hire any of the other entertainers in Amthydor because they paled in comparison to her. Several of those other entertainers got together and decided to let Coraline know what they thought of her "talent". Luckily for her, my squad and I responded to the call about this disturbance and saved her from being killed.

Description of wish granter: Young man.

Location for follow-up interview: Society of Entertainers and Providers.

## **PLAYER'S HANDOUT #2**

Report filed by: Sgt. Letitia Ringwald

Wisher: Grendel

Situation: Grendel was annoyed by how little regard the adventuring community had for the Armory's creations. Grendel wished that their suits of armor wouldn't be damaged so easily. Unfortunately, the wish caused the armor to animate and come to life as golems. They were defeated by the Diamond Legion but not before almost decimating a squad of legionnaires.

Description of wish granter: Elderly human female

Location for follow-up interview: temple of Lucor

Report filed by: Sgt. Letitia Ringwald

Wisher: Jori Cobblespring

Situation: Jori Cobblespring was distraught by how quickly his crystal and glass works could be damaged. He wished that they wouldn't be damaged so easily. Unfortunately, his figurines animated and came to life as golems. They were defeated by the Diamond Legion but not before almost decimating a squad of legionnaires.

Description of wish granter: Distinguished elven female

Location for follow-up interview: temple of Lucor

Report filed by: Sgt. Laraby Schoflied

Wisher: Arbil Crythien

Situation: Arbil Crythien wanted an increase in the amount of funds that the temple had readily available to spend. The wish doubled the amount of taxes people pay to fund this project. The Legion had to quell dozens of riots throughout the city related to the new taxes.

Description of wish granter: Elderly human female

Location for follow-up interview: temple of Lucor

Report filed by: Captain Bailey Collins

Wisher: Drahl Bailey

Situation: Drahl Bailey missed his brother Tristian who was killed saving the life of High Lady Alissa Torestyn. Drahl wished to see his brother and speak with him, so he jumped at the opportunity to wish to see his brother. Drahl hoped that the power of the wish could restore his brother to life. Unfortunately things did not go as Drahl had planned and it almost cost his parents their lives as the ghost of Tristian used his abilities to attack his parents as it was their actions over the years that caused Hyperion to prevent Tristian from being raised or resurrected. A legion patrol in the Noble's District was flagged down by the house guards and after dispatching the ghost brought the Baileys to the temple of Hyperion for healing.

Description of wish granter: Middle-aged human female

Location for follow-up interview: temple of Hyperion



# GM PLAY AID #1

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

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

	PC1	PC2	PC3	PC4	PC5	PC6
<i>LSJ02 "Temples"</i>						
<i>LSJ63 "Beguiling isn't it"</i>						
<i>LSJ84 "Double Vision"</i>						
<i>LSJ98 "Strike Three"</i>						
<i>LSJ103 "Cold as Ice"</i>						

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

- |                          |                         |
|--------------------------|-------------------------|
| <b>Arbil Crythien</b>    | <b>- (LSJ02, LSJ98)</b> |
| <b>Cinnamon</b>          | <b>- (LSJ63, LSJ99)</b> |
| <b>Kelson Ayers</b>      | <b>- (LSJ99)</b>        |
| <b>Jori Cobblespring</b> | <b>- (LSJ103)</b>       |
| <b>Grendel</b>           | <b>- (LSJ103)</b>       |
| <b>Drahl Bailey</b>      | <b>- (LSJ12)</b>        |

## GM AID #6

### ATL 1

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

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

SQ Improved Evasion (Ex)  
SPECIAL ABILITIES

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

### ⚔ Male Half-Elf Rogue 1

CE Medium Humanoid (Elf)

---

**Init** +4; **Senses** Low-light vision; Perception +4  
**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)  
**hp** 22 (2d8+6)  
**Fort** +2, **Ref** +6, **Will** +0  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil  
**Spd** 30 ft.  
**Melee/Full Atk** Rapier +4 (1d6-1, 18-20/x2)  
**Ranged/Full Atk** Shortbow +4 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (1d6)  
**Spell-Like Abilities** Nil.  
**Spells Known** Nil  
**Str** 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +0; **CMB** +1; **CMD** 15  
**Feats** Rogue Weapon Proficiencies, Weapon Finesse  
**Skills** Acrobatics +8, Appraise +5, Diplomacy +4, Disable Device +7, Escape Artist +8, Intimidate +2, Perception +4, Sense Motive +4, Sleight of Hand +8, Stealth +8, Use Magic Device +4  
**Languages** Common, Elf  
**SQ** nil  
**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;  
**Special Abilities** Trapfinding

### ⚔ Half-elf fighter 1

NE Medium humanoid

---

**Init** +2; **Senses** Low light vision; Perception +1 (untrained)  
**AC** 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)  
**hp** 26 (2d10+6)  
**Fort** +5, **Ref** +2, **Will** +1  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil  
**Spd** 20 ft.  
**Melee/Full Atk** longsword +7 (1d8+4, 19-20/x2)  
**Melee** longsword +7 (1d8+4, 19-20/x2)  
**Ranged/Full Atk** longbow +7 (1d8, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +1; **CMB** +5; **CMD** +17  
**Feats** Weapon focus (longsword) power attack, deadly aim Skill Focus (Climb)  
**Skills** Climb +6; Handle animal +2, Ride +4;

**Languages** common,

**SQ** nil

**Gear** chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)

**Special Abilities** nil

### ⚔ Female Half-elf druid of brianna 1

NE Medium humanoid (half-elf)

---

**Init** +2; **Senses** low light vision; Perception +4 (untrained)  
**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 hide armor)  
**hp** 22 (2d8+6)  
**Fort** +4, **Ref** +2, **Will** +5  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil  
**Spd** 30 ft.  
**Melee/Full Atk** scimitar +1 (1d6, 18-20/x2)  
**Ranged/Full Atk** sling +3 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells per Day** 3/2 (DC 13+spell level)  
**0 level** – *guidance, resistance, stabilize, virtue*;  
**1<sup>st</sup> level** - *cure light wounds, magic fang*,  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14  
**Base Atk** +1; **CMB** +1; **CMD** +13  
**Feats** Combat Casting,  
**Skills** Handle Animal +5, Heal +7, Knowledge (nature) +4, Spellcraft +4  
**Languages** common, orc, druidic  
**SQ** wild empathy, woodland stride,  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Brianna (deer's head with antlers)  
**Special Abilities** nil

### 🐾 Cheetah

N Small Animal

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

**AC** 17, touch 16, flat-footed 10 (+1 natural armor, +1 dodge, +5 Dex)

**hp** 15 (3d8+3)

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

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

**Spd** 50 ft

**Melee** bite +3 (1d4+1, 20/x2 and trip) or claw +3 (1d2+1, 20/x2)

**Full Atk** bite +3 (1d4+1, 20/x2 and trip) or 2 claws +3 (1d2+1, 20/x2)

**Ranged** nil

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

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

**Feats** Agile maneuvers, dodge

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

**Languages** nil

**SQ** low-light vision, scent

**Gear** nil

**Special Abilities** link, share spells

### ATL 3

#### ♁ Male Half-Elf Witch 3

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

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

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

Male Tiefling Barbarian (Savage Barbarian) 3  
NE Medium Outsider (Native)  
Init +2; Senses Darkvision; Perception +0  
AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)  
hp 41 (3d12+6)  
Fort +5, Ref +3, Will +1  
Defensive Abilities Uncanny Dodge; Resist Chaos  
Totem, Lesser +1, cold 5, electricity 5, fire 5, Naked  
Courage +1  
Spd 30 ft.  
Melee +1 Greatclub +8 (1d10+7/20/x2) and  
Unarmed Strike +7 (1d3+4/20/x2)  
Ranged Longbow +5 (1d8/20/x3)  
Spell-Like Abilities Darkness (1/day)  
Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 6  
Base Atk +3; CMB +7; CMD 19  
Feats Combat Reflexes (3 AoO/round), Deadly Aim -  
1/+2  
Skills Acrobatics +0, Bluff +0, Climb +2, Escape Artist  
+0, Fly +0, Intimidate +4, Ride +6, Sense Motive +3,  
Survival +6, Swim +2  
Languages Common, Draconic  
SQ Fast Movement +10 (Ex), Rage (10 rounds/day)  
(Ex)  
Combat Gear +1 Greatclub, +1 Hide, Longbow;  
SPECIAL ABILITIES

### ⚔ Male Half-Elf Rogue 3

CE Medium Humanoid (Elf)

---

**Init** +8; **Senses** Low-light vision; Perception +5  
**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 leather  
armor)  
**hp** 31 (3d8+9)  
**Fort** +3, **Ref** +7, **Will** +1(+3 vs. enchantment spells and  
effects)  
**Defensive Abilities** evasion; **DR** nil; **Immune** magic  
sleep effects; SR nil  
**Spd** 30 ft.  
**Melee/Full Atk** Shortsword +6 (1d6+1, 19-20/x2)  
**Ranged/Full Atk** Shortbow +6 (1d6/, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (2d6), rogue talent (minor  
magic)  
**Spell-Like Abilities** *acid splash* 3x/day (as 3<sup>rd</sup> level  
caster)  
**Spells** Nil  
**Str** 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +2; **CMB** +3; **CMD** 17  
**Feats** Weapon Finesse, Improved Initiative  
**Skills** Acrobatics +10, Appraise +6, Diplomacy +5,  
Disable Device +9, Escape Artist +10, Intimidate +2,  
Perception +5, Sense Motive +6, Sleight of Hand +10,  
Stealth +10, Use Magic Device +6  
**Languages** Common, Elf

**SQ** trap sense +1  
**Gear** leather armor Arrows, Flight (20), Shortbow,  
Sword;  
**Special Abilities** Trapfinding

### ⚔ Male Half-elf fighter 3

NE Medium humanoid

---

**Init** +2; **Senses** Low light vision; Perception +1  
(untrained)  
**AC** 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail  
armor, +1 light steel shield)  
**hp** 36 (3d10+9)  
**Fort** +5, **Ref** +3, **Will** +2 (3 vs. enchantment spells and  
effects)  
**Defensive Abilities** nil; **DR** nil; **Immune** magic sleep  
effects; SR nil  
**Spd** 30 ft.  
**Melee/Full Atk** longsword +9 (1d8+5, 19-20/x2)  
**Ranged/Full Atk** longbow +5 (1d8, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8  
**Base Atk** +3; **CMB** +7; **CMD** +19  
**Feats** Weapon focus (longsword) power attack, deadly  
aim, cleave  
**Skills** Climb +1; Handle Animal +4, Ride +7;  
**Languages** common, Elf,  
**SQ** nil  
**Gear** chainmail armor, longsword, longbow, light steel  
shield, holy symbol of Mordana (a skull in a black  
circle)  
**Special Abilities** bravery +1\*; armor training 1

### ⚔ female half-elf druid of brianna 3

NE Medium humanoid

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**Init** +2; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex),  
flat-footed 14 (+4 hide armor)  
**hp** 29 (3d8+6+3)  
**Fort** +5, **Ref** +3, **Will** +7  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +2 (1d6, 18-20/x2)  
**Ranged** sling +4 (1d4, 20/x2)  
**Full Atk** scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4,  
20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 14+spell level) 0 level – *guidance*,  
*resistance*, *stabilize*, *virtue*; 1<sup>st</sup> level - *cure light*  
*wounds*, *magic fang*, *shillelagh*; 2<sup>nd</sup> level - *flame blade*,

*flaming sphere*

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

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

**Feats** combat casting, skill focus (spellcraft), toughness

**Skills** Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9

**Languages** common

**SQ** nil

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

**Special Abilities** trackless step, wild empathy, woodland stride

### **\ Cheetah**

N Small Animal

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

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

**hp** 16 (3d8+3)

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

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

**Spd** 50 ft

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

**Ranged** nil

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

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

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

**Feats** Agile maneuvers, dodge

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

**Languages** nil

**SQ** low-light vision, scent

**Gear** nil

**Special Abilities** evasion, link, share spells

## ATL 5

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

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

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

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



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

### ⚔ Male Half-Elf Rogue 5

CE Medium Humanoid (Elf)

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**Init** +8; **Senses** Low-light vision; Perception +7  
**AC** 18, touch 15, flat-footed 13 (+4 Dex, +3 leather  
armor, +1 dodge)  
**hp** 49 (5d8+15)  
**Fort** +3, **Ref** +8, **Will** +1(+3 vs. enchantment spells and  
effects)  
**Defensive Abilities** evasion, uncanny dodge; **DR** nil;  
**Immune** magic sleep effects; SR nil  
**Spd** 30 ft.  
**Melee/Full Atk** Shortsword +7 (1d6+1, 19-20/x2)  
**Ranged/Full Atk** Shortbow +7 (1d6/, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (3d6), rogue talent (minor  
magic, bleeding attack)  
**Spell-Like Abilities** *acid splash* 3x/day (as 5th level  
caster)  
**Spells** Nil  
**Str** 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +3; **CMB** +4; **CMD** 19  
**Feats** Weapon Finesse, Improved Initiative, Dodge  
**Skills** Acrobatics +11, Appraise +8, Diplomacy +7,  
Disable Device +12, Escape Artist +11, Intimidate +2,  
Perception +7, Sense Motive +8, Sleight of Hand +12,  
Stealth +12, Use Magic Device +8  
**Languages** Common, Elf  
**SQ** trap sense +1  
**Gear** leather armor Arrows, Flight (20), Shortbow,  
Sword;  
**Special Abilities** Trapfinding

### ⚔ Half-elf fighter 5

NE Medium humanoid

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**Init** +2; **Senses** Low light vision; Perception +1  
(untrained)  
**AC** 18, touch 12, flat-footed 16 (+2 Dex, +5 chainmail  
armor, +1 light steel shield)  
**hp** 59 (5d10+15)  
**Fort** +7, **Ref** +2, **Will** +2 (3)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee/Full Atk** longsword +11 (1d8+7, 19-20/x2) or  
shortspear +10 (1d6+5)\*\*  
**Ranged/Full Atk** longbow +7 (1d6)  
**Space** 5 ft.; **Reach** 5 ft .  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +5; **CMB** +9; **CMD** +21  
**Feats** Weapon focus (longsword) power attack, deadly  
aim , Skill Focus (Climb); cleave; point blank shot;  
weapon specialization (longsword)  
**Skills** Climb +9; Handle animal +5, Ride +7  
**Languages** common,  
**SQ** nil  
**Gear** chainmail armor, longsword, longbow, light steel  
shield; shortspear, holy symbol of Mordana (a skull in a  
black circle)  
**Special Abilities** bravery +1\*; armor training 1 weapon  
training (spears)

### ⚔ female half-elf druid of brianna 5

NE Medium humanoid

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**Init** +2; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex),  
flat-footed 14 (+4 hide armor)  
**hp** 44 (5d8+15)  
**Fort** +6 , **Ref** +3, **Will** +8  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +3 (1d6, 18-20/x2)  
**Ranged** sling +5 (1d4, 20/x2)  
**Full Atk** scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4,  
20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 14+spell level) **0 level** – *guidance,*  
*resistance, stabilize, virtue*; **1<sup>st</sup> level** - *cure light*  
*wounds, magic fang, magic stone, shillelagh*; **2<sup>nd</sup> level**  
*- flame blade, flaming sphere, owl's wisdom*; **3<sup>rd</sup> level**  
*- protection from energy, sleet storm*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 19, **Cha** 14  
**Base Atk** +3; **CMB** +3; **CMD** +15  
**Feats** brew potion, combat casting, skill focus  
(spellcraft), toughness

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

**Languages** common

**SQ** nil

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

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

### 🐾 **Cheetah**

N Medium Animal

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

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

**hp** 32 (5d8+10)

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

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

**Spd** 50 ft

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

**Ranged** nil

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

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

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

**Feats** Agile maneuvers, dodge, mobility

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

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** evasion, link, share spells

## ATL 7

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

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

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

## SPECIAL ABILITIES

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

## SPECIAL ABILITIES

### ⚔ Male Half-Elf Rogue 7

CE Medium Humanoid (Elf)

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**Init** +8; **Senses** Low-light vision; Perception +8  
**AC** 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)  
**hp** 67 (7d8+21)  
**Fort** +4, **Ref** +9, **Will** +2(+4 vs. enchantment spells and effects)  
**Defensive Abilities** evasion, uncanny dodge; **DR** nil; **Immune** magic sleep effects; SR nil  
**Spd** 30 ft.  
**Melee/Full Atk** Shortsword +9 (1d6+1, 19-20/x2)  
**Ranged/Full Atk** Shortbow +9 (1d6/, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (4d6), rogue talent (minor magic, bleeding attack)  
**Spell-Like Abilities** *acid splash* 3x/day (as 5th level caster)  
**Spells** Nil  
**Str** 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

**Base Atk** +5; **CMB** +6; **CMD** 21

**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack

**Skills** Acrobatics +13, Appraise +10, Diplomacy +10, Disable Device +15, Escape Artist +13, Intimidate +2, Perception +8, Sense Motive +9, Sleight of Hand +14, Stealth +14, Use Magic Device +9

**Languages** Common, Elf

**SQ** trap sense +2

**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;

**Special Abilities** Trapfinding

### ⚔ Male half-elf fighter 7

NE Medium humanoid

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**Init** +2; **Senses** Low light vision; Perception +1 (untrained)

**AC** 20, touch 12, flat footed 18

**hp** 81 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +3 (5)\*

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

**Melee** longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)\*\*

**Full Atk** longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)\*\*

**Ranged** longbow +9 (1d6)

**Full Atk** longbow +9/+4 (1d6)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +7/+2; **CMB** +11; **CMD** +23

**Feats** Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot

**Skills** Climb +11; Handle animal +7, Ride +9

**Languages** common,

**SQ** nil

**Gear** splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

**Special Abilities** bravery +2\*; armor training 2; weapon training (spears) \*\*

### ♀ female half-elf druid of brianna 7

NE Medium humanoid

**Init** +2; Senses Perception +4 (untrained)

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

**hp** 59 (7d8+21)

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

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

**Spd** 30 ft.

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

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

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

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

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

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

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

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

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

**Languages** common

**SQ** nil

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

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

### ♀ Cheetah

N Medium Animal

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

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

**hp** 39 (6d8+12)

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

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

**Spd** 50 ft

**Melee** bite +8 (1d6+4 plus trip) or claw +8 (1d3+4)

**Ranged** nil

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

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

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

**Feats** Agile maneuvers, dodge, mobility

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

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, share spells

## ATL 9

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

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

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

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

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

#### ⚔ Male Half-Elf Rogue 9

CE Medium Humanoid (Elf)  

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**Init** +9; **Senses** Low-light vision; Perception +10  
**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3 leather  
armor, +1 dodge)  
**hp** 94 (9d8+36)  
**Fort** +5, **Ref** +11, **Will** +3(+5 vs. enchantment spells  
and effects)  
**Defensive Abilities** evasion, uncanny dodge; **DR** nil;  
**Immune** magic sleep effects; **SR** nil  
**Spd** 30 ft.  
**Melee** Shortsword +11 (1d6+1, 19-20/x2)

**Full Atk** Shortsword +11/+6 (1d6+1, 19-20/x2)  
**Ranged** Shortbow +11 (1d6/, 20/x3)  
**Full Atk** Shortbow +11/+6 (1d6/, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (5d6), rogue talent (minor  
magic, bleeding attack, major magic)  
**Spell-Like Abilities** *acid splash* 3x/day; *magic missile*  
2x/day; (as 9th level caster),  
**Spells** Nil  
**Str** 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +6/+1; **CMB** +6; **CMD** 21  
**Feats** Weapon Finesse, Improved Initiative, Dodge,  
Mobility, Spring Attack, Toughness  
**Skills** Acrobatics +15, Appraise +11, Diplomacy +12,  
Disable Device +19, Escape Artist +15, Intimidate +2,  
Perception +10, Sense Motive +12, Sleight of Hand  
+17, Stealth +17, Use Magic Device +11  
**Languages** Common, Elf  
**SQ** trap sense +3  
**Gear** leather armor Arrows, Flight (20), Shortbow,  
Sword;  
**Special Abilities** Trapfinding

#### ⚔ Male half-elf fighter 9

NE Medium humanoid  
**Init** +2; **Senses** Low light vision; Perception +1  
(untrained)  
**AC** 21, touch 12, flat-footed 19 (+2 Dex, +7 splint mail  
armor, +2 heavy steel shield)  
**hp** 103 (9d10+27)  
**Fort** +9, **Ref** +5, **Will** +4 (6)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** longsword +17 (1d8+8, 17-20/x2-) or shortspear  
+15 (1d6+6, 19-20/x2)  
**Full Atk** longsword +17/+12 (1d8+8, 17-20/x2) or  
shortspear +15/+10 (1d6+6, 19-20/x2)  
**Ranged** longbow +12 (1d6+1)\*\*  
**Full Atk** longbow +12/+7 (1d6+1)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +9/+4; **CMB** +14; **CMD** +26  
**Feats** Weapon focus (longsword) power attack, deadly  
aim , Skill Focus (Climb); cleave; point blank shot;  
weapon specialization (longsword); great cleave; rapid  
shot; improved critical (longsword); improved critical  
(shortspear)  
**Skills** Climb +13; Handle animal +9, Ride +11  
**Languages** common,  
**SQ** nil  
**Gear** splint mail armor, longsword, longbow, heavy

steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

**Special Abilities** bravery +2\*; armor training 2; weapon training (spears) \*\* ; weapon training (bows) \*\*\*

### ♀ **female half-elf druid of brianna 9**

NE Medium humanoid

**Init** +2; Senses Perception +4 (untrained)

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

**hp** 74 (9d8+27)

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

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

**Spd** 30 ft.

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

**Full Atk** scimitar +6/+1 (1d6, 18-20/x2)

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

**Full Atk** sling +8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

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

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14

**Base Atk** +6/+1; **CMB** +6; **CMD** +18

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

**Skills** Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

**Languages** common

**SQ** nil

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

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

### ♀ **Cheetah**

N Medium Animal

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

**AC** 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

**hp** 52 (8d8+16)

**Fort** +8, **Ref** +12 **Will** +3

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

**Spd** 50 ft

**Melee** bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

**Ranged** nil

**Full Atk** bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

**Base Atk** +6; **CMB** +12; **CMD** 26

**Feats** Agile maneuvers, dodge, mobility, improved natural attack

**Skills** Acrobatics +9, perception +2, stealth +10

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

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



## ATL 11

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

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

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

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

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

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

### ⚔ Male half-elf fighter 11

NE Medium humanoid  
**Init** +2; **Senses** Low light vision; Perception +1  
(untrained)  
**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate  
armor, +2 heavy steel shield)  
**hp** 125 (11d10+33)  
**Fort** +10, **Ref** +5, **Will** +4 (7)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** longsword +19 (1d8+8, 17-20/x2-) or shortspear  
+15 (1d6+6, 19-20/x2)  
**Full Atk** longsword +19/+14/+9 (1d8+8, 17-20/x2) or  
shortspear +17/+12/+7 (1d6+6, 19-20/x2)  
**Full Atk** longbow +14/+9/+4 (1d6+1)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +11/+6/+1; **CMB** +16; **CMD** +28  
**Feats** Weapon focus (longsword) power attack, deadly  
aim , Skill Focus (Climb); cleave; point blank shot;  
weapon specialization (longsword); great cleave; rapid  
shot; improved critical (longsword); improved critical  
(shortspear); mounted combat; critical focus  
**Skills** Climb +17; Handle animal +13, Ride +15  
**Languages** common,  
**SQ** nil  
**Gear** splint mail armor, longsword, longbow, heavy  
steel shield; shortspear, holy symbol of Mordana (a  
skull in a black circle)  
**Special Abilities** bravery +3\*; armor training 3; weapon  
training (spears) \*\* ; weapon training (bows) \*\*\*

### ♣ Male Half-Elf Rogue 11

CE Medium Humanoid (Elf)

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**Init** +9; **Senses** Low-light vision; Perception +13  
**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)  
**hp** 114 (11d8+44)  
**Fort** +5, **Ref** +12, **Will** +3(+5 vs. enchantment spells and effects)  
**Defensive Abilities** evasion, improved uncanny dodge;  
**DR** nil; **Immune** magic sleep effects; `SR nil  
**Spd** 30 ft.  
**Melee** Shortsword +13 (1d6+1, 19-20/x2)  
**Full Atk** Shortsword +13/+8 (1d6+1, 19-20/x2)  
**Ranged** Shortbow +13 (1d6, 20/x3)  
**Full Atk** Shortbow +13/+8 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (6d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike  
**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day; (as 11th level caster),  
**Spells** Nil  
**Str** 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +8/+3; **CMB** +13; **CMD** 25  
**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers  
**Skills** Acrobatics +18, Appraise +14, Diplomacy +12, Disable Device +21, Escape Artist +18, Intimidate +2, Perception +13, Sense Motive +13, Sleight of Hand +18, Stealth +18, Use Magic Device +13  
**Languages** Common, Elf  
**SQ** trap sense +3  
**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;  
**Special Abilities** Trapfinding

### ♣ female half-elf druid of brianna 11

NE Medium humanoid

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**Init** +2; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 89 (11d8+22+11)  
**Fort** +9, **Ref** +5, **Will** +12  
**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +8 (1d6, 18-20/x2)  
**Ranged** sling +10 (1d4, 20/x2)  
**Full Atk** scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level) 0 level – *guidance*,

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

### ♣ Cheetah

N Medium Animal

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

## ATL 13

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

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

Male Fox  
NN Tiny Magical Beast ((Animal))

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

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

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

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

### ⚔ Male Half-Elf Rogue 13

CE Medium Humanoid (Elf)

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**Init** +9; **Senses** Low-light vision; Perception +15  
**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)  
**hp** 134 (13d8+52)  
**Fort** +6, **Ref** +13, **Will** +4(+6 vs. enchantment spells and effects)  
**Defensive Abilities** evasion, improved uncanny dodge;  
**DR** nil; **Immune** magic sleep effects; SR nil  
**Spd** 30 ft.  
**Melee** Shortsword +14 (1d6+1, 19-20/x2)  
**Full Atk** Shortsword +14/+9 (1d6+1, 19-20/x2)  
**Ranged** Shortbow +14 (1d6, 20/x3)  
**Full Atk** Shortbow +14/+9 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (7d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike  
**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day; (as 13th level caster),  
**Spells** Nil  
**Str** 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +9/+4; **CMB** +14; **CMD** 26  
**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot  
**Skills** Acrobatics +20, Appraise +16, Diplomacy +12, Disable Device +24, Escape Artist +20, Intimidate +2, Perception +15, Sense Motive +15, Sleight of Hand +20, Stealth +20, Use Magic Device +15  
**Languages** Common, Elf  
**SQ** trap sense +4, rogue talent (combat trick)  
**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;  
**Special Abilities** Trapfinding

### ⚔ Male half-elf fighter 13 (2)

NE Medium humanoid

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**Init** +2; **Senses** Low light vision; Perception +1 (untrained)  
**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

**hp** 147 (13d10+39)  
**Fort** +11, **Ref** +6, **Will** +5 (8)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** longsword +22 (1d8+10, 17-20/x2-) or shortspear +21 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)  
**Full Atk** longsword +22/+17/+12 (1d8+10, 17-20/x2) or shortspear +21+16/+11 (1d6+8, 19-20/x2)  
**Ranged** longbow +17 (1d6+2)\*\*\*  
**Full Atk** longbow +17/+12 (1d6+2)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +13/+8/+3; **CMB** +18; **CMD** +30  
**Feats** Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)  
**Skills** Climb +15; Handle animal +11, Ride +13  
**Languages** common,  
**SQ** nil  
**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),  
**Special Abilities** bravery +3\*; armor training 3; weapon training (spears) \*\* ; weapon training (bows) \*\*\*; weapon training (natural) \*\*\*\*

### ⚔ female half-elf druid of brianna 13

NE Medium humanoid

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**Init** +2; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 104 (13d8+26+13)  
**Fort** +10 , **Ref** +6, **Will** +13  
**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +9 (1d6, 18-20/x2)  
**Full Atk** scimitar +9/+4 (1d6, 18-20/x2)  
**Ranged** sling +11 (1d4, 20/x2)  
**Full Atk** sling +11/+6 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, magic stone, obscuring mist,*

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

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

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

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

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

**Languages** common

**SQ** nil

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

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

### ↘ **Cheetah**

N Medium Animal

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

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

**hp** 82 (11d8+22+11)

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

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

**Spd** 50 ft

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

**Ranged** nil

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

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

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

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

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

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

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

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

## ATL 15

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

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



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

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

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

⚔ **Male Half-Elf Rogue 15**  
CE Medium Humanoid (Elf)

**Init** +9; **Senses** Low-light vision; Perception +17

**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)  
**hp** 154 (13d8+52)  
**Fort** +7, **Ref** +14, **Will** +5(+7 vs. enchantment spells and effects)  
**Defensive Abilities** evasion, improved uncanny dodge;  
**DR** nil; **Immune** magic sleep effects; **SR** nil  
**Spd** 30 ft.  
**Melee** Shortsword +16 (1d6+1, 19-20/x2)  
**Full Atk** Shortsword +16/+11/+6 (1d6+1, 19-20/x2)  
**Ranged** Shortbow +16 (1d6, 20/x3)  
**Full Atk** Shortbow +16/+11/+6 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attack** sneak attack (8d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike  
**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day; (as 15th level caster),  
**Spells** Nil  
**Str** 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10  
**Base Atk** +11/+6/+1; **CMB** +16; **CMD** 28  
**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy  
**Skills** Acrobatics +22, Appraise +18, Diplomacy +14, Disable Device +26, Escape Artist +25, Intimidate +2, Perception +17, Sense Motive +17, Sleight of Hand +22, Stealth +26, Use Magic Device +17  
**Languages** Common, Elf  
**SQ** trap sense +5, rogue talent (combat trick)  
**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;  
**Special Abilities** Trapfinding

#### ♀ **Male half-elf fighter 15**

**NE** Medium humanoid

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**Init** +2; **Senses** **Low light vision**; Perception +1 (untrained)  
**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield),  
**hp** 168 (15d10+45)  
**Fort** +12, **Ref** +7, **Will** +6 (10)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +21 (1d3+6, 20/x2)  
**Full Atk** longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23+18/+13 (1d6+8, 19-20/x2) **Ranged** longbow +19 (1d6+2)\*\*\*  
**Full Atk** longbow +19/+14/+9 (1d6+2)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil

#### **Spells Known** none

**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +15/+10/+5; **CMB** +20; **CMD** +32  
**Feats** Weapon focus (longsword) power attack, deadly aim, Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus; vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical  
**Skills** Climb +17; Handle animal +13, Ride +15  
**Languages** common,  
**SQ** nil  
**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),  
**Special Abilities** bravery +4\*; armor training 4; weapon training (spears) \*\*; weapon training (bows) \*\*\*; weapon training (natural) \*\*\*\*

#### ♀ **female half-elf druid of brianna 17**

**NE** Medium humanoid

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**Init** +6; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 134 (17d8+51)  
**Fort** +12, **Ref** +7, **Will** +16  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +11 (1d6, 18-20/x2)  
**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2)  
**Ranged** sling +13 (1d4, 20/x2)  
**Full Atk** sling +13/+8/+3 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level)  
**0 level** – *guidance, resistance, stabilize, virtue*;  
**1<sup>st</sup> level** - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*;  
**2<sup>nd</sup> level** - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*;  
**3<sup>rd</sup> level** - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*;  
**4<sup>th</sup> level** - *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*;  
**5<sup>th</sup> level** - *animal growth, cure critical wounds, insect plague, stoneskin, stoneskin*;  
**6<sup>th</sup> level** - *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone*;  
**7<sup>th</sup> level** - *creeping doom, fire storm, sunbeam*;

**8<sup>th</sup> level** - *finger of death, sunburst*;

**9<sup>th</sup> level** - *storm of vengeance*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

**Base Atk** +12/+7/+2; **CMB** +12; **CMD** +24

**Feats** antipsonianic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

**Languages** common

**SQ** nil

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

**Special Abilities** a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

### 🐾 Cheetah

N Medium Animal

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

**AC** 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

**hp** 104 (14d8+28+14)

**Fort** +11, **Ref** +16 **Will** +5

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

**Spd** 50 ft

**Melee** bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

**Ranged** nil

**Full Atk** bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +10; **CMB** +17; **CMD** 32

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

**Skills** Acrobatics +12, perception +2, stealth +12

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

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

**ATL 17****⚡ Half-elf sorcerer 15 (elemental bloodline)**

NE Medium humanoid

**Init** +6; **Senses** Low light vision; Perception +19  
**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*),**hp** 124 (15d6+60)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 10; **DR** nil; **Immune** to magic sleep effects; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) or**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells (DC 15 (17 vs. evocation (+)) + spell level)****0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1<sup>st</sup> level (7/day)** – *burning hands\*+, magic missile+, shocking grasp+, summon monster I, true strike;* **2<sup>nd</sup>****level (7/day)** – *cat's grace, eagle's splendor, flaming sphere\*+, mirror image, scorching ray\*+;***3<sup>rd</sup> level (7/day)** – *flame arrow\*, fireball\*+; lightning bolt+, rage;***4<sup>th</sup> level (7/day)** – *enervation, ice storm+, wall of ice+; wall of fire\*+;***5<sup>th</sup> level (7/day)** – *-, cone of cold+, feeblemind, wall of force+;***6<sup>th</sup> level (6/day)** – *bull's strength – mass, chain lightning+;***7<sup>th</sup> level (4/day)** – *delayed blast fireball\*+, prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration**Skills** Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow

bolts

**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

### ✂ Male Half-Elf Rogue 17

CE Medium Humanoid (Elf)

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**Init** +10; **Senses** Low-light vision; Perception +19

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

**hp** 174 (17d8+68)

**Fort** +7, **Ref** +16, **Will** +5(+7 vs. enchantment spells and effects)

**Defensive Abilities** evasion, improved uncanny dodge, defensive roll (1x/day); **DR** nil; **Immune** magic sleep effects; **SR** nil

**Spd** 30 ft.

**Melee** Shortsword +18 (1d6+1, 19-20/x2)

**Full Atk** Shortsword +18/+13/+8 (1d6+1, 19-20/x2)

**Ranged** Shortbow +18 (1d6, 20/x3)

**Full Atk** Shortbow +18/+13/+8 (1d6, 20/x3)

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

**Special Attack** sneak attack (9d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike

**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day; (as 17th level caster),

**Spells** Nil

**Str** 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

**Base Atk** +12/+7/+2; **CMB** +18; **CMD** 30

**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy, Critical Focus

**Skills** Acrobatics +23, Appraise +19, Diplomacy +17, Disable Device +29, Escape Artist +27, Intimidate +2, Perception +19, Sense Motive +19, Sleight of Hand +24, Stealth +27, Use Magic Device +19

**Languages** Common, Elf

**SQ** trap sense +5, rogue talent (combat trick)

**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;

**Special Abilities** Trapfinding

### ✂ Male half-elf fighter 17

NE Medium humanoid

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**Init** +2; **Senses** Low light vision; Perception +1 (untrained)

**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

**hp** 189 (17d10+51)

**Fort** +13, **Ref** +7, **Will** +6 (10)\*

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

**Spd** 30 ft.

**Melee** longsword +28 (1d8+11, 17-20/x2-) or shortspear +27 (1d6+9, 19-20/x2) or unarmed strike +25 (1d3+7, 20/x2)

**Full Atk** longsword +28/+23/+18/+13 (1d8+11, 17-20/x2) or shortspear +27/+22/+17/+12 (1d6+8, 19-20/x2)

**Ranged** longbow +22 (1d6+2)\*\*\*

**Full Atk** longbow +22/+17/+12/+7 (1d6+2)\*\*\*

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +17/+12/+7/+2; **CMB** +23; **CMD** +33

**Feats** Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical; critical mastery; staggering critical

**Skills** Climb +21; Handle animal +15, Ride +17

**Languages** common,

**SQ** nil

**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

**Special Abilities** bravery +4\*; armor training 4; weapon training (spears) \*\* ; weapon training (bows) \*\*\*; weapon training (natural) \*\*\*\*; weapon training (flail) \*\*\*\*\*

### ✂ female half-elf druid of brianna 17

NE Medium humanoid

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**Init** +6; **Senses** Perception +4 (untrained)

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

**hp** 134 (17d8+51)

**Fort** +12 , **Ref** +7, **Will** +16

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

**Spd** 30 ft.

**Melee** scimitar +11 (1d6, 18-20/x2)

**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2)

**Ranged** sling +13 (1d4, 20/x2)

**Full Atk** sling +13/+8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level)

**0 level** – *guidance, resistance, stabilize, virtue;*

**1<sup>st</sup> level** - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

**2<sup>nd</sup> level** - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

**3<sup>rd</sup> level** - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

**4<sup>th</sup> level** - *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

**5<sup>th</sup> level** - animal growth, cure critical wounds, insect plague, stonesskin, stonesskin;

**6<sup>th</sup> level** - bears endurance – mass, bull’s strength – mass, cat’s grace – mass, cure light wounds – mass, wall of stone;

**7<sup>th</sup> level** - creeping doom, fire storm, sunbeam;

**8<sup>th</sup> level** - finger of death, sunburst;

**9<sup>th</sup> level** - storm of vengeance

**Str 10, Dex 14, Con 14, Int 10, Wis 22, Cha 14**

**Base Atk +12/+7/+2; CMB +12; CMD +24**

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

**Skills** Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Brianna (deer’s head with antlers)

**Special Abilities** a thousand faces, resist nature’s lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

### 🐾 Cheetah

N Medium Animal

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

**AC** 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

**hp** 104 (14d8+28+14)

**Fort** +11, **Ref** +16 **Will** +5

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

**Spd** 50 ft

**Melee** bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

**Ranged** nil

**Full Atk** bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str 21, Dex 24, Con 15, Int 2, Wis 12, Cha 6**

**Base Atk** +10; **CMB** +17; **CMD** 32

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

**Skills** Acrobatics +12, perception +2, stealth +12

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

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

Male Tiefling Barbarian (Savage Barbarian) 17

NE Medium Outsider (Native)

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

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

**hp** 229 (17d12+68)

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

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

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

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

**Spd** 30 ft.

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

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

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

**Special Attacks** Elemental Rage, Lesser (1/rage)

**Spell-Like Abilities** Darkness (1/day)

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

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

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

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

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

**Survival** +20, **Swim** +6

**Languages** Common, Draconic

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

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

Increase Damage Reduction (Ex), Indomitable Will

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

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

Endurance, Potion

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

**SPECIAL ABILITIES**

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

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

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

flat-footed.

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

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

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

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

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

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

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

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

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

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

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

Energy Resistance: Acid (Ex) Acid Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging

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

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

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

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

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

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

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

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

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

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

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

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

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



CRITICAL EVENT SUMMARY: YOUR WISH IS MY COMMAND

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

Do Not Return After March 31<sup>st</sup> 2013

1. How did the PCS deal with the girl and her brothers? (Circle all that apply)

- Attacked them      Killed them      Used Diplomacy
- Intimidated them      Subdued them

2. How did the heroes treat the giant tabreen? (Circle whichever applies)

- Negotiated with him      Attacked him

3. How did the PCs deal with the controlled legionnaires and other citizens?

- Attacked normally      Attacked to subdue

4. Did any of the controlled individuals die?      Yes      No

5. Did any of the PCss die?      Yes      No

6. Did the PCs figure out about the connection between drawing blood and people being controlled?      Yes      No

6. Is there any other information that you feel the author, or campaign staff need to know about? \_\_\_\_\_

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Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).

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



Convention:

Judge:

Date:

## ROSTER OF HEROES: YOUR WISH IS MY COMMAND

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

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

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

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

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

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

## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

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