Unholy Matrimony

By David Samuels

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

Problems of the past have a way of influencing the future. Will this be one of those times? Will you be able to help the city avoid a terse situation from getting worse? For heroes of levels 1-17.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCS

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

ABOUT THE MODULE

LSJ143"Unholy Matrimony" is a stand-alone module, and is not part of any series.

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

Several years ago individuals from the nations of Vanyr, Pyrrothia and the Kassenor Isles were drawn into a plot to frame Alexander Breng the former High Warrior for treason. Even though those individuals, one woman from each nation, were unwitting participants in this plan, they ultimately wound up in possession of documents detailing the strength and weaknesses of Amthydor's military. Because that information could not be allowed to fall into the hands of any of Amthydor's enemies, the individuals were sentenced to life in prison without the possibility of parole. That sentence did not sit well with the rulers from each of the women's s home nation, although they did understand Amthydor's predicament. The rulers of those nations took solace for the moment that the women weren't executed as is the penalty for treason in Amthydor. Sentencing the women to death might have caused war between Amthydor and those nations involved.

In each of those nations, followers of Mordana decided it was time to bring their countrymen home or at least avenge the treatment visited upon them. They knew that Amthydor has a policy of not negotiating with terrorists, but figured that the Lord Monarch might change his tune if they had some bargaining chips. If he decided not to negotiate with them, Amthydor's Lord Monarch would need to deal with the fact that he sentenced Amthydoran citizens to death. In the event that things eventually led to war, having hostages might cause Amthydor

The recent decimation of Jadenspur gave them an idea. Amthydor's defensive strength diminished with the loss of this ally, and if the loss of 1 ally could do that then the loss of additional allies or the prevention of new alliances would further undermine Amthydor's defenses. That would make Amthydor easier to defeat if/when their nations tried to conquer it. They needed to figure out which allies to start with, and an opportunity fell into their laps. Amthydor was sending delegations to several locations in an attempt to create new alliances, or strengthen existing ones: The locations were: Perralin, Nestrell, ,Jnhell, and Falgoth. Now out of respect to those 4 nations, or in accord with existing agreements, it was decided that portals would not be used. Teleporting into any of those nations was out as well. Each of the delegations travelling to those 4 nations would be heading there under the appropriate normal method of transportation.

The followers of Mordana from each of the offended nations pledged that they would take an active role in eroding Amthydor's alliances. It was decided that representatives from, each of the nations would each take a country to prevent new alliances/erode existing alliances, and representatives from all 3 nations would go to the 4th nation. Each delegation would be presenting a gift from the Lord Monarch to the rulers of that nation. If the delegations were prevented from arriving at the locations with the gifts, or inappropriate gifts were delivered Amthydor's standing on Raia would be weakened. Each of the nations pledged that it would take an active role in eroding Amthydor's alliances.

The first delegation that was sent to Perralin was captured by Mordana's followers from Vanyr, causing the Lord Monarch to gather together ambassadors to head delegations to each of the 4 nations. While he was most interested in Perralin, as it was a current ally, he could not afford to hedge his bets especially after the events that occurred at Jadenspur. The Lord Monarch knew that Amthydor's best defense relied on him remaining vigilant and proactive.

Unknown to the Lord Monarch, Ambassador Kithgarden, the previous ambassador, turned traitor and has been aiding the 3 nations in the formulation of their plans. He sold out everyone in his delegation including his sisters. Ambassador Kithgarden knew enough about the city's other ambassadors to know which ambassador would be sent to each location. The villains reached out to a disgruntled member of the Guildmistresses' advisory council, a man named Mortimer Tremble. The managed to entice him into going along with their plans by promising him their full support as

he began putting the plans to achieve his aspirations of power in motion.

Thadeus is currently in the dungeons in Perralin after being waylaid at the docks trying to return to Amthydor.

ADVENTURE SUMMARY

The PCs will be recruited to accompany a second delegation to Perralin to deliver the previously mentioned gift.

Introduction: You Rang – PCs will be summoned to Diamond Legion HQ where they will be briefed about their mission and will learn about the threat to Amthydor. They will also be informed that LoTS wants to meet with them regarding the field testing of magic items.

Encounter 1: Woman. On their way to LoTS the PCs will encounter a desperate woman in need of assistance. They will also learn some information from her that may/may not be helpful to them later on.

Introduction 2: Black Magic: The PCs will meet with Councilor Dinalta's assistant Rodina Perwinter and learn about the items that LoTS needs them to field test.

Encounter 3: To the Docks. The PCs will head to the docks to secure transportation to Perralin.

Encounter 2A: Cuff Me: The PCs will head back to Diamond Legion HQ and meet the ambassador that they will be travelling with.

Encounter 2B: Knowledge is Power: The PCs will head to the temple of Destine, trying to gain additional information.

Encounter 3: Tide is High: The PCs will receive info from an unexpected source.

Encounter 4: Sharkbait: The PCS will have their first combat and might learn some clues about what is happening

Encounter 5: Here I am: The PCs will arrive at the shores of Perralin and will be directed to an inn to freshen up before their meeting with the Guildmistress

Encounter 6: Fight Club. The PCs will have their second combat on their way to the meeting with the Guildmistress.

Encounter 7 Truth Be Told As the PCs are about to be taken into custody for fighting in the streets, they will be brought to the audience chamber to meet with the Guildmistress

Conclusion – PCs will head back to Amthydor to report on their mission.

INTRODUCTION – YOU RANG

Today started out like any other day in Amthydor and this rare day off has allowed you the chance to catch up on chores that had been neglected while you were adventuring. Suddenly you hear it, the knocking on your door/rapping on your window indicating that your day off is about to become a thing of the past. Opening your door/window you find a rolled up piece of parchment bound by a gold ribbon.

Some PCs will want to check the parchment for traps, and magic. The parchment itself is not trapped, although it will radiate magic. The ribbon radiates a strong illusion aura, the parchment strong evocation and conjuration auras. When the PCs touch the ribbon, a *magic mouth* will appear.

Greetings adventurer.

The city needs you. No time to waste. Grab your gear. You will be teleported to Diamond Legion Headquarters.

Captain Collins

Two minutes real time after a PC touched the ribbon, the *greater contingency* spell on the parchment will kick in. The PCs will be teleported

to a room in Diamond Legion HQ that has been prepared for them. While this is somewhat drastic, the Legion needs to find out as quickly as possible if a PC is willing to undertake the mission, so that they'll know whether they need to find replacements.

Your eyes adjust to the change in your surroundings and you notice that you have appeared in a room, most likely within Diamond Legion HQ, and that you are not alone. Y can't help but notice that there are 2 members of the Diamond Watch division of the Diamond Legionnaires here; a brown-haired brown-eyed human woman in her early 30's wearing the rank insignia captain. There are (number of PCs -1) ***others here as well, with the correct number of chairs for those that have been teleported here.***

For PCs that haven't met her before, this is Captain Bailey Collins.

The captain motions for you to be seated. "Good morning, my name is Captain Bailey Collins. Thank you for coming. I realize that you didn't have a choice and for that I am sorry, but time is of the essence and we need to know immediately whether or not you will undertake the mission or whether we need to seek help elsewhere. After you've been fully briefed on the mission at hand, you'll be given the chance to accept it or be on your way. A situation has arisen that we need your help dealing with."
Captain Collins continues, "We don't have much time, so let me get right to the point. Amthydor is in a very precarious situation. Sometimes, in order to keep a country safe, you make alliances with the rulers of other nations. Amthydor did that with Jadenspur, but recent events decimated Jadenspur and made it impossible for them to provide us with any assistance. We've had to look elsewhere for potential allies, while making sure that other current alliances stay strong. While courting new alliances, or strengthening existing ones, gifts are usually given to the leaders of those nations that we're allied with, or wish to be allied with. We had sent a delegation to Perralin over a week and a half ago, but have not heard anything from them. The delegation never met with the Guildmistress of Perralin and divinations revealed no information regarding the whereabouts of the gifts or the delegation. As the divinations couldn't provide us with any information on the whereabouts of the delegation or the gift, we do not know if they even made it to Perralin. We are sending a replacement gift and need you to guard the item and the new ambassador. Are you willing to do this?"

If the PCs refuse, continue here:

"Well, I'm sorry to have bothered you. Have a good day. Please see yourself out."

Sign the player's log sheet. They are done.

If the agree, continue here:

"Excellent, we can get into details in a moment. I need to see if the replacement ambassador has arrived yet." She leaves the room and you find yourself with your new travel companions.

This is a good place for character introductions. When they are finished, continue here:

Captain Collins returns with four other humans. "Well folks, I would like to introduce you to Ambassador Jerilyn Brightwyn and her attendant Meredith Redstone and her two bodyguards, Kerr Longbottle and his younger brother Jorge." Ambassador Brightwyn is dressed in fine clothing that fit her slight frame splendidly and brings out the green of her eyes. She doesn't appear to have any weapons on her, but you can see the glint of a headband in her blonde shoulder length hair. Meredith is obviously her attendant judging from the way that she is doting on the ambassador to make sure everything is in place. Meredith is dressed in a brown dress that does nothing to hide her few extra pounds. She also has no visible weapons. Her black hair is pulled back in tight bun as she scrutinizes each of you with her grey eyes. Kerr and Jorge are impeccably dressed in dulled silver plate armor. The twins match all the way down to their large shields, longswords, bows and quivers.

Captain Collins introduces each of you to the ambassador while a pair of privates enters with

four more chairs and then turns her attention to you, "Now that we are all here, we can go over the details. The ship is set to sail in a little over an hour, so we have some time, but not an abundance of it. What questions do you have?"

"Actually, before we continue, I should mention besides our normal enemies, events in Amthydor might be behind this. Several years ago, a plot was launched to frame former High Warrior Alexander Breng for treason. During the execution of that plot, three women, one each from Vanyr, Pyrroth and the Kassenor Isles, were caught with information on Amthydor's military and were treated as spies. Since they were foreign spies, they were sentenced to life in prison without the possibility of parole, instead of the usual penalty for treason, execution. As you can imagine, friends of the three women were very angry. They have formulated plans for revenge and even had their chosen plan blessed by Mordana."

"Speaking of Mordana, in the past year in Amthydor, three illegal temples to evil deities that operated within the city have been shut down by the Diamond Legion, adventurers like you or outside forces. While the temples themselves were shuttered, the followers that weren't arrested for crimes connected to the worship, were left with nowhere to worship. The worshippers of those deities may have been recruited to worship a new power on Raia. While there's no proof of it, and even Destine hasn't provided an answer, I wouldn't be surprised if that new power is Tepesch or the recent arrival Cruciatus."

"Sorry, I thought you should know a couple of other possible culprits behind this disappearance. Please, ask your questions."

All questions are answered by Captain Collins unless otherwise noted.

What does the mission pay?:

"That would depend on whether you succeed or not. I'm not going to get into a game of numbers with you right now, especially as time is precious. I can promise you will be adequately compensated."

So we won't get paid if we fail?:

"I didn't say that, she said you'll get paid more if you succeed. Since we need to move on from this line of questioning, you will be guaranteed to receive at least 100 gold each, if you fail with a larger amount if you succeed."

To make this easier, the questions have been divided by category as much as possible.

Mission and Trip

What do you need us to do?:

"We need you to undertake a special mission for us. It's mainly a diplomatic mission, but there does need to be sufficient power in case those diplomatic avenues fail. Let me start at the beginning. As is normally the case, Amthydor sent a normal gift to Perralin on the anniversary of Guildmistress Mayara Weaversdotter's regimes rise to power. While Amthydor could beat Perralin militarily, every government needs allies or at least areas of safe passage. Unfortunately, the delegation never arrived, and the gift they were carrying has not been located. The Lord Monarch arranged with Guildmistress Mayara Weaversdotter for one additional chance to deliver the anniversary gift. That is where you come in."

Who in Perralin knows that we're heading to Perralin?:

"The Guildmistress and her Guild Council of Advisors know that you're coming."

So we're being hired to deliver a gift to Perralin? / Isn't delivering a gift to Perralin a waste of our abilities?:

"You are being hired to deliver the gift to Perralin. No one knows what happened to the previous gift or the delegation that was transporting it. This gift needs to be delivered, there's no question about that."

So we're bodyguards for the gift?:

"If that's how you prefer to think of it, then yes you're guarding the gift."

- **So Perralin would declare war on Amthydor if the Guildmistress doesn't receive the gift?:**

"While I can't say that Perralin would declare war on us, they would most likely consider the alliance with Amthydor broken and might even be open to forming an alliance with the nations wishing to do us harm. That is what we're trying to prevent."

- **So our mission is to deliver the gift and find out what we can about the previous delegations whereabouts?:**

"Yes."

- **Is this gift the same as the previous one?:**

Ambassador Brightwyn replies,"It is similar, but not exactly the same."

- **What does it do?:**

Ambassador Brightwyn replies,"It has abilities to discern the truth while offering protections for the intended party, in this case, Guildmistress Mayara Weaversdotter. It would have to be remagicked to work for anyone else. The first one was not as specialized."

- **As this is a diplomatic mission, are we allowed to defend ourselves if attacked?:**

"You may defend yourselves. As this is a diplomatic mission that does not mean that you attack them first. If they attack you first in Perralin you may defend yourselves, I just ask that you try diplomacy first. Also try if you can to subdue them rather than kill them. It could help us to learn what happened to the first delegation. If you're attacked on the road to Perralin you may fight back to the best of your abilities."

- **Do they know what the gift will be?:**

"Yes."

- **Is there any help that you can provide us?:**

"Unfortunately, no. However, I believe you should have a few minutes to run by a shop or two on your way to the docks if you hurry."

The PCs can do a Shopping Spree at this time, but not a Bazaar.

- **How long should the trip take?:**

"It is a five day boat ride to Perralin, so it should take 10days if you don't run into problems."

- **What if the attackers wait until we're in Perralin before they attack us?:**

"That's part of the reason that you'll have a diplomat with you. If at all possible, please try diplomacy first. We understand if you've got no choice, but we wish to prevent an international incident."

- **What if it looks like we'll be killed?:**

"As we had mentioned previously, you may fight back, but since this is a diplomatic mission you should not be the ones instigating the fight."

- **What can you tell us about Perralin?:**

Please give them Players Handout 1

- **Have set up transportation to Perralin?:**

"Yes, as I mentioned, you will be travelling by ship. As I understand it, the gift will not respond well to portal magic. We have arranged passage for you on The Concord of Amthydor, its' captain, Corin Appleton, is waiting for you at the docks at Pier 7. "

- **Have divinations been done to see if this delegation will have problems?:**

"No, but a divination was done to see what might be going on. Nessy, one of Destine's chosen, did it and sent it here. She also said Bartholomew was busy dealing with other things. She said this is all Destine has provided at this time."

- **May we see the divination?:**

Please Pass the PCs Player Handout 2 which is listed below for your convenience

In times of strife and danger to you
Your faith in each other will get you through
Those that you seek you'll learn how to find
Provided you know how to open your mind
Thoughts and prayers will do in a pinch
When the time comes you must not flinch
Three common enemies united in rage
Hopefully you can get them past that page.

- **That's awfully cryptic, was she able to provide you with a translation?:**

"Yes. Nessy sent the translation revealing as much as Destine wishes revealed at this time.

- **Should we be making reports to you?:**

"Yes, the last group was supposed to file reports, but we didn't receive any. Lt. Ayers has already delivered the carrier pigeons that you'd be using to the The Concord of Amthydor"

Tepesh and Cruciatus

- **Why do you think that Tepesch might be involved in the closing of the temples to the evil deities and recruitment of their followers?:**

Collins answers, "Tepesch has always had delusions of grandeur and thinks himself worthy of divinity. Tepesch had been exiled from Amthydor on at least one occasion, but like a bad seed, he returns when he feels that he can gain something to help him with achieving that goal. After his initial exile, he showed up in Amthydor three and a half years ago to help Isador's daughter with her plans to conquer Amthydor and he gained additional powers. Then two summers ago, shortly after it was discovered that Ardra was experiencing a crisis of her own, and the circle of life was interrupted, Tepesch reappeared and found a way to control people gaining more power before his plans were thwarted."

- **What powers has he gained?:**

"According to the rumors, he's gained the power to travel through time as well as immunity to certain spells and types of damaging effects."

- **What spells/effects is he immune to?:**

"We're still working on compiling that information, but what we've learned so far is that elemental spells either do not affect him, or they don't affect him to the level that they should."

- **What can you tell us about Cruciatus?:**

"Very little. You probably know as much as we do. We have not had any reports of his activity since his arrival in Jadenspur."

Original Delegation

- **How many people were in the original delegation? Who was in the delegation?:**

"Five, ambassador to Perralin Kithgarden, his 2 guards, who are his sisters, and two legionnaires, Ephraim and Endora Kyle ."

- **Are they related to Lieutenant Eloise Kyle?:**

"Yes, they are her twin brother and sister. Like her they are also legionnaires."

- **May we speak with Lieutenant Kyle?:**

"She is on an undercover mission that is vital to Amthydor's security. We cannot risk her safety or the success of her mission."

- **I didn't know that Lt. Kyle had any family, specifically anyone in the Legion?:**

"The Kyle's are a Legion family. Their parents were also Legionnaires."

- **Did any member of the delegation have financial problems?:**

"Not that we are aware of."

- **Is it possible that one of them betrayed the city?:**

"No, all are completely trustworthy, and none of them have any secrets in their pasts or the pasts of their family that could be used against them."

- **Why are you so convinced that they haven't betrayed the city?:**

"Ambassador Kithgarden is one of the Lord Monarch's personal advisors and has been vital in helping to keep the city safe. His personal guards are actually his sisters and have been with him for more than 6 years. The two legionnaires are Ephraim and Endora Kyle. Perhaps you've heard of their sister Eloise, she's a lieutenant in the Diamond Legion"

- **Were divinations done to find the gift or the delegation?:**

"Yes on both subjects. Unfortunately, they yielded no information. We even tried from several different temples and none of them were able to receive information."

- **What can you tell us about Ambassador Kithgarden?:**

"Ambassador Kithgarden is a 5'11 165lb high elf approximately 160 years old. He is extremely well mannered and even tempered. He has been an advisor to the Lord Monarch for many years and has taken on the added responsibility of an ambassador going where the Lord Monarch needs him most."

- **What can you tell us about the ambassadors guards?:**

"The 2 guards, Terina and Terella are both female elves. In fact they are the ambassador's sisters. They've been working for him since his last two guards were killed in an assassination attempt by villains claiming to be from D'Gar. We discovered that those villains were followers of Illudra, from right here in Amthydor. Other than the fact that for some unknown reason they wished us to become embroiled in a war with D'Gar, we were unable to determine any reason for the assassination attempt. Even the temple of Destine doesn't seem to know the reason for the assassination attempt, or if she does she's not revealing that yet."

- **What can you tell us about the Kyles?:**

"Ephraim is 6'3" 215lbs of solid muscle with blond hair and blue eyes He is in his early 30's and has been a legionnaire for 15 years. He has a youthful appearance that allows him to pass for years younger. He is a skilled swordsman. Endora is 6'3 155 lbs of solid muscle with blond hair and blue eyes. She is in her early 30's and has been a legionnaire for 15 years. She and her brother joined the Legion at the same time and have been tremendous assets to the legion. Like her brother, she has a youthful appearance that allows her to pass for years younger. However, unlike her brother, she is equally skilled in both sword and spells. They prefer to work together so that they can watch each other's backs."

- **Where was the delegation last seen?:**

"We don't know exactly, what we do know is that they boarded the Silver Sea Lion and set sail for Perralin. They were supposed to send carrier pigeons with messages every day, but none were ever received."

- **Is the delegation still alive?:**

"We don't know, divinations have provided us with no information. They might be someplace that's protected from detection"

- **Is it possible that one of the guildmistress' advisors is responsible for the disappearances of the last delegation?:**

"I hope not, but we need to be open to all possibilities. If you suspect this to be the case, please don't accuse them if you don't have any proof"

When the PCs are done with questions, continue here:

Captain Collins stands and opens the door for the ambassador and the rest of you, "Your ship awaits. Have a safe trip and may Galvandt bless you."

ENCOUNTER 1

You leave Diamond Legion HQ heading towards the docks, you see a line of legionnaires standing in front of a cart. As they leave, you notice they

are all munching on sausages in bread rolls, some sort of pastry that steam rises from as it is bitten into and something that looks like a slice of egg pie. The aroma is intoxicating. Ambassador Brightwyn sniffs the air, "We should get something to eat before we set sail. Hard telling what the food will be like on ship. My treat!" She joins the line.

Presumably the PCs will join her since they are to protect the package that she has. Continue here:

As you get closer to the front of the line, you realize the woman running the cart is somewhat familiar to you. You've seen her around the city, but don't recall ever actually speaking to her. Her face places her in her mid-60s to early 70s, but her hands place her be twenty or more years younger. Worry wrinkles crease around her eyes and her hair is more grey and white than its original red. She grins the smile of someone covering personal pain, "Greetings adventurers, Ambassador." She pulls a thick juicy sausage from a steaming box and put it into a long thin roll that's cut up the middle, "Interested in a tasty sausage with a mustard sauce and sautéed peppers and onions? Or a slice of ham, egg and cheese pie? Or one of my delicious ham and cheese filled pastries? I have chilled grape juice to wash it all down. Are you interested?"

Let the PCs answer, then continue here. Either way, she will remain cheerful.

"It isn't often I see adventurers leave the HQ, so I am guessing that you are on a mission. I am hoping you are willing to help a desperate woman. My son, Thadeus Culpepper is a legionnaire. He was on a six month mission and was due back six months ago. He has not returned. The Legion is looking for him, but I have seen the things that adventurers do that are so extraordinary, I am hopeful you will help return my son either on your current mission or after. Are you willing to help? I can't afford to pay you, but you will have my thanks."

- **Where do I know you from?:**

"I've worked in the kitchen at House Pelligari and some of the local bars and inns. I retired four years ago, but I've gone back to work to take care of my three year old grandson. My pension is enough to take care of me, but not him too."

- **Where's his mother ?:**

"I don't know and I don't want to know. She took off the week after my son left for his mission. She worked at one of the less reputable establishments as a "friend" to men for a couple of hours. My son has a good heart and married her despite her past. Right after my son left to defend Amthydor, she dropped my grandson, Wilmer, at my place and never came back for him. Last I heard, she jumped a ship and went to Jadenspur. No tellin' what happened to her from there."

- **Why doesn't the Legion pay you for him?:**

"I'm sure they would, but Thadeus didn't set it up that way. His pay is either sitting there waiting for him to return or she is getting it somehow."

- **Why aren't your other children, or even your husband helping you?:**

"My husband left me when I was with Thadeus. He said that he didn't want to be tied down anymore and he left. Thadeus is my only child."

- **What can you tell us about your son?:**

"Thadeus is a good man. He became a legionnaire because he said is the finest job anyone could have, good pay and the chance to help the city he loved. He'd been in the legion for ten years and has been lieutenant for three."

- **Is it possible that he's dead?:**

"No, a mother can sense those things."

- **How old is your child? / What does he look like?:**

"Thadeus is extremely handsome. He's 35 years 6'2" 215 lbs. He has red hair and freckles."

- **What division of the Legion was he in?:**

"I'm not sure. He helps set up security points around the Protectorate and trains new legionnaires for the positions. He's usually in such a remote location, that he can't really contact us here."

- **What deity do you worship?:**

"I'm not sure why that matters but I worship Peliron. Thadeus like most legionnaires worships Galvandt."

- **Why do you worship different deities?:**

"Whom a person chooses to worship is based on their own convictions, No one should dictate to another whom to worship."

- **Why are you being so calm with all this / If your son is missing why aren't you demanding that the legion find him?:**

"The legion has a difficult enough job and my son would not want me pestering them every day, distracting them from their true mission of keeping the populace safe. The legion cares about my son so I wouldn't need to do anything to get them to look for him. If he were on an assignment from the legion, they wouldn't be able to tell me that for fear of compromising his assignment."

- **Why don't you hate the Legion for putting you through this?:**

"My son chose to be a legionnaire and he is a darn good one. There is no reason to hate the legion as both my son and I were fully aware of the potential risks of his chosen profession."

- **Is it possible that your daughter-in-law might have had something to do with Thadeus disappearance?:**

"I don't believe so, but I can't say for certain."

- **Where do you live?:**

She answers quite proudly, "I live in the Commoners District."

When the PCs are done with questions, continue here:

Ambassador Brightwyn hands her several gold, more than necessary and she returns to her job, "I've monopolized enough of your time. You young people always have places to go and people to see, and I do not want to be the reason for you being late to either one. That would be bad manners on my part and after raising my son correctly, I'm not going to mess someone else up. Thank you again for listening to an old woman's troubles. If you can do anything to find my son, it would make this old woman very happy. My grandson doesn't even know what his daddy looks like. I want to live long enough to correct that."

ENCOUNTER 2 – TIDE IS HIGH

You head down to the docks and find The Concord of Amthydor waiting at Pier 7 just like you were told. Her crew motions you aboard and brings you to the captain, a half-orc, Corin Appleton. Captain Appleton explains, "I've been hired to take you to Perralin, which is a 5 day journey by water. We're on a shakedown cruise and I want to see what the crew can do without your help. We are a diplomatic ship so please remember, everyone fights, everyone eats, but we truly hope that doesn't happen. We don't run into many problems with pirates since we don't carry anything of monetary value."

"Madame Ambassador, your cabin is below and there is space for you and your entourage. Just stow yourself below and stay out of the crews way. The plan is to meet up with a Perralin ship, The Messenger of Peace, which will convey you and your party the last leg of the journey to Perralin. We will wait for two days until your return and then sail back to Amthydor."

The ship sets sail and the crew is extremely pleasant and the first two days of your journey pass without incident. Dawn breaks to start on the 2nd day's travel and one of the crew shouts, a voice sounds from the starboard side of the ship.

Allow the PCS a **Perception (Listen) DC 20+ATL**. If successful they will hear the following:

"Hail the ship! Permission to come aboard!"

Allow the PCS a **Perception (Vision) DC 0+ATL** the PCs see four see elves following on the side of the ship.

Captain Appleton looks over the side of the ship. "Hail comrade! Permission to come aboard granted!"

Four sea elves scurry up ropes that the crew threw down to them. The first one over the rail strides over and grips forearms with the captain. "Greetings, Captain Appleton. Allow me introduce my new trade members, Lymerin, Chellan and Felian." The three other sea elves each do a slight nod of their head. All four sea elves look to be related in a distant way. They are all over five and a half feet tall with blue skin and pale blue braid of hair trailing down their backs. They carry spears, tridents, nets and a pack of some sort.

"Tyrennial, what brings you out here?"

Tyrennial reaches in a pouch on his eel-skin belt and produces a three inch in diameter black pearl. "We've been searching for some new trade items and ran across a new source of some real beauties. Thought you might be interested." The captain smiles, "That's a real beauty, but unfortunately, you caught us on the way out, not back. Perhaps our companions here would be interested."

Tyrennial turns towards you, "We have a couple of these pearls and a couple of other items, if you are interested."

They have the following items:
ATL 1-5: Wand of Magic Missiles CL 1, 750 GP; Cure Light Wounds CL 1, 750GP, 3 potions of barkskin CL 3, 300 GP each; 1 black pearl worth 300 GP and 2 Pinkish Pearls worth 100 GP
ATL 7-11 Wand of Scorching Ray CL3, 4500 GP; Wand Cure Moderate Wounds CL 3, 4500 GP; 3 potions of barkskin CL 6, 600 GP each; 1 black pearl worth 400 GP and 2 Pinkish Pearls worth 200 GP
ATL 13+ Wand of Fireball, CL 5, 11,250 GP; Wand of Cure Critical Wounds CL 7, 21,000; 3 potions of barkskin CL 9, 900 GP each; 1 black pearl worth 500 GP and 2 Pinkish Pearls worth 300 GP

They will trade for anything that will be useful underwater. Potions are not very useful to them. They are interested in the following in this order: **magical piercing weapons, other magical weapons, anything that does cold damage, rings, amulets, bracers, vests, chest items.** They are not interested in anything that does fire, acid, electric or sonic damage. If a PC trades for an item, he gets that item and it isn't part of party treasure. The PC will need to surrender any certs they trade away and they need to be destroyed or voided. Tyrennial has a +20 Appraise while the others have +15.

If the PCs don't start asking questions, as the trading winds down, continue here:

Tyrennial tells you, "We've been seeing some strange things around here lately. We saw a Perralin ship a couple of weeks ago with an Amthydorian ship."

Tyrennial will do most of the talking unless otherwise noted.

- **Where are you from?:**

"We are travelers, sworn primarily to Porto del Reyes, but we travel everywhere we can make a profit."

- **Where did you get this stuff??What about the Perralin and Amthydorian ships? :**

"We acquired this stuff after a ship from Amthydor met up with a ship from Perralin. There was a fight and a couple of people from the ships ended up in the water. By the time we got to them, they were dead. Way too dead for us to be able to help them. Rules of scavenge. Finders keepers and all that. At least the pirates didn't get involved."

- **When did this happen?:**

"A few weeks ago. I don't remember the exact day."

- **Why didn't you help?:**

"I don't see how that is really your business, but if you must know, we were too far away. Besides, how do we know the fight wasn't justified? How do we know which side is the right side? They didn't look like pirates on either side."

- **Any idea what happened to the two ships?:**

"The one from Perralin went landward and the other one went under."

- **Anything else of interest? Have you seen any pirates?:**

"Actually, there is. We were just talking about it the other day." Tyrennial turns to Lymerin, "What were the numbers you came up with?"

Lymerin pulls out a piece of something, perhaps a hide, and says, "According to my calculations over the last two months compared to this time last year, pirate activity in the area is on the rise, but the number of ships destroying them is down. Sahaugin pirates have been pretty much eliminated while human pirates are up almost 23%. So, over all, we are seeing more pirating with less activity from Perralin and Jadenspur. The Jadenspur activity is understandable, but the Perralin is not."

- **How far are we from Perralin?:**

"Another day or so. Not sure. Doesn't it depend on the winds and such?"

If the PCs should think to check, a **Sense Motive DC 5+ATL** will reveal that all of his statements resonate as truthful. His body language is not hiding anything.

- **Can you swim back and get more from the battle?:**

"Not really. It was three days swim to get here from the site of the battle. By now, the time we got there, you would already be in Perralin."

- **What happened to the Amthydorian Ship?:**

"I'm not sure. The two ships sailed off together. If it was scuttled later, we haven't found it."

When the PCs are done, continue here:

Tyrennial and his people approach the captain, "Appleton, be careful out here. Strange things are running loose and I don't know what to make of it. Land affairs are hard for us to understand, being under water and all." He smiles and clasps forearms with the captain again, "Well, happy sailing. May Cyrene grant you a safe journey." With that, the four sea elves dive back into the water and are swallowed up by a wave.

ENCOUNTER 3 – FRIEND OR FOE

Your fourth day of travel starts out with a beautiful sunrise and a nice warm day. Captain Appleton tells you that you've been making good progress and should arrive at Perralin tomorrow morning instead of tomorrow afternoon.

About two hours after sunrise, a ship is spotted on the horizon. It doesn't take long for the ship to close. The flag of Perralin flaps in the breeze as a diplomatic flag is raised up the mast.

As Captain Appleton shouts orders to the crew, a young woman, perhaps in her mid-teens, dressed in a livery uniform bearing a symbol of interlocking circles and the words Guild Council appears on the deck. "Hail and well met Captain Appleton. I am Annabel and I am a member of the Messengers and Couriers Guild of Perralin. I have been instructed to request your ship to join with our diplomatic ship, the Messenger of Peace, so the ambassador and his or her party may join us for refreshments and preliminary meetings before we land in Perralin."

The captain nods, "Excellent. We were told to expect this." He turns to his first mate, "Please get the ambassador and all of her entourage so they may continue to Perralin." The first mate

takes off at a run and within a few moments of uncomfortable silence, as no one says anything while they wait, the first mate returns with the ambassador and the rest of her assistance. Once your party is loaded, a row boat is lowered and with just a few quick strokes of the oars, you arrive at the Messenger of Peace.

Once aboard the Messenger, a man greets you. He is rather short, not much more than five feet tall with a round belly. His lips and neck are hidden by a shaggy brown beard which seems to extend around his head, leaving the center completely void of hair. He adjusts the belt holding his obviously expensive silver robes together, "Welcome to the Messenger of Peace. I am Michael Valdent, assistant to Advisor Tremble, lead councilor to Guildmistress Mayara Weaversdotter. Please make yourself comfortable. We will be in the harbor in just a few hours."

As you sail quickly away from the Concord of Amthydor, he rejoins you along with several members of the crew, "By the orders of Advisor Tremble, Ambassador Brightwyn, you and your party are under arrest for sedition and treasonous activities against Perralin."

What do you do?

Perception (Vision) DC 10 reveals that not all of the crew is involved in this. Most go about their business, but some look like they are looking to draw steel on your side.

If the PCs decide to try to diplomacy, continue here:

"While your words might mean something to someone, they mean nothing to me. I am merely following orders. You can take this up with the Guildmistress.

If the PCs do not fight, Go to Encounter 4.

If the PCs decide to fight, either before or after the diplomacy, see stat blocks below.

Once the fight is over, go to Encounter 5.

ATL 1

Male Sea Elf Druid 2
NE Medium Humanoid (Aquatic)
Init +3; **Senses** Low-light Vision; Perception +8

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 22 (2dd8+6)
Fort +7, **Ref** +3, **Will** +7
Defensive Abilities: +2 vs. enchantment spells/effects; **DR** nil; **Immune** magic sleep; **SR** Nil; **Spd 3**0 ft., Swimming (30 feet)
Melee/**Full Atk** Masterwork Sickle +2 (1d6, 20/x2)
Druid Spells Per Day 3 (CL 2, 1 melee touch, 4 ranged touch):
0 level Resistance (DC 14), Purify Food and Drink (DC 14), Flare (DC 14), Guidance
1st level (3/day) Shillelagh (DC 15), Magic Fang (DC 15), Goodberry
Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 18, **Cha** 8
Base Atk +1; **CMB** +1; **CMD** 14
Feats Great Fortitude, Spell Focus: Conjuration
Skills Acrobatics +2, Climb +4, Escape Artist +3, Fly +6, Handle Animal +4, Heal +4, Perception +8, Ride +6, Sense Motive +4, Spellcraft +4, Stealth +2, Survival +6, Swim +4
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Wild Empathy +3 (Ex), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle;
Special Abilities nil

⚕ Male Shark Animal Companion
NN Small Animal (Aquatic)
Init +2; **Senses** Low-Light Vision, Scent; Perception +1
AC 18, touch 13, flat-footed 16 (+2 Dex, +1 size, +5 natural)
hp 18 (+6)
Fort +5, **Ref** +5, **Will** +2
Defensive Abilities: nil; **Immune** nil; **SR** Nil; **DR** nil;
Spd 0 ft., Swimming (60 feet)
Melee Bite (Shark) +4 (1d4+1/20/x2)
Str 13, **Dex** 15, **Con** 15, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +2; **CMD** 14
Feats Combat Reflexes (3 AoO/round), Improved Natural Armor
Skills Acrobatics +6, Fly +4, Stealth +10, Swim +13
Languages
Special Abilities nil.

⚕ Male Half-Elf Witch 1
NE Medium Humanoid (Elf, Human)
Init +2; **Senses** Low-Light Vision; Perception +4
AC 16, touch 12, flat-footed 14 (+2 Dex, mage armor)
hp 16 (2d6+4)
Fort +2, **Ref** +2, **Wil**l +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)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Evil Eye (DC 14)
Spells per Day 2 (DC 14+spell level)
Spells Known (CL 1, -1 melee touch, 2 ranged touch):
0 level (at will) Touch of Fatigue (DC 14), Bleed (DC 14), Guidance
1st level) Mage Armor (DC 15), Ray of Enfeeblement (DC 15)
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
Gear artisan's robes, ~~*potion of mage armor (CL 3)*~~
Special Abilities Nil
.

⚕ Male Fox
N 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 9 (1d8+1)
Fort +3, **Ref** +4, **Will** +3
Spd 40 ft.
Melee Bite (Fox) +1 (1d3-1/20/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: Nil

⚕ 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 30 (2d12+6)
Fort +4, **Ref** +2, **Will** +0
Defense Abilities: Resist cold 5, electricity 5, fire 5;
DR nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee/Full Atk +1 Greatclub +6 (1d10+7/20/x2) and Unarmed Strike +5 (1d3+4/20/x2)

Ranged/Full Atk 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)
Gear +1 Greatclub, +1 Hide, Longbow;
Special Abilities nil

⚔ Male Half-Elf Rogue 1 (2)
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

⚔ Male Sea Elf Monk 2 (2)
LE Medium Humanoid (Aquatic)
Init +3; **Senses** Low-light Vision; Perception +9
AC 16, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +3 AC Bonus)
hp 22 (2d8+12)
Fort +5, **Ref** +6, **Will** +6
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee/Full Atk Masterwork Kama +6 (1d6+2/20/x2) or Masterwork Nunchaku +6 (1d6+2/20/x2) or Unarmed Strike +5 (1d8+2/20/x2)
Special Attacks Flurry of Blows +0/+0
Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +1; **CMB** +3 (+5 Grappling); **CMD** 16 (18 vs. Grapple)
Feats Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Monk Weapon Proficiencies, Scorpion Style (DC 16), Stunning Fist (2/day) (DC 16)
Skills Acrobatics +8, Climb +2, Escape Artist +3, Handle Animal +3, Heal +3, Perception +9, Ride +7, Sense Motive +7,, Stealth +7, Survival +4, Swim +6
Languages Aquan, Common; Elven
SQ AC Bonus +4, Blood Frenzy (1/day) (Ex), Stunning Fist (Stun) (Ex), Unarmed Strike (1d6)
Gear Masterwork Kama, Masterwork Nunchaku;
Special Abilites nil

ATL 3

⚔ Male Sea Elf Druid 4

NE Medium Humanoid (Aquatic)
Init +2; **Senses** Low-light Vision; Perception +9
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 40 (4d8+12)
Fort +8, **Ref** +4, **Will** +8
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee/Full Atk Masterwork Sickle +4 (1d6/20/x2)
Druid Spells Per Day 5/3 (CL 4, 3 melee touch, 6 ranged touch):
0 level Resistance (DC 15), Purify Food and Drink (DC 15), Flare (DC 15), Guidance
1st level Shillelagh (DC 16), Magic Fang (DC 16), Goodberry, Cure Light Woundsx2
2nd level Barkskin, Bull's Strength (DC 17), Flame Blade
Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 19, **Cha** 8
Base Atk +3; **CMB** +3; **CMD** 16
Feats Augment Summoning, Great Fortitude, Spell Focus: Conjuration
Skills Acrobatics +2, Climb +5, Escape Artist +4, Fly +7, Handle Animal +5, Heal +4, Perception +9, Ride +7, Sense Motive +4, Spellcraft +5, Stealth +2, Survival +6, Swim +5
Languages Aquan, Common, Druidic;Elven
SQ Animal Companion Link (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +5 (Ex), Wild Shape (1/day) (Su), Wild Shape (Beast Shape I: Small - Medium animal), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle;
Special Abilities nil

Male Shark Animal Companion
NN Medium Animal (Aquatic)
Init +2; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)
hp 24 (+12)
Fort +7, **Ref** +6, **Will** +2
Defense Abilities: evasion; DR nil; **Immune** nil; **SR** nil;
Spd 0 ft., Swimming (60 feet)
Melee Bite (Shark) +7 (1d6+6/20/x2)
Str 18, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +3; **CMB** +7; **CMD** 19
Feats Combat Reflexes (3 AoO/round), Improved Natural Armor
Skills Skills Acrobatics +6, Stealth +6, Swim +16
Languages
Special Abilities nil

Male Sea Elf Monk 4 (2)
LE Medium Humanoid (Aquatic)
Init +3; **Senses** Low-light Vision; Perception +10
AC 25, touch 20, flat-footed 20 (+3 Dex,, +1 dodge, +5 AC Bonus)
hp 40 (4d8+12)
Fort +6, **Ref** +7, **Will** +7
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** nil; **SR** Nil;
Spd 40 ft., Swimming (40 feet)
Melee/Full Atk Masterwork Kama +6 (1d6+2/20/x2) or Masterwork Nunchaku +6 (1d6+2/20/x2) or Unarmed Strike +5 (1d8+2/20/x2)
Special Attacks Flurry of Blows +2/+2, Ki Strike, Magic
Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 17, **Cha** 8
Base Atk +3; **CMB** +6 (+8 Grappling); **CMD** 22 (24 vs. Grapple)
Feats Dodge, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Scorpion Style (DC 17), Stunning Fist (4/day) (DC 17)
Skills Acrobatics +10, Climb +2, Escape Artist +3, Handle Animal +3, Heal +3, Perception +10, Ride +9, Sense Motive +9, Stealth +9, Survival +6, Swim +8
Languages Aquan, Common; Elven
SQ AC Bonus +5, Fast Movement (+10'), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Slow Fall 20' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue) (Ex), Unarmed Strike (1d8)
Gear Masterwork Kama, Masterwork Nunchaku;
Special Abilities nil

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
Defense Abilities Immune sleep; Resist Elven Immunities; **DR** nil; **SR** nil
Spd 30 ft.
Melee/Full Atk +1 Quarterstaff +1 (1d6/20/x2)
Special Attacks Evil Eye (DC 15 – 7 rounds)
Spell-Like Abilities Feather Fall (At will), Levitate (1/day)
Witch Spells Known (CL 3, 0 melee touch, 3 ranged touch):
Spells Per Day 3/2
0 level - Touch of Fatigue (DC 14) x2, Bleed (DC 14), Guidance
1st level - Mage Armor (DC 15), Ray of Enfeeblement (DC 15) x2
2nd level- Cure Moderate Wounds (DC 16), Burning Gaze (DC 16)
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
Gear +1 Quarterstaff;
Special Abilities

Male Fox
N 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 nil

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, **Immune** nil; **SR** nil; **DR** nil
Spd 30 ft.
Melee/Full Atk +1 Greatclub +8 (1d10+7/20/x2) or Unarmed Strike +7 (1d3+4/20/x2)
Ranged /Full Atk 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)
Gear +1 Greatclub, +1 Hide, Longbow;
Special Abilities

ATL 5

Male Sea Elf Druid 6

NE Medium Humanoid (Aquatic)
Init +2; **Senses** Low-light Vision; Perception +10
AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +7 natural)
hp 58 (6d8+24)
Fort +9, **Ref** +5, **Will** +8
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee/Full Atk Masterwork Sickle +5 (1d6/20/x2)
Spells Per Day 5/4/3
Spells Known (CL 6, 4 melee touch, 7 ranged touch):
0 level (at will) Resistance (DC 15), Purify Food and Drink (DC 15), Flare (DC 15), Guidance
1st level Shillelagh (DC 16), Magic Fang (DC 16), Cure Light Wounds (DC 17), Obscuring Mist, Goodberry
2nd level Barkskin, Bull's Strength (DC 17), Flaming Sphere (DC 17), Flame Blade
3rd level Protection from Energy (DC 18), Cure Moderate Wounds (DC 19), Magic Fang, Greater (DC 18)
Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 19, **Cha** 8
Base Atk +4; **CMB** +4; **CMD** 17
Feats Animal Affinity, Augment Summoning, Druid Weapon Proficiencies, Great Fortitude, Spell Focus: Conjuration
Skills Acrobatics +2, Climb +6, Escape Artist +5, Fly +8, Handle Animal +6, Heal +4, Perception +10, Ride +8, Sense Motive +4, Spellcraft +6, Stealth +2, Survival +6, Swim +6
Languages Aquan, Common, Druidic;Elven
SQ Animal Companion Link (Ex), Blood Frenzy (1/day) (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +7 (Ex), Wild Shape (2/day) (Su), Wild Shape (Beast Shape II: Tiny - Large animal), Wild Shape (Elemental Body I: Small elemental), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle;
Special Abilities nil

⚔ Male Shark Animal Companion
NN Medium Animal (Aquatic)
Init +2; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)
hp 42 (+18)
Fort +8, **Ref** +7, **Will** +3
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 0 ft., Swimming (60 feet)
Melee Bite (Shark) +9 (1d8+7/20/x2) and
Str 20, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +4; **CMB** +9; **CMD** 21
Feats Combat Reflexes (3 AoO/round), Improved Natural Armor, Improved Natural Attack: Bite (Shark)
Skills Acrobatics +6, Stealth +8, Survival +2, Swim +17
Languages
SQ Devotion +4 (Ex)
Special Abilities nil

⚔ Male Sea Elf Monk 6 (2)
LE Medium Humanoid (Aquatic)
Init +7; **Senses** Low-light Vision; Perception +11
AC 25, touch 20, flat-footed 20 (+4 Dex, +1 dodge, +5 Armor Bonus)
hp 58 (6d8+24)
Fort +9, **Ref** +8, **Will** +8
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** magic sleep; **SR** Nil
Spd 50 ft., Swimming (50 feet)
Melee/Full Atk Masterwork Kama +7 (1d6+2/20/x2) or Masterwork Nunchaku +7 (1d6+2/20/x2) or Unarmed Strike +6 (1d8+2/20/x2)
Special Attacks Flurry of Blows +4/+4/+1, Ki Strike, Magic
Str 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 17, **Cha** 8
Base Atk +4; **CMB** +8 (+10 Grappling); **CMD** 23 (25 vs. Grapple)
Feats Dodge, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Scorpion Style (DC 18), Spring Attack, Stunning Fist (6/day) (DC 18)
Skills Acrobatics +12, Climb +2, Escape Artist +3, Handle Animal +3, Heal +3, Perception +11, Ride +10, Sense Motive +10,, Stealth +10, Survival +7, Swim +9
Languages Aquan, Common; Elven
SQ AC Bonus +5, Fast Movement (+20'), High Jump (+6/+26 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 30' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue) (Ex), Unarmed Strike (1d8)
Gear Masterwork Kama, Masterwork Nunchaku;
Special Abilities Nil

⚔ 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 4/3/2 (CL 5, 1 melee touch, 4 ranged touch):
0 level (at will) Touch of Fatigue (DC 14), Touch of Fatigue (DC 14), Bleed (DC 14), Guidance
1st level Mage Armor (DC 15), Ray of Enfeeblement (DC 15) x3
2nd level Cure Moderate Wounds (DC 16), Touch of Idiocy, Burning Gaze (DC 16)
3rd level Vampiric Touch, Twilight Knife
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)
Gear +1 Quarterstaff;
Special Abilities

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 nil

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
Defense Abilities Improved Uncanny Dodge (Lv >=9); Resist Chaos Totem, Lesser +1, cold 5, electricity 5, fire 5, Energy Resistance: Sonic, Naked Courage +1; DR nil; **Immune** nil; SR nil
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)
Gear +2 Greatclub, +2 Hide, Longbow;
SPECIAL ABILITIES

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

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

Half-elf fighter 5
NE Medium humanoid
Init +2; **Senses Low light vision**; Perception +1 (untrained)
AC 18, touch 12, flat-footed 16 (+2 Dex, +5 chainmail armor, +1 light steel shield)
hp 59 (5d10+15)
Fort +7, **Ref** +2, **Will** +2 (3)*
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee/Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)**
Ranged/Full Atk longbow +7 (1d6)
Space 5 ft.; **Reach** 5 ft .
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +9; **CMD** +21
Feats Weapon focus (longsword) power attack, deadly aim , 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)

ATL 7

Male Sea Elf Druid 8
NE Medium Humanoid (Aquatic)
Init +2; **Senses** Low-light Vision; Perception +15
AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex,)
hp 76 (8d8+24)
Fort +10, **Ref** +5, **Will** +11
Spd 30 ft., Swimming (30 feet)
Defensive Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** magic sleep; **SR** Nil
Melee Masterwork Sickle +7 (1d6/20/x2)
Full Atk Masterwork Sickle +7/+2 (1d6/20/x2)
Druid Spells Known (CL 8, 6 melee touch, 9 ranged touch):
0 level (at will) Resistance (DC 15), Purify Food and Drink (DC 15), Flare (DC 15), Guidance
1st level (6/day) Produce Flame, Shillelagh (DC 16), Magic Fang (DC 16), Cure Light Wounds (DC 18), Obscuring Mist, Goodberry
2nd level (4/day) Barkskin, Bull's Strength (DC 17), Flaming Sphere (DC 17), Flame Blade
3rd level (4/day) Protection from Energy (DC 18), Wind Wall, Cure Moderate Wounds (DC 20), Magic Fang, Greater (DC 18)
4th level (3/day) Cure Serious Wounds (DC 21), Flame Strike (DC 19), Ball Lightning (DC 19)
Str 10, **Dex** 16, **Con** 14, **Int** 10, **Wis** 20, **Cha** 8
Base Atk +6; **CMB** +6; **CMD** 19
Feats Animal Affinity, Augment Summoning, Druid Weapon Proficiencies, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration
Skills Acrobatics +2, Climb +8, Escape Artist +6, Fly +9, Handle Animal +7, Heal +4, Perception +11, Ride +8, Sense Motive +4, Spellcraft +7, Stealth +2, Survival +6, Swim +7
Languages Aquan, Common, Druidic;Elven
SQ Animal Companion Link (Ex) Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +9 (Ex), Wild Shape (3/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body II: Small - Medium elemental), Wild Shape (Plant Shape I: Small - Medium plant creature), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle;
Special Abilities nil

Male Shark Animal Companion
NN Medium Animal (Aquatic)
Init +2; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)
hp 49 (+21)
Fort +8, **Ref** +7, **Will** +3
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 0 ft., Swimming (60 feet)
Melee Bite (Shark) +10 (1d8+7/20/x2)
Str 20, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +10; **CMD** 22
Feats Combat Reflexes (3 AoO/round), Improved Natural Armor, Improved Natural Armor, Improved Natural Attack: Bite (Shark)
Skills Acrobatics +6, Stealth +8, Survival +3, Swim +17
Languages
SQ Devotion +4 (Ex)
Special Abilities nil

Male Sea Elf Monk 8 (2)
LE Medium Humanoid (Aquatic)
Init +7; **Senses** Low-light Vision; Perception +12
AC 20, touch 20, flat-footed 16 (+3 Dex, +1 dodge, +6 AC Bonus)
hp 76 (8d8+24)
Fort +8, **Ref** +9, **Will** +10
Defense Abilities: +2 vs. enchantment spells/effects. evasion; **DR** nil; **Immune** disease, magic sleep; **SR** Nil;
Spd 50 ft., Swimming (50 feet)
Melee Masterwork Kama +9 (1d6+2/20/x2) or Masterwork Nunchaku +9 (1d6+2/20/x2) or Unarmed Strike +8 (1d10+2/20/x2)
Full Atk Masterwork Kama +9/+4 (1d6+2/20/x2) or Masterwork Nunchaku +9/+4 (1d6+2/20/x2) or Unarmed Strike +8/+3 (1d10+2/20/x2)
Special Attacks Flurry of Blows +6/+6/+1/+1, Ki Strike, Magic
Str 14, **Dex** 16, **Con** 14 **Int** 10, **Wis** 18, Cha 8
Base Atk +6; **CMB** +10 (+12 Grappling); **CMD** 28 (30 vs. Grapple)
Feats Dodge, Extra Ki, Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility Scorpion Style (DC 22), Spring Attack, Stunning Fist (8/day) (DC 22)
Skills Acrobatics +14, Climb +2, Escape Artist +3, Handle Animal +3, Heal +3, Perception +12, Ride +11, Sense Motive +11, Stealth +11, Survival +8, Swim +10
Languages Aquan, Common; Elven
SQ AC Bonus +9, Fast Movement (+20'), High Jump (+8/+28 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 40' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken) (Ex), Unarmed Strike (1d10), Wholeness of Body (8 HP/use) (Su)
Gear Masterwork Kama, Masterwork Nunchaku;
Special Abilities nil

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), Cure Moderate Wounds 1/person/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)
Gear +2 Quarterstaff;
Special Abilities Alertness (if familiar is within 10')

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)
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)
Gear +2 Greatclub, +2 Hide, Longbow; Other Gear Potion of Barkskin +2, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace
SPECIAL ABILITIES

Male Half-Elf Rogue 7
CE Medium Humanoid (Elf)

Init +8; **Senses** Low-light vision; Perception +8
AC 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)
hp 67 (7d8+21)
Fort +4, **Ref** +9, **Will** +2(+4 vs. enchantment spells and effects)
Defensive Abilities evasion, uncanny dodge; **DR** nil; **Immune** magic sleep effects; SR nil
Spd 30 ft.
Melee/Full Atk Shortsword +9 (1d6+1, 19-20/x2)

Ranged/Full Atk Shortbow +9 (1d6/, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attack sneak attack (4d6), rogue talent (minor magic, bleeding attack)
Spell-Like Abilities *acid splash* 3x/day (as 5th level caster)
Spells Nil
Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** 21
Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack
Skills Acrobatics +13, Appraise +10, Diplomacy +10, Disable Device +15, Escape Artist +13, Intimidate +2, Perception +8, Sense Motive +9, Sleight of Hand +14, Stealth +14, Use Magic Device +9
Languages Common, Elf
SQ trap sense +2
Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

Male half-elf fighter 7
NE Medium humanoid
Init +2; **Senses Low light vision**; Perception +1 (untrained)
AC 20, touch 12, flat footed 18
hp 81 (7d10+21)
Fort +8, **Ref** +4, **Will** +3 (5)*
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)**
Full Atk longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)**
Ranged longbow +9 (1d6)
Full Atk longbow +9/+4 (1d6)
Space 5 ft.; **Reach** 5 ft .
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9
Base Atk +7/+2; **CMB** +11; **CMD** +23
Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot
Skills Climb +11; Handle animal +7, Ride +9
Languages common,
SQ nil
Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)
Special Abilities bravery +2*; armor training 2; weapon training (spears) **

ATL 9

Male Sea Elf Druid 10 (2)
NE Medium Humanoid (Aquatic)
Init +6; **Senses** Low-light Vision; Perception +12
AC 23, touch 16, flat-footed 18 (+5 armor, +5 Dex, +2 natural, +1 dodge)
hp 114 (10d8+50)
Fort +13, **Ref** +8, **Will** +14
Defense Abilities: +2 vs. enchantment spells/effects, evasion; **DR** nil; **Immune** fear, poison, magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Sickle +10 (1d6+3/20/x2)
Full Atk Masterwork Sickle +10/+10/+5 (1d6+3/20/x2)
Druid Spells Per Day 6/5/4/4/3 (CL 10, 9 melee touch, 12 ranged touch):
0 level (at will) Resistance (DC 17), Purify Food and Drink (DC 17), Flare (DC 17), Guidance
1st level Produce Flame, Shillelagh (DC 18), Magic Fang (DC 18), Cure Light Wounds (DC 20), Obscuring Mist, Goodberry
2nd level Barkskin, Owl's Wisdom (DC 19), Bull's Strength (DC 17), Flaming Sphere (DC 19), Flame Blade
3rd level Protection from Energy (DC 20), Wind Wall, Cure Moderate Wounds (DC 22), Magic Fang, Greater (DC 20)
4th level Cure Serious Wounds (DC 23), Flame Strike (DC 21), Freedom of Movement (DC 21), Ball Lightning (DC 21)
5th level Animal Growth (DC 22), Cure Critical Wounds (DC 24), Snake Staff (DC 22)
Str 10/14, **Dex** 16/20, **Con** 14/18, **Int** 14, **Wis** 20/24, **Cha** 13
Base Atk +7; **CMB** +9; **CMD** 24
Feats Animal Affinity, Augment Summoning, Disruptive Spell, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration
Skills Acrobatics +2, Climb +9, Escape Artist +7, Fly +10, Handle Animal +8, Heal +4, Perception +12, Ride +9, Sense Motive +4, Spellcraft +8, Stealth +2, Survival +6, Swim +8
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +11 (Ex), Wild Shape (4/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body III: Small - Large elemental), Wild Shape (Plant Shape II: Small - Large plant creature), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities: Nil

Male Shark Animal Companion
NN Medium Animal (Aquatic)
Init +3; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)
hp 55 (+27)
Fort +9, **Ref** +9, **Will** +4
Defensive Abilities Evasion; DR nil; Immune nil; SR nil
Spd 0 ft., Swimming (60 feet)
Melee Bite (1 extra at -5) (Shark) +11 (1 extra at -5) (1d8+7/20/x2)
Str 21, **Dex** 16, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +6; **CMB** +11; **CMD** 24
Feats Combat Reflexes (4 AoO/round), Improved Natural Armor, Improved Natural Armor, Improved Natural Attack: Bite (1 extra at -5) (Shark)
Skills Acrobatics +7, Stealth +9, Survival +3, Swim +17
Languages
SQ Devotion +4 (Ex), Multiattack / Extra Attack
Special Abilities nil

Male Sea Elf Monk 10 (2)
LE Medium Humanoid (Aquatic)
Init +9; **Senses** Low-light Vision; Perception +16
AC 28, touch 26, flat-footed 22 (+5 Dex, +2 natural, +2 dodge, +9 AC Bonus)
hp 114 (10d8+60)
Fort +11, **Ref** +13, **Will** +13
Defense Abilities +2 vs. enchantment spells/effects, Evasion, Improved Evasion; **DR** nil; **Immune** fear, disease, magic sleep; SR nil;
Spd 60 ft., Swimming (60 feet)
Melee Masterwork Kama +14 (1d6+5/20/x2) or Masterwork Nunchaku +14 (1d6+5/20/x2) or Unarmed Strike +12 (1d10+4/20/x2)
Full Atk Masterwork Kama +14/+14/+9 (1d6+5/20/x2) or Masterwork Nunchaku +14/+14/+9 (1d6+5/20/x2) or Unarmed Strike +12/+12/+7 (1d10+4/20/x2)
Special Attacks Flurry of Blows +8/+8/+3/+3, Ki Strike, Lawful, Ki Strike, Magic
Str 14/18, **Dex** 16/20, **Con** 14/18, **Int** 10, **Wis** 18/22, **Cha** 8
Base Atk +8; **CMB** +14 (+16 Grappling); **CMD** 35 (37 vs. Grapple)
Feats Dodge, Extra Ki, Gorgon's Fist (DC 23), Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Scorpion Style

(DC 23), Spring Attack, Stunning Fist (10/day) (DC 23), Weapon Focus: Unarmed Strike
Skills Acrobatics +18, Climb +4, Escape Artist +5, Fly +5,Handle Animal +3, Heal +3, Perception +16, Ride +13, Sense Motive +14,, Stealth +13, Survival +11, Swim +13
Languages Aquan, Common; Elven
SQ AC Bonus +9, Fast Movement (+30'), High Jump (+10/+30 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 50' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken) (Ex), Unarmed Strike (1d10), Wholeness of Body (10 HP/use) (Su)
Gear Masterwork Kama, Masterwork Nunchaku; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilitis nil

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
Defense Abilities nil; **DR** nil; **Immune** sleep; Resist Elven Immunities; **SR** nil
Spd 30 ft.
Melee +2 Quarterstaff +5 (1d6+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 Per Day 6/5/4/3/2 (DC 15+spell level)
Witch Spells Known (CL 9, 3 melee touch, 6 ranged touch):
0 level (at will) Touch of Fatigue (DC 15), Touch of Fatigue (DC 15), Bleed (DC 15), Guidance
1st level Inflict Light Wounds (DC 16), Mage Armor (DC 16), Ray of Enfeeblement (DC 16) x3
2nd level Cure Moderate Wounds (DC 17) x2, Touch of Idiocy x2, Burning Gaze (DC 17)
3rd level Haste (DC 18), Vampiric Touch, Twilight Knife x2
4th level Black Tentacles, Enervation, x2
5th level Baleful Polymorph (DC 20), Pain Strike, Mass (DC 20)
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)
Gear +2 Quarterstaff;
Special Abilities nil

Male Fox
N 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)
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 (2)
CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +10
AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)
hp 94 (9d8+36)
Fort +5, **Ref** +11, **Will** +3(+5 vs. enchantment spells and effects)
Defensive Abilities evasion, uncanny dodge; **DR** nil; **Immune** magic sleep effects; SR nil
Spd 30 ft.
Melee Shortsword +11 (1d6+1, 19-20/x2)
Full Atk Shortsword +11/+6 (1d6+1, 19-20/x2)
Ranged Shortbow +11 (1d6/, 20/x3)
Full Atk Shortbow +11/+6 (1d6/, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attack sneak attack (5d6), rogue talent (minor magic, bleeding attack, major magic)
Spell-Like Abilities *acid splash* 3x/day; *magic missile 2x/day;* (as 9th level caster),
Spells Nil
Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +6/+1; **CMB** +6; **CMD** 21
Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness
Skills Acrobatics +15, Appraise +11, Diplomacy +12, Disable Device +19, Escape Artist +15, Intimidate +2, Perception +10, Sense Motive +12, Sleight of Hand +17, Stealth +17, Use Magic Device +11
Languages Common, Elf
SQ trap sense +3
Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

Male half-elf fighter 9 (2)
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) ***

ATL 11

Male Sea Elf Druid 12 (2)
NE Medium Humanoid (Aquatic)
Init +4; **Senses** Low-light Vision; Perception +15
AC 24, touch 16, flat-footed 18 (+6 armor, +5 Dex, +2 natural, +1 dodge)
hp 136 (12d8+60)
Fort +14, **Ref** +9, **Will** +13
Defense Abilities +2 vs. enchantment spells/effects;;
DR Nil; **Immune** fear, poison, magic sleep; **SR** nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Sickle +12 (1d6+3/20/x2)
Full Atk Masterwork Sickle +12/+12/+7 (1d6+3/20/x2)
Druid Spells Per Day 6/6/5/4/4/3
Spells Known (CL 12, 11 melee touch, 14 ranged touch):
0 level (at will) Resistance (DC 16), Purify Food and Drink (DC 16), Flare (DC 16), Guidance
1st level Produce Flame, Shillelagh (DC 17), Magic Fang (DC 17), Cure Light Wounds (DC 19), Obscuring Mist, Goodberry
2nd level Barkskin, Owl's Wisdom (DC 19), Bull's Strength (DC 19), Flaming Sphere (DC 19), Heat Metal (DC 19), Flame Blade
3rd level Aqueous Orb (DC 22), Protection from Energy (DC 20), Wind Wall, Cure Moderate Wounds (DC 22), Magic Fang, Greater (DC 20)
4th level Cure Serious Wounds (DC 23), Flame Strike (DC 20), Freedom of Movement (DC 21), Ball Lightning (DC 21)
5th level Stoneskin (DC 22), Animal Growth (DC 22), Fire Snake (DC 22), Snake Staff (DC 22)
6th level Fire Seeds x2, Sirocco (DC 23)
Str 16/20, **Dex** 14/18, **Con** 16/20, **Int** 14, **Wis** 21/25, **Cha** 13
Base Atk +9; **CMB** +11; **CMD** 26
Feats Animal Affinity, Augment Summoning, Disruptive Spell, Druid Weapon Proficiencies, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration, Spell Penetration
Skills Acrobatics +2, Climb +12, Escape Artist +10, Fly +13, Handle Animal +11, Heal +7, Perception +15, Ride +12, Sense Motive +4, Spellcraft +9, Stealth +2, Survival +6, Swim +11
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex) Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +13 (Ex), Wild Shape (5/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body IV: Small - Huge elemental), Wild Shape (Plant Shape III: Small - Huge plant creature), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities nil

Male Shark
NN Medium Animal (Aquatic)
Init +3; Senses Blindsense, Low-Light Vision, Scent; Perception +1
AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural)
hp 80 (+40)
Fort +10, **Ref** +10, **Will** +4
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** Nil
Spd 0 ft., Swimming (60 feet)
Melee Bite (1 extra at -5) (Shark) +13 (1d8+9/20/x2)
Full Atk Bite +18/+13 (1d8+9/20/x2) and
Str 23, **Dex** 17, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +7; **CMB** +13; **CMD** 26
Feats Combat Reflexes (4 AoO/round), Improved Natural Armor, Improved Natural Attack: Bite (1 extra at -5) (Shark), Toughness +10
Skills Acrobatics +7, Stealth +12, Survival +3, Swim +18
Languages nil
SQ Devotion +4 (Ex), Multiattack / Extra Attack
Special Abilities njil

Male Sea Elf Monk 12 (2)
LE Medium Humanoid (Aquatic)
Init +9 **Senses** Low-light Vision; Perception +17
AC 29, touch 27, flat-footed 22 (+5 Dex, +2 natural, +2 dodge, +10 AC bonus)
hp 136 (12d8+60)
Fort +12, **Ref** +14, **Will** +14
Defense Abilities +2 vs. enchantment spells/effects, Evasion, Improved Evasion; **DR** nil; **Immune** Diamond Body, fear, disease, poison, magic sleep; **SR** nil;
Spd 70 ft., Swimming (70 feet)
Melee Masterwork Kama +16 (1d5+7/20/x2) or Masterwork Nunchaku +16 (1d6+5/20/x2) or Unarmed Strike +14 (2d6+4/20/x2)
Full Atk Masterwork Kama +16/+16/+11 (1d6+5/20/x2) or Masterwork Nunchaku +16/+16/+11 (1d6+5/20/x2) or Unarmed Strike +14/+14/+9 (2d6+4/20/x2)
Special Attacks Flurry of Blows +10/+10/+5/+5/+0, Ki Strike, Lawful, Ki Strike, Magic
Str 14/18, **Dex** 16/20, **Con** 14/18, **Int** 10, **Wis** 19/23, **Cha** 8
Base Atk +10 CMB +16 (+18 Grappling); **CMD** 38 (40 vs. Grapple)

Feats Dodge, Extra Ki, Gorgon's Fist (DC 24), Great Fortitude, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style (DC 24), Spring Attack, Stunning Fist (12/day) (DC 24), Weapon Focus: Unarmed Strike
Skills Acrobatics +20, Climb +4, Escape Artist +5, Fly +5,Handle Animal +3, Heal +3, Perception +17, Ride +14, Sense Motive +15,, Stealth +14, Survival +12, Swim +14
Languages Aquan, Common; Elven
SQ Abundant Step (Su), AC Bonus +10, Blood Frenzy (1/day) (Ex), Fast Movement (+40'), High Jump (+12/+32 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 60' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex), Unarmed Strike (2d6), Wholeness of Body (12 HP/use) (Su)
Gear Masterwork Kama, Masterwork Nunchaku; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities

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 6/5/5/4/3/1 (CL 11, 4 melee touch, 7 ranged touch):
0 level (at will) Touch of Fatigue (DC 15), Touch of Fatigue (DC 15), Bleed (DC 15), Guidance
1st level Inflict Light Wounds (DC 16), Mage Armor (DC 16), Ray of Enfeeblement (DC 16) x4
2nd level) Cure Moderate Wounds (DC 17)x2, Touch of Idiocy x2, Burning Gaze (DC 17)
3rd level Haste (DC 18), Vampiric Touch x2, Twilight Knife x2
4th level Black Tentacles, Enervation, x3
5th level Baleful Polymorph (DC 20) x2, , Pain Strike, Mass (DC 20)
6the level Slay Living (DC 21)
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)
Gear +3 Quarterstaff;
Special Abilities nil

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)
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 nil

Male half-elf fighter 11(2)
NE Medium humanoid
Init +2; **Senses** Low light vision; Perception +1 (untrained)
AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)
hp 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 (2)
CE Medium Humanoid (Elf)
Init +9; **Senses** Low-light vision; Perception +13
AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)
hp 114 (11d8+44)
Fort +5, **Ref** +12, **Will** +3(+5 vs. enchantment spells and effects)
Defense Abilities +2 vs. enchantment spells/effects 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

ATL 13

Male Sea Elf Druid 14 (2)
NE Medium Humanoid (Aquatic)
Init +5; **Senses** Low-light Vision; Perception +16
AC 26, touch 19, flat-footed 21 (+7 armor, +5 Dex, +3 natural, +1 dodge)
hp 158 (14d8+70)
Fort +15, **Ref** +9, **Will** +13
Defense Abilities +2 vs. enchantment spells/effects;;
DR Nil; **Immune** fear, poison, magic sleep; **SR** nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Sickle +14 (1d6+4/20/x2)
Full Atk Masterwork Sickle +14/+14/+9 (1d6+4/20/x2)
Spell-Like Abilities A Thousand Faces (At will)
Spells Per Day 6/6/5/5/4/4/2
Spells Known (CL 14, 12 melee touch, 15 ranged touch):
0 level (at will) Resistance (DC18), Purify Food and Drink (DC18), Flare (DC18), Guidance
1st level Produce Flame, Shillelagh (DC 18), Magic Fang (DC 18), Cure Light Wounds (DC 20), Obscuring Mist, Goodberry
2nd level Barkskin, Owl's Wisdom (DC 19), Bull's Strength (DC 19), Flaming Sphere (DC 198), Heat Metal (DC 19), Flame Blade
3rd level Aqueous Orb (DC23), Protection from Energy (DC 20), Wind Wall, Cure Moderate Wounds (DC23), Magic Fang, Greater (DC 20)
4th level Cure Serious Wounds (DC23), Flame Strike (DC 20) x2, Freedom of Movement (DC 21), Ball Lightning (DC 21)
5th level Stoneskin (DC22), Animal Growth (DC22), Fire Snake (DC22), Snake Staff (DC22)
6th level Fire Seeds x2, Sirocco (DC23), Ironwood
7th level Sunbeam (DC24), True Seeing (DC24)
Str 10/14, **Dex** 16/20, **Con** 14/18, **Int** 14, **Wis** 21/25, **Cha** 13
Base Atk +10; **CMB** +12; **CMD** 27
Feats Animal Affinity, Aspect of the Beast (Wild Instinct), Augment Summoning, Disruptive Spell, Druid Weapon Proficiencies, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration, Spell Penetration
Skills Acrobatics +2, Climb +13, Escape Artist +11, Fly +14, Handle Animal +12, Heal +7, Perception +16, Ride +13, Sense Motive +4, Spellcraft +10, Stealth +2, Survival +6, Swim +12
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Trackless Step (Ex), Wild Empathy +15 (Ex), Wild Shape (6/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body IV: Small - Huge elemental), Wild Shape (Plant Shape III: Small - Huge plant creature), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities nil

Male Shark Anima Companion
NN Medium Animal (Aquatic)
Init +3; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 28, touch 13, flat-footed 25 (+3 Dex, +15 natural)
hp 96 (+48)
Fort +11, **Ref** +11, **Will** +5
Defensive Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 0 ft., Swimming (60 feet)
Melee Bite (1 extra at -5) (Shark) +16 (1 extra at -5) (1d8+10/20/x2)
Str 24, **Dex** 17, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +9; **CMB** +16; **CMD** 29
Feats Combat Reflexes (4 AoO/round), Improved Natural Armor x3, Improved Natural Attack: Bite (1 extra at -5) (Shark), Toughness +12
Skills Acrobatics +7, Stealth +14, Survival +3, Swim +19
Languages
SQ Devotion +4 (Ex), Multiattack / Extra Attack
Special Abilities nil

Male Sea Elf Monk 14 (2)
LE Medium Humanoid (Aquatic)
Init +10; **Senses** Low-light Vision; Perception +18
AC 30, touch 28, flat-footed 25 (+5 Dex, +3 natural, +2 dodge, +10 AC Bonus)
hp 158 (14d8+70)
Fort +14, **Ref** +14, **Will** +14
Defense Abilities +2 vs. enchantment spells/effects, Evasion, Improved Evasion; **DR** nil; **Immune** Diamond Body, fear, disease, poison, magic sleep; **SR** 24
Spd 70 ft., Swimming (90 feet)
Melee Masterwork Kama +18 (1d6+6/20/x2) or Masterwork Nunchaku +18 (1d6+6/20/x2) or Unarmed Strike +16 (2d6+4/20/x2)
Full Atk Masterwork Kama +18/+18/+13/+8 (1d6+6/20/x2) or Masterwork Nunchaku +18/+18/+13/+8 (1d6+6/20/x2) or Unarmed Strike +15/+15/+10/+5 (2d6+4/20/x2)
Special Attacks Flurry of Blows +12/+12/+7/+7/+2, Ki Strike, Lawful, Ki Strike, Magic

Str 14/18, **Dex** 16/20, **Con** 14/18, **Int** 10, **Wis** 19/23, **Cha** 9
Base Atk +11; CMB +18 (+20 Grappling); CMD 39 (41 vs. Grapple)
Feats Dodge, Extra Ki, Gorgon's Fist (DC 25), Great Fortitude, Greater Grapple, Improved Critical: Unarmed Strike, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style (DC 25), Spring Attack, Stunning Fist (14/day) (DC 25), Weapon Focus: Unarmed Strike
Skills Acrobatics +22, Climb +4, Escape Artist +5, Fly +5,Handle Animal +3, Heal +3, Perception +18, Ride +15, Sense Motive +16,, Stealth +15, Survival +13, Swim +15
Languages Aquan, Common; Elven
SQ Abundant Step (Su), AC Bonus +10, Blood Frenzy (1/day) (Ex), Fast Movement (+40'), High Jump (+14/+34 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 70' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken, Stagger) (Ex), Unarmed Strike (2d6), Wholeness of Body (14 HP/use) (Su)
Gear Masterwork Kama, Masterwork Nunchaku; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities nil

Male Sea Elf Fighter 14 (2)
LE Medium Humanoid (Aquatic)
Init +4; **Senses** Low-light Vision; Perception (untrained) +2
AC 39, touch 17, flat-footed 32 (+11 armor, +6 shield, +5Dex, +5 natural, +2 dodge)
hp 174 (14d10+76)
Fort +21, **Ref** +18, **Will** +12
AC 39, touch 17 flat-footed 32 (+11 armor, +6 shield, +5 Dex, +5 natural, +2 dodge)
hp 174 (18d10+100)
Fort +17, **Ref** +14, **Will** +8
Defense Abilities +2 vs. enchantment spells/effects, Bravery +5; **DR** nil; **Immune** fear, magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Rapier +39 (1d6+19/15-20/x2) or Unarmed Strike +30 (1d3+9/20/x2)
Full Atk Masterwork Rapier +39/+39/+34/+29/+24 (1d6+19/15-20/x2) or Unarmed Strike +30/+30/+25/+20/+15 (1d3+9/20/x2)
Ranged Masterwork Longbow +30 (1d8+2/20/x3)
Full Atk Masterwork Longbow +30/+30/+25/+20/+15 (1d8+2/20/x3)
Special Attacks Weapon Training: Blades, Light, Weapon Training: Bows, Weapon Training: Close
Str 20/24, **Dex** 16/20, **Con** 14/18, **Int** 6, **Wis** 10/14, **Cha** 8
Base Atk +14; **CMB** +21; **CMD** 38
Feats Bleeding Critical, Blind-Fight, Blinding Critical (DC 26), Cleave, Critical Focus, Dodge, Great Cleave, Great Fortitude, Greater Weapon Focus: Rapier, Greater Weapon Specialization: Rapier, Improved Critical: Rapier, Lunge, Power Attack -5/+10, Precise Strike, Weapon Focus: Rapier, Weapon Specialization: Rapier
Skills Acrobatics +10, Appraise +6, Bluff +3, Climb +29, Diplomacy +3, Disguise +3, Escape Artist +10, Fly +10, Handle Animal +14, Heal +5, Intimidate +3, Perception +14, Ride +20, Sense Motive +5, Stealth +20, Survival +22, Swim +35
Languages Aquan, Common; Elven
SQ Armor Training 3 (Ex), Blood Frenzy (1/day) (Ex)
Gear Elven Chain, Masterwork Buckler, Masterwork Longbow, Masterwork Rapier, Shield, Light Steel; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities Armor Training 3, Bravery +4, Weapon Training: Blades, Light +3, Weapon Training: Bows +2, Weapon Training: Close +1

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 6/5/5/5/4/2/1 (CL 13, 5 melee touch, 8 ranged touch):
0 level (at will) Touch of Fatigue (DC 15), Touch of Fatigue (DC 15), Bleed (DC 15), Guidance
1st level Inflict Light Wounds (DC 16), Mage Armor (DC 16) x5,
2nd level Cure Moderate Wounds (DC 17 x2, Touch of Idiocy x2, Burning Gaze (DC 17)
3rd level Haste (DC 18), Vampiric Touch x2, Twilight Knife x2
4th level Black Tentacles x2, Enervation x3

5th level Baleful Polymorph (DC 20) x2, Pain Strike, Mass (DC 20) x2
6th level Slay Living (DC 21) x2
7th level Harm (DC 22)
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)
Gear +3 Quarterstaff;
Special Abilities nil

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
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 nil

Male Tiefling Barbarian (Savage Barbarian) 13 (2)
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)
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 nil

Male Half-Elf Rogue 13 (2)
CE Medium Humanoid (Elf)

Init +9; **Senses** Low-light vision; Perception +15
AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)
hp 134 (13d8+52)
Fort +6, **Ref** +13, **Will** +4(+6 vs. enchantment spells and effects)
Defensive Abilities evasion, improved uncanny dodge;
DR nil; **Immune** magic sleep effects; SR nil
Spd 30 ft.
Melee Shortsword +14 (1d6+1, 19-20/x2)
Full Atk Shortsword +14/+9 (1d6+1, 19-20/x2)
Ranged Shortbow +14 (1d6, 20/x3)
Full Atk Shortbow +14+9 (1d6, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attack sneak attack (7d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike

Spell-Like Abilities *acid splash* 3x/day; *magic missile 2x/day;* (as 13th level caster),
Spells Nil
Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +9/+4; **CMB** +14; **CMD** 26
Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot
Skills Acrobatics +20, Appraise +16, Diplomacy +12, Disable Device +24, Escape Artist +20, Intimidate +2, Perception +15, Sense Motive +15, Sleight of Hand +20, Stealth +20, Use Magic Device +15
Languages Common, Elf
SQ trap sense +4, rogue talent (combat trick)
Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

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

ATL 15

Male Sea Elf Druid 16 (2)
NE Medium Humanoid (Aquatic)
Init +5; **Senses** Low-light Vision; Perception +17
AC 28, touch 20, flat-footed 23 (+8 armor, +5 Dex, +4 natural, +1 dodge)
hp 180 (16d8+90)
Fort +16, **Ref** +10, **Will** +18
Defense Abilities +2 vs. enchantment spells/effects;;
DR Nil; **Immune** fear, poison, magic sleep; **SR** nil
Spd 50 ft., Swimming (90 feet)
Melee Masterwork Sickle +18 (1d6+6/20/x2)
Full Atk Masterwork Sickle +18/+18/+/13/+8 (1d6+6/20/x2)
Spell-Like Abilities A Thousand Faces (At will)
Druid Spells Per Day 6/6/5/5/5/4/3/2 (CL 16, 14 melee touch, 17 ranged touch):
0 level (at will) Resistance (DC 18), Purify Food and Drink (DC 18), Flare (DC 18), Guidance
1st level Produce Flame, Shillelagh (DC 19), Magic Fang (DC 19), Cure Light Wounds (DC 21), Obscuring Mist, Goodberry
2nd level Barkskin, Owl's Wisdom (DC20), Bull's Strength (DC20), Flaming Sphere (DC20), Heat Metal (DC20), Flame Blade
3rd level Aqueous Orb (DC 23), Protection from Energy (DC 21), Wind Wall, Cure Moderate Wounds (DC 23), Magic Fang, Greater (DC 21)
4th level Cure Serious Wounds (DC 24), Flame Strike (DC 22) x2, Freedom of Movement (DC 22), Ball Lightning (DC 22)
5th level Stoneskin (DC23), Animal Growth (DC23), Baleful Polymorph (DC23), Fire Snake (DC23), Snake Staff (DC23)
6th level Fire Seeds x2, Sirocco (DC 24), Ironwood
7th level Sunbeam (DC 25), Cure Moderate Wounds, Mass (DC 26), True Seeing (DC 25)
8th level Finger of Death (DC 26) x2
Str 10/14, **Dex** 16/20, **Con** 14/18, **Int** 14, **Wis** 22/26, **Cha** 13
Base Atk +12; **CMB** +14; **CMD** 29
Feats Animal Affinity, Aspect of the Beast (Wild Instinct), Augment Summoning, Bouncing Spell, Disruptive Spell, Druid Weapon Proficiencies, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration, Spell Penetration
Skills Acrobatics +2, Climb +14, Escape Artist +12, Fly +15, Handle Animal +13, Heal +7, Perception +17, Ride +14, Sense Motive +4, Spellcraft +11, Stealth +2, Survival +6, Swim +13
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Timeless Body (Ex), Trackless Step (Ex), Wild Empathy +17 (Ex), Wild Shape (7/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body IV: Small - Huge elemental), Wild Shape (Plant Shape III: Small - Huge plant creature), Woodland Stride (Ex)
Combat Gear Masterwork Hide, Masterwork Sickle; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities

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Male Shark Animal Companion
NN Medium Animal (Aquatic)
Init +4; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 32, touch 14, flat-footed 28 (+4 Dex, +18 natural)
hp 104 (+52)
Fort +11, **Ref** +12, **Will** +5
Defensive Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 0 ft., Swimming (60 feet)
Melee Bite (1 extra at -5) (Shark) +16 (1 extra at -5) (1d8+10/20/x2)
Str 25, **Dex** 18, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +9; **CMB** +16; **CMD** 30
Feats Combat Reflexes (5 AoO/round), Improved Natural Armor x5: Bite (1 extra at -5) (Shark), Toughness +13
Skills Acrobatics +8, Stealth +15, Survival +3, Swim +20
Languages
SQ Devotion +4 (Ex), Improved Evasion (Ex), Multiattack / Extra Attack
Special Abilities nil

Male Sea Elf Monk 16(2)
LE Medium Humanoid (Aquatic)
Init +10; **Senses** Low-light Vision; Perception +19
AC 32, touch 28, flat-footed 25 (+5 Dex, +4 natural, +2 dodge, +11 AC Bonus)
hp 180 (16d8+80)
Fort +20, **Ref** +20, **Will** +21
Defense Abilities +2 vs. enchantment spells/effects, Evasion, Improved Evasion; DR nil; **Immune** Diamond Body, fear, disease, poison, magic sleep; **SR** 26; Weakness Light Blindness
Spd 80 ft., Swimming (80 feet)
Melee Masterwork Kama +26 (1d6+7/20/x2) or Masterwork Nunchaku +26 (1d6+6/20/x2) or Unarmed Strike +21 (2d8+6/20/x2)

Full Atk Masterwork Kama +26/+26/+21/+16 (1d6+8/20/x2) or Masterwork Nunchaku +26/+26/+21/+16 (1d6+8/20/x2) or Unarmed Strike +21/+21/+16/+11 (2d8+4/20/x2)
Special Attacks Flurry of Blows +14/+14/+9/+9/+4/+4/-1, Ki Strike, Adamantine, Ki Strike, Lawful, Ki Strike, Magic, Quivering Palm (1/day) (DC 25)
Str 14/18, **Dex** 16/20, **Con** 14/18, **Int** 10, Wis **20**/24, Cha 9
Base Atk +17; **CMB** +20 (+22 Grappling); **CMD** 44 (46 vs. Grapple)
Feats Dodge, Extra Ki, Gorgon's Fist (DC 26), Great Fortitude, Greater Grapple, Improved Critical: Unarmed Strike, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style (DC 26), Spring Attack, Step Up, Stunning Fist (16/day) (DC 26), Weapon Focus: Unarmed Strike
Skills Acrobatics +24, Climb +4, Escape Artist +5, Fly +5,Handle Animal +3, Heal +3, Perception +19, Ride +16, Sense Motive +17, Stealth +16, Survival +14, Swim +16
Languages Aquan, Common; Elven
SQ Abundant Step (Su), AC Bonus +11, Blood Frenzy (1/day) (Ex), Fast Movement (+50'), High Jump (+16/+36 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 80' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken, Stagger, Blind, Deafen) (Ex), Unarmed Strike (2d8), Wholeness of Body (16 HP/use) (Su)
Gear Masterwork Kama, Masterwork Nunchaku; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~

Special Abilities nil

Male Sea Elf Fighter 16 (2)
LE Medium Humanoid (Aquatic)
Init +5; **Senses** Low-light Vision; Perception (untrained) +2
AC 39, touch 17 flat-footed 32 (+11 armor, +6 shield, +5 Dex, +5 natural, +2 dodge)
hp 198 (18d10+100)
Fort +21, **Ref** +16, **Will** +12
Defense Abilities +2 vs. enchantment spells/effects, Bravery +5; **DR** nil; **Immune** fear, magic sleep; **SR** Nil Spd 30 ft., Swimming (30 feet)
Melee Masterwork Rapier +40 (1d6+20/15-20/x2)
Full Atk Masterwork Rapier +40/+40/+35/+30/+25 (1d6+20/15-20/x2)
Ranged Masterwork Longbow +30 (1d8+3/20/x3)
Full Atk Masterwork Longbow +30/+30/+25/+20/+15 (1d8+3/20/x3)
Special Attacks Weapon Training: Blades, Light, Weapon Training: Bows, Weapon Training: Close
Str 20/24, **Dex** 16/20, **Con** 14/18, **Int** 6, **Wis** 10/14, **Cha** 8
Base Atk +16; **CMB** +23; **CMD** 38
Feats Bleeding Critical, Blind-Fight, Blinding Critical (DC 28), Cleave, Combat Expertise +/-5, Critical Focus, Critical Mastery, Dodge, Great Cleave, Great Fortitude, Greater Weapon Focus: Rapier, Greater Weapon Specialization: Rapier, Improved Critical: Rapier, Lunge, Power Attack -5/+10, Precise Strike, Weapon Focus: Rapier, Weapon Specialization: Rapier
Skills Acrobatics +13, Climb +18, Handle Animal +14, Heal +2, Perception +2, Ride +16, Survival +14, Swim +19
Languages Aquan, Common; Elven
SQ Armor Training 4 (Ex), Blood Frenzy (1/day) (Ex)
Gear Elven Chain, Masterwork Buckler, Masterwork Longbow, Masterwork Rapier, Shield, Light Steel; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities Armor Training 4, Bravery +4, Weapon Training: Blades, Light +3, Weapon Training: Bows +2 (Ex) +2, Weapon Training: Close +1 (Ex) +1

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
Defense Abilities +2 vs enchantment spells/effects; **DR** nil; **Immune** magic sleep; **SR** nil
Spd 30 ft.
Melee +4 Quarterstaff +10/+5 (1d6+3/20/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), Cure Moderate Wounds (at will 1/day/person) (2d8+10) , Cure Critical Wounds (at will 1/day/person) (4d8+15)
Spells Known 6/5/5/5/5/3/2/1 (CL 15, 6 melee touch, 11 ranged touch):
0 level Touch of Fatigue (DC 17) x2, Bleed (DC 17), Guidance
1st level) Inflict Light Wounds (DC 18), Mage Armor), Ray of Enfeeblement (DC 18) x4

2nd level Cure Moderate Wounds (DC 19) x3, Touch of Idiocy x2, Burning Gaze (DC 19)
3rd level Haste (DC 20), Vampiric Touch x2, Twilight Knife x2
4th level Black Tentacles x2, Enervation x3
5th level Baleful Polymorph (DC 22) x2, Pain Strike, Mass (DC 22) x3)
6th level Cat's Grace, Mass (DC 23), Slay Living (DC 23) x2
7th level Harm (DC 24) x2
8th level Horrid Wilting (DC 25)
Str 9, **Dex** 14/18, **Con** 14, **Int** 21/25, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +6; **CMD** 28
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)
Gear +4 Quarterstaff;
Special Abilities nil

♀ Male Tiefling Barbarian (Savage Barbarian) 15 (2)
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 (1d10+15/20/x2)
Full Atk +5 Greatclub +27/+22/+17 (1d10+15/20/x2)
Ranged Longbow +19 (1d8/20/x3)
Full Atk 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)
Gear +5 Greatclub, +5 Hide, Longbow; Other Gear Potion of Barkskin +4, Potion of Bear's Endurance, Potionof Bull's Strength, Potion of Cat's Grace
Special Abilities nil

Male Half-Elf Rogue 15 (2)
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 (2)
NE Medium humanoid

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

ATL 17

Male Sea Elf Druid 18 (2)
NE Medium Humanoid (Aquatic)
Init +5; **Senses** Low-light Vision; Perception +18
AC 30, touch 15, flat-footed 24 (+9 armor, +5 Dex, +5 natural, +1 dodge)
hp 206 (18d8+90)
Fort +22, **Ref** +18, **Will** +24
Defense Abilities +2 vs. enchantment spells/effects;;
DR Nil; **Immune** fear, poison, magic sleep; **SR** nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Sickle +31 (1d6+10/20/x2)
Full **Atk:** Masterwork Sickle +31/+31/+26/+21 (1d6+10/20/x2) or Unarmed Strike +25/+25/+20/+15 (1d3+5/20/x2)
Spell-Like Abilities A Thousand Faces (At will)
Druid Spells Per Day 6/6/5/5/5/5/3/3/2
Druid Spells Known (CL 18, 25 melee touch, 24 ranged touch):
0 level Resistance (DC 16), Purify Food and Drink (DC 16), Flare (DC 16), Guidance
1st level Produce Flame, Shillelagh (DC 17), Magic Fang (DC 17), Cure Light Wounds, Obscuring Mist, Goodberry
2nd level Barkskin, Owl's Wisdom (DC 18), Bull's Strength (DC 18), Flaming Sphere (DC 18), Heat Metal (DC 18), Flame Blade
3rd level Aqueous Orb (DC 21), Protection from Energy (DC 19), Wind Wall, Cure Moderate Wounds, Magic Fang, Greater (DC 19)
4th level Cure Serious Wounds, Flame Strike (DC 20) x2, Freedom of Movement (DC 20), Ball Lightning (DC 20)
5th level) Stoneskin (DC 21), Animal Growth (DC 21), Baleful Polymorph (DC 21), Fire Snake (DC 21) x2
6th level Fire Seeds x2, Sirocco (DC 22), Cure Light Wounds, Mass (DC 24), Ironwood
7th level Sunbeam (DC 23), Cure Moderate Wounds, Mass (DC 25), True Seeing (DC 23)
8th level Cure Serious Wounds, Mass (DC 26), Finger of Death (DC 24) x2
9th level World Wave, Tsunami (DC 27)
Str 12/16, **Dex** 14/18, **Con** 14/18, **Int** 12/16, **Wis** 22/26*, **Cha** 11 * (CL 19 to dispel sta boosts)
Base Atk +13; **CMB** +18; **CMD** 33
Feats Animal Affinity, Aspect of the Beast (Wild Instinct), Augment Summoning, Bouncing Spell, Disruptive Spell, Druid Weapon Proficiencies, Great Fortitude, Greater Spell Focus: Conjuration, Spell Focus: Conjuration, Spell Penetration, Toughness +20
Skills Acrobatics +2, Climb +15, Escape Artist +13, Fly +16, Handle Animal +14, Heal +7, Perception +18, Ride +15, Sense Motive +4, Spellcraft +12, Stealth +2, Survival +6, Swim +14
Languages Aquan, Common, Druidic; Elven
SQ Animal Companion Link (Ex), Blood Frenzy (1/day) (Ex), Resist Nature's Lure (Ex), Share Spells with Companion (Ex), Spontaneous Casting, Timeless Body (Ex), Trackless Step (Ex), Wild Empathy +19 (Ex), Wild Shape (8/day) (Su), Wild Shape (Beast Shape III: Diminutive - Huge animal), Wild Shape (Elemental Body IV: Small - Huge elemental), Wild Shape (Plant Shape III: Small - Huge plant creature), Woodland Stride (Ex)
Gear Masterwork Hide, Masterwork Sickle; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities nil

Male Shark (Animal Companion)
NN Medium Animal (Aquatic)
Init +4; **Senses** Blindsense, Low-Light Vision, Scent; Perception +1
AC 34, touch 14, flat-footed 30 (+4 Dex, +20 natural)
hp 120 (+60)
Fort +12, **Ref** +13, **Will** +6
Defensive Abilities: Evasion, Improved Evasion; **DR** nil; **Immune** Nil; **SR** Nil
Spd 0 ft., Swimming (60 feet)
Melee Bite +19 (1dnormally yes and then when you finsh the 13rd it should turn to ultre8+12/19-20/x2)
Melee/Full Atk Bite +19/+14 (1d8+12/19-20/x2)
Str 26, **Dex** 19, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +11; **CMB** +19; **CMD** 33
Feats Combat Reflexes (5 AoO/round), Improved Critical: Bite, Improved Natural Armor, Improved Natural Armor, Improved Natural Armor, Improved Natural Attack: Bite (1 extra at -5) (Shark), Toughness +15
Skills Acrobatics +8, Stealth +15, Survival +4, Swim +22
Languages
SQ Devotion +4 (Ex), Improved Evasion (Ex), Multiattack / Extra Attack
Gear nil
Special Abilities
Devotion +4 (Ex) +4 Morale bonus on Will Saves vs. Enchantments.
Multiattack / Extra Attack Multiattack or second attack with primary weapon at a -5 penalty.
Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Male Sea Elf Monk 18 (2)
LE Medium Humanoid (Aquatic)
Init +10; **Senses** Low-light Vision; Perception +20
AC 33, touch 28, flat-footed 28 (+5 Dex, +5 natural, +2 dodge +11 AC bonus)
hp 206 (18d8+90)
Fort +21, **Ref** +21, **Will** +22
Defensive Abilities +2 vs. Enchantment spells//effects, Evasion, Improved Evasion; **DR** nil; **Immune** Diamond Body, fear, disease, poison, magic sleep; **SR** 28
Spd 90 ft., Swimming (90 feet)
Melee Masterwork Kama +28 (1d6+9/20/x2) or Masterwork Nunchaku +28 (1d6+920/x2) or Unarmed Strike +22 (2d8+4/20/x2)
Full Atk Masterwork Kama +28/+28/+23/+18 (1d6+9/20/x2) or Masterwork Nunchaku +28/+28/+23/+18 (1d6+9/20/x2) or Unarmed Strike +22/+22/+17/+12 (2d8+4/20/x2)
Special Attacks Flurry of Blows +16/+16/+11/+11/+6/+6/+1, Ki Strike, Adamantine, Ki Strike, Lawful, Ki Strike, Magic, Quivering Palm (1/day) (DC 26)
Str 14/18, **Dex** 16/20, **Con** 14/18, **Int** 10, **Wis** 20/24, **Cha** 8
Base Atk +18; **CMB** +22 (+24 Grappling); **CMD** 45 (47 vs. Grapple)
Feats Cockatrice Strike (DC 27) (Su), Deflect Arrows, Dodge, Extra Ki, Gorgon's Fist (DC 27), Great Fortitude, Greater Grapple, Improved Critical: Unarmed Strike, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Scorpion Style (DC 27), Spring Attack, Step Up, Stunning Fist (18/day) (DC 27), Weapon Focus: Unarmed Strike
Skills Acrobatics +26, Climb +4, Escape Artist +5, Fly +5,Handle Animal +3, Heal +3, Perception +20, Ride +17, Sense Motive +18, Stealth +17, Survival +15, Swim +17
Languages Aquan, Common; Elven
SQ Abundant Step (Su) (dim door for 2 ki points), AC Bonus +11, Fast Movement (+60'), High Jump (+18/+38 with Ki point) (Ex), Ki Defense (Su), Ki Pool (Su) (16 points), Maneuver Training (Ex), Purity of Body (Ex), Slow Fall 90' (Ex), Still Mind (Ex), Stunning Fist (Stun, Fatigue, Sicken, Stagger, Blind, Deafen) (Ex), Timeless Body (Ex), Tongue of the Sun and Moon (Ex), Unarmed Strike (2d8), Wholeness of Body (18 HP/use) (Su)
Combat Gear Masterwork Kama, Masterwork Nunchaku; ~~*Oil of Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities nil

Male Sea Elf Fighter 18 (2)
LE Medium Humanoid (Aquatic)
Init +5; **Senses** Low-light Vision; Perception (untrained) +2
AC 40, touch 23 flat-footed 35 (+11 armor, +6 shield, +6 Dex, +5 natural, +2 dodge)
hp 222 (20d10+120)
Fort +21, **Ref** +16, **Will** +12
Defense Abilities +2 vs. enchantment spells/effects, Bravery +5; **DR** nil; **Immune** fear, magic sleep; **SR** Nil
Spd 30 ft., Swimming (30 feet)
Melee Masterwork Rapier +42 (1d6+20/15-20/x2)
Full Atk Masterwork Rapier +42/+42/+37/+32/+27 (1d6+20/15-20/x2)
Ranged Masterwork Longbow +32 (1d8+3/20/x3)
Full Atk Masterwork Longbow +32/+32/+27/+22/+17 (1d8+3/20/x3)
Special Attacks Weapon Training: Blades, Heavy, Weapon Training: Blades, Light, Weapon Training: Bows, Weapon Training: Close
Str 20/24, **Dex** 16/20, Con 14/18/, Int 6, Wis 10/14, Cha 8
Base Atk +18; CMB +25; CMD 40
Feats Bleeding Critical, Blind-Fight, Blinding Critical (DC 30), Cleave, Combat Expertise +/-6, Critical Focus, Critical Mastery, Dodge, Great Cleave, Great Fortitude, Greater Weapon Focus: Rapier, Greater Weapon Specialization: Rapier, Improved Critical: Rapier, Lunge, Power Attack -6/+12, Precise Strike, Saving Shield, Staggering Critical (DC 30), Weapon Focus: Rapier, Weapon Specialization: Rapier
Skills Acrobatics +14, Climb +19, Handle Animal +12, Heal +2, Ride +16, Survival +14, Swim +19
Languages Aquan, Common; Elven
SQ nil
Gear Elven Chain, Masterwork Buckler, Masterwork Longbow, Masterwork Rapier, Shield, Light Steel; ~~*Greater Magic Weapon (CL 20), Oil of Greater Magic Weapon (CL 20), Oil of Magic Vestment (CL 20), Potion of Barkskin (CL 12),Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Haste, Potion of Owl's Wisdom*~~
Special Abilities: Armor Training 4.Bravery +5, Weapon Training: Blades, Light +4, Weapon Training: Bows +3, Weapon Training: Close +2 (Ex) +2, Weapon Training: Blades, Heavy +1 (Ex) +1

Male Half-Elf Witch 17
NE Medium Humanoid (Elf, Human)
Init +2; **Senses** Low-Light Vision; Perception +19
AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +5 natural armor)

hp 140 (17d6+51)
Fort +7, Ref +9, Will +11
Defense Abilities +2 vs enchantment spells/effects; DR nil; **Immune** magic sleep; **SR** nil
Spd 30 ft.
Melee +4 Quarterstaff +11 (1d6+3/20/x2)
Full Atk +4 Quarterstaff +11/+6 (1d6+3/20/x2)
Special Attacks Agony (DC 26), Evil Eye (DC 26), Misfortune (DC 26), Nightmares (DC 26), Slumber (DC 26)
Spell-Like Abilities Feather Fall (At will), Fly (17 minutes/day), Levitate (1/day), Cure Moderate Wounds (at will 1/day/person) (2d8+10) , Cure Critical Wounds (at will 1/day/person) (4d8+17)
Spells Known 6/6/5/5/5/5/3/2/1 (CL 17, 7 melee touch, 12 ranged touch):
0 level Touch of Fatigue (DC 18) x2, Bleed (DC 18), Guidance
1st level) Inflict Light Wounds (DC 19), Mage Armor), Ray of Enfeeblement (DC 19 x4
2nd level Cure Moderate Wounds (DC 20) x3, Touch of Idiocy x2, Burning Gaze (DC 20)
3rd level Haste (DC 21), Vampiric Touch x2, Twilight Knife x2
4th level Black Tentacles x2, Enervation x3
5th level Baleful Polymorph (DC 23) x2, Pain Strike, Mass (DC 23) x3)
6th level Cat's Grace, Mass (DC 24), Cone of Cold (DC 24), Slay Living (DC 24) x3
7th level Power Word Blind, Harm (DC 25) x2
8th level Irresistible Dance (DC 26), Horrid Wilting (DC 26)
9th level Cure Critical Wounds, Mass (DC 27)
Str 9, **Dex** 14/18, **Con** 14, **Int** 22/26, **Wis** 12, **Cha** 9
Base Atk +8; **CMB** +7; **CMD** 30
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)
Gear +4 Quarterstaff, ~~potion of fox's cunning, potion of barkskin~~
Special Abilities nil

Male Half-Elf Rogue 17 (2)
CE Medium Humanoid (Elf)

Init +10; **Senses** Low-light vision; Perception +19
AC 20, touch 17, flat-footed 20 (+6 Dex, +3 leather armor, +1 dodge)
hp 174 (17d8+68)
Fort +7, **Ref** +16, **Will** +5(+7 vs. enchantment spells and effects)
Defensive Abilities evasion, improved uncanny dodge, defensive roll (1x/day); **DR** nil; **Immune** magic sleep effects; SR nil
Spd 30 ft.
Melee Shortsword +18 (1d6+1, 19-20/x2)
Full Atk Shortsword +18/+13/+8 (1d6+1, 19-20/x2)
Ranged Shortbow +18 (1d6, 20/x3)
Full Atk Shortbow +18/+13/+8 (1d6, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attack sneak attack (9d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike
Spell-Like Abilities *acid splash* 3x/day; *magic missile 2x/day;* (as 17th level caster),
Spells Nil
Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +12/+7/+2; **CMB** +18; **CMD** 30
Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy, Critical Focus
Skills Acrobatics +23, Appraise +19, Diplomacy +17, Disable Device +29, Escape Artist +27, Intimidate +2, Perception +19, Sense Motive +19, Sleight of Hand +24, Stealth +27, Use Magic Device +19
Languages Common, Elf
SQ trap sense +5, rogue talent (combat trick)
Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

Male half-elf fighter 17 (2)
NE Medium humanoid
Init +2; **Senses Low light vision**; Perception +1 (untrained)
AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)
hp 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) *****

Male Tiefling Barbarian (Savage Barbarian) 17 (2)
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, DR nil, SR Nil
Spd 30 ft.
Melee +5 Greatclub +30 (1d10+17/20/x2) or Unarmed Strike +25 (1d3+8/20/x2)
Full Atk +5 Greatclub +30/+25/+20/+15 (1d10+17/20/x2) or Unarmed Strike +25/+20/+15/+10 (1d3+8/20/x2)
Ranged Longbow +21 (1d8/20/x3)
Full Atk 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) x3, Indomitable Will (Ex), Rage (38 rounds/day) (Ex), Renewed Vigor 4d8+4 HP (1/day) (Ex)
Gear *+5 Greatclub, +5 Hide, Longbow; ~~Potion of Barkskin +4, Potion of Bear's Endurance, Potion of Bull's Strength, Potion of Cat's Grace~~*
Special Abilities nil

Once the fight is over, go to Encounter 5

ENCOUNTER 4

The rest of your trip passes uneventfully and you reach the docks of Perralin. You are treated respectfully, but are kept under watch. Guards are posted to keep you from leaving, but are not hovering over your every word. It is like they are doing what they can to make you feel uncomfortable than stop you from talking amongst yourself.

As the day passes, a crew member comes to you with tea and cookies and speaks very quietly, "I must be careful. You are in grave danger. Advisor Tremble is trying to use you to take over the Guild Council. He has documents. I don't know the details."

In a louder voice, more conversational tone, he says, "I do hope you understand we don't take kind to people who plot against us." He spills a cup of tea on the ambassador, "I am so sorry traitor."

As he cleans it from the deck, he continues, "A member of your Diamond Legion is trying to find evidence against him."

The first mate walks over, "Hendal, get back to work. The prisoners do not matter for much longer."

"Yes sir!" the man identified as Hendal straightens, salutes and leaves you.

Give the PCs time to make plans or discuss the situation and then continue here:

Upon your arrival, you are led through the streets of the city to the Assembly Chamber. Entering the main room you notice an incline that leads up to small stage. At the far end of the stage, seated on a golden jewel encrusted throne is a human woman in her late 30's early 40's. There are 6 armed men standing near the back wall of the room. You also notice 10 other seats, 5 smaller silver thrones that aren't as ostentatious as the Guildmistress' throne. All of those seats are occupied by middle-aged human men and women. One of those individuals, a mature silver haired gentleman in his mid 40's, stands up and "I am Advisor Tremble. You do understand that your life is on the line."

The Guildmistress stands, "We will give them the opportunity to state their side of things. Begin." She sits down and looks at you intently.

It is now up to the PCs to state their side of things. The ambassador is biding her time for the right moment to act. At the first mention of proof, continue here:

Advisor Tremble rises, "Proof? We have plenty of proof." He presents to the Guildmistress a stack of paper. "These letters show that Ambassador Brightwyn has been working with others inside of Perralin and Amthydor to force our fair country into a war that we do not want."

After looking through the letters, she hands the letters to the ambassador who then passes them to you.

Linguistics DC 20 The symbols on the letter are flawed and forgeries.

Let the PCs role play this out. This is not a **roll** play encounter. Give PCs 1 point for each item they cover:
The letters are forgeries.
The symbols are wrong.
We were threatened on the ship with violence.
A previous diplomatic group was met on the sea and disappeared.
There is an ulterior motive for all of this.
We are not looking for a war.
There has to be a peaceful solution.
Advisor Tremble is attempting to overthrow the Guildmistress.

When the PCs reach 5 points, continue here:

Advisor Tremble almost shakes with rage, "Now see here! Are you accusing us of some sort of maleficence? Just what are you implying here?"

Give the PCs a chance to state what they are implying then continue here:

Advisor Tremble shouts, "Guards! Sieze them! Take them to the dungeon!"

Ambassador Brightwyn smiles and speaks, "Perhaps now is the time to settle this." She reaches into her skirts and pulls out a small box. "Guildmistress Weaversdotter, I present to you a small token of Amthydor's esteem." She hands the box to one of the approaching guards, "Please provide this to the Guildmistress."

The startled guard takes the box and presents it to the Guildmistress. She opens the box and removes a small bell. Ambassador Brightwyn continues, "This item has been blessed by Destine and Peliron. It is tuned to you, personally, and will ring whenever an untruth is spoken when it is in your hands. As an example, I am a gnome."

The bell rings in a sharp, clear tone. The Guildmistress looks at it and smiles, "Interesting. Advisor Tremble, perhaps you should try it."

He shouts, "I will do no such thing! I have served this country for the last thirty years faithfully! I have forgone my own personal needs for the betterment of Perralin!"

The bell tolls as if it were calling worshippers to a cathedral.

The Guildmistress smiles, "Just as I have long suspected. Guards. Seize him and his band of cronies. Take them to the dungeon and bring the Amthydorian spy to my office. We will be making some decisions from there."

She turns to a young woman who has been standing against the wall, "Betty, please escort our guests to one of the waiting rooms and make sure they have everything they need."

- **Go to Encounter 6**

ENCOUNTER 5

As the last of the adversaries falls, you notice that some of the crew has been assisting you in subduing the traitorous crew. The second mate comes over to you, "Sir/Ma'am, we want to make sure you understand not all of us were in on this. We have the treasonous crew contained along with Councilman Valdent. We will be in Perralin within the next two hours at which time we will assist you as much as we can. Is this acceptable?"

The crew will follow most orders, but they are insistent that they return to Perralin. The ship is not provisioned for more than a one day cruise.

Searching the ship will not provide any clues.

If the PCs want to talk to Councilman Valdent, read or paraphrase the following:

"I'm sorry. I really don't know Advisor Tremble's plans. I just know what he told me to do. He's my brother-in-law and I owe my position to him."

He really doesn't know anything.

Continue here:

The ship pulls into the docks and a contingent of guards stand at attention. The gangplank is lowered and a man in gold plate mail armor comes aboard. "I am Major Arnen Hart. I am to escort Ambassador Brightwyn and her entourage to the Guildmistress. Where is Councilman Valdent?"

The crew brings him forward. His hands are bound before him and he looks like he may have been roughed up some.

Major Hart looks at the Councilman. "I don't know what is going on here. I will let Guildmistress Weaversdotter sort this out. Please follow me."

You are led through the streets of the city to the Assembly Chamber. Entering the main room you notice an incline that leads up to small stage. At the far end of the stage, seated on a golden jewel encrusted throne is a human woman in her late 30's early 40's. There are 6 armed men standing near the back wall of the room. You also notice 10 other seats, 5 smaller silver thrones that aren't as ostentatious as the Guildmistress' throne. All of those seats are occupied by middle-aged human men and women.

The woman stands, "I am Guildmistress Mayara Weaversdotter and I understand there has been some problem. Please explain why you laid hands on members of our council during a diplomatic mission."

Give the PCs a chance to explain. Once the PCs mention Advisor Tremble, continue here:

Advisor Tremble almost shakes with rage, "Now see here! Are you accusing me of some sort of maleficence? Just what are you implying here?" Advisor Tremble shouts, "Guards! Sieze them! Take them to the dungeon!"

Ambassador Brightwyn smiles and speaks, "Perhaps now is the time to settle this." She reaches into her skirts and pulls out a small box. "Guildmistress Weaversdotter, I present to you a small token of Amthydor's esteem." She hands the box to one of the approaching guards, "Please provide this to the Guildmistress."

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The bell rings in a sharp, clear tone. The Guildmistress looks at it and smiles, "Interesting. Advisor Tremble, perhaps you should try it."

He shouts, "I will do no such thing! I have served this country for the last thirty years faithfully! I have forgone my own personal needs for the betterment of Perralin!"

The bell tolls as if it were calling worshippers to a cathedral.
The Guildmistress smiles, "Just as I have long suspected. Guards, seize him and his band of cronies. Take them to the dungeon and bring the Amthydorian spy to my office. Actually, bring Advisor Tremble to my office too. There are serious charges pending against him and we might as well get this resolved tonight. We will be making some decisions from there."

She turns to a young woman who has been standing against the wall, "Betty, please escort our guests to one of the waiting rooms and make sure they have everything they need."

- **Go to Encounter 6**

ENCOUNTER 6

You are led through the ornately decorated building with items showcasing the skills of the artisans of the city. The woodwork is carved with vines and flowers that are so detailed, you can almost smell their perfume. The walls are covered in intricately woven tapestries depicting the life of the average Perralin citizen. You arrive at a set of double doors that are inlaid with a variety of polished stones of no real monetary value.

Once inside, you find a room with rugs that are so plush you sink into them as you cross to the seating area which consists of four lavish chairs with blue velvet upholstery that complement the blues in the flowers of the sofa. A mahogany table inset with tiles painted in shades of blue and green sets in the center of the area.

Betty smiles the first truly warm smile you have seen since your arrival, "It could easily be hours before we are called for. I will have refreshments brought in. Please, make yourselves comfortable. I will be right outside if you have any needs."

- **Are we prisoners?:**

"No. You are free to leave if you like. It would be appreciated if you would stay to fulfill the mission you began. It could be useful for you to be here if there are further questions."

- **What is going on now?:**

"I believe Advisor Tremble is being tried for treason."

- **What will happen if he is found guilty?:**

"He will be executed. Is that not what you do in your country?"

- **What was that about the Amthydorian spy?:**

"I do not know. I am a personal assistant to the Guildmistress and do not have anything to do with politics. I merely take care of her clothes, food, rooms and such. I am sorry I can't be of more assistance."

When the PCs are done with questions, continue here:

After several hours of waiting, Guildmistress Weaversdotter enters the room with several people following her. "I am terribly sorry for the ordeal that you have been put through. Advisor Tremble has been found guilty of numerous crimes and will be executed along with several of his co-conspirators. Others will be spending many years in prison. Your present has made the trial process much faster and I am grateful."

She indicates the people with her, "I would like to reunite you with members of the previous mission. I have clerics and guards going through the dungeons to make sure there are no further wrongfully imprisoned persons."

"We have uncovered that Advisor Tremble planned to align Perralin with the followers of Mordana from Vanyr after deposing of myself and my regime. In fact, he and his cohorts bribed an ambassador from Amthydor, Ambassador Kilpatrick to be precise, in an attempt to gain information on Amthydor's military and how the Lord Monarch might react to certain situations. The ambassador sold out Amthydor and helped Perralin capture his delegation." She indicates the three people who entered with her. "I would like to return to your care Thadeus Culpepper, Ephraim and Endora Kyle."

"Our ship is ready to return you to your ship. I will be sending a trusted member of my staff, Betty, to accompany you and act as a liaison until we can get a full contingent of diplomats to solidify our treaties and alliance with Amthydor. Please have a safe return and may Kalek bless you."

"I must go. I have many things to attend to, as I'm sure you can imagine." She turns and leaves.

CONCLUSION

While you are awaiting your transport back to Amthydor, you can't help but hear talk spreading through the streets of Perralin about the pending execution of Advisor. The returned legionnaires recount the events that led to their capture.

Captain Culpepper was returning from a mission and was waylaid at the docks in Perralin while he looked for transportation back to Amthydor. He spent two months in the dungeon. He tells you, "The nearest I could figure, they were keeping me as a possible scapegoat in case things didn't work out the way they hoped."

The Kyles tell you about their ship being overrun by so called pirates that turned out to be members of Tremble's personal guards. Ambassador Kilpatrick helped them by drugging their tea so that they were unable to fight. "We have no idea what happened to him. Trust me, we will be looking for him so that he gets his just desserts."

Your return to Amthydor is uneventful and upon your arrival in Amthydor you head to Diamond Legion HQ with the three legionnaires you brought home.

Captain Collins is happy to see you, especially when she sees the three legionnaires. "Please tell

me everything that you've learned," she says as she warmly greets the legionnaires.

After listening to your story, she informs you that the Lord Monarch is not going to be happy as one of his most trusted advisors has gone rogue. Who knows how much information has been given to our enemies. She also informs you that out of all the groups that were sent out yours was the only one to return, and judging by the fact that your mission was successful, she is optimistic that theirs will be as well.

Captain Collins sends a legionnaire to fetch Captain Culpepper's mother, who returns with them. And word was left for Eloise Kyle about her siblings return.

Captain Culpepper's mother, upon seeing him immediately begins bringing Thadeus up-to-date with what has happened to their family. She gushes, "I knew you would come back to me! I knew you would!"

He hugs his son tightly while his mother continues to hold on to his arm. He turns toward you, "I owe you my freedom and life. I am forever grateful."

His son looks up at his father, "Daddy, can we go home now? I want to show you my new sword."

Thaddeus smiles, "Come on son, let's go home."

THUS ENDS "UNHOLY MATRIMONY"

TIME UNIT COST: 10 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	ATL 21
Module Experience	**600**	**850**	**1200**	**1800**	**2900**	**4500**	**7000**	**10500**	**17000**	**28000**	**28000**
Helping Thadeus' mother	50	50	100	100	100	200	200	500	500	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500	500
Maximum Possible XP	**700**	**950**	**1400**	**2000**	**3100**	**4900**	**7400**	**11500**	**18000**	**29000**	**29000**

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

TREASURE SUMMARY

Treasure earned (other than gold) is based on the 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.

Encounter 2

ATL 1-5: Wand of Magic Missiles CL 1, 750 GP; Cure Light Wounds CL 1, 750GP,
3 potions of barkskin CL 3, 300 GP each;
1 black pearl worth 300 GP
2 Pinkish Pearls worth 100 GP

ATL 7-11 Wand of Scorching Ray CL3, 4500 GP; Wand Cure Moderate Wounds CL 3, 4500 GP;
3 potions of barkskin CL 6, 600 GP each;
1 black pearl worth 400 GP
2 Pinkish Pearls worth 200 GP

ATL 13+ Wand of Fireball, CL 5, 11,250 GP; Wand of Cure Critical Wounds CL 7, 21,000; 3 potions of barkskin CL 9, 900 GP each; 1 black pearl worth 500 GP and 2 Pinkish Pearls worth 300 GP

Conclusion-Each PC gets one. Void any extras.

Boots of the Cat- These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal. The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always lands on his feet.

Value: 1,000gp Tradable: Yes
Caster Level: 1st Rarity: Common
Legality: Legal Real Value: $0

Bag of Mounts- This small sack looks empty at first glance. Anyone reaching into the bag feels a small, fuzzy ball inside. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag, as a mount, for 12 hours (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill.

Percent	Resulting Mount
01-20%	Cheetah
21-35%	Tiger
36-50%	Bison
51-70%	Elephant
71-90%	Rhinoceros
91-100%	Dolphin

Value: 26,400 Tradable: Yes
Caster Level: 11th Rarity: Common
Legality: Legal Real Value: $0

Amulet of Projection- This ebony and ivory colored amulet on an intertwined silver and gold chain when grasped and the command word, action, spoken, casts the programmed image spell 3 times per scenario.
Value: 13,200gp Tradable: Yes
Caster Level: 11th Rarity: Common
Legality: Legal Real Value: $0

Brooch of Concealed Offense-This brooch holds a weapon, either a sword or staff, which the wearer is proficient with. The weapon can be called forth from the brooch a specific number of times per scenario based on ATL, and can remain outside of the brooch for 10 rounds (the rounds need not be consecutive). The properties and frequency of the weapon that the PCs may call forth are based on ATL.
ATL 1-3: +1 holy weapon (value 1,600gp) - 1 time per scenario
ATL 5-7: +2 holy weapon (value 3,600gp) - 1 time per scenario
ATL 9-11: +3 holy weapon (value 12,800gp) - 2 times per scenario
ATL 13-15: +4 holy weapon (value 30,000gp) - 3 times per scenario
ATL 17+: +5 holy weapon (vale 43,200gp) - 3 times per scenario
Value: Varies Tradable: Yes
Caster Level: 11th Rarity: Common
Legality: Legal Real Value: $0

Ring of Transformation- This ring allows the wearer to shape change into an insect, small rodent or burrowing mammal 3 times per scenario, for a maximum duration of 11 minutes at a time.
Value: 13,200gp Tradable: Yes
Caster Level: 11th Rarity: Common
Legality: Legal Real Value: $0

Goggles of Perception- The goggles grant the wearer both low-light and darkvision and allow a +10 circumstance modifier to perception checks to locate traps. The downside is that while wearing them the range of your .normal vision is halved. This is usable by anyone.
Value: 13,200gp Tradable: Yes
Caster Level: 11th Rarity: Common
Legality: Legal Real Value: $0

Ring of Moods- This gold ring has 3 gemstones mounted on it; a bright red ruby, a light blue sapphire, and an olive green emerald. The ring mimics your moods and generates effects corresponding to them. When you are angered, the ruby casts *rage*, when you are calm the sapphire casts *heroism*, and when you are depressed the ring casts *hideous laughter*. The ring may be used 3 times per week, although each gemstone is limited to once per day.
Value: 13,200gp *Tradable:* Yes
Caster Level: 11th *Rarity:* Common
Legality: Legal *Real Value:* $0

PLAYER'S HANDOUT #1

Guild City of Perralin
Ruler: Guildmistress Mayara Weaversdotter and the Guild Council
Government: Syndicracy
Approximate size: City State (Metropolis) Perralin exerts its influence over an area extending 10 miles from the city walls.
Resources: Trade goods, anything that they can manufacture
Population: 29,720 (humans 74%, gnomes 6%, dwarves 5%, half-elves 5%, halflings 4%, half-orcs 3%, forest elves 2%)
Alignment: N, NG, LN
Language: Common
Deities: Lucor

Description: Perralin was founded nearly 600 years ago to promote manufacturing, trade and commerce. It is home to branches of nearly all of the major guilds and many aspiring craftsmen come to the city seeking to become apprentices or to seek further training as journeymen and master-candidates. Perralin is a common starting point for caravans crossing the Free Lands. Of all of the major cities on the Tasman Sea, only Amthydor and Ibarra see more foreign visitors and merchants.

PLAYER'S HANDOUT #2

In times of strife and danger to you
Your faith in each other will get you through
Those that you seek you'll learn how to find
Provided you know how to open your mind
Thoughts and prayers will do in a pinch
When the time comes you must not flinch
Three common enemies united in rage
Hopefully you can get them past that page.

CRITICAL EVENT SUMMARY: UNHOLY MATRIMONY

Convention: _____ Date: _____
Do Not Return After __January 1, 2014_____

1. How did the PCS deal with Tyrennial? Traded with him Got information Both

2. Did the PCs fight on the ship? Yes No

3. Did the PCs treat Thadeus mother fairly? Yes No

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

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

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

Convention: _____

Judge: _____

Date:

ROSTER OF HEROES: UNHOLY MATRIMONY

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.

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

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

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.
** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.
*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.
**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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