



Daddy Issues

LSJ173

By Nancy Lee Clark

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

Father may know best but how he shows it is another story. Someone is unimpressed with the way some father's treat their kids. Levels 7-11

This is a stand-alone module and is not part of any series.

This module contains adult content regarding abuse.

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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. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. 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) AND THE POWER OF PCs

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.

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)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

Women in Amthydor have gathered to form Mothers Against Child Abuse (WACA). There have been reports of abuse that the Diamond Legion has been unable to stop. These women decided to stop all child abuse in Amthydor. Just some of the members of WACA went too far.

ADVENTURE SUMMARY

Introduction –A newspaper ad let you know about a job.

Encounter 1: Meet with employer.

Encounter 2: Visit the first family, the Reeves

Encounter 3: Visit the second family, the Scullions.

Encounter 4: Visit the third family, the Distlions.

Encounter 5: Visit the Camden Drogg

Encounter 6: A chance to buy tickets to help charity.

Encounter 7: A cry for help and the final fight.

Conclusion–Four possible endings depending on what the PCs do.

Epilogue – Two possible epilogues for if they killed one mother or just go on the cruise.

INTRODUCTION

Another day in Amthydor awaiting the note that will send you off on another adventure. The notes haven't been as punctual as normal and you find yourself with down time.

The thought of food crosses your mind and you head toward the marketplace. After the success of Grunwald's Food Emporium, more restaurants and food stalls have been opening in and around the market. Besides, it is breakfast time and food is always a good idea.

As you approach, the air almost bubbles with smells of all kinds mixing together. The smells of fresh baked bread dances across the air with a tantalizing partner of herbs and spices. The aroma is almost intoxicating until you get a whiff of the odor from an animal vendor between you and the market area proper.

You continue in and discover it is difficult to trace the scent with so many different places selling food. Food from Daigau, the Shoji Republic, Feldspar, Kozuru and even Pyrroth are scattered amongst the food carts and stalls of delicacy of halflings, gnomes, sea elves, forest elves and dwarves. And that is just what you can see from the point where you entered.

Unlike normal in this part of town, the noise level is low. The vendors aren't trying to over shout each other to come try their wares. It is a low rumble with a voice ringing out over the din, "Extra! Extra! Read all about it! Missing man washes up in harbor!"

What do you do?

If the PCs want to go to any of the food services, let them. Make up what is there or you can just tell the PCs that as you approach, a sign appears that says "Out of Food. Re-Open Tomorrow."

- If the PCs don't go to the voice, Green **GO TO Conclusion A (page Z).**

If the PCs go to the voice, continue here:

A young air elem stands on a corner with people bustling by him. You see people stopping, talk to the youth and walk away with a folded paper under their arms or actually reading it as they walk away. As you approach, the young elem continues his calling, "Extra! Extra! Read all about it!"

☛ **How much is the paper?**

"2 silver for the latest news of the great city of Amthydor!"

If the PCs buy a paper, give them Players Handout 1. The cost will be part of their lifestyle. If the PCs try to ask him any questions, he has no answers since he is trying to sell papers.

The young man continues his selling as he wanders around the market.

Give the PCs a chance to read the paper. The PCs who played *LSJ94 Elementary, My Dear*, they might recognize the name from the first article. Bestin Drogg was the father who was abusing his son in the warehouse. Do not prompt them for this information.

- If they don't follow the clue to go talk to Arin Hester at the Dauntless Dolphin **GO TO Conclusion B.**
- If the PCs go to the Dauntless Dolphin, **GO TO Encounter 1**

ENCOUNTER 1

You enter the Dauntless Dolphin and it is just the way it always is. The same decorations on the wall. The same serving wench. The same bartender behind the bar.

The only thing you see that isn't normal is a human male, mostly bald, with just a few wisps of white hair across the top of his head. He sits at a table covered with papers that he is completely absorbed in.

Let the PCs do what they want, if they approach the man, continue here:

You stand at the table and discover there are number of players minus one also standing there. The man holds up one finger and continues perusing his papers. He sets the papers down and turns to you. He blinks repeatedly. "I am so sorry. I thought you were the serving wench coming to interrupt me again. Are you adventurers answering my newspaper ad?"

Let the PCs respond then continue here:

"Excellent. Who are you?"

This would be the place for player introductions. After that, continue here:

“Well, thank you for coming. I believe this is a case for hiring adventurers. It started as just a coincidence that two fathers died under mysterious circumstances. I just continued to read the paper looking for any other cases. I unfortunately found two more cases and the washing up of Bestin Drogg would be number four. I took my information to the Diamond Legion but they told me they were merely coincidences. I tried to show them that there was more to it than that, but they told me to leave the investigating to them. A case of “Don’t call us, we’ll call you.”

“I’ve done as much investigating as I can, but I am an old man and running around the city is too much for me. So, that was why I placed the ad. I need someone to investigate this further and either figure out that I am either crazy and there is nothing there or I am right and you will bring the murderers to justice.”

“I’ve never done this before. What’s the next step?”

Continue with the questions below:

🗣 How much?

“Oh. Right. Pay. I can pay you each 200 gold. I’m sure that isn’t much to you, but for me, it is a lot. I am a retired cobbler and don’t have a huge savings. Do I pay you half now and half when you finish?”

🗣 What can you tell us about the murders?

“Ahh, yes. Let me see. I’ve prepared a listing with the information that I have been able to glean.” He rummages through the papers on the table. “Ahh, here it is. I think this will help.”

Give the PCs **Players Handout 2**. Other than what is on the paper, he doesn’t know anything else. He has written everything down that he knows.

“Okay. Now, how does this work? Will you contact me when you have the information? I live in the Laborers District at 221A Baker Street. I am home most of the time. If I’m not, leave me a note and I can come to you. Or if I go out, I will leave a note with the time that I am leaving, where I am going and when I expect to be back. Is that good?”

Let the PCs tell him how to contact them and continue here:

“Well, good luck. I hope I’m wrong about this, but I have a feeling that I’m not.”

If the PCs go to the Diamond Watch, they won’t have any information to pass on.

- If the PCs want to speak with Family 1, the Reeves, **GO TO Encounter 2 (page 5).**
- If the PCs want to speak with Family 2, the Scullions, **GO TO Encounter 3 (page 5).**
- If the PCs want to speak with Family 3, the Distlions, **GO TO Encounter 4 (page 7).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**

ENCOUNTER 2

You follow the lead from Arin Hester’s list and reach 902 Blue Wall Street in the Commoners District. The white house looks like the other houses on both sides of the street. Each house is one story with a blue door and two windows with blue shutters. The only difference between the houses is the greenery. Each house has either flowers, shrubs or other ornamental plants.

You knock on the door and a little boy of no more than five years old answers. “Hey. Were you friends with my daddy?”

If the PCs say yes, continue here:

“Really? Can you tell me why Cerion took him away from me?”

Give the PCs a chance to reply. After the explanation, continue here:

“Tarrett, whatcha doin’? Momma told us to stay indoors.” A slightly older boy of around seven or eight years of age pushes the door further open. “Who the hell are you and what the hell do you want?” He says looking at you.

Give the PCs a chance to reply then continue here:

At this point, a woman with red hair and green eyes comes to the door. She thumps the older boy on the back of the head, “Maisin, I told you about this. Watch your mouth.” She swats both boys on the butt,

“Now you two get in there and eat your lunch. And keep quiet. Rashell is sleeping and if you wake her up, I will tan your hide.”

“So, whatever you’re here to sell we don’t want it or we already have it. If you are here about the kids, we already went through the investigation and there were no signs of abuse.”

Looking closer at the woman, you see a woman who has been ridden hard and put up wet. Her hair is disheveled and her eyes are horribly blood shot. Her cheeks are ruddy and she projects an air of just being exhausted.

Give the PCs a chance to explain why they are there. She is tired and has had her whole world turned upside down. If they are honest about investigating her husband’s death, continue here:

She looks you over. “Well, come on in.” She escorts you into a small room with toys scattered all over the floor and the couch. She scurries ahead and gathers the toys from the couch and dumps them in a basket. “Go ahead. Have a seat. I don’t know what I can tell you but go ahead and ask your questions. I hope you’re better at this than the Diamond Legion is.” She pulls in a wooden chair from the next room and sits facing you.

Have you heard anything since then from the Diamond Legion?

“No. I went to headquarters and asked. They told me it looked like he was a victim of robbery. They said they are looking into it and they would let me know when they found anything out.”

☛ **Why would he be in the Academy District?**

“Not a clue. He shouldn’t have been anywhere near the place. It is so far out of his way. It makes no sense.”

☛ **What did you mean about investigation of child abuse?**

“That was a terrible misunderstanding. Maisin and my husband were playing horsey. You know, where the child gets on your back and you try to buck him off. It’s harmless. Well, Maisin lost his grip and cracked his face on one of his toys. He ended up with a real nice shiner. When he went to school, his teacher butted in and called the Diamond Watch. They sent a woman here to investigate. She was really thorough. I’ve never had someone check the

tops of the windows for dust. She said she would fill out her report and we would hear from them in a couple of weeks. We received a letter yesterday stating there would be no charges pressed.” She chuckles. “I never thought I would rather have my husband arrested rather than” she starts crying, “Than what did happen to him.”

☛ **What did she look like?**

“I really don’t remember. No matter how hard I try. I think she was human with brown hair, but I really don’t know.”

☛ **How old are your children?**

“Tarrett is five, Maisin is eight and takin’ the whole man of the house thing real serious. Rashell is my baby girl. She just turned two.”

☛ **What do you do for employment?**

“I work as a candle maker. Been doing it since I was a child. It’s what I know and I know it well.”

☛ **Do you need any help financially?**

“The temples have a fund to help families of deceased clergy. It isn’t much, but it helps. My sister is going to take care of the children when I return to work. We’ll make it. It won’t be easy, but life is never easy.”

She really doesn’t know anything else.

When the PCs are done with their questions, continue here:

“I’m sorry I can’t be of more help. I really wish I could help. When you find out who killed my husband, please let me know.” She escorts you to the door. “Thank you for caring.” She closes the door and you can hear crying from the other side.

- If the PCs want to speak with Family 2, the Scullions, **GO TO Encounter 3 (page 5).**
- If the PCs want to speak with Family 3, the Distlions, **GO TO Encounter 4 (page 7).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**
- If the PCs have spoken to all of the families, **GO TO Encounter 7 (page 13).**

ENCOUNTER 3

Arriving in the Services District, it takes you a few minutes to find Craftman Lane. Once there, you have no trouble finding the blacksmith shop. The front of the shop has shutters closing what must be large windows. Black crepe is draped over the door and a sign posted states: "Due to a death in the family, the shop will be closed indefinitely."

What do you do?

If the PCs go around the front building, continue here:

When you walk around to the back of the building, you find a large wall of wood pieces from the front building to the back building. A small garden grows to the left and a path leads to a house of a smoke hued plaster. Black crepe is also draped over the top of the door.

When you approach the door, it opens and a half-orc male steps out. He is wearing robes and a holy symbol of Destine. He motions you to follow him.

If the PCs follow, continue here:

He leads you back around to in front of the first building which must be the blacksmith shop. He looks you over, "I am sorry about drawing you away like this, but I have been running interference for the family and the outside world. Mrs. Scullion is following her family's tradition of silence for a week after the unexpected death of a family member. I would be happy to help you in any way I can."

☛ What is your name?

"My name is Raj Melin. And you are?"

☛ What can you tell us about the murder?

"Murder? Why do you say murder?"

Let the PCs explain and continue here:

"I see. Well, that would explain a few things. Toph and I have been friends since we were small children. He is, sorry, was my best friend. He received a rush order from a woman for kitchen knives. She said hers had been stolen and she was supposed to make dinner the next day for her in-laws. She offered to pay top gold. He contacted me to ask him to help. I worked with him for most of the day that he died. I went to get us something to eat. Millicent, Toph's wife, is the

worst cook on Raia. Besides, it was probably close to midnight. I came back with sandwiches from the bar down the street. He was slumped over, dead. No idea what killed him. I wanted to ask, but Millicent wouldn't let me. She believes that once you are dead, you are not to be bothered by things about the living."

☛ What did she look like?/Did you see her?

"I didn't see her. Toph said she was real interested in Vaupen, his son. He helps out in the shop. Toph would yell at the boy. Toph was always so easy to excite. He'd yell at the boy all day and then spend the night apologizing about it. He just started getting big enough to yell back. I've never seen a boy so close to his father. It's gonna be hard for him. I will have to spend more time here. I may even end up leaving the priesthood to take care of them. I will have to pray on this." He shakes his head wearily.

"I would be willing to go and talk to Toph, but Millicent had him cremated."

☛ Do you want to leave the priesthood?

"I want to do whatever my goddess needs me to."

☛ If you listened to the yelling, would you think that he was being abused?

"It could be interpreted that way, but I don't see how unless you weren't in shop and could see him. If you were just passing by, it might sound hostile, but it certainly wasn't."

☛ Are all of the knives still here?

"We only had three done and were finishing the blades of the other four. They're all still here."

☛ Was there any signs for the cause of death?

"The only thing I noticed was there was a lot of static electricity. Otherwise, he looked like he was asleep."

When the PCs are done asking questions, continue here:

"Destine is the goddess of knowledge. I will commune with her and see if she is willing to show us anything about this. Where can I contact you if she is willing to tell us anything?"

If the PCs insist on speaking to the wife and child, the cleric, Raj Melin, will stop them with *hold person*, *hold person mass* or physically as a last resort. The Diamond

Legion will show up after round 2. It is just a random patrol. Beat the PCs into submission. They are done with the module. Give them the 100 GP from encounter 1 and half the base XP for the ATL.

- If the PCs want to speak with Family 1, the Reeves, **GO TO Encounter 2 (page 5).**
- If the PCs want to speak with Family 3, the Distlions, **GO TO Encounter 4 (page 7).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**
- If the PCs have spoken to all of the families, **GO TO Encounter 7 (page 13).**

ENCOUNTER 4

Whitewash Way in the Commoners District intersects Blue Wall Street. It takes no time to find the home of the Distlions. 452 is a house that has been cut into five apartments. You look around the place and find that four of the apartments have names on the door that are not the Distlions.

Presumably, the PCs will knock on the door with no name on it. If they knock on another door, they will be directed to the door with no name on it.

You go down the stairs into the basement and knock on the door that has no name on it. After a minute or so, a young girl of no more than ten years of age answers the door. Her dress is very neat and clean. Her blonde hair is in pigtails held in place with a green ribbon to match her dress. Her feet are bare but are also clean.

She looks at you and her grey eyes flare open as far as possible. She emits a squeaky noise and moves back into the room. She does not close the door.

What do you do?

This is one of those times where the PCs need to use some **Diplomacy DC 20**. If they role play this well, don't bother with the roll. If they try to talk nicely to her or offer her candy or sweets, she will take them. Have the PCs role play this. The DC is there if time is a concern.

The room is small, dirty and very humid with little light breaking around the edges of a blanket hung over the window. There is a mattress on the floor. She looks at you and begins to cry.

This should be an OMG moment. The little girl has been being pimped out by both mother and father for the last four months. Her parents have been incredibly lucky and have moved repeatedly to make sure no one caught on to what was going on.

The little girl looks at you but doesn't say anything. She sits down on the mattress. Her tears slide down her face enough to leave dark spots at the top of her dress.

If the PCs are kind and gentle with her, she will answer questions.

🗣 **What is your name?**

In a very quiet, timid voice, she says, "My name is Jallison."

After the first question, continue here:

She looks down and notices the wetness her tears have caused. She looks up at you "I am so sorry. Please don't spank me. I will clean up. You will never know I did anything wrong." She stands up.

Sense Motive DC 5, she is obviously petrified of something.

Again, this is one of those times where the PCs need to use some **Diplomacy**. If they try to talk nicely to her, they will be able to sooth her and get her to continue to answer questions.

🗣 **Where is your mommy?**

"She went out. I don't know where."

🗣 **What does your mommy say about all of this?**

"She told me I have to stay clean. I am not to complain or ask questions, ever. I am especially not to talk back. I am to do as I am told, always. No matter what it is. She told me that when I got older, she would take me to a place where I would do this all day. I told her I didn't want to do that, but she said I would do what I am told to do. She said she doesn't want me to grow up to be a bad girl."

At this point, the PCs should be wanting to find the mother and deal with her. If the PCs want the little girl to leave with them, continue here:

She looks at you slightly confused. “Why would I need to leave? Have I done something wrong?”

Presumably, the PCs will tell her she hasn't done anything wrong. With some **Diplomacy**, they will be able to convince her to go.

Knowledge Local DC10 knows that Opportunity Knocks has facilities and provisions for situations such as this.

When the PCs go to leave, continue here:

As you reach for the knob of the door to leave, the door opens. You see a woman of around 25 years of age with green eyes, a pot belly and a wicked, wicked smile. She doesn't appear to notice you at first, “Well, Jallison. I guess you won't eat tonight. I couldn't find anyone wanting to play with you.” She looks up and notices you for the first time. “Oh, I see you have visitors. Shall we negotiate?”

If the PCs decide to attack, her AC is 10 and she has 12 hit points. For saves, she has a +1 Fort, +1 Dex and +2 Will. Her CMB is 0 and her CMD is 11. She weighs in at about 200 pounds and is 5' 2". She will be belligerent and hostile toward the PCs and will not fight back.

If they kill her and leave the body in the apartment, at the end of the module, go to **Epilogue 1**.

If the PCs take her to the Diamond Watch, continue here:

After subduing Sabina Distlions, you take her to the Diamond Watch Battalion HQ for the Commoners District. In less time than it usually takes you to ask to speak to someone, the watch takes custody of her.

If the PCs take her body to the Diamond Watch, continue here:

As you enter the Diamond Watch Battalion HQ for the Commoners District, a sergeant comes from behind the desk, “Not often that the murders bring the body to us. Corporal Desmond, take the body and you can come with me to explain what is going on and who she is.”

Once the PCs explain what is going on, continue here:

“I see. Well, if you are willing to pay for or perform the *raise dead*, we can keep from pressing charges against you. I sympathize with you, but, unfortunately we can't just kill those who we find repulsive.”

If the PCs have the girl with them, continue here:

The sergeant kneels in front of the girl. “You are a very brave young lady. Would you like to go with Corporal Harstin to see the horses?”

For the first time, you see Jallison's eyes light up and she looks like a little girl and not a hollow shell. “Can I?” She looks to whichever PC has been spending the most time with her.

Once she receives permission, continue here:

She smiles at the two watch members, “I love horses.” She takes the corporals hand and skips off.

● **What do you know about the Reeves and an abuse investigation?**

“I haven't heard anything about them other than Clavon being murdered.”

● **What about a brown haired female investigator?**

“I don't have anyone like that I would send to such a thing. I'd send Corporal Harstins and she's blonde.”

If she is not with the PCs or has left, continue here:

“Thank you for bringing her in. We knew there was something shady going on, but couldn't get enough evidence to arrest her. With the little girl, that should not be a problem. You didn't find anything with names of her ‘clients’, did you?” The sergeant asks.

Once the PCs have disclosed they didn't find anything, continue here:

“Well, I've sent over two of my best officers to search the place. Here's hoping they can turn up something. Corporal Harstin is specially trained to deal with children in these situations. She will see to the little girl. By the time we are done with the so called mother, we will have all we need to prosecute her and those who used her services. Thanks again for doing this. I so wanted to just...” he slams his fist into his other hand. “But if I did that, I would be no better than the criminals. But it is oh so tempting... Anyway, we will be contacting you if we need your testimony at the trial of this,” He spits the last word, “Woman.”

He composes himself and says, “May Galvandt bless you in your quest.”

If the PCs go to Opportunity Knocks has no connection to a brown haired woman and they haven’t had any children brought in for abuse. They know nothing about the murder, just that the body was found behind the place and destroyed a tomato plant.

- If the PCs want to speak with Family 1, the Reeves, **GO TO Encounter 2 (page 4).**
- If the PCs want to speak with Family 2, the Scullions, **GO TO Encounter 3 (page 5).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**
- If the PCs have spoken to all of the families, **GO TO Encounter 7 (page 13).**

ENCOUNTER 5

You enter the Academy District and follow the signs to the Grayson Institute. Once you find the institute, you run into a new issue. There are six different buildings: a dormitory, an admin building, music, the arts, library and the last one is listed as academics. Different color paths lead to each building. There are students in a hurry to get from one building to the other.

Diplomacy (Gather Information) DC 15 to be informed that visitors are to report to the admin building for assistance.

If the PCs decide to just wander aimlessly, it will take them two hours to locate someone who will tell them that to speak to a student, you have to go to the admin building. In other words, no matter what, the PCs have to go to the admin building.

Once they go to the admin building, continue here:

Entering the two story brick admin building, the smallest one on the campus, takes you into a hallway with chairs lining both sides. The chairs are filled with male and female children from ages 5 to 15 each wearing a number. Most of the children are with an adult or two or three adults. At the end of the hallway, a sign directs you to one of three lines,

age 5-9, 10-15 and current students. There are seven or eight people in each line.

An air elem with a clipboard and a stylus approaches you. He looks you over and says, “Are you parents of auditioning children?”

If the PCs say yes, continue here:

“Very well.” He hands you a stack of papers, “The first page is your child’s information. The second page is your personal information as well as any other parent or guardian that will be involved with the child while attending the Grayson Institute. The third page is for a list of any teachers your child has studied with, their specialty and contact information. The next page is a schedule of the costs for your child to attend the Grayson Institute. Payment is expected on or before the due dates listed. The next page is an application for tuition assistance and scholarships while the next is if you are looking to have your child sponsored. The last page are for the names of three references. When you are finished, please go to the line appropriate for your child’s age. Your paperwork will be taken at that time and if everything is filled out correctly, your child will be assigned an audition time.”

If the PCs have children that they really want to get into the Grayson Institute, have them fill out **Players Handout 2** and send it to LSJNancyc@gmail.com.

If the PCs answer no, then continue here:

“Routine administration is down the hall to your right, room 118. He turns to the person behind you in line, “Next please.”

You have no problem finding room 118. The door is standing open and you can see a man somewhere between 60 and 100 years of age. Upon entering the room, you get a closer look at the man behind the counter. His hair is completely white and his eyes are green. Looking at his eyes is when you notice the slight almond shape. A sign on the counter reads “Master Marin Edmonson, Information.” The man looks up at you, “Auditions are in main entrance.”

When the PCs state why they are there, continue here:

“Camden Drogg, let me see.” He opens a box on his desk filled with cards in a variety of colors. He thumbs through the file. “Ah, here it is. Camden Drogg is out of class for the next few days. I believe

he is in his dorm, room 362. If he isn't there, check the library or the practice rooms in the music building. If you follow the blue path, it will lead you to the dorms. Purple will take you to the music building and the gold path leads to the library. Normally, I would have a student guide escort you, but they're all involved in the auditions process. Is there anything else?"

Presuming there isn't any more questions, continue here:

"Very well. Have a good day."

When you get to the front lobby again, it is even more crowded than when you arrived. You are able to work your way through a group of ten children with a variety of instruments each playing a different tune resulting in a cacophony of noise.

Following the blue stone path, you arrive at the dormitory. Entering the four story building by the marble stairs, you find yourself standing in a common room, according to the sign. The room has clusters of comfy looking chairs, tables and couches. There is another pair of signs that read women's dormitory and the other men's dormitory. Under the main signs on both sides, a sign in vibrant red letters states, "No members of the opposite sex allowed in this area after 5 bells. NO EXCEPTIONS. A clock lets you know that it is half past three.

You enter the men's dorm and find a set of pigeon hold sized boxes stacked on top of each other. Some contain envelopes, some papers and some are empty.

Perception (vision) DC 10 to notice the box with Camden's name is full of papers and envelopes. If the PCs look at them, the papers are notes of condolence and the envelopes are sealed.

Perception (vision) DC 30 to notice that one of the envelopes appears to have gold in it.

The PCs are welcome to take the mail to Camden, but if they steal the money, they will be called out for it on their way out. A dorm advisor saw the PC open the envelope and take out the money. If it is returned, he will not call the Diamond Watch. If the PC won't return the money, he will be arrested and fined 5,000 gp (1000 x the money in the envelope.)

You climb the marble stairs and have a chance to see the results of some of the students' art works on the walls and the landing. Most of the artwork is quite good but there are some that just aren't your cup of tea.

On the third floor, you have no problem finding room 362. The door frame is draped in black crepe and ribbon.

Presumably, the PCs will knock. If they don't and just barge in, modify the boxed text as necessary. Camden will be less friendly to them if they barge in.

After your knock, the door is opened by a young man. He looks to be 13-14 years old, just close to six feet tall with a slender build. His blondish brown hair is disheveled at best and his brown eyes are bloodshot.

Perception (vision) DC10 to notice the tear stains down his face and on his clothes.

If the PC played *LSJ94 Elementary, My Dear*, she has a 50-50 chance to recognize Camden. It was four years ago that she last saw him and he has grown quite a bit.

If the PC played *LSJ94 Elementary, My Dear*, he will recognize her. He will be warmer towards them than others.

The young man looks at you, "I was expecting this. His death wasn't an accident, was it? He swore he wasn't gambling and I believed him." He shakes his head, "Come on in and tell me about it."

If the PCs have not played *LSJ94 Elementary, My Dear*, continue here:

The young man looks at you, "What do you want? I am in mourning at the moment and really don't want to buy anything or donate to anything."

Once the PCs tell him why they are there or if he recognizes them, continue here:

"Well, please come in. I am not myself right now. My father has been doing so much better. He quit drinking. Found a good job at the docks scrapping barnacles. It was bloody work, but he enjoyed it. He was in the process of buying a house in the Commoners District so I could stay with him over breaks. He even had a girlfriend, Lonna something.

I met her once. She was really nice and pretty, except for her ear being messed up.”

“Do you realize I am 14 years old and completely on my own now? It’s a good thing I get scholarships for here. Otherwise, I would be in huge trouble.”

🗨️ **Did your father have any enemies?**

“Not that I know of. He has been keeping his act clean for two years now. He doesn’t even go to any of the taverns and won’t even pick up cards or dice. No gambling or drinking. I wish my Mother were alive to see him turn back into the man she always said she married.”

🗨️ **What was does girlfriend do?**

“I think she was a seamstress or something.”

🗨️ **What was his girlfriend’s name?**

“Lonna something. I met her briefly after one of my performances. I got pulled away by music master to meet some of the nobles that were there. My master told me that nobles can make or break you in the real world.

My father got a real kick that he was dating the vice president of child abuse group. He was helping her raise money for the charity. He said that it was the least he could do to repay the city for what he had done to me and my Mother.”

This should be a big clue for the PCs but if not, so be it. It may become a clue after Encounter 6.

🗨️ **Do you know where his girlfriend lived?**

“No, I don’t. My father was going to ask her to marry him as soon as he got possession of the new house. He said he was excited about her living with him. I think she lived at one of the inns, but I don’t know which one.”

🗨️ **Do you know how they met?**

“Dad saved her from falling into the harbor. She was coming off a ship and slipped and nearly fell in.”

🗨️ **How long have they been dating?**

“Six, seven months.”

🗨️ **Why did you say you don’t have anyone else?**

“My parents are both dead. I never met any other members on either side. I guess I am on my own.”

Sense Motive DC10 to realize he is scared, confused and deeply depressed.

🗨️ **Why don’t you come live with me?**

“Seriously? Are you just saying this to get me to cooperate? I will help you with everything I can with or without you taking me in.”

🗨️ **Yes, I am serious.**

“That might work. We can discuss this after you find out who killed my father.” He wipes tears from his eyes, “I’m not sure what to say, besides thanks.”

When the PCs are ready to leave, continue here:

“Listen, I really appreciate you looking into this. Where can I contact you if I find out anything about this?”

Once the PCs tell them where to go, continue here:

“Thanks again. I hope you get this bastard.”

If one of the PCs has asked him to live with them:

He looks to the PC who offered him a place to go. “I look forward to getting to know you.” A crooked smile comes across his lips. “I don’t understand why these things have happened to me, but it is nice to know there is someone out there that cares.”

- If the PCs want to speak with Family 1, the Reeves, **GO TO Encounter 2 (page 4).**
- If the PCs want to speak with Family 2, the Scullions, **GO TO Encounter 3 (page 5).**
- If the PCs want to speak with Family 3, the Distlions, **GO TO Encounter 4 (page 7).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**
- If the PCs have spoken to all of the families, **GO TO Encounter 7 (page 13).**

ENCOUNTER 6

As you travel to your next destination, you see a group of women at the side of the street. One woman

leaves the pack and approaches you. She is slightly built and wears a blue dress. Her black hair is streaked with grey.

“Excuse me. May I have a moment of your time? My name is Maxine and I am with the Mothers Against Child Abuse. We are working to raise money for a shelter program for victims of this. The Lord Monarch has generously donated six plots of land in the New District and we are working to raise money for the buildings, furnishings, staff and anything else the children will need. We are looking to raise 25,000 gold. Would you be interested in purchasing tickets to our Moonlight Cruise next week?”

☛ **How much?**

“There are three levels of tickets. The first is silver ticket to the launch party for ten gold. This includes drinks and light snacks. The second is the gold ticket for appetizers and drinks on the boat for 25 gold. The third ticket is the Platinum VIP ticket which gets you all of the other levels benefits and a private dinner being prepared by the famous chef Julius Emerol Wulfgar Childer for 100 gold. Of course, all of these include entertainment. Would you be interested in joining us on the cruise?”

She looks at you expectantly when another woman comes over and taps her on the shoulder. “Maxine, your son is here.”

“Thanks Lonna. Would you please continue with these fine folks?” Maxine turns back to you, “I am so sorry. My son just returned from six months at sea. Excuse me.” She returns to the group when a man of twenty or so years old sweeps her up and spins her around. He looks similar to his mother, but much more buff.

Lonna looks you over and asks, “So, how many level gold tickets can I get for you?” She runs a hand through her short blonde hair.

Perception DC15 to notice her ear is horribly deformed and there is a jagged scar from the bottom of her ear that disappears into her grey dress.

The chef will be familiar to PC who played *LSJ83 Filet Minion*. He was the chef that hired them.

There are no brown hair women in the group of six women.

☛ **What if we just give you the full amount for the house?**

“Seriously? You’d do that?” Her smile is dazzling and lights up her blue eyes. When she smiles, you notice she is quite attractive, for a human. “How on Raia could we ever repay you for this? We will make sure you are on the elite list for the cruise so you will be able to enjoy the benefits of your donation.”

☛ **What happened to your ear?**

“It was a present from my father when I was three. He kept me in isolation until it was so scarred the clerics couldn’t reverse it, but they were able to fix it enough so that I can at least hear out of it.” Her words come out almost as a challenge.

☛ **What happened to your father?/What did your mother do about it?**

“My father was a prominent business man so there were no repercussions for him. He simply paid off anyone who might have a problem with it. My charming mother was so concerned about propriety that she pretended it never happened. I was kept at home until my hair grew long enough to cover it. And you know what I did to deserve this? I was playing too loud in my room. He came in and started hitting me. The first shot knocked me to the floor and I curled up in a ball. He just kept hitting me. It was a present from my father when I was three. He kept me in isolation until it was so scarred the clerics couldn’t reverse it, but they were able to fix it enough so that I can at least hear out of it.”

☛ **If we give you the full amount, will you still have the cruise?**

“Of course we will. We have already paid for the food and drinks. It looks to be the social event of the year. Many of the elite from Amthydor will be there. The Lord Monarch himself may even attend.”

☛ **What’s the name of the boat?**

“Captain Malick of the *Shining Pearl* has generously donated the use of the boat and his crew has donated their time for the four hour tour.”

☛ **When is the cruise?**

“Three days from today. It starts at 7 bells after high noon.”

☛ **Where is your headquarters?**

“We are working out of Carol’s home right now until we get the facility built.”

☛ Is this your whole organization?

“We are a new charity and growing. We have close to a hundred members currently working throughout the city, trying to raise money.”

☛ What kind of entertainment?

“The Society of Entertainers and Performers are very supportive of MACA. Cinnamon is scheduled to perform as well as several others. The Grayson Institute’s Emerald Suite will also be performing. We are very excited.”

☛ What kind of food and drinks?

“Harquith family has generously opened their wine cellar and is providing the wine. The Dauntless Dolphin is providing the ale and the Gilded Cage’s staff has agreed to be the servers on the boat. As for the food, I am not sure what the chef has planned, but I am sure it will be wonderful.”

If the PCs buy tickets at any level, including the elite level, continue here:

Lonna opens a pouch and starts producing tickets, “I am so glad to find people willing to help the abused children. There are so many fathers out there who are just horrible to their children. I’m sure there are mothers who are just as bad, but it is usually the father.”

When the PCs have their tickets or have told her to go away, continue here:

She smiles sweetly at you, “The gods hold a special place for people like you. Have a nice day.” She returns to the group of women.

- If the PCs want to speak with Family 1, the Reeves, **GO TO Encounter 2 (page 6).**
- If the PCs want to speak with Family 2, the Scullions, **GO TO Encounter 3 (page 5).**
- If the PCs want to speak with Family 3, the Distlions, **GO TO Encounter 4 (page 7).**
- If the PCs want to speak with Camden Drogg, **GO TO Encounter 5 (page 9).**
- If the PCs have spoken to 2 of the families, **GO TO Encounter 6 (page 11).**
- If the PCs have spoken to all of the families, **GO TO Encounter 7 (page 13).**

ENCOUNTER 7

Having visited all of the families, you still have no proof of who is actually doing these murders. As you stand there, discussing amongst yourselves your next action, a woman comes running up to you.

As she gets closer, you recognize her as the woman who first approached you about the Mothers Against Child Abuse. “Oh thank all that is holy! She has my husband! You have to stop her!”

She will answer questions as she leads them to the house.

☛ Who has your husband?

“Lonna and some of the other mothers. She told me he had to pay for what he did to my daughter.”

☛ Where did they go? (If the PCs don’t ask this, she will volunteer it.)

“Follow me! They are in a house just a few blocks from here.”

☛ What did your husband do to your daughter?

“My daughter’s pregnant. She wouldn’t tell Lonna who the father was. My daughter’s embarrassed because she found out after she became pregnant her boyfriend is actually married with two other children. I’ve seen him since she told me that and he confessed it was probably his but he is already married. If he turns up dead, you should come look for me immediately because I may kill him yet for hurting my baby.”

When done with questions, continue here:

After four blocks of travel, Maxine, the woman leading you, points to a white board house with a nice wide porch covered with vegetables and flowers growing from containers.

“They are in there! Please be careful!” Maxine tells you, “Don’t kill them! They need help! Save my husband! I’ll go get the Watch.”

Let the PCs make whatever plans they want, then continue here:

The front door is standing open and you can hear a man scream from somewhere inside.

See GMs HANDOUT 1 for the lay out of the house and who is where inside.

GM NOTE: The bad women in here will keep falling back to the kitchen and attempt to escape out the backdoor.

GM NOTE: This is a running battle with obstacles. One initiative for the whole fight. By the description of the kitchen is the information about what happens when.

Room 1 Living Room

This room contains a couch in the middle of the room flanked by two chairs facing the fireplace.

Perception (Vision) vs Rogue and Barbarian's Stealth

ATL 7

Barbarian CN Human Human Barbarian 7
Initiative +2 **Space/Reach** 5/5'
AC 25, **Touch** 12, **Flat Footed** 23 (+7 armor, +4 shield, +2 Dex, +2 natural)
HP 79 (7d12 + 21 + 7 favored) **Speed** 30'
Fort +11, **Ref** +8, **Will** +6
SQ No **SR** No **DR** 1/-
Immune No **Resist** Fire 10
Full Attack
Bastard Sword +17/+12 (1d10+7^a, 19-20x2) or
Longbow +11/+6 (1d8, 20x3) (no shield AC) or
Dagger +14/+9 (1d4+5, 19-20x2)
Special Attacks Rage Powers (18 rounds/day)
- Intimidating Glare - Renewed Vigor
- Surprise Accuracy
- Vital Strike
Str 21° **Dex** 14 **Con** 14 **Int** 10 **Wis** 10 **Cha** 7
Base Atk +7 **CMB** +14 **CMD** 24
Feats Exotic Weapon Prof. (Bastard Sword), Shield Focus, Toughness*, Vital Strike^a, Weapon Focus (Bastard Sword)
Gear Breastplate, Bastard sword, Heavy steel shield, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle +2*, *Potion of Heroism*, *Potion of Barkskin +2*, *Oil of Greater Magic Weapon +2*, *Oil of Magic Vestment +1 (2)*, *Potion of Resist Energy (Fire 10)*, *Potion of Cure Light Wounds*
Skills Acrobatics +8, Intimidate +10, Perception +12, Sense Motive +9
Special Abilities *Rage: 18 rounds/day (+4 Str/Con, +2 Will, -2 AC), *Rage Powers (*Intimidating Glare*^z, *Renewed Vigor*, *Surprise Accuracy*), Fast Movement, Improved Uncanny Dodge, Trap Sense +2, Damage Reduction 1/-

*Rage stats are not included in these stat blocks

Rogue N Female Human Rogue 7
Initiative +8 **Space/Reach** 5/5'
AC 22, **Touch** 15, **FLAT-FOOTED** 17 (+5 armor, +4 Dex, +1 dodge, +2 natural)
HP 56 (7d8 + 14 + 7 favored) **Speed** 30'
Fort +7, **Ref** +13, **Will** +6
SQ No **SR** No **DR** No
Immune No **Resist** Fire 10
Full Attack Rapier +14 (1d6+4, 18-20x2) or Shortbow +11 (1d6, 20x3) or
Dagger +11 (1d4+2, 19-20x2)
Special Attack
- Sneak Attack +4d6 (*bleeding attack*)
Spell-Like Abilities -*Daze*, 3/day, CL 7
Str 14 **Dex** 19° **Con** 12 **Int** 14 **Wis** 10 **Cha** 12
Base Atk +5 **CMB** +9 **CMD** 22
Feats Combat Expertise, Dodge, Imp. Init., Toughness*, Weapon Finesse^B, Weapon Focus (Rapier)
Gear Chain Shirt, Rapier, Shortbow (20 arrows), Dagger, *Potion of Wrathful Mantle +2*, *Potion of Heroism*, *Potion of Barkskin +2*, *Oil of Greater Magic Weapon +2*, *Oil of Magic Vestment +1*, *Potion of Resist Energy (Fire 10)*, *Potion of Cure Light Wounds*
Skills Acrobatics +14, Bluff, +13, Climb +12, Disable Device +14, Disguise +13, Escape Artist +14, Intimidate +13, Perception +12, Sense Motive +12, Sleight of Hand +14, Stealth +14
Special Abilities Evasion, Trapfinding, Trap Sense +2, Uncanny Dodge, Rogue Talent (Minor Magic^z - *Daze* - 3/day, Finesse Rogue, Bleeding Attack^a)

ATL 9

Barbarian CN Female Human Barbarian 9
Initiative +2 **Space/Reach** 5'/5'
AC 27, **Touch** 12, **FLAT-FOOTED** 25 (+8 armor, +5 shield, +2 Dex, +2 natural)
HP 100 (9d12 + 27 + 9 favored) **Speed** 30'
Fort +12, **Ref** +9, **Will** +7
Base Atk +9 **CMB** +20 **CMD** 29
SQ No **SR** No **DR** 1/-(2/- *rage*) **Immune** No **Resist** Fire 10
Full Attack^a
 Bastard Sword^a +23/+18 (1d10+11^a, 17-20x2) or
 Longbow +16/+11 (1d8+1, 20x3) (no shield AC) or
 Dagger +19/+14 (1d4+9, 19-20x2)
Special Attacks *Rage Powers* (22 rounds/day)
 - Intimidating Glare - Renewed Vigor - Increased DR
 - Surprise Accuracy - Vital Strike
Str 26° **Dex** 14 **Con** 14 **Int** 10 **Wis** 10 **Cha** 7
Base Atk +9 **CMB** +20 **CMD** 29
Feats Exotic Weapon Prof. (Bastard Sword), Imp. Crit. (Bastard sword), Shield Focus, Toughness*, Vital Strike^a, Weapon Focus (Bastard Sword)
Gear Breastplate, Bastard sword, Heavy steel shield, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle +2*, *Potion of Heroism*, *Potion of Barkskin +2*, *Oil of Greater Magic Weapon +2 (2)*, *Oil of Magic Vestment +2 (2)*, *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor +1*, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*
Skills Acrobatics +10, Intimidate +12, Perception +14, Sense Motive +11
Special Abilities **Rage: 22 rounds/day (+4 Str/Con, +2 Will, -2 AC)*, **Rage Powers (Intimidating Glare^f, Renewed Vigor, Surprise Accuracy, Increased DR)*, Fast Movement, Improved Uncanny Dodge, Trap Sense +3, Damage Reduction 1/-

*Rage stats are not included in these stat blocks

Rogue N Female Human Rogue 9
Initiative +11 **Space/Reach** 5'/5'
AC 26, **Touch** 17, **FLAT-FOOTED** 19 (+4 armor, +3 shield, +6 Dex, +1 dodge, +2 natural)
HP 71 (9d8 + 18 + 9 favored) **Speed** 30'
Fort +8, **Ref** +17, **Will** +7
SQ No **SR** No **DR** No
Immune No **Resist** Fire 10
Full Attack Rapier +19/+14 (1d6+5, 18-20x2) or Shortbow +18/+13 (1d6+1, 20x3) or
 Dagger +15/+10 (1d4+3, 19-20x2)
Special Attack
 - Sneak Attack +5d6 (*bleeding attack*)
Spell-Like Abilities
 - *Daze*, 3/day, CL 9
 - *Vanish*, 2/day, CL 9 (APG)
Str 14 **Dex** 24° **Con** 12 **Int** 14 **Wis** 10 **Cha** 12
Base Atk +6 **CMB** +11 **CMD** 26
Feats Combat Expertise, Dodge, Imp. Init., Shield Proficiency, Toughness*, Weapon Finesse^B, Weapon Focus (Rapier)
Gear Leather armor, Rapier, Buckler, Shortbow (20 arrows), Dagger, *Potion of Wrathful Mantle +2*, *Potion of Heroism*, *Potion of Barkskin +2*, *Oil of Greater Magic Weapon +2 (2)*, *Oil of Magic Vestment +2 (2)*, *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor +1*, *Potion of Cat's Grace*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*
Skills Acrobatics +17, Bluff +15, Climb +14, Disable Device +17, Disguise +15, Escape Artist +17, Intimidate +15, Perception +14, Sense Motive +14, Sleight of Hand +17, Stealth +17
Special Abilities Sneak Attack +5d6, Evasion, Trapfinding, Trap Sense +3, Improved Uncanny Dodge, Rogue Talent (Minor Magic^f – *Daze* – 3/day, Major Magic – *Vanish* – 2/day, Finesse Rogue, Bleeding Attack^a)

ATL 11

Barbarian CN Human Barbarian 11
Initiative +2 **Space/Reach** 5'/5'
AC 33, **Touch** 15, **FLAT-FOOTED** 30 (+9 armor, +6 shield, +2 Dex, +3 natural, +1 dodge, +2 deflection)
HP 143 (11d12 + 55 + 11 favored) **Speed** 30'
Fort +16, **Ref** +10, **Will** +8
SQ No **SR** No **DR** 2/- (4/- *rage*)
Immune No **Resist** Fire 10, Electricity 10
Full Attack^a
 Bastard Sword^a +26/+21/+16 (1d10+14^a, 17-20x2) or
 Longbow +19/+14/+9 (1d8+3, 20x3) (no shield AC)
 or Dagger +21/+16/+11 (1d4+11, 19-20x2)
Special Attacks Rage Powers (26 rounds/day)
 - Intimidating Glare - Renewed Vigor
 - Surprise Accuracy - Increased DR
 - Vital Strike
Str 26° **Dex** 14 **Con** 18 **Int** 10 **Wis** 10 **Cha** 7
Base Atk +11 **CMB** +22 **CMD** 34
Feats Dodge, Exotic Weapon Prof. (Bastard Sword), Imp. Crit. (Bastard sword), Shield Focus, Toughness*, Vital Strike^a, Weapon Focus (Bastard Sword)
Gear Breastplate, Bastard sword, Heavy steel shield, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3 (2), *Oil of Magic Vestment* +3 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +12, Intimidate[£] +22, Perception +16, Sense Motive +13
Special Abilities *Rage: 26 rounds/day (+6 Str/Con, +3 Will, -2 AC), *Rage Powers (*Intimidating Glare*[£], *Renewed Vigor*, *Surprise Accuracy*, *Increased DR* (2)), Fast Movement, Improved Uncanny Dodge, Trap Sense +3, Damage Reduction 2/-

*Rage stats are not included in these stat blocks

Rogue N Female Human Rogue 11
Initiative +11 **Space/Reach** 5'/5'
AC 31, **Touch** 19, **FLAT-FOOTED** 24 (+5 armor, +4 shield, +6 Dex, +1 dodge, +3 natural, +2 deflection)
HP 86 (11d8 + 22 + 11 favored) **Speed** 30'
Fort +9, **Ref** +19, **Will** +8
SQ No **SR** No **DR** No
Immune No **Resist** Fire 10, Electricity 10
Full Attack Rapier +22/+17 (1d6+10, 18-20x2)
 or Shortbow +21/+16 (1d6+3, 20x3)
 or Dagger +17/+12 (1d4+7, 19-20x2)
Special Attack
 - Sneak Attack +6d6^a (*bleeding attack*)
 - Opportunist (1 free AoO on enemy damaged in melee)
Spell-Like Abilities
 - *Daze*, 3/day, CL 11
 - *Vanish*, 2/day, CL 11 (APG)
Str 18 **Dex** 24° **Con** 12 **Int** 14 **Wis** 10 **Cha** 12
Base Atk +8 **CMB** +15 **CMD** 32
Feats Combat Expertise, Deadly Precision^a, Dodge, Imp. Init., Shield Proficiency, Toughness*, Weapon Finesse^B, Weapon Focus (Rapier)
Gear Leather armor, Rapier, Buckler, Shortbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3 (2), *Oil of Magic Vestment* +3 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Cat's Grace*, *Potion of Bull's Strength*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +19, Bluff +17, Climb +16, Disable Device +19, Disguise +17, Escape Artist +19, Intimidate +17, Perception +16, Sense Motive +16, Sleight of Hand +19, Stealth +19
Special Abilities Sneak Attack +6d6^a, Evasion, Trapfinding, Trap Sense +3, Improved Uncanny Dodge, Rogue Talent (Minor Magic[£] – *Daze* – 3/day, Major Magic – *Vanish* – 2/day, Finesse Rogue, Bleeding Attack^a, Opportunist)

ATL 13

Barbarian CN Female Human Barbarian 13
Initiative +4 **Space/Reach** 5'/5'
AC 39, **Touch** 18, **Flat-footed** 34 (+11 armor, +7 shield, +3 Dex, +3 natural, +1 dodge, +3 deflection, +1 *haste*)
HP 169 (13d12 + 65 + 13 favored) **Speed** 60'
Fort +17, **Ref** +14, **Will** +9
SQ No **SR** No **DR** 3/- (6/- *rage*)
Immune No **Resist** Fire 20, Electricity 10
Full Attack^a
 Bastard Sword^a +30/+30/+25/+20 (1d10+15^a, 17-20x2) or
 Longbow +25/+25/+20/+15 (1d8+3, 20x3) (no shield AC)
 or Dagger +24/+24/+19/+14 (1d4+11, 19-20x2)
Special Attacks Rage Powers (30 rounds/day)
 - Intimidating Glare- Renewed Vigor - Surprise Accuracy
 - Increased DR (3) - Vital Strike
Str 27° **Dex** 18 **Con** 18 **Int** 10 **Wis** 10 **Cha** 7
Base Atk +13 **CMB** +25 **CMD** 40
Feats Armor Specialization (Medium), Dodge, Exotic
 Weapon Prof. (Bastard Sword), Imp. Crit. (Bastard sword),
 Shield Focus, Toughness*, Vital Strike^a, Weapon Focus
 (Bastard Sword)
Gear Breastplate, Bastard sword, Heavy steel shield,
 Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +3, *Potion
 of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +4 (2),
Oil of Magic Vestment +4 (2), *Potion of Resist Energy (Fire 20)*, *Potion of
 Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Bull's
 Strength*, *Potion of Bear's Endurance*, *Potion of Cat's Grace*, *Potion of
 Shield of Faith* +3, *Potion of Haste*, *Potion of See Invisibility*, *Potion
 of Cure Serious Wounds* (2)
Skills Acrobatics +14, Intimidate[£] +24, Perception +18,
 Sense Motive +15
Special Abilities *Rage: 30 rounds/day (+6 Str/Con, +3 Will,
 -2 AC), *Rage Powers (*Intimidating Glare*[£], *Renewed Vigor*,
Surprise Accuracy, *Increased DR (3)*), Fast Movement,
 Improved Uncanny Dodge, Trap Sense +4, Damage
 Reduction 3/-

*Rage stats are not included in these stat blocks

Rogue N Female Human Rogue 13
Initiative +11 **Space/Reach** 5'/5'
AC 35, **Touch** 21, **FLAT-FOOTED** 27 (+6 armor, +5
 shield, +6 Dex, +1 dodge, +3 natural, +3 deflection, +1 *haste*)
HP 130 (13d8 + 52 + 13 favored) **Speed** 60'
Fort +12, **Ref** +21, **Will** +9
SQ No **SR** No **DR** No
Immune No **Resist** Fire 20, Electricity 10
Full Attack Rapier +25/+25/+20 (1d6+11, 18-20x2)
 or Shortbow +24/+24/+19 (1d6+3, 20x3)
 or Dagger +20/+20/+15 (1d4+7, 19-20x2)
Special Attack
 - Sneak Attack +7d6^a (*bleeding attack*)
 - Opportunist (1 free AoO on enemy damaged in melee)
 - Greater Feint
Spell-Like Abilities
 -*Daze*, 3/day, CL 11
 -*Vanish*, 2/day, CL 11 (APG)
Str 18 **Dex** 24° **Con** 12 **Int** 14 **Wis** 10 **Cha** 12
Base Atk +9 **CMB** +17 **CMD** 36
Feats Combat Expertise, Deadly Precision^a, Dodge, Imp.
 Init., Improved Feint, Greater Feint, Shield Proficiency,
 Toughness*, Weapon Finesse^b, Weapon Focus (Rapier)
Gear Leather armor, Rapier, Buckler, Shortbow (20 arrows),
 Dagger, *Potion of Wrathful Mantle* +3, *Potion of Good Hope*,
Potion of Barkskin +3, *Oil of Greater Magic Weapon* +4 (2),
Oil of Magic Vestment +4 (2), *Potion of Resist Energy (Fire
 20)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine
 Favor* +1, *Potion of Cat's Grace*, *Potion of Bull's Strength*,
Potion of Bear's Endurance, *Potion of Shield of Faith* +3,
Potion of Haste, *Potion of See Invisibility*, *Potion of Cure
 Moderate Wounds* (2)
Skills Acrobatics +21, Bluff +19, Climb +18, Disable
 Device +21, Disguise +19, Escape Artist +21, Intimidate +19,
 Perception +18, Sense Motive +18, Sleight of Hand +21,
 Stealth +21
Special Abilities Sneak Attack +7d6^a, Evasion, Trapfinding,
 Trap Sense +4, Improved Uncanny Dodge, Rogue Talent
 (Minor Magic[£] - *Daze* - 3/day, Major Magic - *Vanish* -
 2/day, Finesse Rogue, Bleeding Attack^a, Opportunist, Feat:
 Improved Feint)

Room 2 Dining Room

You find a table with four chairs. The table has a cream colored tablecloth.

ATL 7

Abyssal Bloodline Sorcerer N Human Female Sorcerer 8
Initiative +6 **Speed** 60' (fly 60' good)
AC 22, **Touch** 12, **FLAT-FOOTED** 20 (+4 armor, +2 Dex, +4 shield, +2 natural)
HP 54 (8d6 + 16 + 8 favored) **Space/Reach** 5'/5'
Fort +7^π, **Ref** +8, **Will** +10 (+2 vs. poison)
SQ No **SR** No **DR** No
Immune *magic missile*
Resist Electricity 5, Fire 10
Full Attack Spear +10 (1d8+4, 20x3) or Claws +10/+10 (1d6+4, magic, 20x2) or Light Crossbow +8 (1d8, 19-20x2) or Ranged Touch +9 (20x2) or Melee Touch +8 (20x2)
Spec. Att. *Claws* – Grow as free action, 9 rnds/day
Spells: **Save DC = 16 + Spell Level, +1 Conj.**
0th – ∞/day – Acid Splash, Detect Magic, Disrupt Undead, Light, Read Magic, Resistance, Message, Mending
1st – 8 5/day – Cause Fear, Expeditious Retreat, Mage Armor, Magic Missile, Shield, Shocking Grasp
2nd – 8 7/day – Bull's Strength, Invisibility, Summon Monster II^α, Scorching Ray
3rd – 6 5/day – Fly, Dispel Magic, Summon Monster III^α
4th – 4/day – Summon Monster IV^α
Str 14 **Dex** 14 **Con** 12 **Int** 10 **Wis** 10 **Cha** 22[°]
Base Atk +4 **CMB** +8 **CMD** 18
Feats Augment Summoning^{Bα}, Combat Casting, Eschew Materials^B, Spell Focus (Conj.), Imp. Init., Toughness*, Weap. Focus (R. Touch)
Gear Spear, Light Crossbow (20 bolts), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon/Fang* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Cure Light Wounds*
Skills Acrobatics +12, *Concentration* +14, Fly +15, Perception +2, Spellcraft +13, *Caster Level (for SR)* +8
Special Abilities Claws, Bloodline Arcana (Summoned creatures get DR)^α, Demon Resistances^π (+2 Fort. vs. poison)

Monk LN Human Female Monk 7
Initiative +8 **Space/Reach** 5'/5'
AC 25, **Touch** 19, **FLAT-FOOTED** 20 (+4 Dex, +3 Wis, +1 monk, +1 dodge, +2 natural, +4 armor)
HP 56 (7d8 + 14 + 7 favored) **Speed** 50'^α
Fort +10, **Ref** +13, **Will** +12 (+2 vs. enchantment)
SQ *wholeness of body*
SR No **DR** No
Ki 6 – Spend 1 Ki as a swift action to get any 1 of the following benefits:
– +4 dodge bonus to AC for 1 round
– +20' move speed for 1 round
– Make 1 more attack at highest bonus during *Flurry*
Immune Disease **Resist** Fire 10
Full Attack^α Unarmed Strike +14 (1d8+4, 20x2) or *Flurry of Blows* +14/+14/+9 (1d8+4, 20x2) or Sling +11 (1d4+2, 20x2)
Special Attack
– *Stunning Fist*[£] – 7/day, DC 16
– Spring Attack
Str 14 **Dex** 19[°] **Con** 12 **Int** 11 **Wis** 16 **Cha** 7
Base Atk +5 **CMB** +13 **CMD** 26
Feats Agile Maneuvers, Deflect Arrows^B, Dodge^B, Spring Attack^{αB}, Imp. Init., Weap. Finesse, Toughness*, Weap. Focus (Unarmed)
Gear Sling (20 bullets), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Fang* +2, *Potion of Mage Armor*, *Potion of Resist Energy (Fire 10)*, *Potion of Cure Light Wounds*
Skills: Acrobatics +16, Climb +14, Escape Artist +16, Perception +15, Stealth +16
Special Abilities AC/CMD Bonus, Evasion, Maneuver Training, Still Mind, Ki Pool (Magic, Cold Iron/Silver), Slow Fall 30', Purity of Body, High Jump, Maneuver Training, Wholeness of Body, Stunning Fist (*Stunned* for 1 round, or *Fatigued* until they rest)[£]

Skills Acrobatics +16, *Concentration* +18^f, Fly +19, Perception +2, Spellcraft +15, *Caster Level (for SR)* +10

Special Abilities Claws, Bloodline Arcana (Summoned creatures get DR)^a, Demon Resistances^π (+4 Fort. vs. poison), Strength of the Abyss

ATL 9

Abyssal Bloodline Sorcerer N Female Human Sorcerer 10

Initiative +8 **Speed** 60' (fly 60' good)

AC 25, **Touch** 15, **FLAT-FOOTED** 20 (+4 armor, +4 Dex, +4 *shield*, +2 natural, +1 haste)

HP 67 (10d6 + 20 + 10 favored)

Fort +8^π, **Ref** +12, **Will** +11 (+4 vs. poison)

SQ No **SR** No **Space/Reach** 5'/5'

DR 10/adamantine (100 points)

Immune *magic missile*

Resist Electricity 10, Fire 10

Full Attack Spear +14/+14 (1d8+6, 20x3) or

Claws +14/+14/+14 (1d6+6, magic, 20x2) or

Light Crossbow +15 (1d8+1, 19-20x2) or

Ranged Touch +14 (20x2) or

Melee Touch +12 (20x2)

Spec. Att. *Claws* – Grow as free action, 9 rnds/day

Spells: **Save DC = 18 + Spell Level, +1 Conj.**

- Maximize Spell

0th – ∞/day – Acid Splash, Detect Magic, Disrupt Undead,

Light, Read Magic, Resistance, Message, Mending

1st – 8 5/day – Cause Fear, Expeditious Retreat, Mage Armor,

Magic Missile, Shield, Shocking Grasp

2nd – 8 6/day – Bull's Strength, Cat's Grace, Invisibility,

Summon Monster II^a, Scorching Ray

3rd – 7 5/day – Fly, Haste, Dispel Magic, Summon Monster

III^a

4th – 6 5/day – Greater Invisibility, Stoneskin, Summon

Monster IV^a

5th – 4/day – Summon Monster V^a

Str 16 **Dex** 18 **Con** 12 **Int** 10 **Wis** 10 **Cha** 26^o

Base Atk +5 **CMB** +11 **CMD** 23

Feats Augment Summoning^{Ba}, Combat Casting^f, Eschew Materials^B, Maximize Spell, Spell Focus (Conj.), Imp. Init., Toughness*, Weap. Focus (R. Touch)

Gear Spear, Light Crossbow (20 bolts), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon/Fang* +2 (3), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Eagle's Splendor*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*

Monk LN Female Human Monk 9

Initiative +9 **Space/Reach** 5'/5'

AC 27, **Touch** 21, **FLAT-FOOTED** 21 (+5 Dex, +3 Wis, +2 monk, +1 dodge, +2 natural, +4 armor)

HP 71 (9d8 + 18 + 9 favored) **Speed** 60' ^a

Fort +11, **Ref** +15, **Will** +13 (+2 vs. enchantment)

SQ *wholeness of body*

SR No **DR** No

Ki 7 -Spend 1 Ki as a swift action to get any 1 of the following benefits:

- +4 dodge bonus to AC for 1 round

- +20' move speed for 1 round

- Make 1 more attack at highest bonus during *Flurry*

Immune Disease

Resist Fire 10

Full Attack ^a

Unarmed Strike +17/+12 (1d10+7, 20x2) or

Flurry of Blows +18/+18/+13/+13 (1d10+7, 20x2) or

Slings +16 (1d4+5, 20x2)

Special Attack

- *Stunning Fist* [£]– 9/day, DC 19

- Spring Attack

Str 18 **Dex** 20^o **Con** 12 **Int** 11 **Wis** 16 **Cha** 7

Base Atk +6 **CMB** +17 **CMD** 31

Feats Agile Maneuvers, Break the Breath, Deflect Arrows^B, Dodge^B, Spring Attack^{aB}, Imp. Init., Weap. Finesse, Toughness*, Weap. Focus (Unarmed)

Gear Sling (20 bullets), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon/Fang* +2 (2), *Potion of Mage Armor*, *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*

Skills: Acrobatics +19, Climb +16, Escape Artist +19, Perception +17, Stealth +19

Special Abilities AC/CMD Bonus, Evasion, Improved Evasion, Maneuver Training, Still Mind, Ki Pool (Magic, Cold Iron/Silver), Slow Fall 40', Purity of Body, High Jump, Maneuver Training, Wholeness of Body, Stunning Fist (*Stunned* for 1 round, or *Fatigued* until they rest, or *Sickened* for 1 minute)^f

Bear's Endurance, Potion of Shield of Faith +2, Potion of See Invisibility, Potion of Cure Moderate Wounds (2)

Skills Acrobatics +18, *Concentration* +20^f, Fly +21, Perception +4, Spellcraft +17, *Caster Level (for SR)* +12

Special Abilities Claws, Bloodline Arcana (Summoned creatures get DR)^a, Demon Resistances^π (+4 Fort. vs. poison), Strength of the Abyss

ATL 11

Abyssal Bloodline Sorcerer N Female Human Sorcerer 12

Initiative +8 **Speed** 60' (fly 60' good)

AC 28, **Touch** 17, **FLAT-FOOTED** 23 (+4 armor, +4 Dex, +4 *shield*, +3 natural, +1 haste, +2 deflection)

HP 104 (12d6 + 48 + 12 favored)

Fort +12^π, **Ref** +14, **Will** +15 (+4 vs. poison)

SQ No **SR** No **Space/Reach** 5/5'

DR 10/adamantine (120 points)

Immune *magic missile*

Resist Electricity 10, Fire 10, Cold 10

Full Attack Spear +16/+16/+11 (1d8+9, 20x3) or

Claws +16/+16/+16/+11 (1d6+9+1d6 fire, 20x2) or

Light Crossbow +17 (1d8+3, 19-20x2) or

Ranged Touch +15 (20x2) or

Melee Touch +13 (20x2)

Spec. Att. *Claws* – Grow as free action, 9 rnds/day

Spells: **Save DC = 18 + Spell Level, +1 Conj.**

- Maximize Spell - Quicken Spell

0th – ∞/day – Acid Splash, Detect Magic, Disrupt Undead,

Light, Read Magic, Resistance, Message, Mending

1st – 8 5/day – Cause Fear, Expeditious Retreat, Mage Armor,

Magic Missile, Shield, Shocking Grasp

2nd – 8 5/day – Bull's Strength, Cat's Grace, Fire Breath

(APG), Owl's Wisdom, Invisibility, Scorching Ray

3rd – 7 5/day – Fly, Fireball, Haste, Dispel Magic, Summon

Monster III^a

4th – 7 6/day – Acid Pit (APG), Greater Invisibility, Stoneskin,

Summon Monster IV^a

5th – 6/day – Dismissal, Hungry Pit (APG), Summon Monster V^a

6th – 4/day – Summon Monster VI^a

Str 16 **Dex** 18 **Con** 16 **Int** 10 **Wis** 14 **Cha** 27^o

Base Atk +6 **CMB** +13 **CMD** 26

Feats Augment Summoning^{Ba}, Combat Casting^f, Eschew

Materials^B, Maximize Spell, Quicken Spell, Spell Focus

(Conj.), Imp. Init., Toughness*, Weap. Focus (R. Touch)

Gear Spear, Light Crossbow (20 bolts), *Potion of Wrathful*

Mantle +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil*

of Greater Magic Weapon/Fang +3 (3), *Potion of Resist*

Energy (Fire 10), *Potion of Resist Energy (Cold 10)*, *Potion*

of Divine Favor +1, *Potion of Eagle's Splendor*, *Potion of*

Monk LN Female Human Monk 11

Initiative +11 **Space/Reach** 5/5'

AC 36, **Touch** 25, **FLAT-FOOTED** 28 (+7 Dex, +3 Wis, +2 monk, +1 dodge, +3 natural, +4 armor, +4 *shield*, +2 deflection)

HP 86 (11d8 + 22 + 11 favored) **Speed** 60' ^a

Fort +13, **Ref** +19, **Will** +15 (+2 vs. enchantment)

SQ *wholeness of body*

SR No **DR** No

Ki 8 -Spend 1 Ki as a swift action to get any 1 of the following benefits:

- +4 dodge bonus to AC for 1 round

- +20' move speed for 1 round

- Make 1 more attack at highest bonus during *Flurry*

Immune Disease, Poison, *magic missile*

Resist Fire 10, Electricity 10

Full Attack ^a

Unarmed Strike^a +22/+17 (1d10+9^a, 19-20x2) or

Flurry^a +23/+23/+18/+18/+13 (1d10+9^a, 19-20x2) or

Sling +21 (1d4+7, 20x2)

Special Attack

- *Stunning Fist* [£]- 11/day, DC 20

- Spring Attack

- Vital Strike

Str 18 **Dex** 24^o **Con** 12 **Int** 11 **Wis** 16 **Cha** 7

Base Atk +8 **CMB** +21 **CMD** 36

Feats Agile Maneuvers, Break the Breath, Deflect Arrows^B, Dodge^B, Imp. Crit. (Unarmed Strike), Spring Attack^{aB}, Imp.

Init., Weap. Finesse, Toughness*, Vital Strike^a, Weap. Focus (Unarmed)

Gear Sling (20 bullets), *Potion of Wrathful Mantle* +3,

Potion of Good Hope, *Potion of Barkskin* +3, *Oil of Greater*

Magic Weapon/Fang +3 (2), *Potion of Mage Armor*, *Potion*

of Shield, *Potion of Resist Energy (Fire 10)*, *Potion of Resist*

Energy (Electricity 10), *Potion of Divine Favor* +1, *Potion of*

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

Faith +2, *Potion of See Invisibility*, *Potion of Cure Moderate*

Wounds (2)

Skills: Acrobatics +21, Climb +18, Escape Artist +21,

Perception +19, Stealth +21

Special Abilities AC/CMD Bonus, Evasion, Improved Evasion, Maneuver Training, Still Mind, Ki Pool (Magic, Cold Iron/Silver, Lawful), Slow Fall 50', Purity of Body, High Jump, Maneuver Training, Wholeness of Body, Diamond Body, Stunning Fist (*Stunned* for 1 round, or *Fatigued* until they rest, or *Sickened* for 1 minute)[£]

Energy (Cold 10), Potion of Divine Favor +1, Potion of Eagle's Splendor, Potion of Bear's Endurance, Potion of Cat's Grace, Potion of Shield of Faith +3, Potion of Haste, Potion of See Invisibility, Potion of Cure Serious Wounds (2)
Skills Acrobatics +20, *Concentration* +22[£], Fly +23, Perception +4, Spellcraft +19,
Caster Level (for SR) +14
Special Abilities Claws, Bloodline Arcana (Summoned creatures get DR)^α, Demon Resistances^π (+4 Fort. vs. poison), Strength of the Abyss

ATL 13

Abyssal Bloodline Sorcerer N Female Human Sorcerer 14
Initiative +8 **Speed** 60' (fly 60' good)
AC 29, **Touch** 18, **FLAT-FOOTED** 24 (+4 armor, +4 Dex, +4 *shield*, +3 natural, +1 haste, +3 deflection)
HP 117 (14d6 + 56 + 14 favored)
Fort +12^π, **Ref** +14, **Will** +16 (+4 vs. poison)
SQ No **SR** No **Space/Reach** 5'/5'
DR 10/adamantine (140 points)
Immune *magic missile*
Resist Electricity 10, Fire 20, Cold 10
Full Attack Spear +19/+19/+14 (1d8+11, 20x3) or Claws +19/+19/+19/+14 (1d6+11+1d6 fire, 20x2) or Light Crossbow +19 (1d8+3, 19-20x2) or Ranged Touch +17 (20x2) or Melee Touch +16 (20x2)
Spec. Att. *Claws* – Grow as free action, 9 rnds/day
Spells: **Save DC = 18 + Spell Level, +1 Conj. +1 Evoc.**
- Maximize Spell - Quicken Spell - Empower Spell
0th – ∞/day – Acid Splash, Detect Magic, Disrupt Undead, Light, Read Magic, Resistance, Message, Mending
1st – 8 5/day – Cause Fear, Expeditious Retreat, Mage Armor, Magic Missile, Shield, Shocking Grasp
2nd – 8 6/day – Acid Arrow, Bull's Strength, Fire Breath (APG), Owl's Wisdom, Invisibility, Scorching Ray
3rd – 7 6/day – Fly, Fireball, Haste, Dispel Magic, Ray of Exhaustion
4th – 7 6/day – Acid Pit (APG), Black Tentacles, Greater Invisibility, Stoneskin, Summon Monster IV^α
5th – 7/day – Cone of Cold, Dismissal, Hungry Pit (APG), Summon Monster V^α
6th – 6/day – Chain Lightning, Summon Monster VI^α, Transformation
7th – 4/day – Summon Monster VII^α
Str 18 **Dex** 18 **Con** 16 **Int** 10 **Wis** 14 **Cha** 27^α
Base Atk +7 **CMB** +16 **CMD** 29
Feats Augment Summoning^{Bα}, Combat Casting[£], Eschew Materials^B, Empower Spell^B, Maximize Spell, Quicken Spell, Spell Focus (Conj.), Spell Focus (Evoc.), Imp. Init., Toughness*, Weap. Focus (R. Touch)
Gear Spear, Light Crossbow (20 bolts), *Potion of Wrathful Mantle +3, Potion of Good Hope, Potion of Barkskin +3, Oil of Greater Magic Weapon/Fang +4 (3), Potion of Resist Energy (Fire 20), Potion of Resist*

Monk LN Female Human Monk 13
Initiative +11 **Space/Reach** 5'/5'
AC 41, **Touch** 30, **FLAT-FOOTED** 32 (+7 Dex, +5 Wis, +3 monk, +1 dodge, +3 nat., +4 armor, +4 *shield*, +3 def., +1 *haste*)
HP 130 (13d8 + 52 + 13 favored) **Speed** 70'
Fort +16, **Ref** +21, **Will** +18 (+2 vs. enchantment)
SQ *wholeness of body, abundant step* (CL 13)
SR 23 **DR** No
Ki 11 -Spend 1 Ki as a swift action to get any 1 of the following benefits:
- +4 dodge bonus to AC for 1 round
- +20' move speed for 1 round
- Make 1 more attack at highest bonus during *Flurry*
Immune Disease, Poison, *magic missile*
Resist Fire 20, Electricity 10
Full Attack ^α
Unarmed Strike^α +24/+19 (2d6+10^α, 19-20x2) or *Flurry*^α +26/+26/+21/+21/+16 (2d6+10^α, 19-20x2) or Sling +23 (1d4+7, 20x2)
Special Attack
- *Stunning Fist* [£]– 13/day, DC 23
- Vital Strike
- Spring Attack
Str 18 **Dex** 24[°] **Con** 16 **Int** 11 **Wis** 20 **Cha** 7
Base Atk +9 **CMB** +23^α **CMD** 41^α
Feats Agile Maneuvers, Break the Breath, Deflect Arrows^B, Dodge^B, Extra Ki, Imp. Crit. (Unarmed Strike), Improved Grapple^{αB}, Imp. Init., Weap. Finesse, Toughness*, Vital Strike^α, Weap. Focus (Unarmed)
Gear Sling (20 bullets), *Potion of Wrathful Mantle +3, Potion of Good Hope, Potion of Barkskin +3, Oil of Greater Magic Weapon/Fang +4 (2), Potion of Mage Armor, Potion of Shield, Potion of Resist Energy (Fire 20), Potion of Resist Energy (Electricity 10), Potion of Divine Favor +1, Potion of Bull's Strength, Potion of Cat's Grace, Potion of Owl's Wisdom, Potion of Bear's Endurance, Potion of Shield of Faith +3, Potion of Haste, Potion of See Invisibility, Potion of Cure Serious Wounds (2)*
Skills: Acrobatics +23, Climb +20, Escape Artist +23, Perception +23, Stealth +23

Special Abilities AC/CMD Bonus, Evasion, Improved Evasion, Maneuver Training, Still Mind, Ki Pool (Magic, Cold Iron/Silver, Lawful), Slow Fall 60', Purity of Body, High Jump, Maneuver Training, Wholeness of Body, Diamond Body, Diamond Soul, Abundant Step (as *dimension door*, CL 13), Stunning Fist (*Stunned* for 1 round, or *Fatigued* until they rest, or *Sickened* for 1 minute, or *Staggered* for 1d6 rounds)[‡]

Room 3 Office

This room contains a desk and a chair.

There is no one in the room.

Room 4 Bedroom

This room has a bed big enough for two with a green comforter, cramped, and an empty wardrobe.

Room 5 Master Bedroom

This large room has a big bed with a blue floral coverlet. Two small cabinets of oak sit on either side of the bed. There is a wardrobe across the room.

There is no one in the room. The wardrobe is filled with women's clothes and accessories.

Room 6 Bathing Room

This room contains a privy and a footed tub.

There is no one in the room.

Room 7 The Kitchen

This room is where the main action is. Strapped to the table is a man who is bleeding profusely. Standing over him is a woman in plate using a dagger to slice into the man's arm. "You should never have hurt your daughter. You are her father! You are supposed to take care of her!"

A woman wearing a holy symbol of Elianna begins casting a spell. Another woman begins casting and a third starts singing.

Round 1: The cleric is channeling positive and will

include everyone in the room. The Wizard is casting Mirror Image and the bard is inspiring courage.

Round 2: The cleric is channeling positive and will include everyone in the room if there is anyone who still looks hurt. The wizard casts vanish and will try to get out the back door. The bard is inspiring courage.

Round 3:

The cleric moves toward the woman at the table. The fighter is still screaming at the man, "How can you do that to your own daughter?" The cleric puts her hand on the fighters arm and casts.

Spellcraft DC 13 She cast *Hold Person*.

Continue here:

The fighter stops moving as the Diamond Legion enters the room.

Go to Conclusions

ATL 7**Fighter** N Human Female Fighter 7**Initiative** +6 **Space/Reach** 5'/5'**AC** 25, **Touch** 13, **Flat Footed** 22 (+7 armor, +3 shield, +2 Dex, +1 dodge, +2 natural)[‡]**HP** 78 (7d10 + 28 + 7 favored) **Speed** 30^{u‡}**Fort** +12, **Ref** +8, **Will** +7^π**SQ** No **SR** No **DR** No**Immune** No **Resist** Fire 10**Full Attack** [‡]Longsword[‡] +17/+12[‡] (1d8+9[‡], 19-20x2) or

Longbow +11/+6 (1d8, 20x3) (no shield AC) or

Dagger +13/+8 (1d4+4, 19-20x2)

Special Attack -Vital Strike**Str** 19[°] **Dex** 14 **Con** 16 **Int** 11 **Wis** 12 **Cha** 7**Base Atk** +7 **CMB** +13 **CMD** 23**Feats** Dodge^B, Imp. Init.^B, Mobility[‡], Quick Draw, ShieldFocus^B, Toughness*, Vital Strike[‡], Weapon Focus(Longsword), Weapon Spec. (Longsword)^B**Gear** Breastplate, Light steel shield, Longsword, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic**Weapon* +2, *Oil of Magic Vestment* +1 (2), *Potion of Resist Energy* (Fire 10), *Potion of Cure Light Wounds***Skills** Acrobatics +8, Perception +10,

Sense Motive +10

Special Abilities Bravery +2^π, Armor Training 2^u, Weapon Training (Heavy Blades +1)**Cleric** CN Female Human Cleric of Elianna 7**Domains** Charm, Good**Initiative** +5 **Space/Reach** 5'/5'**AC** 22, **Touch** 11, **FLAT-FOOTED** 21 (+5 armor, +1 Dex, +4 shield, +2 natural)**HP** 56 (7d8 + 14 + 7 favored) **Speed** 30'**Fort** +9, **Ref** +7, **Will** +14**SQ** No **SR** No **DR** No**Immune** *magic missile* **Resist** Fire 10**Attacks** Warhammer +8 (1d8+1, 20x3) or

Shortbow +10 (1d6, 20x3) or Ranged touch +8 (20x2) or

Melee touch +8 (20x2)

Special Attacks -*Dazing Touch* - 8/day, +8 melee touch, lvl 7 creature or below is *dazed* for 1 round-*Touch of Good* - 8/day, give +3 attack, skill/ability checks, saves to ally for 1 round**Spells:** **Save DC = 15 + Spell Level**0th - ∞/day - Bleed, Detect Magic, Light, Stabilize1st - Divine Favor, Doom (2), Shield of Faith, Sanctuary,Bless, Charm Person^D2nd - ~~Eagle's Splendor~~, Hold Person (2), Sound Burst, Calm Emotions^D3rd - Cure Mod. Wounds (*reach*, 40'), Dispel Magic,Summon Monster III, Suggestion^D4th - Cure Serious Wounds (*reach*, 40'), Summon MonsterIV, Holy Smite^D**Str** 12 **Dex** 12 **Con** 10 **Int** 10 **Wis** 21[°] **Cha** 17**Base Atk** +5 **CMB** +8 **CMD** 17**Feats** Combat Casting, Imp Init., Reach Spell, Selective Channeling (3 targets), Toughness***Gear** Chain Shirt, Warhammer, Shortbow (50 arrows),*Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2, *Oil of Magic**Vestment* +1, *Potion of Shield*, *Potion of Resist Energy* (Fire 10), *Potion of Cure Light Wounds***Skills** *Concentration* +12, Diplomacy +15, Perception +17, Spellcraft +12,*Caster Level* (for SR) +7**Special Abilities** Channel Energy (*Positive*, 4d6, 30', 4/day, DC 18), Spontaneous Casting (*Cure*), *Fascinate* (as per Bard level 7, use Diplomacy instead of Perform)**Domain Powers** - *Dazing Touch* (melee touch, *daze* on target same level or lower, 8/day),- *Touch of good* (melee touch, give ally +3 attacks, saves, ability checks, skills for 1 round, 8/day)

ATL 7 - Continued

Wizard N Female Human Wizard 7
Initiative +7 **Speed** 60' (fly 60' good)
AC 24, **Touch** 14, **FLAT-FOOTED** 20 (+4 armor, +3 Dex, +4 shield, +2 natural, +1 haste)
HP 48 (7d6 + 14 + 7 favored)
Fort +7, **Ref** +10, **Will** +9 **Space/Reach** 5'/5'
SQ No **SR** No **DR** No
Immune *magic missile* **Resist** Fire 10
Full Attack Dagger +7/+7 (1d4+1, 20x2) or Heavy Crossbow +11 (1d10, 19-20x2) or Ranged touch +10 (spell, 20x2) or Melee touch +5 (spell, 20x2)
Special Attacks
- *Arcane Bond: Item* – re-cast 1 spell/day
- *Force missile* - as *magic missile*, 1d4+3 dmg, 8/day
Spells: **Save DC = 15 + Spell Level, +1 Evoc.**
Intense Spells: +3 total damage on spells
0th – ∞/day – Detect Magic, Flare, Light, Read Magic
1st – Magic Missile (3), Ray of Enfeeblement, True Strike, Vanish (APG)
2nd – Mirror Image, Scorching Ray (3)
3rd – Fireball, Haste, Magic Missile (*empower*)
4th – Greater Invisibility, Scorching Ray (*empower*)
Str 9 **Dex** 16 **Con** 12 **Int** 21° **Wis** 10 **Cha** 7
Base Atk +3 **CMB** +4 **CMD** 17
Feats Combat Casting^α, Empower Spell^B, Imp. Init., Scribe Scroll^B, Spell Focus (Evocation), Toughness*, Weapon Focus (Ranged touch)
Gear Dagger, Heavy crossbow (20 bolts), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Magic Weapon* +2 (2), *Potion of Mage Armor*, *Potion of Shield*, *Potion of Resist Energy (Fire 10)*, *Potion of Cure Light Wounds*
Skills Acrobatics +12, *Concentration* +12^α, Escape Artist +12, Fly +15, Perception +9, Sense Motive +9, Spellcraft +17, Stealth + 12, *Caster Level (for SR)* +7
Special Abilities Arcane Bond: Item (re-cast 1 spell), Cantrips, Arcane School: Evocation, Intense Spells, Force Missile

Bard CN Female Human Bard 7
Initiative +2 **Space/Reach** 5'/5'
AC 23, **Touch** 12, **FLAT-FOOTED** 21 (+5 armor, +4 shield, +2 Dex, +2 natural)
HP 56 (7d8 + 14 + 7 favored) **Speed** 60'
Fort +7, **Ref** +11, **Will** +9 (+4 vs. sonic / language)
SQ *bardic performance* 21 rnds/day^π **Save** DC 20
- Inspire Courage +2 - Inspire Competence +3
- Countersong - Fascinate
- Distraction - Suggestion
SR No **Immune** *magic missile*
DR No **Resist** Fire 10
Full Attack Longsword +9 (1d8+2, 19-20x2) or Shortbow +11 (1d6, 20x3)
Special Attack No
Spells **Save DC = 17 + Spell Level, +1 Ench.**
0th – ∞/day – Daze, Detect Magic, Flare, Light, Read Magic, Resistance
1st – 6 5/day – Cause Fear, Cure Light Wounds, Expeditious Retreat, Hideous Laughter, Saving Finale (APG), Vanish (APG)
2nd – 4 3/day – Cure Moderate Wounds, Eagle's Splendor, Hold Person, Mirror Image
3rd – 2/day – Cure Serious Wounds, Dispel Magic
Str 10 **Dex** 14 **Con** 12 **Int** 10 **Wis** 10 **Cha** 25°
Base Atk +5 **CMB** +7 **CMD** 18
Feats Lingered Performance^π, Skill Focus (Perform (sing)), Skill Focus (Perform (dance)), Spell Focus (Enchantment), Toughness*
Gear Chain shirt, Longsword, Shortbow (20 arrows), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2 (2), *Oil of Magic Vestment* +1 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Shield*, *Potion of Cure Light Wounds*
Skills Acrobatics +18 (*perform (dance)*), Bluff +22 (*perform (sing)*), Escape Artist +10, Perception +12, Perform (dance) +22, Perform (sing) +22, Sense Motive +22 (*perform (sing)*), Sleight of Hand +10, Spellcraft +12, Stealth +10
Special Abilities Bardic Knowledge, Bardic Performance (21 rounds/day), Well-versed, Countersong, Distraction, Fascinate, Lore Master 1/day, Suggestion, Inspire Competence +2, Inspire Courage +2, Versatile Performance (Sing, Dance)

ATL 9**Fighter** N Female Human Fighter 9**Initiative** +6**Space/Reach** 5'/5'**AC** 28, **Touch** 13, **FLAT-FOOTED** 24 (+8 armor, +5 shield, +2 Dex, +1 dodge, +2 natural)[¥]**HP** 99 (9d10 + 36 + 9 favored)**Speed** 30'^{u¥}**Fort** +13, **Ref** +9, **Will** +8^π**SQ** No**SR** No**DR** No**Immune** No **Resist** Fire 10**Full Attack** [£]Longsword[£] +25/+20 (1d8+14[£], 17-20x2) or

Longbow +17/+12 (1d8+2, 20x3) (no shield AC) or

Dagger +18/+13 (1d4+8, 19-20x2)

Special Attack

- Vital Strike

Str 24[°] **Dex** 14 **Con** 16 **Int** 11 **Wis** 12 **Cha** 7**Base Atk** +9 **CMB** +19 **CMD** 28**Feats** Dodge^B, Greater Weapon Focus (Longsword), Imp.Crit. (Longsword), Imp. Init.^B, Mobility[¥], Quick Draw, ShieldFocus^B, Toughness*, Vital Strike[£], Weapon Focus(Longsword), Weapon Spec. (Longsword)^B**Gear** Breastplate, Heavy steel shield, Longsword, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic**Weapon* +2 (2), *Oil of Magic Vestment* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds**Weapon* +2 (2), *Oil of Magic Vestment* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds**Weapon* +2 (2), *Oil of Magic Vestment* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds**Weapon* +2 (2), *Oil of Magic Vestment* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds**Weapon* +2 (2), *Oil of Magic Vestment* +2 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds***Skills** Acrobatics +9, Perception +12,

Sense Motive +12

Special Abilities Bravery +2^π, Armor Training 2^u, Weapon Training (Heavy Blades +2, Bows +1)**Cleric** CN Female Human Cleric of Elianna 9**Domains** Charm, Good**Initiative** +7**Space/Reach** 5'/5'**AC** 26, **Touch** 14, **FLAT-FOOTED** 22 (+6 armor, +3 Dex, +4 shield, +2 natural, +1 dodge)**HP** 71 (9d8 + 18 + 9 favored)**Speed** 30'**Fort** +10, **Ref** +10, **Will** +18**SQ** No**SR** No**DR** No**Immune** *magic missile***Resist** Fire 10**Attacks** Warhammer +14/+9 (1d8+6, 20x3) or

Shortbow +14/+9 (1d6+1, 20x3) or

Ranged touch +12 (20x2) or

Melee touch +12 (20x2)

Special Attacks See "special abilities" below- *Dazing Touch*- *Charming Smile*- *Touch of Good*- *Holy lance***Spells:****Save DC = 18 + Spell Level**0th – ∞/day – Bleed, Detect Magic, Light, Stabilize1st – Divine Favor, Doom (3), Summon Monster I, Sanctuary, Charm Person^D2nd – Bear's Endurance, ~~Bull's Strength~~, ~~Cat's Grace~~, ~~Eagle's Splendor~~, Hold Person (2), Calm Emotions^D3rd – Cure Mod. Wounds (*reach*, 45'), Dispel Magic, Summon Monster III, Searing Light, Suggestion^D4th – Cure Serious Wounds (*reach*, 45'), Inflict Critical Wounds, Summon Monster IV, Holy Smite^D5th – Inflict Critical Wounds (*reach*, 45') (2), Charm Monster^D**Str** 16 **Dex** 16 **Con** 10 **Int** 10 **Wis** 26[°] **Cha** 17**Base Atk** +6 **CMB** +12 **CMD** 23**Feats** Combat Casting[£], Dodge, Imp Init., Reach Spell, Selective Channeling (3 targets), Toughness***Gear** Chain Shirt, Warhammer, Shortbow (50 arrows), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2 (2), *Oil of Magic Vestment* +2, *Potion of Shield*, *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Owl's Wisdom*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds***Skills** *Concentration* +17[£], Diplomacy +17, Perception +22, Spellcraft +14,*Caster Level (for SR)* +9**Special Abilities** Channel Energy (*Positive*, 5d6, 30', 4/day, DC 21), Spontaneous Casting (*Cure*), *Fascinate* (as per Bard level 9, use Diplomacy instead of Perform)**Domain Powers** - *Dazing Touch* (melee touch, *daze* on target same level or lower, 9/day),- *Charming Smile* (9 rounds/day, *charm person* as a swift action, 1 target at a time, DC 22)- *Touch of good* (melee touch, give ally +4 attacks, saves, ability checks, skills for 1 round, 9/day)- *Holy lance* (grant weapon the *holy* ability for 4 rounds, 1/day)

ATL 9 - Continued

Wizard (Evoker) N Female Human Wizard 9
Initiative +7 **Speed** 60' (fly 60' good)
AC 24, **Touch** 14, **FLAT-FOOTED** 20 (+4 armor, +3 Dex, +4 *shield*, +2 natural, +1 *haste*)
HP 61 (9d6 + 18 + 9 favored)
Fort +8, **Ref** +11, **Will** +10 **Space/Reach** 5'/5'
SQ No **SR** No **Resist** Fire 10
DR 10/adamantine (90 points)
Immune *magic missile*
Full Attack Dagger +9/+9 (1d4+2, 20x2) or Heavy Crossbow +13 (1d10+1, 19-20x2) or Ranged touch +12 (spell, 20x2) or Melee touch +6 (spell, 20x2)
Special Attacks see "special abilities" below
- *Arcane Bond: Item* – re-cast 1 spell/day
- *Force missile* - as *magic missile*, 1d4+4 dmg, 8/day
- *Elemental wall* - as *wall of fire*, 9 rounds/day
Spells: **Save DC = 18 + Spell Level, +2 Evoc.**
Intense Spells: +4 total damage on spells
0th – ∞/day – Detect Magic, Flare, Light, Read Magic
1st – Magic Missile (3), Ray of Enfeeblement, True Strike, Vanish (APG)
2nd – Fire Breath (APG), Flaming Sphere, Mirror Image, Scorching Ray (3)
3rd – Fireball (2), **Haste**, Magic Missile (*empower*)
4th – Greater Invisibility, **Stoneskin**, Scorching Ray (*empower*)
5th – Cone of Cold, Fireball (*empower*)
Str 9 **Dex** 16 **Con** 12 **Int** 26° **Wis** 10 **Cha** 7
Base Atk +4 **CMB** +7 **CMD** 17
Feats Combat Casting^α, Empower Spell^β, Imp. Init., Scribe Scroll^β, Greater Spell Focus (Evocation), Spell Focus (Evocation), Toughness*, Weapon Focus (Ranged touch)
Gear Dagger, Heavy crossbow (20 bolts), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Magic Weapon* +2 (2), *Potion of Mage Armor*, *Potion of Shield*, *Potion of Resist Energy (Fire 10)*, *Potion of Divine Favor* +1, *Potion of Fox's Cunning*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*
Skills Acrobatics +14, *Concentration* +17^α, Escape Artist +14, Fly +17, Perception +11, Sense Motive +11, Spellcraft +20, Stealth +14,
Caster Level (for SR) +9
Special Abilities Arcane Bond: Item (re-cast 1 spell), Cantrips, Arcane School: Evocation, Intense Spells, Force Missile, Elemental Wall (as *wall of fire* choose acid, fire, electricity, or cold, 9 rounds/day)

Bard CN Female Human Bard 9
Initiative +8 **Space/Reach** 5'/5'
AC 26, **Touch** 14, **FLAT-FOOTED** 22 (+6 armor, +4 *shield*, +4 Dex, +2 natural)
HP 71 (9d8 + 18 + 9 favored) **Speed** 60'
Fort +8, **Ref** +14, **Will** +10 (+4 vs. sonic / language)
SQ *bardic performance* 25 rnds/day^π **Save DC** 22
- Inspire Courage +2 - Inspire Competence +3
- Countersong - Fascinate
- Distraction - Suggestion
- Dirge of Doom - Inspire Greatness (1 ally)
SR No **Immune** *magic missile*
DR No **Resist** Fire 10
Full Attack Longsword +11/+6 (1d8+3, 19-20x2) or Shortbow +15/+10 (1d6+1, 20x3)
Special Attack No
Spells **Save DC = 18 + Spell Level, +1 Ench.**
0th – ∞/day – Daze, Detect Magic, Flare, Light, Read Magic, Resistance
1st – 7 6/day – Cause Fear, Cure Light Wounds, Expeditious Retreat, Hideous Laughter, Saving Finale (APG), Vanish (APG)
2nd – 6 5/day – Cure Moderate Wounds, Cat's Grace, Hold Person, Mirror Image
3rd – 3/day – Cure Serious Wounds, Charm Monster, Dispel Magic, Thundering Drums (APG),
Str 10 **Dex** 18 **Con** 12 **Int** 10 **Wis** 10 **Cha** 26°
Base Atk +6 **CMB** +10 **CMD** 21
Feats Lingering Performance^π, Skill Focus (Perform (sing)), Skill Focus (Perform (dance)), Spell Focus (Enchantment), Toughness*, Imp. Init.
Gear Chain shirt, Longsword, Shortbow (20 arrows), *Potion of Wrathful Mantle* +2, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2 (2), *Oil of Magic Vestment* +2, *Potion of Resist Energy (Fire 10)*, *Potion of Shield*, *Potion of Divine Favor* +1, *Potion of Eagle's Splendor*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds*
Skills Acrobatics +21 (*perform (dance)*), Bluff +25 (*perform (sing)*), Escape Artist +14, Perception +14, Perform (dance) +25, Perform (sing) +25, Sense Motive +25 (*perform (sing)*), Sleight of Hand +12, Spellcraft +14, Stealth +14
Special Abilities Bardic Knowledge, Bardic Performance (25 rounds/day, move action to start), Well-versed, Countersong, Distraction, Fascinate, *Dirge of Doom* (enemies become shaken), *Inspire Greatness* (+2d10 hp, +2 to hit, 1 ally), Lore Master 1/day, Suggestion, *Inspire Competence* +3 (+3 to a skill), *Inspire Courage* +2 (+2 to hit & weapon dmg), Versatile Performance (Sing, Dance)

ATL 11

Fighter N Human Fighter 11
Initiative +6 **Space/Reach** 5/5'
AC 34, **Touch** 15, **FLAT-FOOTED** 31 (+10 armor, +6 shield, +2 Dex, +1 dodge, +3 natural, +2 deflection)[¥]
HP 142 (11d10 + 66 + 11 favored) **Speed** 30^{u¥} α
Fort +17, **Ref** +10, **Will** +9^π
SQ No **SR** No **DR** No
Immune No **Resist** Fire 10, Electricity 10
Full Attack α ϵ
 Longsword^f +28/+23/+18 (1d8+17^f, 17-20x2) or
 Longbow +20/+15/+10 (1d8+4, 20x3) (no shield AC)
 or Dagger +20/+15/+10 (1d4+10, 19-20x2)
Special Attack
 - Improved Vital Strike
 - Spring Attack
Str 24^o **Dex** 14 **Con** 20 **Int** 11 **Wis** 12 **Cha** 7
Base Atk +11 **CMB** +21 **CMD** 33
Feats Dodge^B, Greater Weapon Focus (Longsword), Imp. Crit. (Longsword), Imp. Init.^B, Improved Vital Strike^f, Mobility[¥], Quick Draw, Shield Focus^B, Spring Attack^α, Toughness*, Vital Strike^f, Weapon Focus (Longsword), Weapon Spec. (Longsword)^B
Gear Banded mail, Heavy steel shield, Longsword, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3 (2), *Oil of Magic Vestment* +3 (2), *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +10, Perception +14, Sense Motive +14
Special Abilities Bravery +3^π, Armor Training 3^u, Weapon Training (Heavy Blades +2, Bows +1)

Cleric CN Female Human Cleric of Elianna 11
Domains Charm, Good
Initiative +7 **Space/Reach** 5/5'
AC 30, **Touch** 16, **FLAT-FOOTED** 26 (+7 armor, +3 Dex, +4 shield, +3 natural, +1 dodge, +2 deflection)
HP 108 (11d8 + 44 + 11 favored) **Speed** 30'
Fort +14, **Ref** +11, **Will** +20
SQ No **SR** No **DR** No **Resist** Fire 10
Immune *magic missile* Electricity 10
Attacks Warhammer +17/+12 (1d8+9, 20x3) or
 Shortbow +17/+12 (1d6+3, 20x3) or
 Ranged touch +14 (20x2) or
 Melee touch +14 (20x2)
Special Attacks See "special abilities" below
 - *Dazing Touch* - *Charming Smile*
 - *Touch of Good* - *Holy lance*
Spells: **Save DC = 18 + Spell Level**
 0th – ∞/day – Bleed, Detect Magic, Light, Stabilize
 1st – Divine Favor, Doom (3), Summon Monster I, Sanctuary, Charm Person^D
 2nd – Bear's Endurance, ~~Bull's Strength~~, ~~Cat's Grace~~, ~~Eagle's Splendor~~, Hold Person (2), Calm Emotions^D
 3rd – Cure Mod. Wounds (*reach*, 50') (2), Dispel Magic, Summon Monster III, Searing Light, Suggestion^D
 4th – Cure Serious Wounds (*reach*, 50') (2), Inflict Critical Wounds, Summon Monster IV, Holy Smite^D
 5th – Cure Critical Wounds (*reach*, 50'), Inflict Critical Wounds (*reach*, 50') (2), Charm Monster^D
 6th – Heal, Harm, Blade Barrier^D
Str 16 **Dex** 16 **Con** 14 **Int** 10 **Wis** 26^o **Cha** 17
Base Atk +8 **CMB** +14 **CMD** 27
Feats Combat Casting^f, Dodge, Imp Init., Reach Spell, Selective Channeling (3 targets), Toughness*
Gear Chain Shirt, Warhammer, Shortbow (50 arrows), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3 (2), *Oil of Magic Vestment* +3, *Potion of Shield*, *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Owl's Wisdom*, *Potion of Bear's Endurance*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Concentration +19^f, Diplomacy +19, Perception +24, Spellcraft +16, Caster Level (for SR) +11
Special Abilities Channel Energy (Positive, 6d6, 30', 4/day, DC 23), Spontaneous Casting (Cure), Fascinate (as per Bard level 11, use Diplomacy instead of Perform)
Domain Powers - *Dazing Touch* (melee touch, *daze* on target same level or lower, 9/day),
 - *Charming Smile* (11 rounds/day, *charm person* as a swift action, 1 target at a time, DC 23)
 - *Touch of good* (melee touch, give ally +5 attacks, saves, ability checks, skills for 1 round, 11/day)
 - *Holy lance* (grant weapon the *holy* ability for 5 rounds, 1/day)

ATL 11 - Continued

Wizard (Evoker) N Female Human Wizard 11
Initiative +7 **Speed** 60' (fly 60' good)
AC 30, **Touch** 19, **FLAT-FOOTED** 23 (+4 armor, +5 Dex, +4 *shield*, +3 natural, +1 *haste*, +1 *dodge*, +2 *deflection*)
HP 74 (11d6 + 22 + 11 favored)
Fort +9, **Ref** +14, **Will** +12 **Space/Reach** 5'/5'
SQ No **SR** No **Resist** Fire 10
DR 10/adamantine (110 points) **Electricity** 10
Immune *magic missile*
Full Attack Dagger +11/+11 (1d4+5, 20x2) or Heavy Crossbow +15 (1d10+3, 19-20x2) or Ranged touch +13 (spell, 20x2) or Melee touch +7 (spell, 20x2)
Special Attacks see "special abilities" below
- *Arcane Bond: Item* – re-cast 1 spell/day
- *Force missile* - as *magic missile*, 1d4+5 dmg, 8/day
- *Elemental wall* - as *wall of fire*, 11 rounds/day
Spells: **Save DC = 18 + Spell Level, +2 Evoc.**
Intense Spells: +5 total damage on spells
0th – ∞/day – Detect Magic, Flare, Light, Read Magic
1st – Magic Missile (3), Ray of Enfeeblement, True Strike, Vanish (APG)
2nd – Fire Breath (APG), Flaming Sphere, Mirror Image, Scorching Ray (3)
3rd – Fireball (2), *Haste*, Magic Missile (*empower*) (2)
4th – Greater Invisibility, *Stoneskin*, Scorching Ray (*empower*), Magic Missile (*maximize*)
5th – Cone of Cold, Fireball (*empower*), Scorching Ray (*maximize*)
6th – Chain Lightning (2)
Str 9 **Dex** 20 **Con** 12 **Int** 26° **Wis** 10 **Cha** 7
Base Atk +5 **CMB** +8 **CMD** 22
Feats Combat Casting^α, Dodge, Empower Spell^B, Imp. Init., Scribe Scroll^B, Greater Spell Focus (Evocation), Maximize Spell^B, Spell Focus (Evocation), Toughness*, Weapon Focus (Ranged touch)
Gear Dagger, Heavy crossbow (20 bolts), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Magic Weapon* +3 (2), *Potion of Mage Armor*, *Potion of Shield*, *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Fox's Cunning*, *Potion of Cat's Grace*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +16, *Concentration* +19^α, Escape Artist +16, Fly +19, Perception +13, Sense Motive +13, Spellcraft +22, Stealth + 16,
Caster Level (for SR) +11
Special Abilities Arcane Bond: Item (re-cast 1 spell), Cantrips, Arcane School: Evocation, Intense Spells, Force Missile, Elemental Wall (as *wall of fire* choose acid, fire, electricity, or cold, 11 rounds/day)

Bard CN Female Human Bard 11
Initiative +8 **Space/Reach** 5'/5'
AC 31, **Touch** 17, **FLAT-FOOTED** 26 (+7 armor, +4 *shield*, +4 Dex, +1 *dodge*, +3 natural, +2 *deflection*)
HP 108 (11d8 + 44 + 11 favored) **Speed** 60'
Fort +11, **Ref** +16, **Will** +12 (+4 vs. sonic / language)
SQ *bardic performance* 29 rnds/day[†] **Save DC** 23
- Inspire Courage +3 - Inspire Competence +4
- Countersong - Fascinate
- Distraction - Suggestion
- Dirge of Doom - Inspire Greatness (1 ally)
SR No **Immune** *magic missile*
DR No **Resist** Fire 10, Electricity 10
Full Attack Longsword +16/+11 (1d8+8, 19-20x2) or Shortbow +18/+13 (1d6+3, 20x3)
Special Attack No
Spells **Save DC = 18 + Spell Level, +1 Ench.**
0th – ∞/day – Daze, Detect Magic, Flare, Light, Read Magic, Resistance
1st – 7 6/day – Cause Fear, Cure Light Wounds, Expeditious Retreat, Grease, Hideous Laughter, Saving Finale (APG), Vanish (APG)
2nd – 6 4/day – Cure Moderate Wounds, Cat's Grace, Eagle's Splendor, Hold Person, Gallant Inspiration (APG)
3rd – 4/day – Cure Serious Wounds, Charm Monster, Dispel Magic, Thundering Drums (APG),
4th – 3/day – Cure Critical Wounds, Dominate Person, Greater Invisibility
Str 14 **Dex** 18 **Con** 16 **Int** 10 **Wis** 10 **Cha** 26°
Base Atk +8 **CMB** +14 **CMD** 27
Feats Dodge, Lingering Performance^α, Skill Focus (Perform (sing)), Skill Focus (Perform (dance)), Spell Focus (Enchantment), Toughness*, Imp. Init.
Gear Chain shirt, Longsword, Shortbow (20 arrows), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3 (2), *Oil of Magic Vestment* +3, *Potion of Resist Energy (Fire 10)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Shield*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Shield of Faith* +2, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +23 (*perform (dance)*), Bluff +27 (*perform (sing)*), Escape Artist +16, Perception +16, Perform (dance) +27, Perform (sing) +27, Sense Motive +27 (*perform (sing)*), Sleight of Hand +14, Spellcraft +16, Stealth +16
Special Abilities Bardic Knowledge, Bardic Performance (29 rounds/day, move action to start), Well-versed, Countersong, Distraction, Fascinate, *Dirge of Doom* (enemies become shaken), *Inspire Greatness* (+2d10 hp, +2 to hit, 1 ally), Lore Master 2/day, Suggestion, *Inspire Competence* +4 (+4 to a skill), *Inspire Courage* +3 (+3 to hit & weapon dmg), Versatile Performance (Sing, Dance, Oratory), Jack-of-all-trades

ATL 13**Fighter** N Female Human Fighter 13**Initiative** +8 **Space/Reach** 5'/5'**AC** 43, **Touch** 19, **FLAT-FOOTED** 37 (+14 armor, +7 shield, +4 Dex, +1 dodge, +3 natural, +3 deflection, +1 *haste*)[‡]**HP** 168 (13d10 + 78 + 13 favored) **Speed** 60^{u‡} ^α**Fort** +18, **Ref** +14, **Will** +10^π**SQ** No **SR** No **DR** No**Immune** No **Resist** Fire 20, Electricity 10**Full Attack** ^{α ‡}Longsword[‡] +33/+33/+28/+23 (1d8+21[‡], 17-20x2) orLongbow +27/+27/+22/+17 (1d8+6, 20x3)
(no shield AC)

or Dagger +24/+24/+19/+14 (1d4+11, 19-20x2)

Special Attack

- Improved Vital Strike

- Spring Attack

Str 25[°] **Dex** 18 **Con** 20 **Int** 11 **Wis** 12 **Cha** 7**Base Atk** +13 **CMB** +24 **CMD** 39**Feats** Armor Specialization (Heavy), Dodge^B, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Imp. Crit. (Longsword), Imp. Init.^B, Improved Vital Strike[‡], Mobility[‡], Quick Draw, Shield Focus^B, Spring Attack^α, Toughness*, Vital Strike[‡], Weapon Focus (Longsword), Weapon Spec. (Longsword)^B**Gear** Full plate, Heavy steel shield, Longsword, Longbow (20 arrows), Dagger, *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +4 (2), *Oil of Magic Vestment* +4 (2), *Potion of Resist Energy (Fire 20)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Cat's Grace*, *Potion of Shield of Faith* +3, *Potion of Haste*, *Potion of See Invisibility*, *Potion of Cure Serious Wounds* (2)**Skills** Acrobatics +14, Perception +16,

Sense Motive +16

Special Abilities Bravery +3^π, Armor Training 3^u, Weapon Training (Heavy Blades +3, Bows +2, Light Blades +1)**Cleric** CN Female Human Cleric of Elianna 13**Domains** Charm, Good**Initiative** +7 **Space/Reach** 5'/5'**AC** 34, **Touch** 18, **FLAT-FOOTED** 29 (+9 armor, +3 Dex, +4 shield, +3 natural, +1 dodge, +3 deflection, +1 *haste*)**HP** 127 (13d8 + 52 + 13 favored) **Speed** 60'**Fort** +15, **Ref** +13, **Will** +21**SQ** No **SR** No **DR** No **Resist** Fire 20**Immune** *magic missile* Electricity 10**Attacks** Warhammer +19/+14 (1d8+10, 20x3) or

Shortbow +19/+14 (1d6+3, 20x3) or

Ranged touch +15 (20x2) or

Melee touch +15 (20x2)

Special Attacks See "special abilities" below- *Dazing Touch*- *Charming Smile*- *Touch of Good*- *Holy lance***Spells:** **Save DC = 18 + Spell Level**0th – ∞/day – Bleed, Detect Magic, Light, Stabilize1st – Divine Favor, Doom (3), Summon Monster I, Sanctuary, Charm Person^D2nd – ~~Bull's Strength~~, Cure Moderate Wounds (2), ~~Eagle's~~~~Splendor~~, Hold Person (2), Calm Emotions^D3rd – Cure Mod. Wounds (*reach*, 55') (2), Dispel Magic, Summon Monster III, Searing Light, Suggestion^D4th – Cure Serious Wounds (*reach*, 55') (3), Inflict Critical Wounds, Summon Monster IV, Holy Smite^D5th – Cure Critical Wounds (*reach*, 55') (2), Inflict Critical Wounds (*reach*, 55') (2), Charm Monster^D6th – Heal, Harm (2), Blade Barrier^D,7th – Heal (*reach*, 55'), Harm (*reach*, 55'), Insanity**Str** 16 **Dex** 16 **Con** 14 **Int** 10 **Wis** 26[°] **Cha** 17**Base Atk** +9 **CMB** +16 **CMD** 29**Feats** Armor Specialization (Light), Combat Casting[‡], Dodge, Imp Init., Reach Spell, Selective Channeling (3 targets), Toughness***Gear** Chain Shirt, Warhammer, Shortbow (50 arrows), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +4 (2), *Oil of Magic Vestment* +4, *Potion of Shield*, *Potion of Resist Energy (Fire 20)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Owl's Wisdom*, *Potion of Bear's Endurance*, *Potion of Cat's Grace*, *Potion of Shield of Faith* +3, *Potion of Haste*, *Potion of See Invisibility*, *Potion of Cure Serious Wounds* (2)**Skills** Concentration +21[‡], Diplomacy +21, Perception +26, Spellcraft +18,*Caster Level (for SR)* +13**Special Abilities** Channel Energy (*Positive*, 7d6, 30', 4/day, DC 24), Spontaneous Casting (*Cure*), *Fascinate* (as per Bard level 11, use Diplomacy not Perform)**Domain Powers** - *Dazing Touch* (melee touch, *daze* on target same level or lower, 9/day),- *Charming Smile* (13 rounds/day, *charm person* as a swift action, 1 target at a time, DC 24)- *Touch of good* (melee touch, give ally +6 attacks, saves, ability checks, skills for 1 round, 13/day)- *Holy lance* (make weapon *holy* for 6 rounds, 2/day)

ATL 13 - Continued

Wizard (Evoker) N Female Human Wizard 13
Initiative +7 **Speed** 60' (fly 60' good)
AC 31, **Touch** 20, **FLAT-FOOTED** 24 (+4 armor, +5 Dex, +4 shield, +3 natural, +1 haste, +1 dodge, +3 deflection)
HP 113 (13d6 + 52 + 13 favored)
Fort +12, **Ref** +15, **Will** +13 **Space/Reach** 5'/5'
SQ No **SR** No **Resist** Fire 20
DR 10/adamantine (130 points) Electricity 10
Immune *magic missile*
Full Attack Dagger +15/+15 (1d4+8, 20x2) or Heavy Crossbow +17 (1d10+3, 19-20x2) or Ranged touch +15 (spell, 20x2) or Melee touch +10 (spell, 20x2)
Special Attacks see "special abilities" below
 - *Arcane Bond: Item* – re-cast 1 spell/day
 - *Force missile* - as *magic missile*, 1d4+6 dmg, 8/day
 - *Elemental wall* - as *wall of fire*, 13 rounds/day
Spells: **Save DC = 18 + Spell Level, +2 Evoc.**
Intense Spells: +6 total damage on spells
 0th – ∞/day – Detect Magic, Flare, Light, Read Magic
 1st – Magic Missile (3), Ray of Enfeeblement, True Strike, Vanish (APG)
 2nd – Fire Breath (APG), Flaming Sphere, Mirror Image, Scorching Ray (3)
 3rd – Fireball (2), **Haste**, Magic Missile (*empower*) (2)
 4th – Greater Invisibility, **Stoneskin**, Scorching Ray (*empower*), Magic Missile (*maximize*) (2)
 5th – Cone of Cold, Fireball (*empower*), Magic Missile (*quicken*), Scorching Ray (*maximize*)
 6th – Chain Lightning, Scorching Ray (*quicken*)
 7th – Magic Missile (*empower*, *quicken*), Delayed Blast Fireball
Str 13 Dex 20 Con 16 Int 26° Wis 10 Cha 7
Base Atk +6 **CMB** +11 **CMD** 25
Feats Combat Casting^a, Dodge, Empower Spell^B, Imp. Init., Scribe Scroll^B, Greater Spell Focus (Evocation), Maximize Spell^B, Spell Focus (Evocation), Toughness*, Weapon Focus (Ranged touch), Quicken Spell
Gear Dagger, Heavy crossbow (20 bolts), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Magic Weapon* +4 (2), *Potion of Mage Armor*, *Potion of Shield*, *Potion of Resist Energy (Fire 20)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Divine Favor* +1, *Potion of Fox's Cunning*, *Potion of Cat's Grace*, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Shield of Faith* +3, *Potion of See Invisibility*, *Potion of Cure Serious Wounds* (2)
Skills Acrobatics +18, *Concentration* +21^a, Escape Artist +18, Fly +21, Perception +15, Sense Motive +15, Spellcraft +24, Stealth + 18, *Caster Level (for SR)* +13
Special Abilities Arcane Bond: Item (re-cast 1 spell), Cantrips, Arcane School: Evocation, Intense Spells, Force Missile, Elemental Wall (as *wall of fire* choose acid, fire, electricity, or cold, 13 rounds/day)

Bard CN Female Human Bard 13
Initiative +8 **Space/Reach** 5'/5'
AC 35, **Touch** 19, **FLAT-FOOTED** 29 (+9 armor, +4 shield, +4 Dex, +1 dodge, +3 natural, +3 deflection, +1 haste)
HP 127 (13d8 + 52 + 13 favored) **Speed** 60'
Fort +12, **Ref** +18, **Will** +15 (+4 vs. sonic / language)
SQ *bardic performance* 33 rnds/day^a **Save DC** 24
 - Inspire Courage +3 - Inspire Competence +4
 - Countersong - Fascinate
 - Distraction - Suggestion
 - Dirge of Doom - Inspire Greatness (1 ally)
 - Soothing Performance
SR No **Immune** *magic missile*
DR No **Resist** Fire 20, Electricity 10
Full Attack Longsword +19/+19/+14 (1d8+9, 19-20x2) or Shortbow +21/+21/+16 (1d6+4, 20x3)
Spells **Save DC = 18 + Spell Level, +1 Ench.**
 0th – ∞/day – Daze, Detect Magic, Flare, Light, Read Magic, Resistance
 1st – 7 6/day – Cause Fear, Cure Light Wounds, Expeditious Retreat, Grease, Hideous Laughter, Saving Finale (APG), Vanish (APG)
 2nd – 7 6/day – Cure Moderate Wounds, Mirror Image, Eagle's Splendor, Hold Person, Gallant Inspiration (APG)
 +3rd – 4/day – Cure Serious Wounds, Charm Monster, Dispel Magic, Thundering Drums (APG),
 +4th – 4/day – Cure Critical Wounds, Dominate Person, Greater Invisibility
 ++5th – 2/day – d
Str 14 Dex 18 Con 16 Int 10 Wis 14 Cha 26°
Base Atk +9 **CMB** +16 **CMD** 29
Feats Armor Specialization (Light), Dodge, Lingering Performance^a, Skill Focus (Perform (sing)), Skill Focus (Perform (dance)), Spell Focus (Enchantment), Toughness*, Imp. Init.
Gear Chain shirt, Longsword, Shortbow (20 arrows), *Potion of Wrathful Mantle* +3, *Potion of Good Hope*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +4 (2), *Oil of Magic Vestment* +4, *Potion of Resist Energy (Fire 20)*, *Potion of Resist Energy (Electricity 10)*, *Potion of Shield*, *Potion of Divine Favor* +1, *Potion of Bull's Strength*, *Potion of Bear's Endurance*, *Potion of Owl's Wisdom*, *Potion of Cat's Grace*, *Potion of Shield of Faith* +3, *Potion of Haste*, *Potion of See Invisibility*, *Potion of Cure Moderate Wounds* (2)
Skills Acrobatics +25 (*perform (dance)*), Bluff +29 (*perform (sing)*), Escape Artist +18, Perception +18, Perform (dance) +29, Perform (sing) +29, Sense Motive +29 (*perform (sing)*), Sleight of Hand +16, Spellcraft +18, Stealth +18
Special Abilities Bardic Knowledge, Bardic Performance (33 rounds/day, move action to start), Well-versed, Countersong, Distraction, Fascinate, *Dirge of Doom* (enemies become shaken), *Inspire Greatness* (+2d10 hp, +2 to hit, 1 ally), Lore Master 2/day, Suggestion, *Inspire Competence* +4 (+4 to a skill), *Inspire Courage* +3 (+3 to hit & weapon dmg), Versatile Performance (Sing, Dance, Oratory), Jack-of-all-trades, Soothing Performance (as *mass cure serious*)

When the PCs are done with the fight,

- If the PCs win, only do subdual damage, **GO TO Conclusion A.**
- If the PCs lose, only do subdual damage, **GO TO Conclusion B.**
- If the PCs win, but do regular damage, **GO TO Conclusion C.**
- If the PCs lose, but do regular damage, **GO TO Conclusion D.**

CONCLUSION A

As you knock the last woman out, the Diamond Watch enter the house. Sargent Reynolds quickly takes control of the situation and orders the women taken to HQ. Maxine comes running in and throws herself over her husband. "Please help him! He's bleeding." As you stand there and begin to move to help, the cleric of Elianna channels positive energy. The sergeant nods and says, "I will make sure this is noted in your file. Go ahead, take them in."

Roll the channel for the appropriate ATL. She will not exclude anyone.

- If the PCs killed Jallison's mother and left the body, **GO TO Epilogue 1.**
- If the PCs did anything else with Jallison's mother, **GO TO Epilogue 2.**

CONCLUSION B

You find yourself on the floor in a strange room. A Diamond Watch sergeant stands over you. "Glad you can join us. We finished what you started and have the women in custody. The cleric with them, of Elianna, actually channeled to save all your lives. I'll put a note in her file. Take them in."

As you stand, you see the women being led away by the Diamond Watch, bruised, battered and exhausted, but still alive.

Roll the channel for the appropriate ATL. She will not exclude anyone.

- If the PCs killed Jallison's mother and left the body, **GO TO Epilogue 1.**
- If the PCs did anything else with Jallison's mother, **GO TO Epilogue 2.**

CONCLUSION C

As the last woman falls, the Diamond Watch enter the house. Sargent Reynolds quickly takes control of the situation and orders the women taken to HQ. Maxine comes running in and throws herself over her husband. "Please help him! He's bleeding." As you stand there and begin to move to help, the cleric of Galvandt who is in the Diamond Watch channels positive energy. The sergeant nods and says, "They'll all live and stand trial. Take them to HQ."

Roll the channel for the appropriate ATL. She will not exclude anyone.

- If the PCs killed Jallison's mother and left the body, **GO TO Epilogue 1.**
- If the PCs did anything else with Jallison's mother, **GO TO Epilogue 2.**

CONCLUSION D

You find yourself on the floor in a strange room. A Diamond Watch sergeant stands over you. "Glad you can join us. We finished what you started and have the women in custody. The cleric with them, of Elianna, actually channeled to save all your lives. I'll put a note in her file. Take them in."

Roll the channel for the appropriate ATL. She will not exclude anyone.

- If the PCs killed Jallison's mother and left the body, **GO TO Epilogue 1.**
- If the PCs did anything else with Jallison's mother, **GO TO Epilogue 2.**

EPILOGUE 1

You meet up with Arim Hester at the Dauntless Dolphin. He smiles broadly as you take your seats. "Well, you proved me right! Hot diggity! I can't believe those women murdered all those men. According to the paper, they even killed the mother of one of the victims along with the father. They also killed two innocent men, but made up for it with the right one. Not sure if the innocent men are going to be raised or not. Just goes to prove, you can't believe everything you hear about people, good or bad." He produces a bag with the gold, "I'll keep you in mind if I ever run across something like this again. I may have to keep doing this research thing. It certainly makes life more fun." He stands up and walks away, whistling a jaunty tune.

Two days later, you are called together by the Watch, Sargent Reynolds asks you to come to Legion HQ. He hands you a heavy bag. "This is for you and your compatriots. You saved an important man's life and for that, we thank you."

EPILOGUE 2

You meet up with Arim Hester at the Dauntless Dolphin. He smiles broadly as you take your seats. "Well, you proved me right! Hot diggity! I can't believe those women murdered all those men. They killed two innocent men, but made up for it with the right one. Not sure if the innocent men are going to be raised or not. Just goes to prove, you can't believe everything you hear about people, good or bad.. He produces a bag with the gold, "I'll keep you in mind if I ever run across something like this again. I may have to keep doing this research thing. It certainly makes life more fun." He stands up and walks away, whistling a jaunty tune.

Two days later, you are called together by the Watch, Sargent Reynolds asks you to come to Legion HQ. He hands you a heavy bag. "This is for you and your compatriots. You saved an important man's life and for that, we thank you."

THUS ENDS DADDY ISSUES

Time Units 3 or 5 if the PCs go on the cruise.

- If the PCs attend the Moonlight Cruise, **GO TO Moonlight Cruise.**

MOONLIGHT CRUISE

The night of the cruise arrives and it seems like most of the city has turned out for the event. Maxine, ever thankful for your saving her husband, makes sure you have everything you could possibly want. You have prime seats at dinner, an unobstructed view of the dancers and other performs. Chef Julius Emerol Wulfgar Childer has out done himself and brought out a porkturducken. The outer layer of pork was succulent, the turkey moist, the duck was perfect and the chicken was stuffed with a combination of herbs and vegetables. The crab, lobster, shrimp parfait was beautiful and delicious. The dining, dancing and performing continued until the sun started rising. Disembarking, you see you aren't the only one who had fun as the laughter fades into the streets of Amthydor.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following

	ATL 7	ATL 9	ATL 11	ATL 13
Module Experience	1800	2900	4500	7000
If the PCs didn't kill Jallison's mother, but did turn her over to the Diamond Watch	100	100	200	200
If the PCs didn't kill the women in the final combat	100	100	200	200
Roleplaying XP Bonus	100	100	200	200
Maximum Possible XP	2100	3200	5100	7600

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Magic items for Daddy Issues

Spell Book

- 1st – Magic Missile, Ray of Enfeeblement, Vanish, Shield, Shocking Grasp, Burning Hands, 6
- 2nd – Fire Breath, Flaming Sphere, Mirror Image, Scorching Ray, Mirror Image, Touch of Idiocy 12
- 3rd – Fireball, Haste, Lightning Bolt, Hold Person 12
- 4th – Greater Invisibility, Stoneskin, Fire Shield, Ice Storm 16
- 5th – Cone of Cold, Wall of Force, Feeblemind 15
- 6th – Chain Lightning, Forceful Hand, Repulsion 18
- 7th – Delayed Blast Fireball, Prismatic Spray, Force Cage 21

Ladies Shield

This +2 large steel shield has a rose engraved on the front. When used by a female, the shield becomes +4

Manhater

This +1 Thundering bastard sword is covered with images of women doing jobs that are typically done by men. It becomes +3 Thundering bastard sword when wielded by a female.

Male Death Dealer

This +2 longsword has bane males on it. When wielded by a female, it becomes a +4 weapon.

Marilith Ring of Protection +2

This emerald and platinum ring is engraved with a Marilith on the side. The ring is a +3 when worn by a female.

Rose Cloak of Resistance +2

This dark red cloak is embroidered with a white rose on the back and around the hood. When worn by a female, this cloak becomes a +3.

Golden Rapier

This rapier has a gold handle and cross guard with a black blade. It is a +1 keen rapier unless wielded by a female when it becomes a +3 keen rapier.

Kila's Knuckles

A female monk is said to have quested for forty years to find the right weapon smith to create this item small enough, but sturdy, to fit her petite hand. Her daughter later had them enhanced to +1. Through the years, the enhancement has increased when wielded by a female to +3.

PLAYER'S HANDOUT #1

The newspaper is in a separate file.

PLAYER'S HANDOUT #2

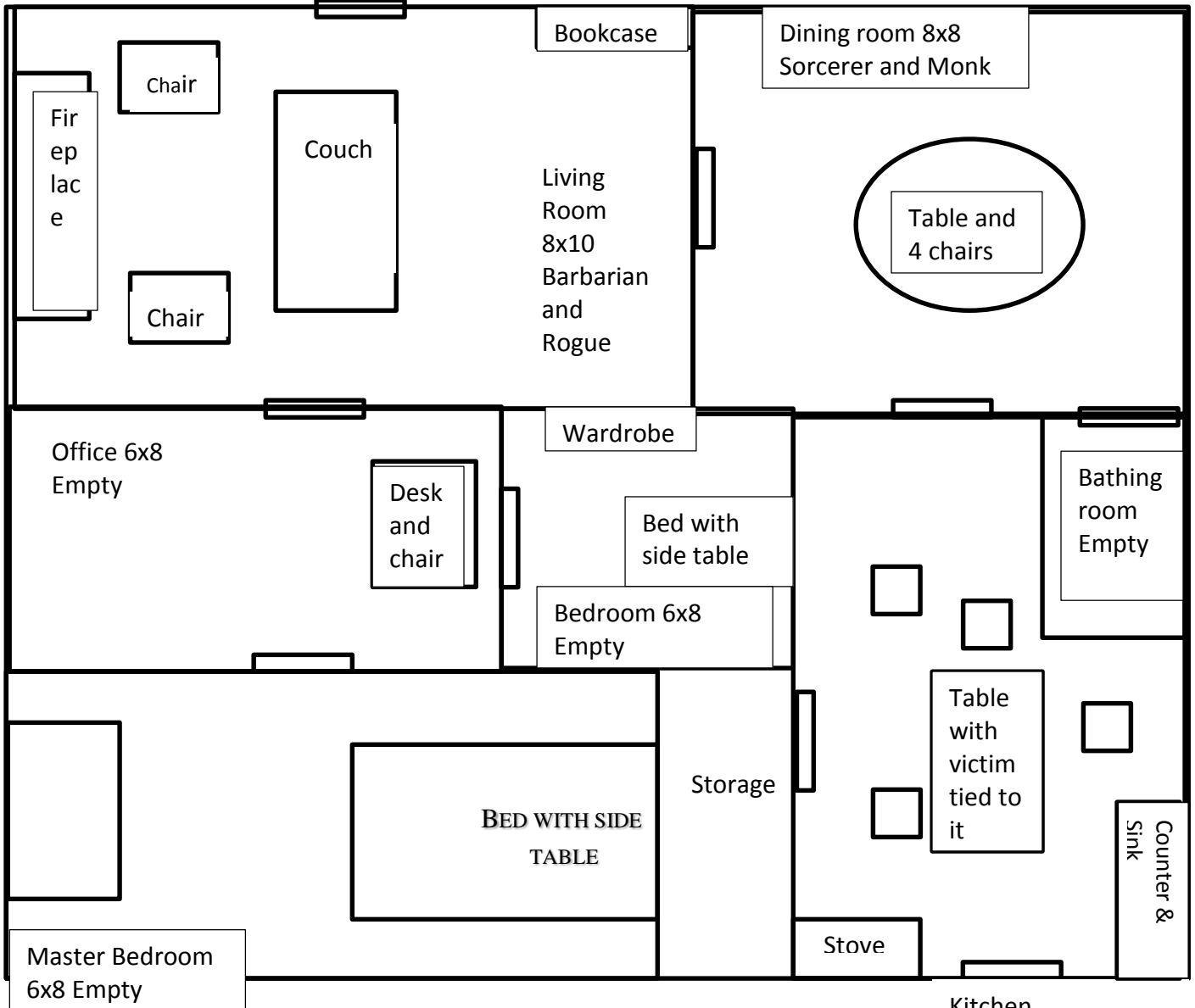
The Reeve Family-father, Clavom, was a priest at the temple of Cerion. He was found dead in the Academy District ~~four~~ 5 days ago. His skull was crushed. His wife, Alice, and their three children live in the Commoners District at 902 Blue Wall Street. She works at Benzell's Candle Shop in the Market District. She is off work for ~~3~~ 2 more days.

The Scullion Family-father Toph owned a blacksmith shop in the Services District. He was found dead in his shop ~~three~~ 4 days ago. No visible cause of death. Family didn't request an examination of the body or for anyone to speak to him after he died. His wife, Millicent, and their son live in a small house behind the shop on Craftman Lane.

The Distlions-Father Albert worked for the city cleaning streets. He was found dead behind Opportunity Knocks ~~two~~ 3 days ago. He was stabbed through the stomach and apparently bled out. His wife, Sabina, and their daughter live at 452 Whitewash Way. She is in training at Opportunity Knocks but has taken off some time to spend with their daughter, Jallison.

The Dragg Family, Father Bestin, worked odd jobs around town for anyone that will hire him. He has a reputation as a drunk. He was found dead yesterday in the harbor. He apparently drowned but there was no conclusive evidence of it. His wife is dead and has been for years. His son, Camden, is studying at the Greyson Institute in the Academic District.

GM PLAY AID #1



Kitchen
Oddly shaped 7x12
Cleric, Wizard,
Fighter, Bard,
Charles, the
intended victim

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



Convention:

Judge:

Date:

ROSTER OF HEROES: DADDY ISSUES

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

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

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

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

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

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

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