



# Descent

(Trial by Fire - Part 1)

**By Daniel Lewis**

The League of Thaumaturgical Studies often conducts difficult, or even dangerous, research. Normally they're very careful, and things hardly ever go wrong. But now one of their own has gone missing, and they need your help to find out why. A one-round adventure for heroes level 7-17.

Warning: This adventure may be extremely dangerous for paladins and good clerics.

**WARNING:** This adventure carries the risk of permanent death and character loss.

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## LEGAL TEXT

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## WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in boxed ***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

"Descent" is Part 1 of the 'Trial by Fire' series. It is necessary that this module be played first, and that the others in the series be played in order.

## 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 the *LSJ Campaign Guide* for exact details.

## ADVENTURE BACKGROUND

In the events of "Consequences", the players were sent on a mission to destroy a hatchery for the flesh-crafted monsters known as *blood beasts*.

They were accompanied by a wizard from the League of Thaumaturgical Studies and given an additional task to capture one of the *beasts* alive using the League's specially built magical tools.

When one (or two) of the *beasts* are captured, they are taken back to a secret League holding area in a remote part of the Delambir Mountains.

If the PCs failed to capture any in "Consequences", then other un-named NPC adventurers did it instead some time later.

At their facility, the League works to unravel the *beasts'* powers, vulnerabilities, and origins.

Their work teaches them that the *beasts* actually have souls, and that when they die those souls are being siphoned off somewhere.

The temples of Emerys and Destine are working with the League and determine that the souls are not travelling to a resting place, as most souls do, but rather are being forcibly diverted.

The League wants to know where, since soul magic can be quite devastating and anyone who is using it is undoubtedly a serious threat.

Elgrun Kline, the half-orc wizard from "Consequences" has developed a ritual that allows living beings to travel on the same pathways as a departing soul, sort of a perversion of *astral projection*, but less controlled.

He attempted the ritual, but has not returned.

The League wants to hire the PCs to follow a second wizard with the same ritual, find Elgrun Kline, and bring him back.

Hopefully, as part of the process, the League will get the information they're after, but at this point they just want their man back safely.

This module takes place 3 months after the events in "Consequences".

Check to see if any of the PCs played "The Chrysalis." If so, they may recognize Mindy Bounderby, the daughter of a victim in that mod.

Introduction: It is a dreary day, and a job offer from the League only promises to make it worse.

Encounter 1: The PCs meet with the League representative and get the (very sketchy) details of the job. They'll be asked to participate in the ritual, partially by killing a captive *beast*, and then find a way to bring everyone back.

Encounter 2: The PCs go to the League and participate in the ritual. This involves a short combat against a greatly weakened *blood beast*.

Encounter 3: The the cave.

Encounter 4: The PCs module.

Conclusion A: The study.

Conclusion B: The alive.

Conclusion C: The PCs die.

Epilogue: A Ossryn.

## INTRODUCTION – STARTING EARLY

*It's one of those days that misers, kill-joys and shut-ins love. The last week has been bright and sunny but today is overcast and chilly, with a steady wind and drizzling rain.*

*You're on the edge of an afternoon nap when you hear a light but persistent knock at the door.*

*When you answer, you are met with a young half-orc girl wearing livery marked with the symbol of the League of Thaumaturgical Studies. She's disheveled and shivering, her clothes and hair drenched from being outside too long, even in this light rain.*

*She carries a messenger's bag in one hand and offers you a scroll tube with the other; when she speaks, you can see that her teeth have grown faster than her mouth, giving her a small slur...*

*"Meshage for you, shir. (or ma'ahm)"*

*As you take the tube the wind whips up for a moment, spraying her with a few fat raindrops out of nowhere, plastering her hair across her face and splattering her eyes. She lets out an exasperated huff, nearly stamps her foot, and mutters the words to a spell.*

*In a blink her clothes and hair are dry and clean, though you're sure they'll be wet again soon. She looks at you and her eyes get wide:*

*"Oh no! Pleash don't tell the teachersh, shir. I'm not shupposed to be ushing magic yet."*

-She'll gladly accept compliments regarding her use of *prestidigitation*.

-If the players ask, she is "9 yearsh old!"; her name is "Melisha Jonesh!", from her father.

-Students at the League run messages to teach them to memorize facts (maps, addresses, etc.).

-She won't accept a tip because "the theachersh shaid that League shutedentsh aren't allowed."

*After the girl leaves, you open the message tube. Inside is a note written in perfect script and bearing the mark of the League.*

*"Please meet me at the Fraternity of Venturers today at 6 bells, I need you to help me find someone. --Celia Mayweather."*

Celia was the other wizard working with Elgrun Kline in "Consequences". It's half-past noon now.

When the PCs are ready, **Go To Encounter 1.**

## ENCOUNTER 1 – TOTALLY NORMAL

*The Fraternity of Venturers is a landmark in the city, a meeting point for adventurers and customers of all kinds, and the start many stories. At this hour the area is a buzz of activity: groups check each others' equipment, adventurers meet with prospective employers and pages run all over, delivering urgent messages.*

*You wait in line to sign in at the front desk, manned by the Fraternity's cheery administrative assistant, Dorinda Jasper, and what appears to be an assistant-assistant, a young human girl with a nametag that reads 'Mindy Bounderby'.*

- If any of the PCs played "The Chrysalis" with this character, use the boxed text where they recognize Mindy.

- If none of them played it, then use the text where they don't know her.

### They Recognize Her

*As you move to sign in, Mindy looks up from her little appointment book, and her face breaks into a huge smile.*

*"Oh, hi everybody! Remember me? It's me, Mindy! You helped me and my dad at Llynvalle last year. Ms. Dorinda, these are those nice adventurers I was telling you about!"*

*She proceeds to run around and give everyone a big hug, then returns to her desk. She clears her throat in the best businesslike manner that an 11-year-old can manage, and delivers her introductory speech with a wide grin.*

*"Welcome to the Fraternity of Venturers. My name is Mindy Bounderby, assistant to the assistant to the director, Mr. Melton Daderhoff. How can I be of assistance?"*

**Presumably the PCs say they're here to see Celia**

*When you mention that you are here to see Celia, she consults a small notebook and then points down the hall.*

*"Ah, your names are all on the list for this job. Ms. Mayweather is in conference room 8, right that way. Good luck! Bye bye!"*

- Proceed to the boxed text for meeting Celia

### They Don't Know Her

*As you proceed to sign in, the young girl looks at Dorinda; Dorinda gives her a small nod, and the girl gives an introductory speech in the best businesslike tone than an 11-year-old can.*

"Welcome to the Fraternity of Venturers. My name is Mindy Bounderby, assistant to the assistant to the director, Mr. Melton Daderhoff. How can I be of assistance?"

Presumably the PCs say they're here to see Celia

*When you mention that you are here to see Celia, she consults a small notebook and then points down the hall.*

"Ah, your names are all on the list for this job. Ms. Mayweather is in conference room 8, right that way. Good luck!"

- Proceed to the boxed text for meeting Celia

### Meeting Celia Mayweather

This text assumes that the PCs have played "Consequences" with this character.

If that is not the case, you may ad-lib the dialogue to get it to make sense, but the message and the job are the same, regardless.

*You proceed down the hall to conference room 8, and at your knock a female voice bids you to enter. Inside you meet Celia Mayweather, an elven mage with sharp features, long blond hair, and haunted eyes. She offers you each a firm handshake, and little else for pleasantries.*

"Thank you all for coming on short notice. I know it's been a while since we travelled together, but I'm afraid the League needs your help again.

"As you may recall, about a year ago we learned that sky elven villages, and later a town close to the city, were attacked by a mad mage and her pet monsters, known as *blood beasts*.

"A few months after the attacks started, and thanks to the efforts of you and some others, we came into possession of some live specimens of these creatures. You might remember my colleague, Elgrun Kline, who was leading the research on these beasts.

"We've learned a great deal in the last 3 months about their capabilities and physiology, but the most chilling discovery we've made so far, as confirmed by the temples of Destine and Emerys, is that these beasts have sentient souls.

"Furthermore, the faithful of Emerys have learned that, when killed, the beasts' souls did not travel to a resting place, as most souls do. Rather, they were being forcibly diverted somewhere, but we don't know where.

"Elgrun Kline believed that the souls were being diverted by the will of an evil entity, rightly fearing the terrible power that soul magic holds. He wanted to determine where the souls were going, and to whom, so that we could stop them before they grew too powerful.

"He developed a ritual to allow living beings to walk the same paths as a departing soul; the ritual is invasive, however, as it does not require the soul's consent.

"The League made an agreement with the clergy of Emerys to only ever use this ritual on these beasts, and to lock away the method for performing it afterwards. Elgrun volunteered himself and, with the priests of Emerys standing guard, he completed the ritual and disappeared.

"He was supposed to come back over two weeks ago. We've exhausted our methods of finding him, and I am at my wits' end.

"I discussed the situation with the temple and have gotten approval to perform the ritual only once more. I've come to ask you to participate in what is probably the most bizarre rescue mission in history.

"I'd like you to accompany me as I perform the ritual again. We'll follow the soul of our last living *beast* specimen, presumably to where Elgrun went, collect him and any data he's found, and then come home.

"What questions do you have?"

A Sense Motive check DC ATL+5 will determine that Celia is being truthful about everything she says. She isn't leaving anything out, but there's no accounting for PCs just not asking any given question.

☛ **What's the pay?**

"The League is offering you hazard pay comparable to that offered by the Legion: (ATLx150) gp each if we find Elgrun and bring him home safe. We'll include a bonus to get his data as well; if we run across any magical treasure we'll decide what do with it later."

☛ **How did Elgrun develop this ritual?**

"He spent a great deal of time working with clerics of Emerys and Destine, and made certain to only test it with the consent of faithful followers whose time had come naturally. It was a laborious process, but there was no other way that didn't mean violating someone's soul."

☛ **So you didn't *kill* anyone for this research?**

"No, we were very careful to only choose people who were dying of natural causes, they provided their informed consent, and the whole thing was watched by the clerics of Emerys."

☛ **Why do you need *us*, specifically? /**

☛ **Why not bring your own people?**

"The ritual requires the death of the subject whose soul we are to follow. This means that we have to kill our remaining captive *blood beast* in order to perform the ritual, and as you know, they are not so easily killed. More to the point, we have no idea *where* we're going, or what will be waiting for us. I'd like an armed and capable escort of various skill sets, not just fellow wizards, to ensure that we make it back."

☛ **How does the ritual work?**

"As you can imagine, the specifics are quite complicated...but in simpler terms you might imagine it as a variation of the *plane shift* spell. Normally the destination is somewhat random, but this ritual provides an exact path to follow, though it doesn't tell you anything about your destination before you arrive."

☛ **Is the ritual dangerous?**

"The ritual itself poses no danger to the living beings participating. Obviously the subject has to die, and of course the destination can have its own dangers, which is, of course, the whole reason I'm asking for your help."

☛ **When do you want to start? /**

☛ **Do we have any time to prepare?**

"The ritual area takes some time to set up. If you'll meet us in the League's front hall tomorrow at 8 bells, that will be fine."

☛ **Where is the ritual going to be performed? /**

☛ **Where are you keeping the *beast*?**

"We have a holding facility in a remote area of the Delambir mountains. We use it specifically for our more...difficult experiments. "If something were to happen out there, the entire area could be cleansed without danger to the people living in any nearby cities."

☛ **Will you be coming with us? /**

☛ **Including along with the ritual?**

"The nature of the ritual is such that the one performing it must go along, yes. Anyone who is part of the circle will be transported along with me."

When they are done asking questions, **Go To Encounter 2.**

## ENCOUNTER 2 – FISH IN A BARREL

The League of Thaumaturgical Studies campus occupies an area in the city's university district. While they have multiple buildings, one in particular is used for meeting adventurers and others from outside the League. It's large and open inside, with reinforced walls and magical defenses.

*You arrive at the League campus just before 8 bells and proceed to the hall reserved for meetings between the casters and those not of their guild. As you enter you see people bustling here and there, but you are easily able to spot Celia not far away.*

*She is speaking to a young elven boy who shares her hair and features. As she sees you, she kneels down and says to him,*

*"Okay, mommy's friends are here, and you have to get to class. Stay with uncle Frank tonight, I'll be home in the morning."*

*They exchange a quick hug and the boy runs off down the hall as Celia rises up to greet you.*

*"Ah, thank you for being prompt; we're ready to begin, please follow me. We'll need to get to a clear area to teleport to our holding facility, where we're keeping the beast. If you have more questions, I can answer as we walk."*

### ☛ **Who was that boy?**

*"My son, Devon. He showed an aptitude for magic at a very young age for elves, he's only 8. I brought him here to learn so that I could stay close. His father would have been so proud..."*

*Celia's voice trails off and you get the distinct impression she does not wish to discuss it more.*

*Celia leads you across the campus to a squat, dark, stone building that looks like little more than a shed. At the door, Celia holds up a hand for you to wait, and begins to chant, drawing brightly burning glyphs in thin air.*

*After nearly twenty seconds of her chanting, you hear an audible <clunk!> from inside the building, and the door slides open with a dull stone-on-stone grinding sound.*

*Once inside you realize that the "building" is solid stone, and a passageway slopes downward into the ground. Celia leads you down, and magical torches illuminate the way as you pass.*

*When you get to the bottom, easily 30 feet below ground level, you see a large, open room, carved out of the bedrock, with torches along the walls and a large glowing blue circle inscribed on the floor. Celia says,*

*"If you're ready to leave, step into the circle and join hands."*

Presumably they do...

*You join hands with Celia, she mutters a command word, and the world blinks out for a moment, to be replaced with a very similar looking room, only the circle on the floor is red.*

*She leads you up another sloping path, but this one opens into a huge cavern inside a mountain. The cavern is lit from all around with magical torches and other lights, but is still dim due to its size.*

*You can see other wizards off in the distance performing experiments, casting spells, and working with alchemy benches and other pieces of equipment. Celia leads you down a short series of hallways and into an open room with a large summoning circle inscribed in the floor.*

*Two priests of Emerys and several League wizards stand around the edges of the room. They offer Celia and your group curt nods, but say nothing, their attention focused on the circle.*

*In the middle of the circle, a blood beast is chained to the floor with adamantine chains. Though you know how dangerous they can be, this one appears thin and weak. As you approach it struggles piteously against its chains and gives a weak growl, but it appears to be of little threat.*

*"In order to perform the ritual, we will all need to be inside the summoning circle when the beast dies," Celia says.*

*"We've been starving it for weeks, but even so it still poses a physical threat, so I urge you not to take it lightly. When you're ready, step into the circle together and kill it as quickly as you can. I'll be ready, and the ritual will take effect as soon as you land the death blow."*

If the PCs have any last-second questions they can try to ask, but Celia is annoyed at the delay.

🗨 **Does it matter how we kill it?**

**"No, but only those people who are within the circle will be included in the ritual. You will need to be right next to the monster, basically."**

- The circle is Huge, the *beast* is Large, so anyone who wants to go needs to be adjacent to it (and therefore in range of its bite attacks).

When the PCs are ready, **Roll for Initiative.**

- See the *blood beast* stats in Appendix A, but this beast is greatly weakened, see below.

**Order of Battle**

· The PCs need to step adjacent to the *beast* if they want to be in the ritual. The circle is only 5' larger around than the *beast* itself.

· The *beast* will try to fight back, but in its weakened state it's not much of a fight.

· The end: As soon as the *beast* dies, read the boxed text and then **Go to Encounter 3.**

**Weakened Blood Beast**

- Reduce STR by 1/2, DEX by -4, CON by -6
- Reduce HP by 1/2 (after CON penalty)
- Deals 1/2 damage on all attacks; only has 5' reach

As soon as the *beast* dies, even if it's mid-round, read the boxed text:

*As you strike the death blow against the beast, Celia finishes chanting and you feel a rush of energy wash over you. You feel your body go numb, even as you detect the sensation of flying through the air at break-neck speeds.*

*A quick glance around reveals your companions in a similar state, and you can just barely make out what could only be the beast's soul. It is a translucent brown and green blob, though it shifts and squirms into the rough shape of its previous owner.*

*As quickly as it began, the sensation is over, and you find yourself staring at a red dirt floor, the acrid stench of brimstone in your nostrils.*

**Go to Encounter 3.**

**ENCOUNTER 3 – GOT YOU NOW!**

This encounter centers around the idea that the PCs are stuck in the cage with no way out and have no choice but to converse with the Contract Devil known as Barimamiuht.

(BAR-uh-MOM-e-UT)

Of course, Barimamiuht also has scores of subjugated *blood beasts* all around. He's been executing a contract he set up with Elijah Ossryn.

He is using this cage and an artifact called the Soul Well to collect and "tame" the *blood beasts*.

A rival got himself caught in the Soul Well, but is exacting revenge anyway by killing the new incoming *beasts*, and Barimamiuht wants him out.

PCs, as a rule, do not accept being in cages. Barimamiuht has taken several precautions, but it's possible some enterprising players will try something anyway.

Try to make it clear that, even if they did get out of the cage, they'd be obliterated by the *beasts* all around them.

Also try to make it obvious that there's really no functional way out of the cage. Which there really shouldn't be (see below).

*Before the disorientation fades, you hear a deep, flowing, baritone voice,*

*"Interesting...you're not the promised payment..."*

*Picking yourself up off the ground you find that you are surrounded by a blasted, hellish landscape. The ground is a ruddy brown clay, and off in the distance you can spot volcanoes and clouds of ash and sulfur.*

*Not that spotting things in the distance is easy, since you have to look between the closely-spaced bars of the impressive cage you seem to be in. The bars are thick adamantine, covered with spikes on the inside, and seemingly smithed together, as you see no obvious door.*

*"I wonder, then, how it is that you came to be here, and why now, specifically," says the mystery voice, and you turn to face a wholly unwelcome sight.*



*Outside the cage stands a tall, red-skinned humanoid dressed in fine robes, carrying a quill in one hand and a long parchment scroll in the other. It has a mane of horns growing out of and around its head and torso, upon which are draped dozens of other scrolls, like bizarre wind-chimes.*

*"Though, I suppose you probably got here the same way he did," the creature says, slowly pacing around the cave and pointing at an unconscious figure curled up against one side of the cage. As the creature speaks, Elgrun Kline stirs from his torpor and slowly wakes up.*

*He takes a moment to get his bearings before his eyes focus on your group, and Celia in particular. His voice is a dry croak, as though he's been without water for days.*

*"Celia...oh no...you performed the ritual, yes? You've doomed yourself and these poor souls, you see now, yes? This one here, he is a phistophilus, a Contract Devil, and this is his cage, you understand, yes?"*

*Celia calls out to him and rushes to his side, urging him to rest and giving him water from her flask. As she tends to him, you take a moment to look around the area and realize that you are even less alone than you thought: the cage sits in a shallow valley and perched on the ridges surrounding it are dozens of blood beasts, all seemingly watching you.*

*The contract devil lets out a small laugh and continues to pace around the cage,*

*"Even more interesting, you seem to know him, and now I have a name, as well. So tell me, then, who are you, and why are you here?"*

There are several ways this can go, and each has a set of boxed text to go with it (see below).

Baramamiuht will not talk to the PCs unless they talk to him. He has no need to fight, they can't get out of the cage, and he has infinite time.

Play him as a kind of puppet-master with limitless patience.

Hopefully the PCs' first reaction is to talk, as that's really the only option for advancing the mod.

But honestly, someone will probably try to break out before talking. Regardless, use the boxed text that fits the situation.

### The PCs try to Break Out

If the PCs try to break out of the cage by some means, consult the paragraph below for the details on the cage's construction.

Then go to the boxed text for the roleplaying.

### The Cage

Barimamihut knows full well how dangerous the *beasts* can become, so he's gone to great lengths to make a cage capable of holding them.

- The cage is a 10' radius dome, completely enclosed, with no doors.
- The cage area is completely covered with an *antimagic field* effect. Even if it's dispelled, it comes back at the beginning of the next round.
- The bars are adamantine, 3" thick (120 HP, hardness 20), and spaced 4" apart (109 bars, Escape Artist DC 95).
- It includes a 3" thick floor that is buried 2' down. Imagine it like a gargantuan bird cage.
- The inside edges of the bars are lined with wicked spikes and barbs. Anything striking the bars with natural weapons or non-reach melee weapons takes 1d8 damage.
- The floor has the spikes too, but they're far enough under the dirt so as not to cause damage unless the PCs dig down to them.
- Attacks against the bars with a non-adamantine weapon deals equal damage to the weapon itself (minus its own hardness); the stronger material of the bars breaks into the softer material of the weapon.
- The cage is surrounded on 4 sides by a cube made of *walls of force* (remember, not affected by *antimagic field*).

Paraphrase if you need to, but the bottom line is that whatever the PCs are trying, it won't work.

*You avail yourself against the cage with no effect, and your captor laughs to himself.*

*"I wouldn't bother, if I were you. That cage was made to hold things far more powerful than yourselves. Although...not as numerous.*

*"Hmmm, your presence here may be an opportunity for us both. I have a proposal that will benefit all of us equally, if you're willing.*

*"Oh, don't look at me like that, I assure you it won't offend your delicate sensibilities."*

### The PCs Talk

Ideally this should follow directly after he asks who they are and why they're here.

If not, paraphrase the boxed text to make sense.

#### Barimamiuht's Goals and Motivation

Barimamiuht's goal is to find something the PCs *want*, some question(s) they *want* answered, so he can bargain for their help with his information.

He has a rival (a devil named Ngathomet) trapped inside an artifact called the Soul Well, which he has been using to collect the souls of dispatched *blood beasts*, allowing him to break the beasts and bend them to his will.

Using this artifact, he is attempting to create an army of *beasts*, but the rival devil is killing the souls of the *beasts* when they arrive.

When Ngathomet first starting killing the *beasts* in the Soul Well, Barimamiuht built the cage to try to break them there. But without the reinforcing power of his artifact, he couldn't make it stick, and the *beasts* invariably died.

So now Barimamiuht has no way of getting his new *blood beasts*, which is the payment he was promised in Elijah Ossryn's contract.

Therefore, he wants the PCs to agree to a contract wherein they destroy his rival inside the Soul Well and Barimamiuht answers their questions about the *blood beasts* and releases them back to the Material plane.

Barimamiuht can *release* things from the Soul Well, but he can't *force* them out. Ngathomet realizes now that he is no match for Barimamiuht, so instead of leaving the Well, and most likely dying, he is content to stay in it and disrupt Barimamiuht's plans from the inside.

Barimamiuht *wants* the PCs to go home and keep killing the *blood beasts*, since that's how he grows his army. More importantly he wants Ngathomet dead (he can't do anything to Elijah b/c of the contract), and that's where the PCs come in.

Continue with...

"...who are *you*, and *why* are you here?"

-Presumably they say something about how they're here to learn about the *blood beasts*

If they don't mention that, or if they just flat-out don't answer at all, then Elgrun Kline will speak up:

- He will say that he is trying to find out what happens to the *beasts* when they die, which will hopefully lead to how they're created

- He will admit to creating the ritual that led everyone here

In either case, the resulting boxed text is the same:

**"Hmm, so you wish to know about the *blood beasts*, eh? Well it just so happens I know quite a lot about them, and I also know a way out of that cage.**

**"I have a proposal that will benefit all of us, I think, if you're willing to listen. Oh, don't look at me like that, I assure you it won't offend your delicate sensibilities"**

This should be enough to get the PCs to hear him out on his proposal, but if not, he will banter with them a little more.

He won't answer anything about the *blood beasts*, his contract with Elijah Ossryn, the cage, or his personal plans under any circumstances.

When you're ready, go to his Proposal.

This area reserved for players' questions, since I have no idea what they might ask him.

### Barimamiuht's Proposal

Being a Contract Devil, Barimamiuht's deals are actually on the level most of the time. He's glad to strike a fair deal with the PCs, and by his nature he must abide by it.

Presumably the PCs agree to hear him out...

"Ah, excellent. Oh, but where are my manners? My name is...well...never mind, but you may refer to me as 'Barimamiuht'.

"So, the situation is this:

"I have in my possession an artifact known as the Soul Well; it acts as a sort of prison, capable of capturing a creature via its soul, but able to hold its physical form also.

"As you may have surmised, the *blood beasts* were being sent here specifically, and I used the Soul Well to trap them. Somewhere in the midst of all this, a rival of mine, Ngathomet, decided it was time to strike.

"His attack was almost successful, but I was able to contain him in the Soul Well. Sadly I cannot forcibly *expel* something from the Well, I can only let it go free.

"And Ngathomet is not without his cunning. He decided to stay in the Well, safe from me but still able to kill any new *beasts* that arrived.

"So I built this cage, to try and capture the *beasts* without the Well; but my efforts failed. Then this one here--Elgrun, was it?--he arrived. He was not willing to sign a contract, and so here he has stayed.

"It was a gamble on my part. Mortals do strange things sometimes, like chase after their own with no knowledge of where they're going. And my gamble paid off, since here you all are.

"My proposal is this: I will draw up a contract that states that if you agree to enter the Soul Well and deal with Ngathomet, I agree to answer your questions about the *blood beasts* and then return you all safely to the Material plane. If you do not agree, you will remain in that cage indefinitely.

"I admit I don't always keep up with mortal affairs, but you all do still need food and water to survive, correct? There's none in that cage, I can assure you. Well, what say you?"

*As he speaks he draws forth a clean scroll of parchment and a quill, a sly grin on his face.*

*Celia is the first to react, and none too well. "You piece of filth!" she cries, "we'll never serve you!"*

*She draws an ornate crossbow from a satchel and fires a wicked-looking bolt at the devil. It passes through the bars and bounces off an invisible wall just outside the cage.*

*Before she can reload, Elgrun reaches up and pulls her hands down.*

"Celia! It is alright, yes? This one proposes a contract, yes? It is his nature that he cannot refuse signed contracts, yes? Strange as it may sound, in this case, his deal can actually be trusted."

*Elgrun looks at your group with tired eyes,*

"My friends, I am glad that you came for me, but we must find a way out of here. This...'Barimamiuht' seems to hold the only way, and what he asks is not terrible.

"I am willing to trade the life of a fiend for our freedom, but I am too weak to do so on my own. What say you?"

*Even as you ponder your next course of action, Barimamiuht is already writing. He keeps one eye on your cage, but the quill seems to scratch across the parchment at impossible speed, never needing ink or missing a letter.*

At this point the PCs are probably bursting with questions.

Unfortunately, Barimamiuht will not answer anything that doesn't relate directly to the contract.

Elgrun, however, has information, if the PCs want to ask. He can speak with authority on the area, and infernals, thanks to his **Knowledge (Planes)** and **(Religion)** skills (Appendix B).

Sense Motive DC ATL+5 says that Elgrun is being truthful.

☛ **Elgrun, can we actually trust this devil?**

"Perhaps 'trust' is too strong a word, yes? But among his kind, signed contracts are just as binding to him as they are to mortals, yes? Deals made with their kind are not necessarily safer, but the wording of a contract can be considered a guarantee, you understand, yes?"

☞ **Celia, what do you think?**

"Elgrun has more knowledge of the lower planes than I do, and if he says he's willing to take this deal, I trust him. I'm not happy about it, but I see few other choices."

☞ **Barimamiuht, what happens to you if you break the contract?**

"Ah, ha ha ha, very clever, mortal. A fair question, though not one to which you'll get a full answer. Suffice to say that my kind *cannot* break signed contracts. There are penalties, punishments that even the denizens of the lower planes will not bear."

A Sense Motive check DC ATL+15 reveals that Barimamiuht is truly intimidated by the 'penalties' he's referring to. Devils are evil, but still honest.

☞ **How many questions will you answer?**

"For free information, on top of your freedom? I think one question apiece is more than fair."

☞ **What exactly is in this contract?**

"I'm glad you asked, I've just finished, have a look." (Handout 1)

☞ **What the heck?!?!?**

*Before the contract ties your brain in too many knots, Celia scans it quickly and provides a helpful summary:*

"Basically it says that whichever of us signs it is expected to go into the Soul Well and kill this rival devil Ngathomet. Once we do, we'll be allowed to ask Barimamiuht one question each about the *blood beasts*, and then he'll transport us home. And we're not allowed to attack Barimamiuht at all, ever, even in the future.

"Anyone who doesn't sign, or doesn't complete the task he's asked of us, will be stuck here, presumably forever. Breaking any part of the contract will result in the forfeiture of your soul to Barimamiuht. It doesn't say if it's immediate or upon death, but honestly at that stage I don't see how it matters.

"And if Barimamiuht double-crosses us, he'll be subject to penalties according to 'statute

158395J2, section 2252, paragraph 14d, subsections L through Q inclusive'.

"I have no idea what that means, but judging by his reactions and language I doubt it's pleasant. This seems as legitimate as it'll get, I say we sign it and get this over with."

An Intelligence check DC 15, or a Profession check related to Law or Justice at DC ATL+5 reveals that Celia's summary is correct.

In fact, this contract is arguably more fair and straightforward than some you've seen back home.

☞ **Do you have a pen?**

"Oh no, contracts like these are signed in blood, mortal. Admittedly not quite as efficient as pen, but it's so much more...rewarding this way."

☞ **What / where is this 'Soul Well', exactly?**

"Ah, it's right here, with me at all times."

*Barimamiuht pulls what looks like a small snow globe out of the folds of his robe. Unlike any peaceful winter scene you've ever witnessed, the transparent dome of this device swirls with an eerie green light.*

*Dark shapes, reminiscent of various kinds of humanoids and beasts, crawl along its surface or swim within its illusory depths. When they pass close to the 'surface' you think you can make out grimaces of pain and anguish on their faces.*

*It does not look like a happy place at all.*

When the PCs are ready to enter the "Soul Well", have them explicitly state that they are signing the contract. A character must sign willingly, he cannot be coerced in any way.

Everyone has to sign their full, true name. Nicknames, pseudonyms and other shenanigans will be magically replaced with the true name, no matter what precautions are taken.

When everyone has signed the contract, Go to Encounter 4.

## **ENCOUNTER 4 – FISHERMAN IN A BARREL**

This is a fairly straightforward encounter.

No surprise round should be necessary: the PCs have no way of surprising Ngathomet, and he wastes time yelling at the PCs, ruining *his* surprise.

*As soon as the last of you signs their name on the contract, Barimamiuht quickly rolls it up and stashes it in a pocket of his robe.*

**"Marvelous! Now that that's taken care of, I'm going to remove the barrier around the cage so that you may enter the Soul Well."**

*Barimamiuht waves his hand and you see a shimmering in the air as one of the walls of force is dispelled. Celia almost readies her crossbow again, but Elgrun keeps a steadying hand on her arm and shakes his head 'no.'*

*Barimamiuht places the Soul Well directly against one of the bars of the cage. Immediately you feel a rush of movement and the sensation of your gut jumping out of your own mouth and the world swims and twists.*

*When you regain your bearings you find yourselves in an open area. The ground is the same ruddy red dirt, but the sky and horizon are a solid mass of twisting green and black shapes.*

*Visibility is maybe 60 feet, but you see a trio of shapes barely 30 feet away. Two are clearly blood beasts, and they are flanking a devil who points to you and shouts in a raspy voice.*

**"Ha! More of Barimamiuht's minions, no doubt! Fools! He thinks he is in control out there, that I've wasted my time in here.**

**"But no, I've taken his beasts for my own, and I'll take you too! Kill them, my pets! Their power shall be added to our own in death!"**

*The beasts need no further urging and leap to the attack!*

ATL 9 - 11: Barbed devil (hamatula) & 2 *beasts*

ATL 13 - 15: Ice devil (gelugon) & 2 *beasts*

ATL 17+: Horned devil (cornugon) & 2 *beasts*

### **Roll for initiative.**

See Appendix A for the *blood beasts'* stats.

See Appendix B for Ngathomet's stats.

Elgrun and Celia will help in the fight as best they can, but there's a good chance the PCs out-level them.

The devil and *blood beasts* will prefer to target the PCs, so unless the players are terrible the NPCs shouldn't draw the enemy's attacks.

As such, Elgrun and Celia are expected to survive, but if they don't there are Conclusions and certs for that.

### The Area of the Soul Well

- The ground is flat and level and provides solid footing, the air is breathable and allows flight.
- The area is a 60' radius cylinder that is 60' tall.
- The players start in the center of the sphere, the devil and *blood beasts* start 30' away but adjacent to each other.
- Going to the edge of the area (either at ground level or flying) meets with an invisible but completely impenetrable and impassable wall.
- The greenish glow of the wall and ceiling provides normal illumination.
- Magic functions normally.

The players should remember that they are supposed to cut off Ngathomet's head when he dies, but if they forget, Elgrun will remind them (or just do it himself).

When the combat is over, **Go To Encounter 5.**

## ENCOUNTER 5 – TRANSACTION COMPLETE

This follows immediately after the combat. Assure the PCs that there's nothing to loot from Ngathomet anyway (which there isn't).

If anybody died (and stayed dead until the beginning of this encounter), throw in a bit of dialogue for Barimamiuht about how he's disappointed that he couldn't "save" their soul.

*With Ngathomet defeated and his head secured, you realize that your fate now rests entirely in the hands of a devil who must choose to let you out of this dimensional prison.*

*After a few moments pass with no incident, Elgrun shrugs at you and calls out,*

**"Barimamiuht, you see now the Ngathomet is dead, yes? You will honor our contract, and release us now, yes?"**

*Though you hear no response, the glow of the sky and horizon abruptly shifts to a lighter hue. Elgrun looks to you, then at a wall, takes a deep breath and walks through the edge of the swirling green and black lights, vanishing almost immediately.*

Presumably the PCs will do the same

*As you step through the lights, you feel your body being pulled upwards and the world swims and twists once again. You find yourself back in the cage you left, staring at the grinning visage of Barimamiuht.*

**"Well done, very well done indeed. As per our contract, you may ask me one question each related to the *blood beasts*, and I will answer.**

**"When you are finished I will send you back to the Material Plane. Ask your questions."**

The *walls of force* are back up.

There are a variety of questions that could be asked, but Barimamiuht will only answer the ones identified here. If the PCs ask anything else he will simply remain silent.

*Technically* asking the wrong question is a breach of the contract, but that's a slippery slope and not fun for the game. Just stonewall them until they ask an appropriate question.

☞ **Who created the *blood beasts*?**

"A mortal mage named Elijah Ossryn."

☞ **Why is he making the *blood beasts*?**

"As payment to me in exchange for the souls of his wife and daughter."

☞ **What do you want with the *blood beasts*?**

"I'm building a personal army that will be more powerful than those of my rivals."

☞ **How many *blood beasts* are there?**

"When the contract is fulfilled there will be 250. So far he has built 94, so he has a ways to go."

☞ **How many *blood beasts* do you have?**

"At the moment I have 40. Well...34, actually, counting the ones that Ngathomet stole from me or killed before I could turn them."

☞ **What's the best way to kill a *blood beast*?**

"Overwhelming force, delivered as quickly as possible. The *blood beasts*' true strength lies in a fight that carries on and on. A quick end is the best way to stop them. At the moment they are subject to mind-affecting magic, but Elijah is working to correct that with the next batch."

☞ **How do the *blood beasts* get here?**

"Their souls are bound to the contract I have with Elijah Ossryn. When one of them dies, their soul comes to me by default. The only way they get here is to be killed."

☞ **We've encountered a total of <number> of *blood beasts* before. Where are the rest?**

"Elijah does not automatically send all of them here. Some he keeps for experimentation or defense. Also some are still alive and roving around, waiting to be killed."

When the PCs have finished asking their questions, read the following boxed text.

**"Very well, mortals, you've exercised your part of the contract and now it is time for me to fulfill my last obligations therein. I will return you to whence you came forthwith.**

**"Do not come looking for me again. You found me at an odd juncture; I will not release you again should I snare you a second time."**

*With that Barimamiuht waves his hand and the world fades to black around you. When the light returns you find yourselves in the same room you finished the original ritual in.*

*The League wizards and priests of Emerys rush to provide you whatever aid you require and ensure that nothing followed you back from Hell. They find no immediate evidence of foul play, but there is something new with you, nonetheless.*

*Sitting in the middle of the summoning circle, unnoticed by all until now, is a large sack, seemingly made out of a scaled reptile's hide. Attached to the bag is a note written in the same tiny, flowing script as the contract you signed.*

**"Inside you will find the effects of Ngathomet, hereby relinquished to your ownership. Our contract is concluded, it was a pleasure doing business with you."**

*Barimamiuht's signature is burned into the note. Looking inside the bag you see a variety of bizarre items that defy easy classification, though the assembled wizards agree to help you sort it all out later.*

## **CONCLUSION A - SUCCESS!**

**The PCs rescued Elgurn Kline and he and Celia Mayweather are both alive.**

*The next two weeks are exercises in both manic activity and intense boredom. The priests of Emerys and Destine insist that your group stay in a kind of lockdown while they perform a series of rituals to cleanse your spirits.*

*The ritual you went through was safe enough for your physical forms, but they clergy insist that your spirits must be cleansed of any lingering touch of the process. Given that the ritual involved you being transported directly into the waiting trap of a greater devil, you think it best not to argue with their assessment.*

*Meanwhile, the League wizards grill you, Elgrun and Celia endlessly about details of your experience. No detail is too minute or too mundane, and everything is meticulously catalogued.*

*Finally you are released by the temples to return home. Elgrun contacts you and says that the League is poring over his notes and your testimony, that he is confident there will be more breakthroughs to come in the near future, and that he will be in touch should they need your help again.*

Rewards:

*Gold: ATLx150 each from the League*

*Notice of the League (Favor)*

*Treasure certs (1 per PC)*

**Go to the appropriate Conclusion.**

## **CONCLUSION B - PARTIAL SUCCESS**

Either Elgrun Kline or Celia Mayweather died.

*The next two weeks are exercises in both manic activity and intense boredom. The priests of Emerys and Destine insist that your group stay in a kind of lockdown while they perform a series of rituals to cleanse your spirits.*

*The ritual you went through was safe enough for your physical forms, but they clergy insist that your spirits must be cleansed of any lingering touch of the process. Given that the ritual involved you being transported directly into the waiting trap of a greater devil, you think it best not to argue with their assessment.*

*Meanwhile, an air of disappointment covers the League as they attempt to rebuild as much information as possible from your trip. The loss of <Elgrun / Celia> is of grave concern since <he /she> was one of the key researchers trying to unravel the mystery of these beasts.*

*You eventually hear that they think they're making progress, but will require much more time now that one of their best experts is dead. They pay you for your time and your 'success' (such as it was), but make their displeasure well known.*

Rewards:

*Gold: ATLx75 each from the Legion*

*Notice of the League (Disfavor)*

*Treasure certs (1 per PC)*

## **CONCLUSION C - FAILURE**

Both Elgrun Kline and Celia Mayweather died.

*The next two weeks are exercises in both manic activity and intense boredom. The priests of Emerys and Destine insist that your group stay in a kind of lockdown while they perform a series of rituals to cleanse your spirits.*

*The ritual you went through was safe enough for your physical forms, but they clergy insist that your spirits must be cleansed of any lingering touch of the process. Given that the ritual involved you being transported directly into the waiting trap of a greater devil, you think it best not to argue with their assessment.*

*Meanwhile, a pall of disappointment covers the League. The loss of their experts on these beasts has set their work back months, if not shut it down entirely. Your testimony and fragmentary notes are little more than enough to give the mages something to mutter about, but are inadequate to advance their studies.*

*Also everyone knows you are in dire need of more information, it does not seem that you'll be getting it the easy way anymore.*

Rewards:

*Gold: ATLx10 each from the Legion*

*Notice of the League (Disfavor)*

*Treasure certs (1 per PC)*



## **CONCLUSION D - DEATH**

The PCs were killed by Ngathomet and the *blood beasts*.

*You float in darkness. For how long, you cannot say. When you 'awaken', you realize that you are not you anymore. Your physical form is gone, and you can feel your consciousness slipping away, breaking apart into pieces.*

*Before long your awareness begins to fade, but somewhere in the distance you think you see a familiar face: a devil with a wreath of horns, draped in lengthy contracts, laughing in the distance.*

*You are gone, consumed by the essence of the Nine Hells. Your soul is forever banished, never to return.*

*No gp reward, no certs  
All characters are permanently lost*

## **EPILOGUE**

Only for Conclusion A or B.

*A hurried message comes to you from the League of Thaumaturgical Studies. They say they may have found a link that might allow them to track down Elijah Ossryn.*

*It's a long shot, but it's nice to hear some good news for a change.*

**THUS ENDS "DESCENT"**

**TIME UNIT COST: 15 TU**

## EXPERIENCE POINT SUMMARY

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Module Experience</b>	<b>900</b>	<b>1500</b>	<b>2600</b>	<b>3900</b>	<b>6200</b>	<b>9000</b>	<b>14000</b>
Elgrun Kline survived	250	250	250	500	600	1250	2000
Celia Mayweather survived	250	250	250	500	600	1250	2000
Roleplaying XP Bonus	100	100	100	200	200	500	500
<b>Maximum XP</b>	<b>1500</b>	<b>2100</b>	<b>3200</b>	<b>5100</b>	<b>7600</b>	<b>12000</b>	<b>18500</b>

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

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

**1 per PC** (assuming they earned it). If it's not on this list, the PCs cannot keep it.

### **Survivalist's Pack**

Bag can preserve organic objects, create food & water and cure poisons.

### **Vest of Greater Spell Resistance**

Vest grants SR once per day on command.

### **Mantle of Fiendish Blade Turning**

Vest grants DR at the cost of some HP.

### **Shroud of Bonded Warding**

Bonded item vest acts as if *bracers of armor*.

### **Bombardier's Jacket**

Jacket allows user to store additional alchemical splash weapons, alchemists to throw more bombs.

### **Party Hat**

Helmet acts as *headband of vast intelligence*, allows wearer to drink 2 potions at once.

### **Notice of the League**

League of Thaumaturgical Studies recognizes your part in the mission to rescue Elgrun Kline.  
1 each per PC.

## APPENDIX A - Evolved Blood Beast

### ATL 5

**Evolved Blood Beast** LE Large Magical Beast  
**Initiative** +1; **Space/Reach** 10' x 10'  
**AC** 22, **T** 10, **FF** 21 (+1 Dex, +12 natural, -1 size)  
**HP** 88 (8d10 + 32) **Speed** 30', Fly 60' (good)  
**Fort** +10, **Ref** +7, **Will** +4

**SQ** Darkvision 60', Scent, Fast Healing 2

**Resist** Acid, Cold, Electricity, Fire 5 **DR** 1/-  
**Immune** Poison **SR** 12

**Full Attack** Bite + 12<sup>a</sup> (1d10+5 plus *poison* plus *drain blood*, 20x2) and

2 Claws +12<sup>a</sup> (1d8+5 plus *drain blood*, 20x2), and  
 2 Horns +12<sup>a</sup> (1d10+5 plus *drain blood*, 20x2)

**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 18, init. & sec. 1d3 Con, *cure* 1 save)

**Spell-Like Abilities** **CL** 8<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day

**Str** 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10

**Base Atk** +8; **CMB** +13; **CMD** 24

**Feats** Blind-Fight, Flyby Att., Hover, Power Att.<sup>a</sup>

**Skills** Acrobatics +13, Fly +11, Perception +13

#### Special Abilities:

**Blood Pool** - The beast can have up to **8 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **2 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **2 blood points**

**-Speed:** +5 ft. to both move types. **1 blood point**

**-Resistance:** +1 to all saves. **2 blood points**

**-Regeneration:** +1 to Fast Healing. **2 blood points**

**-DR:** +1 to DR /-. **3 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **2 blood points**

**-Spell Resistance:** +1 to SR. **3 blood points**

**-Attacks:** +1 to hit with all attacks. **2 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **2 blood pts**

**-Spell power:** +1 CL to spell-like. **1 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **3 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **3 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **4 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **3 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d4 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d4. This bleed damage doesn't generate blood points. **4 blood pts**

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The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

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## ATL 7

**Evolved Blood Beast** LE Large Magical Beast  
**Initiative** +1 **Space/Reach** 10' x 10'  
**AC** 24, **T** 10, **FF** 23 (+1 Dex, +14 natural, -1 size)  
**HP** 110 (10d10 + 40) **Speed** 30', Fly 60' (good)  
**Fort** +11, **Ref** +8, **Will** +5  
**SQ** Darkvision 60', Scent, Fast Healing 3  
**Resist** Acid, Cold, Electricity, Fire 5 **DR** 1/  
**Immune** Poison **SR** 14  
**Full Attack** Bite + 14<sup>u</sup> (2d8+5 plus *poison* plus *drain blood*, 20x2) and  
2 Claws +14<sup>u</sup> (1d8+5 plus *drain blood*, 20x2), and  
2 Horns +14<sup>u</sup> (1d10+5 plus *drain blood*, 20x2)  
**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 19, init. & sec. 1d3 Con, *cure* 1 save)  
**Spell-Like Abilities** **CL** 10<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day  
**Str** 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10  
**Base Atk** +10; **CMB** +15; **CMD** 26  
**Feats** Blind-Fight, Flyby Attack, Hover, Power  
Attack<sup>u</sup>, Improved Natural Attack (Bite)  
**Skills** Acrobatics +15, Fly +13, Perception +15

### Special Abilities:

**Blood Pool** - The beast can have up to **10 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its blood pool. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **2 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **2 blood points**

**-Speed:** +5 ft. to both move types. **1 blood point**

**-Resistance:** +1 to all saves. **2 blood points**

**-Regeneration:** +1 to Fast Healing. **2 blood points**

**-DR:** +1 to DR /-. **3 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **2 blood points**

**-Spell Resistance:** +1 to SR. **3 blood points**

**-Attacks:** +1 to hit with all attacks. **2 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **2 blood pts**

**-Spell power:** +1 CL to spell-like. **1 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **3 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **3 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **4 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **3 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d6 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d6. This bleed damage doesn't generate blood points. **5 blood pts**

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The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

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## ATL 9

**Evolved Blood Beast** LE Large Magical Beast  
**Initiative** +1 **Space/Reach** 10' x 10'  
**AC** 26, **T** 10, **FF** 25 (+1 Dex, +16 natural, -1 size)  
**HP** 144 (12d10 + 60) **Speed** 30', Fly 60' (good)  
**Fort** +13, **Ref** +9, **Will** +6  
**SQ** Darkvision 60', Scent, Fast Healing 4  
**Resist** Acid, Cold, Electricity, Fire 10 **DR** 2/-  
**Immune** Poison **SR** 16  
**Full Attack** Bite + 16<sup>u</sup> (2d8+5 plus *poison* plus *drain blood*, 20x2) and  
2 Claws +16<sup>u</sup> (1d10+5 plus *drain blood*, 20x2), &  
2 Horns +16<sup>u</sup> (1d10+5 plus *drain blood*, 20x2)  
**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 21, init. & sec. 1d3 Con, *cure* 1 save)  
**Spell-Like Abilities** **CL** 12<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day  
**Str** 20 **Dex** 12 **Con** 20 **Int** 12 **Wis** 14 **Cha** 10  
**Base Atk** +12; **CMB** +17; **CMD** 28  
**Feats** Blind-Fight, Flyby Att., Hover, Power Att.<sup>u</sup>,  
Imp. Nat. Attack (Bite), Imp. Nat. Attack (Claw)  
**Skills** Acrobatics +17, Fly +15, Perception +17

### Special Abilities:

**Blood Pool** - The beast can have up to **12 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its blood pool. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **3 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **3 blood points**

**-Speed:** +5 ft. to both move types. **2 blood points**

**-Resistance:** +1 to all saves. **3 blood points**

**-Regeneration:** +1 to Fast Healing. **3 blood points**

**-DR:** +1 to DR /-. **4 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **3 blood points**

**-Spell Resistance:** +1 to SR. **4 blood points**

**-Attacks:** +1 to hit with all attacks. **3 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **3 blood pts**

**-Spell power:** +1 CL to spell-like. **2 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **4 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **6 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **4 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **5 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **2 blood points**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **4 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d6 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d6. This bleed damage doesn't generate blood points. **6 blood pts**

---

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

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## ATL 11

**Evolved Blood Beast** LE Large Magical Beast  
**Initiative** +1 **Space/Reach** 10' x 10'  
**AC** 29, **T** 10, **FF** 28 (+1 Dex, +19 natural, -1 size)  
**HP** 192 (16d10 + 80) **Speed** 30', Fly 60' (good)  
**Fort** +15, **Ref** +11, **Will** +7  
**SQ** Darkvision 60', Scent, Fast Healing 5  
**Resist** Acid, Cold, Electricity, Fire 10 **DR** 3/  
**Immune** Poison **SR** 20  
**Full Attack** Bite + 22<sup>a</sup> (2d8+6 plus *poison* plus *drain blood*, 20x2) and  
2 Claws +21<sup>a</sup> (1d10+6 plus *drain blood*, 20x2), &  
2 Horns +21<sup>a</sup> (2d8+6 plus *drain blood*, 20x2)  
**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 23, init. & sec. 1d3 Con, *cure* 1 save)  
**Spell-Like Abilities** **CL** 16<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day  
**Str** 22 **Dex** 12 **Con** 20 **Int** 12 **Wis** 14 **Cha** 10  
**Base Atk** +16; **CMB** +22; **CMD** 33  
**Feats** Blind-Fight, Flyby Att., Hover, Power Att.<sup>a</sup>,  
Imp. Nat. Attack (Bite), Imp. Nat. Attack (Claw),  
Imp. Nat. Attack (Horn), Weapon Focus (Bite)  
**Skills** Acrobatics +21, Fly +19, Perception +21

### Special Abilities:

**Blood Pool** - The beast can have up to **16 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **4 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **4 blood points**

**-Speed:** +5 ft. to both move types. **3 blood points**

**-Resistance:** +1 to all saves. **4 blood points**

**-Regeneration:** +1 to Fast Healing. **4 blood points**

**-DR:** +1 to DR /-. **5 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **4 blood points**

**-Spell Resistance:** +1 to SR. **5 blood points**

**-Attacks:** +1 to hit with all attacks. **4 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **4 blood pts**

**-Spell power:** +1 CL to spell-like. **3 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **5 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **8 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **5 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **6 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **3 blood points**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **5 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d6 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d6. This bleed damage doesn't generate blood points. **8 blood pts**

---

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

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## ATL 13

**Evolved Blood Beast** LE Huge Magical Beast  
**Initiative** +0 **Space/Reach** 15' x 15'  
**AC** 35, **T** 8, **FF** 35 (+25 natural, -2 size)  
**HP** 252 (18d10 + 126) **Speed** 30', Fly 60' (good)  
**Fort** +18, **Ref** +11, **Will** +8  
**SQ** Darkvision 60', Scent, Fast Healing 7  
**Resist** Acid, Cold, Electricity, Fire 15 **DR** 4/  
**Immune** Poison **SR** 22  
**Full Attack** Bite + 28<sup>u</sup> (2d10+11 plus *poison* plus *drain blood*, 19-20x2) and  
2 Claws +28<sup>u</sup> (2d8+11 plus *drain blood*, 20x2), &  
2 Horns +27<sup>u</sup> (2d10+11 plus *drain blood*, 20x2)  
**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 26, init. & sec. 1d3 Con, *cure* 1 save)  
**Spell-Like Abilities** **CL** 18<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day  
**Str** 32 **Dex** 10 **Con** 24 **Int** 12 **Wis** 14 **Cha** 10  
**Base Atk** +18; **CMB** +29; **CMD** 38  
**Feats** Blind-Fight, Flyby Att., Hover, Power Att.<sup>u</sup>,  
Imp. Nat. Attack x3 (Bite, Claw, Horn), Weapon  
Focus x2 (Bite, Claw)  
**Skills** Acrobatics +22, Fly +20, Perception +23

### Special Abilities:

**Blood Pool** - The beast can have up to **18 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **5 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **5 blood points**

**-Speed:** +5 ft. to both move types. **4 blood points**

**-Resistance:** +1 to all saves. **5 blood points**

**-Regeneration:** +1 to Fast Healing. **5 blood points**

**-DR:** +1 to DR /-. **6 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **5 blood points**

**-Spell Resistance:** +1 to SR. **6 blood points**

**-Attacks:** +1 to hit with all attacks. **5 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **5 blood pts**

**-Spell power:** +1 CL to spell-like. **4 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **6 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **9 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **6 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **8 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **4 blood points**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **6 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d8 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d8. This bleed damage doesn't generate blood points. **9 blood pts**

---

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

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## ATL 15

**Evolved Blood Beast** LE Huge Magical Beast  
**Initiative** +0 **Space/Reach** 15' x 15'  
**AC** 38, **T** 8, **FF** 38 (+28 natural, -2 size)  
**HP** 280 (20d10 + 140) **Speed** 30', Fly 60' (good)  
**Fort** +19, **Ref** +12, **Will** +8  
**SQ** Darkvision 60', Scent, Fast Healing 10  
**Resist** Acid, Cold, Electricity, Fire 20 **DR** 5/-  
**Immune** Poison **SR** 24  
**Full Attack** Bite +32<sup>a</sup> (2d8+12 plus *poison* plus *drain blood*, 20x2) and  
2 Claws +32<sup>a</sup> (1d10+12 plus *drain blood*, 20x2), &  
2 Horns +32<sup>a</sup> (2d8+12 plus *drain blood*, 20x2)  
**Special Attacks** *Drain Blood* (see Special),  
*Blood Buff* (see Special), *Blood Pool* (see Special),  
*Poison* (DC 25, init. & sec. 1d4 Con, *cure* 1 save)  
**Spell-Like Abilities** **CL** 20<sup>th</sup>  
*dispel magic* - 1/day *invisibility* - 1/day  
**Str** 34 **Dex** 10 **Con** 24 **Int** 12 **Wis** 14 **Cha** 10  
**Base Atk** +20; **CMB** +32; **CMD** 43  
**Feats** Blind-Fight, Flyby Attack, Hover, Power  
Attack<sup>a</sup>, Imp. Nat. Attack x3 (Bite, Claw, Horn),  
Weapon Focus x3 (Bite, Claw, Horn)  
**Skills** Acrobatics +25, Fly +23, Perception +25

### Special Abilities:

**Blood Pool** - The beast can have up to **20 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

**-Armor:** +1 natural armor. **5 blood points**

**-Healing:** +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **5 blood points**

**-Speed:** +5 ft. to both move types. **4 blood points**

**-Resistance:** +1 to all saves. **5 blood points**

**-Regeneration:** +1 to Fast Healing. **5 blood points**

**-DR:** +1 to DR /-. **6 blood points**

**-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **5 blood points**

**-Spell Resistance:** +1 to SR. **6 blood points**

**-Attacks:** +1 to hit with all attacks. **5 blood points**

**-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **5 blood pts**

**-Spell power:** +1 CL to spell-like. **4 blood point**

**-Spell Use:** +1/day use of 1 spell-like. **6 blood pts**

**-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **9 blood points**

**-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **6 blood points**

**-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **8 blood pts**

**-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **4 blood points**

**-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **6 blood pts**

**-Bloodletting:** All of the beast's attacks cause 1d8 *bleed* damage (Bestiary pg. 298). Taking this buff again increases bleed damage by +1d8. This bleed damage doesn't generate blood points. **10 blood pts**

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The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination. ☺

- See Encounter 4 for common Tactics.

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**ATL 17****Evolved Blood Beast** LE Huge Magical Beast**Initiative** +0 **Space/Reach** 15' x 15'**AC** 44, **T** 8, **FF** 44 (+34 natural, -2 size)**HP** 352 (22d10 + 198) **Speed** 30', Fly 60' (good)<sup>β</sup>**Fort** +22, **Ref** +13, **Will** +9**SQ** Darkvision 60', Scent, Fast Healing 15**Resist** Acid, Cold, Electricity, Fire 25 **DR** 6/-**Immune** Poison **SR** 26**Full Attack** Bite +35 (2d10+14 plus *poison* plus *drain blood*, 20x2) and2 Claws +35 (2d8+14 plus *drain blood*, 20x2), and2 Horns +35 (2d10+14 plus *drain blood*, 20x2)**Special Attacks** *Drain Blood* (see Special), *Blood Buff* (see Special), *Blood Pool* (see Special), *Poison* (DC 32, init. & sec. 1d6 Con, *cure* 1 save)**Spell-Like Abilities** **CL** 22<sup>nd</sup>*dispel magic* - 1/day *invisibility* - 1/day**Str** 38 **Dex** 10 **Con** 28 **Int** 12 **Wis** 14 **Cha** 10**Base Atk** +22; **CMB** +36; **CMD** 46**Feats** Ability Focus (Poison), Blind-Fight, Flyby Attack, Hover, Power Attack, Imp. Nat. Attack x3 (Bite, Claw, Horn), Weapon Focus x3 (Bite, Claw, Horn), Wingover<sup>β</sup>**Skills** Acrobatics +26, Fly +24, Perception +27**Special Abilities:****Blood Pool** - The beast can have up to **22 points\*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.**Drain Blood** - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.**Blood Buff** - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.**-Armor:** +1 natural armor. **6 blood points****-Healing:** +3d8 HP. This is as a *cure*, and HP gained above its full health are lost. **6 blood points****-Speed:** +5 ft. to both move types. **5 blood points****-Resistance:** +1 to all saves. **6 blood points****-Regeneration:** +1 to Fast Healing. **6 blood points****-DR:** +1 to DR /-. **7 blood points****-Energy Resistance:** +2 to Acid, Cold, Fire, and Electricity resistances. **6 blood points****-Spell Resistance:** +1 to SR. **7 blood points****-Attacks:** +1 to hit with all attacks. **6 blood points****-Damage:** +1 to damage for all attacks, this damage is multiplied on critical hits. **6 blood pts****-Spell power:** +1 CL to spell-like. **5 blood point****-Spell Use:** +1/day use of 1 spell-like. **7 blood pts****-Muscle:** +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **10 blood points****-Grace:** +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **7 blood points****-Toughness:** +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **9 blood pts****-Awareness:** +2 WIS (gives +1 Will saves, and Perception). **4 blood points****-Savagery:** The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2 then 18-20x2, etc.). **7 blood pts****-Bloodletting:** All of the beast's attacks cause 1d10 *bleed* damage (Bestiary pg. 298). Taking this buff again adds +1d10 to the bleed damage. This bleed damage doesn't generate blood points. **11 blood pts**

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed once at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination. ©

- See Encounter 4 for common Tactics.

# PLAYER HANDOUT #1

This document is hereby declared, upon mutual free signature of all identified parties, to be a binding agreement of services rendered in equal measure both to and from the identified parties, with the identification of the identified parties and the nature of said services and the equal rendering thereof explicitly identified herein. This binding agreement, upon mutual free signature of all identified parties, hereby identifies the signatories to be contained within two mutually exclusive classifications, hereafter referred to as the host party and the guest party. Both the host party and the guest party are, upon mutual signature of all identified parties, hereby identified to be co-cognizant of the nature and makeup of both the host party and the guest party. The host party, hereafter identified as the phistophilus known as Barimamiuht is, upon free signature, identified to be responsible for all rights, requirements, and declarations, as regards both the host party and the guest party within the bounds of this agreement and as pertains to the successful fulfillment of all requirements, declarations, and services rendered in equal measure both to and from both the host party and the guest party. The guest party, identified by mutual free signature contained within this binding document is, upon free signature, identified to be responsible for all rights, requirements, expectations, and declarations, as regards both the guest party and the host party within the bounds of this agreement and as pertains to the successful fulfillment of all requirements, declarations, and services rendered in equal measure both to and from both the guest party and the host party. This document hereby declares, upon mutual free signature of both the host party and the guest party, that the penalty to fulfill any rights, requirements, and declarations by the host party or the guest party shall result in the null and void of this contract along with the incurrence of additional penalties and restrictions as befits the nature and makeup of the party in question. This document declares, by mutual free signature of all identified parties, that the penalties to be levied against the host party be in accordance with statute 158395J2, section 2252, paragraph 14d, subsections L through Q inclusive. This document declares, by mutual free signature of all identified parties, that the penalties to be levied against the guest party be the permanent and irrevocable surrender of the party's immortal souls into the ownership of the host party, and that this penalty may be exacted on a per capita basis as determined by the individual members of the guest party's inability or non-agreement to fulfill all rights, requirements, and declarations herein identified. This binding agreement declares, upon mutual free signature of the host and guest parties, that the following services shall be rendered in full from the identified party to the identified party and that, where logistically appropriate, such services be rendered in full on a per capita basis and that they be rendered without bias to the nature or makeup of the individual of that party.

## The Host Party Will:

- Answer completely on question per capita from the Guest Party, provided such question is in direct relation to the creatures known as "blood beast"; this answer to be provided after the death of the being identified as Ngathomet.
- Willingly release each individual of the Guest Party from the confines identified as the "Soul Well," provided the Guest Party has successfully killed the being identified as Ngathomet.
- Forfeit any and all items in the possession of the being identified as Ngathomet at the time of said being's death into the unconditional ownership of the Guest Party.
- Transport each individual of the Guest Party to the approximate same location on the Prime Material plane at the same time within 24 sands' time of the successful completion of the aforementioned requirements identified above.

## The Guest Party Will:

- Willingly enter the confines identified as the "Soul Well."
- Once inside the "Soul Well", confront, defeat, and ensure the categorical death of the being identified as Ngathomet.
- Remove Ngathomet's head from his body.
- Request extraction from the confines identified as the "Soul Well."
- Ask 1, and only 1, question each of the Host Party, provided such question pertains to the creatures identified as "blood beast."
- Ask no other questions of the Host Party whatsoever at any time.
- Do not attempt any hostile actions of any kind against the Host Party at any time, either at the time of signing of this contract, nor at any point in the future during the respective lifetimes of any individual in the Guest Party.

## Appendix B - Ngathomet & NPCs

### ATL 9 - 11

#### Barbed Devil (hamatula)

LE Medium [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

**Init** +6; **Senses** darkvision 60 ft., see in darkness; [Perception](#) +21

**AC** 26, touch 16, flat-footed 20 (+6 Dex, +10 natural)

**hp** 138 (12d10+72)

**Fort** +14, **Ref** +14, **Will** +8

**Defensive Abilities** barbed defense; **DR** 10/good;

**Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

**Speed** 30 ft.

**Melee** 2 claws +18 (2d8+6/19–20 plus fear and [grab](#))

**Special Attacks** fear, impale 3d8+9

**Spell-Like Abilities** (CL 12th)

At will—[greater teleport](#) (self plus 50 lbs. of objects only), [hold person](#) (DC 17), [major image](#) (DC 17), [produce flame](#), [pyrotechnics](#) (DC 16), [scorching ray](#) (2 rays only)

1/day—[order's wrath](#) (DC 18), summon (level 4, 1 barbed devil 35%), [unholy blight](#) (DC 18)

**Str** 23, **Dex** 23, **Con** 22, **Int** 12, **Wis** 15, **Cha** 18

**Base Atk** +12; **CMB** +18 (+22 grapple); **CMD** 34

**Feats** [Alertness](#), [Cleave](#), [Combat Reflexes](#), [Improved Critical](#) (claws), [Iron Will](#), [Power Attack](#)

**Skills** [Acrobatics](#) +15, [Diplomacy](#) +13, [Intimidate](#) +19, [Knowledge](#) (planes) +16, [Perception](#) +21, [Sense Motive](#) +21, [Spellcraft](#) +12, [Stealth](#) +13, [Survival](#) +14

**Languages** Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.

**Barbed Defense (Su)** A creature that strikes a hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+6 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Fear (Su)** A barbed devil's fear attack affects any creature it damages with its claws. A DC 20 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Grab (Ex)** A barbed devil can use its grab attack against a foe of up to Medium size.

**Impale (Ex)** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

### ATL 13 - 15

#### Ice Devil (gelugon)

LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

**Init** +9; **Senses** darkvision 60 ft., see in darkness; [Perception](#) +27

**Aura** fear (10 ft., DC 22)

**AC** 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, –1 size)

**hp** 161 (14d10+84); regeneration 5 (good weapons, good spells)

**Fort** +15, **Ref** +14, **Will** +12

**DR** 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

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

**Melee** +1 [frost spear](#) +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)

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

**Spell-Like Abilities** (CL 13th)

Constant—[fly](#)

At will—[cone of cold](#) (DC 20), [ice storm](#), [greater teleport](#) (self plus 50 lbs. of objects only), [persistent image](#) (DC 20), [wall of ice](#) (DC 19)

1/day—[summon](#) (level 4, 2 bone devils, 50%)

**Str** 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20

**Base Atk** +14; **CMB** +21; **CMD** 36

**Feats** [Alertness](#), [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (spear)

**Skills** [Acrobatics](#) +22, [Bluff](#) +22, [Diplomacy](#) +22, [Fly](#) +13, [Intimidate](#) +19, [Knowledge](#) (planes) +24, [Knowledge](#) (any three others) +21, [Perception](#) +27, [Sense Motive](#) +27, [Spellcraft](#) +21, [Stealth](#) +18, [Survival](#) +23

**Languages** Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.

**Slow (Su)** A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a [slow](#) spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

**ATL 17+****Horned Devil (cornugon)**LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))**Init** +8; **Senses** darkvision 60 ft., see in darkness; [Perception](#) +24**Aura** fear aura (5 ft., DC 23)**AC** 35, touch 17, flat-footed 27 (+8 Dex, +18 natural, –1 size)**hp** 217 (15d10+135); [regeneration](#) 5 (good weapons, good spells)**Fort** +18, **Ref** +17, **Will** +13**DR** 10/good and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 27**Speed** 30 ft., fly 50 ft. (average)**Melee** +1 [unholy spiked chain](#) +26/+21/+16 (2d6+11 plus stun), bite +22 (2d8+5), tail +22 (2d6+5 plus infernal wound) or 2 claws +24 (2d6+10), bite +24 (2d8+10), tail +22 (2d6+5 plus infernal wound)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 16th)At will—[dispel chaos](#) (DC 21), [dispel good](#) (DC 21), [magic circle against good](#), [greater teleport](#) (self plus 50 lbs. of objects only), [persistent image](#) (DC 21)3/day—[fireball](#) (DC 19), [lightning bolt](#) (DC 19)1/day—[summon](#) (level 6, 3 barbed devils, 35%)**Str** 31, **Dex** 27, **Con** 28, **Int** 14, **Wis** 22, **Cha** 23**Base Atk** +15; **CMB** +26; **CMD** 44**Feats** [Improved Bull Rush](#), [Improved Sunder](#), [Improved Vital Strike](#), [Iron Will](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#), [Weapon Focus](#) (spiked chain)**Skills** [Bluff](#) +24, [Diplomacy](#) +21, [Fly](#) +15, [Intimidate](#) +24, [Knowledge](#) (planes) +20, [Perception](#) +24, [Sense Motive](#) +21, [Spellcraft](#) +20, [Stealth](#) +22**Languages** Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.**Infernal Wound (Su)** The damage a horned devil deals with its tail causes persistent wounds that deal 2d6 points of [bleed](#) damage. Bleeding caused in this way is difficult to staunch—a DC 26 [Heal](#) check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 26 caster level check or the spell does not function. Success indicates the healing works normally and stops all [bleed](#) effects.**Stun (Su)** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. This ability is a function of the horned devil, not of the spiked chain. The save DC is Strength-based.**All ATLS****Elgrun Kline**

N Half-orc Sorcerer 12

**Initiative** +8 **Space/Reach** 5'/5' **Speed** 60'  
**AC** 29, **T** 18, **FF** 23 (+4 armor, +4 Dex, +4 shld, +3 nat., +1 dodge, +1 haste, +2 def.) + *Blur***HP** 105 (12d6 + 24 + 12 favored + 24 BE)**Fort** +10, **Ref** +12, **Will** +11 **DR** 10/adamant.**Resist** Fire 20 (120 points)**Full Attack** Spear +15/+15/+10 (1d8+8, 20x3) or Light Crossbow +14 (1d8+3, 19-20x3) or

R. Touch +15 (20x2), M. Touch +12 (20x2)

**Special Attack** *Fire Ray* – 9/day, 1d6+6, 20x2, 30'*Elemental Blast* – As *Fireball*, 1/day + vulnerability**Spells:** **Save DC = 18 + Spell Level, +2 Evoc.**0<sup>th</sup> – ∞/day – Detect Magic, Disrupt Undead, Light, Ray of Frost, Read Magic, Resistance, Message, Mending, Flare1<sup>st</sup> – 8 6/day – Burning Hands, Mage Armor, Magic

Missile, Ray of Enfeeblement, Shield, True Strike

2<sup>nd</sup> – 8 5/day – Acid Arrow, Bear's Endurance, Blur, Cat's Grace, Invisibility, Scorching Ray3<sup>rd</sup> – 7 6/day – Haste, Hold Person, Fireball, Lightning

Bolt, Protection from Energy

4<sup>th</sup> – 7 6/day – Elemental Body I, Greater Invisibility,

Stoneskin, Wall of Fire

5<sup>th</sup> – 6/day – Cone of Cold, Elemental Body II, Wall of Force6<sup>th</sup> – 4/day – Chain Lightning**Str** 14 **Dex** 18 **Con** 16 **Int** 10 **Wis** 10 **Cha** 27°**Base Atk** +6; **CMB** +12; **CMD** 26**Feats** Combat Casting, Dodge<sup>B</sup>, Eschew Materials<sup>B</sup>, Greater Spell Focus (Evocation), Imp. Initiative, Quicken Spell, Spell Focus (Evoc.), Toughness, Weapon Focus (R. Touch)**Gear** Spear, Light Crossbow (20 bolts), *Potion of Resistance*, *Potion of Good Hope*, *Potion of Barkskin* +3, *Potion of Divine Favor* +1, *Oil of Greater Magic Weapon* +3, *Potion of Shield of Faith* +2, *Potion of Bull's Strength*, *Potion of Eagle's Splendor*, *Potion of Cure Moderate* (2)**Skills:** *Concentration* +20, Fly +21, Spellcraft +19**Special Abilities** Elemental Ray, Elemental Resistance, Bloodline Arcana (Can energy substitute for fire), Elemental Blast 1/day

# Critical Event Summary: Descent

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

1. How did the PCs react to the Chameleon delivering the ceramic-box message in the intro?

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2. Did any of the PCs react to seeing General Skyrider disregard her rank like that? Yes No  
If 'Yes', describe how they reacted: \_\_\_\_\_

---

3. How did the players react to Elgrun Kline's speech pattern? \_\_\_\_\_

---

4. How did the players get to the area for Encounter 3?

Eagle Riders    *fly* spell    Magic items    Personal flying ability

5. Did the players appreciate the investigative bit in Encounter 4? Yes No How? \_\_\_\_\_

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6. Did they capture the 1<sup>st</sup> *blood beast*? Yes No How? \_\_\_\_\_

---

7. How did they react to the dead child in the satchel? \_\_\_\_\_

---

8. How did they take Larissa's note pinned to Liam? \_\_\_\_\_

---

9. Did they capture the 2<sup>nd</sup> *blood beast*? Yes No How? \_\_\_\_\_

---

10. Which Conclusion did the PCs get? A B C

If B or C, briefly describe why: \_\_\_\_\_

---

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

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to  
lsj-roster@theshiningjewel.com.



## ROSTER OF HEROES: DESCENT

**Judge Name:** \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:



## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300



\* 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.

<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10</i> ** (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX</i> * (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

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