



# *Course Correction*

*LSJ205*

*By David Samuels*

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

The temples of Sorena and Destine have summoned you to meet with them regarding the location of the next piece of the object you seek. A 1-round Legends of the Shining Jewel scenario for heroes of levels 13+.

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## LEGAL TEXT

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## WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. 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

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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

The city responded to unconfirmed rumors that there was an item of tremendous power buried somewhere below the ruins of Jadenspur, and did what it does best, dispatch members of its illustrious adventuring community to investigate. The adventurers discovered that the rumors of the items existence were indeed true, and that the item in question was comprised of several parts. Each of the parts was powerful enough in its own right, but when combined with the others, the assembled item had the power to rival a god.

While the rumors hadn’t been confirmed, the city couldn’t afford to take any chances and needed to act as if they were true – at least until those rumors could be confirmed or disputed based on an investigation. As indicated, the item level of power, if it did exist, rivaled that of a deity there was no way that the city could afford to let anyone else obtain it. Amthydor sent some of its best adventurers, as well as a group of other prominent citizens to The Crater. The group included some nobles, representatives from both the League of Thaumaturgical Studies and the Quorum of Faith along with Legionnaires to protect the group. While the adventurers were tasked with obtaining information about the existence of this item, the others were charged with building an outpost at the site of Jadenspur’s ruins to act as a staging area for future excursions to the area. In the course of their exploration, they determined that the item does exist, and that it’s actually several extremely

powerful items that, when joined together, formed the desired item.

The adventurers encountered worshipers of several of the evil deities (Graala, Karios, Kohr, Krayve, Mordana, Oblivion, and Suulthah), each hoping to obtain the item for their respective deities. They also learned that individuals from Vanyr and the Kassenor Isles also dispatched groups to try to obtain the item, or at the very least prevent Amthydor from obtaining it. While exploring the outer rims of the crater that was formed when Cruciatu leveled Jadenpur, they also rescued Zenus Shamosin, a gnome worshiper of Sorena. He informed them that the rumors of the existence of that item were indeed true, and that as if that weren't enough, the demons that had been holding him prisoner had been experimenting on other creatures and had created a 6' tall chicken with a death ray that it could fire from its eyes, because they were bored. While the adventurers did eventually manage to locate the tops of the layer that was just below Jadenpur, a giant winged creature that had been imprisoned there was set free.

The city determined that a piece of the item that they were looking for was in a Thyrian city that was recently uncovered. The city sent adventurers to the location and they recovered, and returned to Amthydor with, the part of the item they'd been seeking, or so they thought. Several months ago, the Lord Monarch contacted Mage King Stormsinger of Aedar in an attempt to form an alliance to help ensure that the item is never put together. The two leaders had spent a considerable amount of time combining research while going back and forth regarding the details of the alliance. Mage King Stormsinger let the Lord Monarch know that he discovered a disturbance in the magical emanations within Aedar within the past hour or so. The Lord Monarch pledged the assistance of several of Amthydor's elite adventurers, which is where the PCs come in. Between the time that the Mage King contacted Amthydor, and the PCs arrive there others will also arrive in Aedar seeking the item.

## **ADVENTURE SUMMARY**

**Introduction:** The PCs will be summoned to the temple of Destine to meet with Bartholomew and learn about the mission that the city needs them to undertake.

**Encounter 1:** PCs meet with the mage that will be taking them to Aedar

**Encounter 2:** PCs arrive in Aedar and meet with the High Mage

**Encounter 3:** PCs arrive at the mountain

**Encounter 4:** PCs must complete a puzzle to be able to explore the mountain

**Encounter 5:** PCs explore the mountain

**Encounter 5:** Combat

**Conclusion** There are 3 conclusions based on the actions of the PCs.

**Epilogue** There is 1 epilogue

**LSJ172 "Perilous Journey"**

**LSJ177 "Blast from the Past"**

**LSJ190 "Prophetic Visions"**

**Bartholomew**

**Nessy**

**Zenus Shamosin**

**Rodina Perwinter**

## **INTRODUCTION**

**The message that you received was somewhat strange, well not the message itself, rather the manner in which it was delivered. The message began writing itself on the air in front of you. Once you finished reading each word it vanishes.**

The message said

**Adventurer**

**You're needed again. Please report ASAP to the temple of Destine ready to leave Amthydor immediately. Answers will be provided.**

**B**

A **Knowledge (Local, or Religion) check DC 5** will reveal that the high priest of the temple of Destine is named Bartholomew.

When the PCs head to the temple of Destine, continue

Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. Just past the double-doors, you see what appears to be a sedate hallway. The walls are lined with shelves from floor to ceiling. Within twenty feet of the door is a medium-sized desk, behind which is a young priestess. She is a female human, in her late teens or early twenties. Her strawberry-blonde hair is tied in a bun, and she looks up as you enter.

“Welcome to the temple of Destine. My name is Nesy and as is usually the case, your arrival here was foretold. High Priest Bartholomew told me that you were coming and tasked me with tending to your needs until he’s free to meet with you.

At that moment a door down the hall opens and 2 individuals emerge into the hallway and begin heading towards you, a bespectacled human man in his late teens to early twenties and a balding elderly male gnome with a salt and pepper beard. They are adorned respectively in the livery of Destine and Sorena. “We’ve got this Nesy, please attend to the other matter now.”

“I’m Bartholomew and this is Zenus. Some of you may have met us before while others might not have. Time is of the essence, so even though I know that adventurer’s feel empowered when I allow them to state their names and their business with the temple I’m going to skip that. After all it’s only a formality and we both know who you are. Now as for the reason that you’re here; we’ve recently discovered that we were wrong with regards to the item whose parts we were seeking. While the item we were seeking does have tremendous power, it’s not alone. We’ve discovered the existence of another item of equal, or greater, power. It is from that item that we recovered a part, not from the one that we were seeking. Groups are still out there searching for the pieces of the item, and we need to locate them before they do. We need to make sure that the items cannot be reassembled.”

**GM Note Because there are 2 NPCs here, unless a specific name is listed, the information will be coming from Bartholomew.**

🗨️ What does this mission pay?

“You will be paid a minimum of (2,000 x ATL) pieces of gold, either in gold itself or in items worth that much if not more. Please note that’s as a group not individually.”

🗨️ Who is looking for the item?

“Followers of all of the evil gods, as well as Cruciatius and the succubus that made her presence known 3 years ago are seeking the item as are individuals from Pyrroth, Vanyr, and the Kassenor Isles.”

🗨️ How did you discover that?

“We had a visitor that enlightened us to the fact that there was more than one of those items out there. I believe that some of you may know him, his name is Syl. With regards to other people wanting the item, we’ve known that for years. Adventurers like yourselves, possibly even some of you, encountered followers of the evil deities as well as people from those 3 nations seeking the item on previous trips to find clues about the missing pieces of the item.”

🗨️ Syl is an enemy of Amthydor? / Why would you believe anything that Syl says?

“Destine prophesized that from the mouths of an enemy, a truth would arise that would enlighten us. After we received that prophesy, Syl showed up here. It’s too much of a coincidence not to take him seriously. Now, before you say anything else, let me say that I was skeptical. So I asked Zenus here from the temple of Sorena to double check Destine’s prophecy.”

<Zenus> “As Bartholomew stated because of Syl’s reputation, we couldn’t take the chance that someone other than Destine might have provided the answer Bartholomew received. Sorena confirmed Destine’s prophecy, and we asked the other temples to verify

🗨️ You double-checked a prophesy of Destine? Isn’t that blasphemy for a worshiper of Destine?

“It wasn’t the validity of Destine’s prophesy that we double-checked, just whether it applied to Syl?”

☛ So based on that divination you’re accepting whatever Syl says as truth?

“Yes. Syl has a vested interest in preventing people loyal to Cruciatus, or any of the other evil deities from obtaining the piece and reassembling the item. While his motives might be suspect, we can’t allow Cruciatus, or any of the other evil deities, to obtain either of the fully assembled items in question. Doing so would make Cruciatus almost unstoppable, while allowing chaos to foster throughout Raia. And from my recollection, when several of the city’s finest adventurers battled him previously, they had their butts handed to them. Remember that while life on Raia might not be perfect, it is our world given to us by the gods and we prefer that it stay that way.”

☛ How do we prevent Syl from assembling it?

“If Syl wanted to obtain the item for himself, he could have kept us in the dark about the fact that there were 2 items not one. He also didn’t need to let us know that one of the pieces could be found in Aedar.”

☛ Is it possible that Syl only told us where to find the item so that we would retrieve it and then he could try to steal it from us?

“While that might be true normally, he doesn’t want the item assembled. If someone were to assemble the item, they could actually challenge his abilities. If the item remains unassembled Syl’s abilities remain unparalleled.”

☛ Did you ask Syl about Aedar? / Does Syl know what sort of creatures we’ll face in Aedar

“No, we didn’t ask him. We were more concerned with confirming the information than we were the details of the quest. We’re sure that you are up to the task. Otherwise, we would have asked others to take up this paramount endeavor.”

☛ What can you tell us about Aedar?

<Zenus> “Sorena provided those answers.”

Please pass the PCs Player Handout 1

☛ Was Syl able to shed some light on the creature that escaped from below Jadenspur?

“We didn’t ask him.”

☛ Why didn’t you ask Syl for information on this?

“Syl is being magnanimous right now, we didn’t want to press our luck. Besides anything that Syl might tell us would be based off of his perception of things. He might not consider something a threat but it could still be a threat to you, or whomever else is chosen to deal with it.”

☛ Have you been able to figure out anything about the winged creature that escaped from Jadenspur?

“Yes, it’s actually more than it seems. It’s either a vampiric lycanthrope, a lycanthropic lich, a vampiric pit-fiend, or a combination of the 3.”

☛ Do you know anything about the item that to you know anything about the item that the creature had with it when it escaped?

“Not at the current time.”

☛ Do you know whether we’ll encounter any of those individuals that are looking for the item?

“At this point we can’t rule anything out. While Destine did say that others were heading there, she didn’t indicate the time frame or where they would be coming from.”

☛ Do we know where to find that creature?

“Unfortunately not. It’s pretty much been lying low since it escaped from beneath Jadenspur.”

☛ How does something like that lay low?

“Probably through the use of non-detection magic”

☛ How do we get to Aedar?



“We’ve arranged for a member of LoTS to transport you there.”

have someone you’re familiar with to take you there”

☛ Will we be teleporting directly into Aedar to meet with the Mage King?

☛ Where is that member of LoTS?

“No, you’ll teleport to just outside the gates to Aedar.”

“She’s waiting for you at LoTS.”

☛ Will someone meet us at the gate?

☛ Has she ever been to Aedar?

“Yes, your guide will meet you there, and escort you through the city to your meeting with the Mage King.”

“That would be a question you’d need to ask her, because while we know the answer to that question, she’s the only one that knows what spells and magic items she has available to get you there. If I were to speculate, I’m guessing that she’d probably be using greater teleport, or something similar..

☛ Why? / That doesn’t seem to make a lot of sense?

“We want to make sure that people know that you didn’t just show up, and that you’re expected. Besides, its protocol to go through the proper channels when visiting another country and not just teleport into a throne room to meet with their leader unless specifically instructed to do so.”

☛ How do we back from Aedar?

“We’ve arranged for one of the wizards from Aedar to bring you back here. But in case something happens, we’re providing you with enough stones of recall to bring you home. We didn’t want to leave you stranded there if something happened where their wizard was either unwilling, or unable to bring you home.”

☛ You mean that they might not let us in?

“No, just that we shouldn’t assume that this is a perfect time to pop in there. Just because they said that we can send adventurers there to help, doesn’t mean that they want you seeing everything that goes on in Aedar. The Lord Monarch doesn’t just let people pop into the castle to meet with him. There are protocols in place that need to be followed. The same goes for people visiting one of the temples, the League of Thaumaturgical Studies, or the Diamond Legion.”

☛ How do we know that they will let us leave Aedar?

“While nothing in life is ever guaranteed, the Lord Monarch and his advisors did negotiate your safe return. We’re even sending a gift with the member of LoTS that will be bringing you there. ”

☛ So they might be hiding something?

“I’m not saying that. Every nation has their own business that they need to take care of; things that don’t necessarily need to be, or should be, broadcast to any visitors. For example, every visitor that meets with the Lord Monarch doesn’t know exactly what goes on behind the castle doors.”

☛ Who is the Mage King?

“He is Aedar’s ruler.”

☛ What is the name of the person that will be taking us to Aedar?

“Her name is Rodina Perwinter. Destine chose her to bring you there so that you’d at least

☛ Why are we sending a gift?

“It’s what nations do when they’re trying to cultivate alliances with other nations.”

☛ Do you have the gift?

“Rodina Perwinter will be bringing it. LoTS had to put it all together.”

☛ What did they put together?

“The gift is a group of components that the Mage King needs for the ritual to locate the beast that escaped from below where Jaden spur used to be .”

☛ What sort of gift is he sending Aedar? / Are we the gift he's sending?

"I'm not sure exactly what it is. I just know that it's something that the Mage King and his people need to help with the ritual to locate the creature that escaped from below Jadenpur. As a sign of Amthydor's commitment to forming an alliance with Aedar, the Lord Monarch has pledged your services to the Mage King to help Aedar locate, and retrieve, the piece of the item. He has also offered to allow Aedar to keep the item if found."

☛ So this alliance is something that the Lord Monarch decided to create in the spur of the moment?

"The Lord Monarch and the Mage King of Aedar have been in discussion about this for many months. You can't just snap your fingers and say I want to be allied with you right now. Well you can, but the odds are it won't have much effect. Creating an alliance requires a lot of work, most of it behind the scenes. Both sides need to figure out what they want the alliance to do, what they're willing to offer the other part and what they want in return for their nation. Once those things are known, the heart of the negotiations can begin."

☛ When are we supposed to arrive in Aedar?

"I believe that your meeting with the Mage King is in about 30 minutes. You still have some time to ask your questions as it won't take long for you to reach there by teleportation."

☛ Why can't the wizard from LoTS bring us back?

"The wizard that brings you there will be staying there; while a wizard from there would be coming here as a sort of wizard exchange program. That way they can learn about Amthydor and we can learn about Aedar."

☛ So the Lord Monarch is abandoning our ride in Aedar?

"No he's not. But this is an opportunity for both nations to learn about each other. It was too good of an opportunity to pass up."

☛ Why is Aedar helping us? / What's in this for Aedar?

"There are several reasons. One of the most prominent is that Aedar strives to prevent magic from being misused. They would have problems with something as powerful as the item that we're seeking being re-assembled as it would be too tempting to abuse its power. No one other than the gods themselves should wield that much power.

They agree with the Lord Monarch that once the parts are found, they should never all be in the same location. In fact, the more entities that have a piece the better, within reason. In fact, the Lord Monarch has decided to allow Aedar to keep this piece. As a result, part of the reason that the Lord Monarch is sending you to Aedar is to help them recover the piece of the item."

☛ What do you mean that Aedar is willing to allow other nations to possess a piece of the item within reason?

"Each of the pieces of the item, while not as powerful as the actual item itself, possesses a level of power that can easily be misused, or abused. That's something that they would want to safeguard against."

☛ Do you know what the power of the part that we're seeking is?

"No, however we have learned some things about the item when assembled from talking to the Aedarans. According to them the item has the ability to do the following at will:

- 1) Reincarnate an individual as a race the wielder chooses
- 2) Slay living
- 3) Raise dead even if they had previously been animated in an attempt to prevent their being raised
- 4) Bestow lycanthropy
- 5) Change the gender and/or race of a living creature.

You can now see why the item must be prevented from being reassembled."

☛ Do you know anything about the item we're trying to obtain?

“While we don’t know the power of the exact piece, we do know that it is either a wand or a rod.”

☛ Are either the item itself, or the individual parts, intelligent?

“Yes, the item would need to be intelligent based on the powers it has. Each of the parts of the item is also intelligent. While we do know that the parts will try to exert their will on the wielder, that’s more so because the item desires to be used. It doesn’t necessarily mean that the item itself has an evil intelligence. We also don’t know how the intelligence of the different parts will come together to form the overall item’s intelligence of the item if assembled.”

☛ You mentioned Aedar being concerned with the misuse of magic, do we have anything to worry about?

“They are concerned about the misuse of magic. Whether or not you have anything to worry about depends on you. I wouldn’t bring an excessive amount of magic with you. Before you ask, bringing 7 or 8 magic swords, or a similar number of bows could be considered excessive.”

☛ What could happen if they decided that we had an excessive amount of magic with us?

“Worst case scenario, it’s possible that they could try to confiscate some of those items.”

☛ What are our options in such a case?

“Something to remember, other than the negotiations between the Lord Monarch and the Mage King, we’ve had no dealings with Aedar, nor they with us. In order to prevent the item from being reassembled and falling into the wrong hands we need to have as many allies as possible. We are on the way to creating an alliance with Aedar nothing can be allowed to happen to jeopardize that.”

☛ So you’re saying that we’d need to give up our “excess” items?

“In simplest terms, yes. Any excess items that you bring with you would need to be given up if requested. The mission is the priority here as

well as an alliance between Aedar and Amthydor. Now there’s no guarantee that will happen, but if it should, the city will take care of it when you return. We’re not going to ask you to make that sort of permanent sacrifice.”

☛ Why should we turn them over? The items belong to us.

“It’s much easier to give them over now and then we can either try to negotiate for their return later or compensate you for their loss later. That is a much better solution than causing this mission to fail and finding yourselves imprisoned in a foreign land.”

☛ Is there a way to avoid them taking our items?

“The easiest way to prevent them from taking any items that they deem to be excessive is to leave those at home. Just because you have 6 or 7 swords or 7 or 8 pairs of magical boots doesn’t mean that you need to bring them all with you.”

☛ So if we don’t want to take items with us, what do we do with them?

“We can guard them for you and return them to you when you return.”

☛ They could imprison us?

“Anything is possible. Every nation has its own customs and violating them can have consequences.”

☛ Why don’t we want the item re-assembled?

“Whoever manages to reassemble the item would possess power on the level of the gods. No one should have power on that scale other than the gods. And currently there is balanced level of power between the gods. The item possesses the power to change that. While followers loyal to most of the gods are seeking the pieces of the item, only those loyal to the evil gods want to see the item assembled and the balance of power changed.”

☛ What did Syl actually say?



“He said that he heard rumors that said one of the pieces was in Aedar. He also said that his sources indicated that other groups were already on their way there to obtain the piece of the item. He also indicated that other forces were also being sent to the ruins of Jadenspur to try to establish a foothold in that area. We passed that information on to the group of priests and Legionnaires at that location.”

☛ Did Syl say anything else?

“Yes, he said that once the parts were all located a ritual would need to be performed to combine all of the pieces.”

☛ What sort of ritual?

“While we know that there is a ritual that is needed, we don’t know all of the details involved with it right now. The one thing that that we have learned is that just like the parts of the item being scattered throughout Raia, so are the components for the ritual. That way managing to obtain all of the pieces doesn’t automatically mean that you can reassemble it right away.

The thing to focus on right now is to make sure that the pieces are never brought together and reassembled, by making sure that they wind up in different hands, if we can manage that than the details of the ritual and its components won’t matter. Remember that the purpose of the ritual is to fuse the components together, while also joining their intelligences together.

☛ Did Syl mention what sort of creature we might encounter there?

“Something the likes of which we’ve never seen before, or perhaps a variant of a creature that we’ve seen before.”

☛ Why are Legionnaires and others at that location/the crater of Jadenspur?

“Just because the creature escaped from below Jadenspur doesn’t mean that’s the only thing that was down there. The Lord Monarch felt that we needed to make sure that there’s nothing else down there that could be a potential threat for Amthydor.”

☛ Did Destine reveal anything about the creature?

“Yes, we did divinations and got the following answer

A bite can be much more than it seems,  
It can kill you or worse depends what time deems,

Victims may be, or they may not  
To stop them just go and kill the whole lot  
Time is not always on our side,

Whatever is done can affect the pride  
Slings and arrows will do them no harm

This creature is said to cause alarm

We had just received this answer as you got here, so we do not yet have the answer to what it means.”

☛ What do you mean we?

<Zenus> “Bartholomew and I got the exact same divination results for our respective gods, but like he said we just got the answers to the divination. Sorena hasn’t even had time to provide the actual answers yet.”

☛ Is it possible that the divination was referring to a lycanthrope?

<Bartholomew> “Anything is possible, and while I don’t like to speculate, it does fit the part about the bite. Some of those bitten by a lycanthrope contract lycanthropy while others do not.”

<Zenus> “Also, the part about slings and arrows doing no harm also fits if we’re dealing with a lycanthrope.”

☛ Is it possible that some of the residents of Aedar might be lycanthropes?

<Bartholomew> “Anything is possible, although the fact that there are lycanthropes in the area doesn’t necessarily mean that they’re from Aedar.”

☛ Isn’t speculation what normally happens when a divination is received?

<Zenus> Depends on which temple does the divinations.”

Bartholomew glares at Zenus. “We’re not in competitions Zenus. Destine tends to promote self reliance while Sorena prefers to provide the easy answers. Both approaches have their merits, as well as their drawbacks.”

Suddenly Zenus’s eyes gloss over “Werebulls, Werebulls are involved, as are werecheetahs.” His eyes return to normal.

☛ Werebulls and werecheetahs? /What can you tell us about them?

<Bartholomew> “Yes, were creatures come in many different forms, just because we haven’t encountered a type of lycanthrope before doesn’t mean they don’t exist. As no one has ever heard of those types of lycanthropes before other than the lycanthrope basics we don’t know anything about them.”

<Zenus> “While I haven’t encountered werebulls or werecheetahs, over my many years of life I’ve encountered other types of lycanthropes other than the normal garden varieties. Werehyenas, weregriffons, werecows, weredolphins, werresnakes, and werhorses are some of those that immediately come to mind, but that doesn’t mean that’s all of the were creatures in existence.. While those creatures had the basic lycanthrope vulnerabilities and abilities, some of them also had the ability to either regenerate, or heal themselves based on damage dealt.”

☛ Werecheetahs could fit the part about affecting the pride?

“That is true since just like lions cheetahs are part of a pride.”

☛ Do you know how many of those creatures we might find?

“Unfortunately not, I’m guessing that the number might vary based on when you went there.”

☛ You told us about Aedar in general, are there specific things that we need to know before heading there ?

“1. Don’t bring too many magic items with you. Things like potions and scrolls should be fine as

they’re temporary items, but bringing more items than you might normally use, weapons come to mind, is asking for trouble.

2. When you meet the Mage King, please show him the proper respect. You are the first individuals from Amthydor that he is welcoming to Aedar, please be diplomatic and don’t cause a scene.

3. When you meet with the Mage King you’ll probably need to leave your weapons, or any items that can be construed as a weapon elsewhere. I do not believe that they’d allow you to bring anything that can be used as a weapon with you, as part of their quest to protect their leader.”

☛ Again, they’re trying to separate us from our items?

“Look, you’re strangers in a foreign land. They don’t know you and you don’t know them. Their job is to keep the Mage King safe, so they’ll do whatever is needed to accomplish that. Remember that the Diamond Legion and the Lord Monarch’s castle guards do the same thing when people meet with the Lord Monarch. The only people that get to keep their weapons around the Lord Monarch are his guards and Legionnaires tasked with protecting him.”

☛ How would Aedar safeguard the item?

<Bartholomew> “That’s a question for the Mage King. We do not know what resources they have available, and the more well known their plans might be, the easier it is for people with evil intentions to find a way around them.”

☛ Is there anything else that you can tell us?

<Bartholomew>“May the gods bless your mission and keep you safe.”

<Zenus> “May this mission be fruitful and lead to the formation of a new alliance.”

After about 20-30 minutes real time, Bartholomew will suggest that the PCs head out as he and Zenus have other matters to attend to. Besides, as the Lord Monarch is trying to put together an alliance with Aedar, it won’t help matters if they anger Aedar with their tardiness.

## ENCOUNTER 1

Leaving the temple of Destine, you head towards your next stop, the League of Thaumaturgical Studies. You can't help but notice two young brown-haired, brown-eyed, human girls, approximately 10 years old, and dressed in tattered clothing, heading in your direction. As they get closer one of the girls calls out to you. "Wow! I never thought I'd get the chance to see you. You're some of Amthydor's greatest heroes. Can I get your autograph?"

Allow the PCs the chance to respond

### The PCs refuse to give an autograph

The second girl blurts out "You're no heroes. Guess the only ones you can depend on are your parents if you're lucky to have them. C'mon Marybeth lets go see if we can find some real heroes that are willing to help us."

### The PCs agree to give an autograph

The second girl blurts out "Thank you. You really are heroes. My mom used to tell me that the only ones you can count on are your parents, if you still have them. Good Luck with whatever mission you're working on."

**GM Note: A Sense Motive check DC 5 will reveal that the girls are sincere, and truthful, in their statements;**

### ☛ Why do you need the autographs?

"We need them so that we can sell them to raise money to feed our family."

### ☛ Where are you selling the autographs??

"There is a gentleman in the Marketplace, every other day that gives us money for autographs. The more famous the person, the more he'll pay for them. Your autographs should be worth a fortune."

### ☛ What does he do with the autographs?

<Marybeth> "We don't know. He never told us. He seems like a very nice man."

### ☛ What is his name?

<Marybeth> "Sherlock, I believe that's what he told us." She looks at her sister

### ☛ Where are your parents?

"They were killed several months ago. The city tried to put us in an orphanage, but there are so many children there and we want to be able to stay together."

### ☛ How have you been surviving?

"Thankfully right now the weather is warm so living on the street isn't too bad. We've been able to do odd jobs for people and if you go to the city bakeries just before closing they'll usually give you the leftover pastries rather than throw them out."

### ☛ You mentioned not wanting to stay in the orphanage because you all wanted to stay together. How many of you are there that wish to stay together ?

"We have three younger sisters and 1 younger brother."

### ☛ How much money do you need to be able to stay together?

"However much you're offering we can work with."

### ☛ Do you wish to be adopted?

"If we can all be adopted together, yes. Otherwise, no thank you. Are you saying that you're interested in adopting us?"

Allow the PC to answer the question, and if the answer is yes make a note of that as it could have an effect later.

Allow no more than 5-10 minutes real time for the interactions with the children

**Suddenly, a strawberry blonde haired human woman in flowing robes comes running towards you. "Bartholomew sent word to me that you'd be here at this time. Are you ready to leave for Aedar?"**

It's possible that the PCs might ask her before departing on their trip so the questions she can answer right now are listed below, When the PCs are ready to head to Aedar, please skip to the appropriate section.

☛ Who are you?

“I’m Rodina Perwinter, assistant to Councilor Dinalta.”

Note: If any PC has played LSJ120”Unsown Seeds”, LSJ177”Blast From the Past”, or LSJ190”Prophetic Vision” she will recognize them and address them by name.

☛ Have you ever been to Aedar before?

“No, but the Mage King provided the exact coordinates to where we need to go.”

☛ So we’re teleporting blind?

“No, I do have the coordinates, and an image of where we’re going, so things will be fine. Just because I haven’t been to Aedar itself before doesn’t mean that I haven’t been near there before. The combination of the information I was given and the fact that I’m using a *greater teleport* spell will ensure that we get there without incident.”

☛ We understand that you’ll be staying behind in Aedar?

“Yes, the Lord Monarch and Mage King Stormsinger worked out an exchange program. I will be heading to Aedar to learn from them and their High Mage will be coming to Amthydor to observe the League.”

☛ Aren’t you afraid that being on your own, so far from Amthydor could be a bad thing?

“No, besides if we’re going to try to form an alliance with them we need to actually have some faith in them. Their Mage King is demonstrating faith in Amthydor by sending his High Mage here to learn from us.”

☛ What do you know of Aedar?

“They are very concerned about the misuse, or abuse, of magic. The more experience one becomes with their magical abilities, the easier it is to overuse the gift that you’ve been given.”

☛ So as a member of the League of Thaumaturgical Studies, aren’t concerned with how they might perceive the League?

“No, why should I be concerned?”

☛ Hasn’t LoTS abused magic before?

“Not to my knowledge. Sure we’ve asked for volunteers to help us research new spells, but that research was for the benefit of Amthydor and its defenses. The volunteers were compensated for their time. Sometimes you don’t know whether a spell will work as planned, or if the benefits of that spell are worth it until you actually see it tested. Every ranking member of LoTS is always trying to find that one spell to help make things better for everyone.”

☛ What do you know about the Mage King?

“Being that I’ve never met him before, all I have to go on is that the Lord Monarch said that he seems like an honorable man that has several similar goals to Amthydor.”

☛ What sort of goals?

“Here are some of the ones that I’m currently aware of.

1. He doesn’t wish the item to be reassembled, and neither do we. It’s too powerful to be in the hands of anyone, including a god.
2. He feels that Cruciatius needs to be stopped and so do we.
3. He’s heard about our “blood beast” problem and wants to see it ended. We desire it to end as well.
4. He’s heard about the succubus we met several years ago that’s trying to fill the void left by the defeat of Tepesch, and opposes her as well.”

☛ Do you trust the Mage King?

“Yes, the Lord Monarch trusts him and that’s good enough for me.”

☛ Do you anything about the gift for the Mage King?

“No, it wasn’t any of my business, so I didn’t try to find out.”

## ENCOUNTER 2

Arrival in Aedar

Rodina gathers you all together and then starts chanting. You’ve heard the words to a *greater*

*teleport* spell so many times in the past that you can immediately recognize that's what she's saying. In fact, you're familiar enough with it that if you wanted to, you could mouth the words as she says them, but might not want to do so lest she get distracted and mess the spell up. Your vision fades to black and your stomach feels like its turning inside out several times and then that feeling subsides and your vision returns. You have materialized in front of what appears to be a well crafted gate that's made out of a slick and shiny lacquered substance. Above and behind the gate on both the left and right sides, is a tower manned by a well armed bowman. The gate opens and a well dressed human man with slight pointy ears emerges followed by 3 armed and armored human women. As they get closer you can see that the man appears to be 5'11" tall with sandy blonde hair and brown eyes; while the women appear to be 5'8 with jet black hair and brown eyes. All three of them appear to be in their late twenties or early thirties. The man is wearing a flowing, beige robe while the women are wearing ornate adamantine armor and wielding mithral swords. The man begins speaking, "I was told that Amthydor would be sending some of their finest to assist us. Would that be you?"

He will wait for the PCs to answer before continuing

Before she teleports away

He motions to one of the 3 women who heads over to Rodina, whispers something in her ear, and then Rodina takes the woman's arm and they teleport away.

"Welcome to Aedar. Before you start to worry, your friend is being taken to the place where those of us with the 'gift' gather to share knowledge.

Now, I am High Mage Estevan Stormsinger, the Mage King's son and this is Chief Constable Lizanne Ayrwalker and of Marianne Ayrwalker, one of her constables. We have been tasked with bringing you to your meeting with Mage King Stormsinger. Before you meet with him there are some rules that we need to go over.

1. When you meet with the Mage King, you will need to show him the proper respect.

2. You will not be allowed to bring any weapons, or items that can be used as weapons, to the meeting.
3. The Mage King has other visitors and you will treat them with respect. They have been instructed to do the same with respect to you.
4. Those visitors are here for the same reason as you, to help us locate and retrieve part of an ancient relic with power to rival the gods. Now, I know that you've got questions, please ask them and I'll do my best to answer them."

☛ Are you the High Mage because your father is the Mage King?

"No, I earned this position. While it's true that I am Mage Kings son, I am the High Mage because out of those of us that received this calling, I was the most qualified. The fact that my father is the Mage King was not what qualified me for the position. If anything, it was actually a hindrance to my getting the position, because my father could not be seen as just handing me the position. I had to work extra hard to prove myself."

☛ What can you tell us about the Mage King?

"The Mage King does what he does for the good of both Aedar and magic. He does have a circle of advisors that make suggestions on policies and such, but the decision on whether to implement them, and to what degree, belongs to the Mage King. The Mage King is blessed by Emerys himself to be able to sense disturbances in magic within Aedar and the surrounding lands."

☛ You said that we can't bring weapons to meet the Mage King, what do we do with them?

"We will give each of you a haversack to place your belongings in. Now we understand that people can sometimes have an unnatural codependency with their items, so you may hold onto the haversack while you meet with Mage King Stormsinger. Once the items are placed in the haversack, it will be sealed. Now if you try to open the haversack while in the presence of the Mage King the items inside will be rendered non-magical indefinitely."



☛ So you're going to destroy our magic items?

"No, it would be you that destroys your items by not following the instructions. Before you ask, the only one to suffer that fate would be the person who does not follow instructions everyone else's items would be fine"

☛ That's not right

"Listen, if you follow instructions your items will be fine and once your meeting with the Mage King is completed and you have left his presence the haversacks will automatically open allowing access to your magic items."

☛ Why are you being so drastic about this?

"There are several reasons we're taking this approach

1. We need to ensure the safety of the Mage King and would prefer to do so in a civilized manner.
2. It is a test for you to see whether you're apt to misuse your items. If you can't follow simple instructions, it's obvious that you have no regard for those items, and might even misuse them.
3. Doing this lets you know that actions have consequences and that you're the one that is ultimately making this decision by your actions. I'm pretty sure that your 'Diamond Legion' takes similar precautions when visitors show up to meet with your country's leader, the 'Lord Monarch' I believe he's called?"

☛ How do we address the Mage King?

"The proper greeting is either your majesty or your eminence, the choice is yours."

☛ How do we show respect?

"When you meet him for the first time, you bow. After which you stand at attention and follow his instructions."

☛ We understand that there were other visitors?

"Yes, there was a group of visitors that met with the Mage King before you arrived. There are 2 others schedule to meet with him later today."

☛ What can you tell us about the other groups?

"The group that was here earlier was a group of 3 gold half dragons. They said that they'd encountered some individuals from Amthydor about 2 years ago at the center of the crater of what was once Jadenpur."

☛ Did the half dragons say that Aedar can keep the piece of the item like our Lord Monarch did?

"I didn't meet with them, so I can't answer that. The last thing I want to do is to give you false, or misleading information. The Mage King should have that information."

☛ Why is the Mage King meeting with so many people to find the part to the item?

"The item is too powerful to allow it to fall into the hands of anyone other than a god, and even they don't want to assembled as it would tip the balance of power that currently exists."

☛ Why don't you want the item assembled?

"The potential is too great that the item would be misused. A normal individual would then become the equivalent of a god with the power to suddenly force his, or her, will upon everyone else. By the gods, if Pyrroth should get hold of that, well I'd rather not think about that."

☛ Why would Pyrroth want the item?

"They'd be able to use it to conquer all of Raia."

☛ What do you know about the item?

"Other than the fact that its extremely powerful and that your Lord Monarch sent you here to help us obtain the part so that we can safeguard it, nothing."

☛ Do you know where we can find the item?

"No, but the Mage King might."

☛ Why do your people feel the way that they do about magic?

"Magic is a gift from the gods. It's something that should relished, and not be misused or squandered. While it can be used to do things

like chores, or other simple tasks, doing so is wasteful and can lead to laziness.”

☛ What do you have against Pyrroth?

“Plain and simple they’re abusers of magic. They believe in using magic to obtain power and, in the course of doing so, dominate others.”

☛ Has Pyrroth always been that way?

“Unfortunately, yes.”

After about 10 minutes of answering questions, High Mage Stormsinger will suggest that any further questions wait until he brings you to the Mage King.

High Mage Stormsinger leads you past the gate and through the well paved limestone streets of Aedar. The homes are well crafted and appear to have been made of the same slick lacquered material as the walls to the gate. As you travel through the streets you notice people turning away just before you pass them. Most people tend to look at strangers in an attempt to determine whether or not they can be trusted. It’s almost as if these people have already made up their minds. You continue following High Mage Stormsinger for another 10 minutes until he reaches a tall building in the center of the city. Before opening the door to the building, he turns to you holding (# of PCs) bags (in the colors of the spectrum: red, orange, yellow, green, blue, indigo and violet) and says “Please put your weapons in these bags, and I beg you please do not hold anything back. The Mage King will be able to sense the items presence and its abilities. In order for things to work out as they’re supposed to, and not jeopardize our mission you must be completely honest. In addition, he can also tell if you decide to cast a spell on him such as *discern lie* or *zone of truth*, so as I said honesty is the best policy.”

Once the PCs have placed their items in the bags, the bags will seal.

High Mage Stormsinger opens the door, and reveals an impressive site. The walls and floor of this room have the same lacquered look as the buildings you passed on the way here. There is a throne of similar material at the far end of the room. An elven individual is seated

on the throne, with a human male on either side of him. As each of you pass through the doorway there is a flickering light in a color matching the bag that you put your weapons in. Your guide moves to the halfway point in the room. “Your Excellency, I have returned with the visitors.”

“Well done” the man on the throne says.

“Welcome to Aedar, I am Mage King Stormsinger. With whom am I speaking?”

He pauses momentarily to allow the PCs to answer. If the PCs offer the gift without prompting, ignore the sentences below asking for it.

“I understand that you have a gift for me? May I have it?”

“Thank you. I’m not sure how much you know about why your Lord Monarch sent you here, so please allow me to share some details with you. Here in Aedar we’re concerned with preventing the misuse of magic. Throughout the centuries, items were created, items of true power, designed for 2 purposes: the first was to make life easier for the possessor, and the second was to be able to subjugate the weaker and bend them to your will. Sometimes the items created actually accomplished both of those things. While creating items to make your life easier can sometimes lead to laziness, items should not be designed for the purpose of making life miserable for others. For example, it’s one thing to design an item to hold off any enemy in war, and something entirely different to create an item to wipe out as many of the enemy as possible from the safety of your home. Magic has existed in some form or other from the beginning of time because of the gods. Eons ago, individuals that were jealous of the powers of the gods created an item that could rival them, and in some cases, exceed their powers. Forces loyal to the gods discovered the item and managed to split it up into 5 components which were then scattered throughout Raia. As the gods had other more pressing matters to concern themselves with, the existence of the item, even in its disassembled form, were relegated to things that needed to be dealt with eventually. Unfortunately, there was always something more pressing that needed to be dealt with and the existence of the item was long forgotten. There is a saying that out of sight

doesn't necessarily mean out of mind. Some of the notes on the item were discovered and spurred renewed interest in the item, from everyone including our cities to even the gods whom had previously placed the item out of mind. Do you have any questions for me?"

☛ What sort of gift did the Lord Monarch send you?

"You need not concern yourself with that. That's between your Lord Monarch and myself."

☛ We heard that there was another group here?

"Yes, they departed about 30 minutes before you arrived."

☛ What can you tell us about the other groups?

"The group that was here earlier was a group of 3 gold half dragons. They said that they'd encountered some individuals from Amthydor about 2 years ago at the crater of what was once Jadenpur. I am also meeting with two other groups, one from Athyr and the other from Choa. They are going to be arriving here in about 3 hours from now."

☛ Why are you dealing with other groups?

"The item is too important to assume that you or the other group will be successful in your following of the leads. I needed to consider the fact that things could prove different for either of the 2 groups. And because of that, I wasn't going to turn down offers of assistance. The prevention of the item being reassembled is something that concerns more than just Aedar, Amthydor, and the gold dragons, so it did not seem unreasonable to accept offers of assistance from any nation that wished to help with that goal."

☛ Did the half dragons say that Aedar can keep the piece of the item like our Lord Monarch did?

"Yes they did."

☛ How did you know that you can trust the half dragons?

"I don't, but then again I really don't know that you can be trusted either. All I have is a gut feeling, and I'm usually a pretty fair judge of character"

☛ Are you implying that we can't be trusted?

"No, but it's one thing to promise something when you don't have it. It's something entirely different to do so when you actually have the item; especially when it's a powerful item with the power to tempt you."

☛ Did either of the other groups say that Aedar can keep the piece of the item like our Lord Monarch did?

"I don't know as I haven't met with them yet."

☛ Have any strange things been happening here?

"Not that you should concern yourselves with. Pyrroth is always trying to gain control over Aedar. They believe, and rightly so, that Aedar is what stands between them and their complete domination of Raia. They've taken to sending allies of theirs to try and wrest control from us."

☛ Have there been any reports of unusual creatures here?

"We haven't had any reports of unusual creatures here."

☛ There was a creature that was released from Jadenpur 2 years ago?

"According to what we've been able to determine the creature is either a vampiric lycanthrope or a lycanthropic lich."

☛ Do you know where we might find that creature?

"No, we haven't seen any sign of that creature, either visibly or through a shift in magical emanations within the area."

☛ Are all of your advisors trustworthy?

"Yes, they've all been with me for many years."

☛ Does Aedar have any enemies?

“None other than Pyrroth”

☛ Where did you send the other group?

“Don’t see how that matters, since you’ll be going someplace entirely different.”

☛ Where are you sending us?

“We discovered recent cracks in a nearby mountain. I sensed a disturbance in the magical emanations coming from that area, so I’m sending you along with a couple of my own people to check it out.”

☛ So you’re trying to make sure that we fail by forcing us to be responsible for some of your people?

“My people can take care of themselves. Besides, based on the level of power that was emanating from that area, it is my belief that you’ll need all the help you can get. Remember that your Lord Monarch said that you would be assisting us. We would still be looking into this whether or not you were here.”

☛ Are you able to tell what sort of magic was brought into the area?

“Unfortunately not. But the emanations were coming from both outside and within the mountain. The magic from within the mountain is on the scale of what a god might possess. And before you ask how I might know anything about that level of power, Emerys himself shared that scale with me.”

☛ You mentioned that the magic from within the mountain was on the scale of what a god might possess. Could there be a shrine in the area?

“Anything is possible. The gods had temples and shrines for many years and not all of their locations are known.”

☛ How long have you and the Lord Monarch been trying to form an alliance?

“We’ve been working on the details for several months.”

☛ How long have you been in tune with the magical emanations in the area?

“Since I became the Mage King more than 25 years ago . I am in tune with all of the magical emanation in the area and can sense changes in those emanations without expending any effort.

If the Ps should need proof, the Mager King will name some of the items that the Ps brought with them to Aedar

☛ Can you tell if the emanations within the mountain are from the item itself, or perhaps some protection for it?

“Alas, I cannot. All I can tell is that it’s there, and wasn’t there until earlier today.”

☛ Does that mean that it wasn’t there, or perhaps could it have been masked by non-detection abilities?

“Either one of those could be true. But if I had to guess, I’d go with the latter over the former. My guess is that something happened causing defenses within the mountain to activate.”

☛ What does this pay?

“Your Lord Monarch donated your services to us. If there’s any payment to be had, that’s where it should be coming from.”

☛ How do we get there?

“As time is of the essence High Mage Stormsinger will teleport you there.”

☛ Will he be bringing us back here when were done?

“Possibly, although he might bring you back to Amthydor as he will be spending some time in your land; especially evaluating your League of Thaumaturgical Studies and actions that they have taken in the past.”

☛ What sort of actions?

“From what we’ve heard, the League of Thaumaturgical Studies has at times used some of Amthydor’s citizens as test subjects to further the development of magic.”

☛ Is that bad? Don’t you only find out if things work by testing them?

“While testing is necessary, we just want to make sure that no one is being misled about their role in this.”

☛ Is it a problem for you that we worship gods other than the ones your people do?

“Why should that be a problem? Every nation is different, and should be rewarded for the individuality not penalized for it.”

☛ Is there anything else that you can tell us?

“Take care, there’s no telling who, or what may be waiting for you.”

**High Mage Stormsinger gathers you all together and begins speaking the words of the spell that will transport you to the mountain that awaits you. You materialize on the mountain path and can easily spot the area that must have been the crack that the Mage King referred to, but is now an opening. The opening is narrow; 5’ wide would be an exaggeration. The opening would be a tight squeeze for a thin unarmored individual.**

It’s possible that the PCs might attempt to widen the opening using *stone shape*, *move earth* or other similar spells. If so let them, but point out that based on the size and shape of the opening that they’d probably be crawling inside the mountain, at least until they were able to come to a wider space. This means that because of the snug fit anyone wider, or taller than, than 5 would be crouching or crawling through the mountain and would need to be unarmored.

Another option the PCs might choose would be to use *reduce person* to move through the opening. That’s fine.

Note: If none of the PCs have the above the above spells, high Mage Stormsinger will “summon an item to enable them to proceed with the plan they’ve come up with.” If one of the PCs should ask him about that, he will mention that being the High Mage means that he has access to Aedar’s repository of magic items and can access what might be needed for an occasion.

### ENCOUNTER 3

**Entering the mountain through the passage, you find that after traveling 50’, it slopes down at a 45 degree angle; although the ceiling does not slope downward. A glance of the area shows both stalactites and stalagmites protruding from the ceiling and floor; with no other visible exit from the area.**

Allow any PC that wishes to make a Perception check DC 30+ATL to notice an earth mephit camouflaged among the stalactites. If the PCs notice the mephit, they will notice that the mephit has separated a stalactite from the ceiling and is getting ready to throw it. A **Sense Motive check DC 10+ATL** will indicate that the mephit is trying to protect its territory rather than try to harm them

Ask the PCs what their intentions are.

If the PCs don’t notice the mephit, it will hurl 2 stalactites at the feet of the PCs A **Sense Motive check DC 10+ATL** will indicate that the mephit is trying to protect its territory rather than try to harm them

**GM Note:** The mephit is willing to speak with the PCs, but because it’s slightly bored, and a little annoyed at having visitors trespassing in its home, its going to try to have a little fun with them. The mephit will speak in riddles with the PCs unless they either offer it magic of some sort, or threaten it. The PCs can also get a straight answer if they make a **Diplomacy check DC 40+ATL**, or an **Intimidate check DC 50+ATL**.

☛ Did you see others come this way?

“Maybe yes, maybe no, what’s it worth for you to know?”

Yes, others were here before you came, in fact there were 2 groups

☛ How did they leave there’s no way out?

“Sometimes there is more than one way, what worked yesterday may not work today.”

After they left this room and headed down below, I used my abilities to reshape the earth and stop them from coming back this way

☛ How many were in each group?



**“Maybe three, could be four, how to answer, if counting’s a chore.”**

Between the 2 groups there were 9 individuals 3 in the first and 6 in the second.

Once the PCs have either given him a magic item, or succeeded at the diplomacy or intimidate checks they can get the straightforward answers below:

**☛ Why were you going to attack us?**

**“I was trying to get you to leave because you’re violating my space. After all possession is in the eye of the beholder.”**

**☛ How long have you been in this area?**

**“I’ve been inside the mountain for about 7 hours, and in the area about 10 hours. I had been in this area looking for somewhere to live. When the man bull creature made the hole in the mountain I followed them inside and decided it would be the perfect place to live.”**

**☛ How long after that did the other group show up?**

**“they showed up about 3 hours ago.”**

**☛ Did you see anything unusual?**

**“Yes, it looked like a half man, half bull, but smelled unnatural.”**

**☛ What sort of smell?**

**“It had the scent of a lycanthrope.”**

**☛ Did the creatures come back this way?**

**“No.”**

**☛ Did you remember anything else about the group?**

**“The man bull was wearing a an amulet around his neck with the image of a mountain on it. Even though I don’t worship him personally, I recognize the holy symbol of Lohm.”**

**☛ What’s unusual about that?**

**“Well for one thing, I would have thought that since lycanthropy was associated more with Meneon than Lohm, his holy symbol would be of Meneon not Lohm.”**

**☛ Was there only 1 of them?**

**“Of that type of creature heck yes, but it wasn’t the only creature. There were 2 other creatures with it, 2 creatures that were half man, half cat.”**

**☛ Was there anything else that you remember about the creatures?**

**“You mean other than the fact that I just saw a man bull and 2 man cats go past me?”**

**☛ Have you explored the area below?**

**“No, I only came in here after the man bull creature created the opening. I thought that here would be the perfect place to stay without being bothered. I even created stalactites and stalagmites to help me feel more at home. Everything was fine until the other group showed up.”**

**☛ What other group?**

**“3 men and 3 women showed up here. And when I tried to drive them off, they instead went through the opening at far end of this area.”**

**☛ What opening? There was an opening leading out of this area?**

**“There was an opening out of this area that the other groups went through to leave this area.”**

**☛ Were you the one that closed the opening to the mountain? / Did you seal the exit from this area?**

**“Yes, I closed the opening to prevent others from coming in and disturbing me. I also prevented those that had already been here from coming back this way.”**

**☛ Did you hear any noise from below before you closed the way down there? / Did you see anything down below before you closed the opening?**

**“I heard a voice from below; a woman’s voice before I closed the opening. I didn’t see anything because I didn’t look down there.”**

**☛ Were you able to hear what she was saying?**

**“No.”**

☛ How long after hearing the voice did you close the opening?

“I closed it immediately. I didn’t want any unwanted visitors in my home.”

☛ Why are there no tracks in this area?

“I cleaned the area, one should always tidy their home. After all, a clean home is a happy home.”

☛ Can you open the hole so that we can head down there?

“Maybe. Look, I don’t mean to be rude, but you are unexpected visitors to my home, and not one of you offered me a housewarming gift. I might be more likely to help you if you actually showed some respect for my home.”

Allow the PCs the opportunity to convince him to change his mind. Some ways to accomplish that are listed below along with their chance for success.

1. Point out that they’re asking because they want to leave his home as they’ve already overstayed their welcome. Allow them to make a **Diplomacy check DC 35+ATL** with a +2 bonus to the check based on number of PCs role-playing during this attempt.
2. Offer him something as a housewarming gift. No need to make the check he will open the hole for them.
3. Intimidate him. He’s already upset that the PC haven’t offered him a gift and that they are in his home. He considers them unwanted visitors in his home, so he will not respond to intimidation. All an attempt to intimidate him will do is to increase the DC for the Diplomacy check by 5.

You descend down into (the darkness) below, and as your feet touch the ground leaving you momentarily winded, the area lightens up revealing the remnants of a marble table at the western end of this “area”. In front of each wall in the area is a shimmering colored wave: orange in front of the western wall, red in front of the northern wall, blue in front of the southern wall and yellow in front of the eastern wall.

A cursory look over the this level of the mountain reveals that the floor and ceiling of

this room have been damaged by magic, specifically fire based magic. Suddenly the shimmering image of a mature dwarven woman dressed in the livery of a priestess of Lohm coalesces in front of your eyes. “Another group of visitors, are you here to help the groups that passed before or to stop them from obtaining the item?”

Allow the PCs the chance to answer the question.

If they say they’re here to help

“Praise Lohm. I am Sister Ayala Poundstone, and I am, or rather I was, one of Lohms chosen in life. As one of the guardians of Lohm’s temple I discovered that even death doesn’t guarantee that you will be released from your duties. The thing that’s even worse is that I have, or rather I am, about to have failed Lohm. He tasked me with one specific task, a tsk that hadn’t been a problem until now.

Suddenly the floor of the area begins swirling and words begin appearing. Ayala asks you to wait a moment furrows her brow and then the swirling stops and the floor returns to normal. “Sorry about that. There really isn’t time to waste so I’m not going to force you to waste time dealing with the puzzle trap that was created centuries ago to keep the undesirable element out – especially as that element has already made its way past this area. Besides I see no reason to waste my power to keep you out of somewhere I actually want you to go”

☛ What item?

“There is a wand hidden within the shrine that can bestow lycanthropy. It’s part of another item that has the power to rival Lohm and the other gods. That’s why the gods disassembled the item and scattered the pieces throughout Raia.”

☛ Why wasn’t the item destroyed if it was that powerful?

“The gods tried but were unable to destroy the item. The best that they were able to do was to disassemble it and scatter the parts.”

☛ Why is the shrine of Lohm guarding an item that is more in line with Meneon and his teachings?

“It was decided that because it fit with Meneon’s teachings, that it could be too much of a temptation for their clergy. It made sense to hide it somewhere dedicated to Lohm because the earth master could provide guardians for it.”

☛ So there are guardians for it? / What sort of guardians were chosen to protect the item?

“In addition to myself, whom Lohm attuned to the shrine and used to power everything here, Lohm used elementals from the earth, to guard the item. Over time the gods forgot about the existence of the item and the powers of the guardians were weakened without Lohm’s continuous blessings.”

☛ Which one of the areas had the guardians and the item?

“I don’t recall. It’s been hundreds of years since I was able to check. Before today we hadn’t had visitors and then today we had 3 different groups of visitors including you.”

☛ Do you have any advice to help us?

“Remember where you are and act accordingly. Even without the full power of Lohm behind it, this is still a shrine to him and should be treated as such. Remember, the life you save could be your own.”

If the PCs show proper respect to Lohm, Lohm will reward them in one of the following ways: a +1 insight bonus to AC, attacks, saves and skill checks. Possible ways to show respect: leave a donation (money, gems or magic), pray to Lohm, offer to help restore temple to former glory. In addition, if the PCs should specifically pray to Lohm for help with one of the combats they will notice that they’ve been haste

☛ Can you explain that?

“No, that’s something you’ll have to ponder. Good Luck she says as she starts dissipating.”

☛ Can you describe the groups that made their way past your defenses?

“The first group was made up of a werebull and several werecheetahs. The second group was a group of 6 individuals from Pyrroth. I’m guessing the 2 groups met because I recall hearing the sounds of battle.”

☛ Where did the sounds of battle come from?

“I do not recall which area they came from.”

☛ Do you know if the creatures found the item?

“I’m not sure.”

☛ Do any of the areas have exits?

“No, you’d need to come back here to go to the next area. When this area was designed, the extra areas were sleeping and food storage areas, so they were designed to allow some privacy even though there were no doors. Everything in the areas was made of earth and eventually decomposed and formed the top layers of each area. There also used to be 2 goats in here that would get rid of the waste. But the eventually they died and were absorbed back into the ground. Also every so often burrowing mammals do manage to find their way into the shrine with Lohm’s guidance of course.”

After 15-20 minutes real time, based on player level of involvement, her image will begin to dissipate dropping the walls as she disappears.

## ENCOUNTER 4

**GM Note:** The areas below are listed by area on purpose, to allow the PCs the feel that things are non-linear while making it easy on the judge as everything will still continue in order. In other words, regardless of the 4 areas they decide to explore: north, east, south, west the first area they encounter after doing so will be area 1, the 2<sup>nd</sup> area 2 and so on.

Allow the PCs to make a Perception check. The information obtained will be based on DC attained  
**DC 15** You see tracks on the ground  
**DC 20** You see 10 different sets of tracks  
**DC 12+ATL** The tracks crisscross over each other and head to all of the walls.

**DC 20+ATL** There are drops of blood outside the northern and western walls.

**DC 25+ATL** It looks like something was dragged into the opening on the southern wall. There are tracks leading back out from that opening, almost looking like someone was trying to hide the fact that something, or someone, was dragged into that opening.

**Area 1:** The dimensions of this area are 50'x50'x50'. The earthen floor in the area appears to have been disturbed. A **Perception check DC 20+ATL** will reveal that there were once gems in this room judging by the empty coffer that are protruding from below the ground.

**Area 2:** The dimensions of this area are 50'x50'x50'. There doesn't appear to be another way out of this area. A **Perception check DC 30** will reveal that parts of the earthen floor were disturbed and then put back in place. If the PCs decide to check out what might've been under the floor they will discover that the disturbance in the earth goes down more than 30', and appears to have been made by some type of claws. A **Perception check DC 25+ATL** will reveal traces of what appear to be the body parts of an earth elemental mixed in with the dirt. They will also discover a well crafted box, and an emerald. Examination of the box will reveal that it's empty, although it looks like it could have once held a wand. An **Appraise check DC 15** on the emerald will reveal that it appears to have become detached from a ring.

A **Perception check DC 5** will reveal that there is no other exit out of this area

**Area 3:** The dimensions of this area are 50'x50'x50'. There appears to be a pool of blood in this area along with scorch marks on the earthen walls. A **Perception check DC 30** will allow the PCs the chance to notice the werecheetahs before they drop from the ceiling.

#### ATL 11 & 13

‡ **Half-elf natural werecheetah sorcerer 14**  
**CN Large Humanoid (elf, human, shapechanger)**  
**Init** +2; **Senses** low-light vision, scent; **Perception** +3  
**AC** 20, **touch** 14, **flat-footed** 18 (+4 armor, +2 deflection, +2 Dex, +2 natural)  
**hp** 116 (14d6+56)

**Fort** +7, **Ref** +6, **Will** +10; +2 vs. enchantments, +4 bonus vs. poison

**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune:** sleep; Resist fire 10, **SR:** Nil

**Speed** 30 ft.

**Melee** Atk +2 mithral dagger +9 (1d4+4/19-20)

**Full Atk** +2 mithral dagger +9/+4 (1d4+4/19-20)

**Ranged/Full Atk** nil

**Special Attacks** curse of lycanthropy (DC 15)

**Bloodline Spell-Like Abilities** (CL 14th; concentration +19, Bloodline: Infernal): corrupting touch (8/day, 7 rounds), hellfire (1/day, 14d6 fire, DC 22)

**Sorcerer Spells Known** (CL 14th; concentration +19):

**0 level** (at will)—*acid splash*, *bleed* (DC 16), *breeze*[UM], *drench* [UM] (DC 16), *jolt*[UM], *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue* (DC 16); **1<sup>st</sup> level** (8/day)—*magic missile*, *protection from good*, *ray of enfeeblement* (DC 17), *shocking grasp*, *true strike*, *unseen servant*; **2<sup>nd</sup> level** (7/day)—*acid arrow*, *hideous laughter* (DC 19), *invisibility*, *scorching ray*, *touch of idiocy*, *web* (DC 18), **3<sup>rd</sup> level** (7/day)—*fireball* (DC 21), *lightning bolt* (DC 21), *greater magic weapon*, *suggestion* (DC 20), *vampiric touch*, **4<sup>th</sup> level** (7/day)—*charm monster* (DC 23), *crushing despair* (DC 21), *dimension door*, *enervation*, *stoneskin*, **5<sup>th</sup> level** (7/day)—*dominate person* (DC 22), *feeblemind* (DC 22), *fire snake*[APG] (DC 23), *transmute rock to mud*, **6<sup>th</sup> level** (5/day)—*circle of death* (DC 22), *contingency*, *planar binding* (DC 22), **7<sup>th</sup> level** (3/day)—*prismatic spray*

**Str** 14, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 23

**Base Atk** +7; **CMB** +9; **CMD** 23

**Feats** Bouncing Spell[APG], Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Maximize Spell (spell counts as 3 levels higher for spells per day), Point-blank Shot, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration

**Skills** Diplomacy +6 (+10 to change attitude vs. animals related to lycanthropic form), Knowledge (arcana) +5, Perception +3, Spellcraft +19; Racial Modifiers +2 Perception

**Languages** Common, Elven

**SQ** bloodline arcana (+2 DC for charm spells), change forms, elf blood, lycanthropic empathy

**Gear** *amulet of natural armor* +2, *bracers of armor* +4, *headband of alluring charisma* +6, *ring of protection* +2, 150 gp

**Special Abilities:** **Corrupting Touch** (7 rounds, 8/day) (Sp) As a standard action, touch shakes foe and they radiate evil for 7 rounds. **Hellfire** (14d6 fire, 14 rounds, 1/day, DC 22) (Sp) As a standard action, deal fire damage in 10 ft. burst within 60 ft. (Ref part). Good are shaken if fail.



‡ **Half-ogre natural werecheetah fighter 14 (2 at ATL 11, 3 at ATL 13)**

CE Large Humanoid (ogre, human, shapechanger)

**Init** +2; **Senses** darkvision, scent; Perception +0

**AC** 28, touch 15, flat-footed 25 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural, +3 shield)  
**hp** 174 (14d10+70)

**Fort** +15, **Ref** +8, **Will** +6 (+4 vs. fear); +2 vs. enchantments

**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune** Nil, **SR:** Nil

**Speed** 30 ft.

**Melee** +2 adamantine longsword +30 (1d8+18/17-20)

**Full Atk** +2 adamantine longsword +30/+25/+20 (1d8+18/17-20)

**Ranged** +2 longbow +19 (1d8+3/×3)

**Full Atk** +2 longbow +19/+14/+9 (1d8+3/×3)

**Special Attacks** curse of lycanthropy (DC 15), weapon trainings (heavy blades +3, light blades +2, bows +1)

**Str** 29, **Dex** 14, **Con** 18, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +14; **CMB** +23; **CMD** 38

**Feats** Bleeding Critical, Cleave, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Mobility, Power Attack, Precise Strike[APG], Spring Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatics +4, Climb +14, Diplomacy -1 (+3 to change attitude vs. animals related to lycanthropic form), Handle Animal +4, Intimidate +4, Ride +7, Survival +5, Swim +14; Racial Modifiers +2 Intimidate

**Languages** Common, Giant

**SQ** armor training 3, change forms, ogre blood, lycanthropic empathy (cheetahs)

**Gear** +2 mithral agile breastplate, +2 light steel shield, +2 adamantine longsword, +2 longbow, amulet of natural armor +2, belt of giant strength +6, cloak of resistance +2, ring of protection +2, 150 gp

**Special Abilities:** Weapon Training ((Blades, Heavy), (Blades, Light), (Bows))

**ATL 15**

‡ **Half-elf natural werecheetah sorcerer 16**

CN Large Humanoid (elf, human, shapechanger)

**Init** +2; **Senses** low-light vision, scent; Perception +6

**AC** 24, touch 15, flat-footed 22 (+6 armor, +3 deflection, +2 Dex, +3 natural)

**hp** 132 (16d6+64)

**Fort** +11, **Ref** +10, **Will** +17; +2 vs. enchantments, +4 bonus vs. poison

**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune** sleep; Resist fire 10, **SR:** Nil

**Speed** 30 ft.

**Melee** Atk +2 mithral dagger +15 (1d4+7/19-20)

**Full Atk** +2 mithral dagger +15/+10 (1d4+7/19-20)

**Ranged/Full Atk** nil

**Special Attacks** curse of lycanthropy (DC 15)

**Bloodline Spell-Like Abilities** (CL 16th; concentration +23, Bloodline: Infernal): corrupting touch (10/day, 8 rounds), hellfire (1/day, 16d6 fire, DC 25)

**Sorcerer Spells Known** (CL 16th; concentration +23):

**0 level** (at will)—*acid splash*, *bleed* (DC 17), *breeze*[UM], *drench* [UM] (DC 17), *jolt*[UM], *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue* (DC 17); **1<sup>st</sup> level** (8/day)—*magic missile*, *protection from good*, *ray of enfeeblement* (DC 18), *shocking grasp*, *true strike*, *unseen servant*; **2<sup>nd</sup> level** (8/day)—

*acid arrow*, *hideous laughter* (DC 20), *invisibility*, *scorching ray*, *touch of idiocy*, *web* (DC 19), **3<sup>rd</sup> level** (8/day)—*fireball* (DC 22), *lightning bolt* (DC 22), *greater magic weapon*, *suggestion* (DC 21), *vampiric touch*, **4<sup>th</sup> level** (7/day)—*charm monster* (DC 24),

*crushing despair* (DC 22), *dimension door*, *eneration*, *stoneskin*, **5<sup>th</sup> level** (7/day)—*dominate person* (DC 23), *feeblemind* (DC 23), *fire snake*[APG] (DC 24),

*transmute rock to mud*, **6<sup>th</sup> level** (7/day)—*circle of death* (DC 23), *contingency*, *planar binding* (DC 23), *sirocco*[APG] (DC 25), **7<sup>th</sup> level** (6/day)—*greater teleport*, *prismatic spray*, *vortex*[APG] (DC 26), **8<sup>th</sup> level** (3/day)—*stormbolts*[APG] (DC 27)

**Str** 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 18, **Cha** 24

**Base Atk** +8; **CMB** +13; **CMD** 28

**Feats** Bouncing Spell[APG], Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Maximize Spell (spell counts as 3 levels higher for spells per day), Point-blank Shot, Precise Shot, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration

**Skills** Diplomacy +7 (+11 to change attitude vs. animals related to lycanthropic form), Knowledge (arcana) +6, Perception +6, Spellcraft +20; Racial Modifiers +2 Perception

**Languages** Common, Elven  
**SQ** bloodline arcana (+2 DC for charm spells), change forms, elf blood, lycanthropic empathy, on dark wings  
**Gear** +2 mithral dagger, orange prism ioun stone, amulet of natural armor +3, belt of giant strength +6, bracers of armor +6, cloak of resistance +3, headband of mental prowess +6 (Wis, Cha), ring of protection +3, 150 gp

**Special Abilities:** **Corrupting Touch** (8 rounds, 10/day) (Sp) As a standard action, touch shakes foe and they radiate evil for 7 rounds. **Hellfire** (16d6 fire, 16 rounds, 1/day, DC 25) (Sp) As a standard action, deal fire damage in 10 ft. burst within 60 ft. (Ref part). Good are shaken if fail. **On Dark Wings** (Su) Can sprout wings and gain a 60' Fly speed with average maneuverability.

**Languages** Common, Elven

**SQ** bloodline arcana (+2 DC for charm spells), change forms, elf blood, lycanthropic empathy, on dark wings  
**Gear** +2 mithral dagger, orange prism ioun stone, amulet of natural armor +3, belt of giant strength +6, bracers of armor +6, cloak of resistance +3, headband of mental prowess +6 (Wis, Cha), ring of protection +3, 150 gp

**Special Abilities:** **Corrupting Touch** (8 rounds, 10/day) (Sp) As a standard action, touch shakes foe and they radiate evil for 7 rounds. **Hellfire** (16d6 fire, 16 rounds, 1/day, DC 25) (Sp) As a standard action, deal fire damage in 10 ft. burst within 60 ft. (Ref part). Good are shaken if fail. **On Dark Wings** (Su) Can sprout wings and gain a 60' Fly speed with average maneuverability.

‡ **Half-ogre natural werecheetah fighter 16 (3)**

CE Large Humanoid (ogre, human, shapechanger)

**Init** +3; **Senses** low-light vision, scent; Perception +0



AC 33, touch 17, flat-footed 30 (+9 armor, +3 deflection, +2 Dex, +1 dodge, +1 insight, +3 natural, +4 shield)  
 hp 246 (16d10+128)  
 Fort +21, Ref +11, Will +9 (+4 vs. fear); +2 vs. enchantments  
**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune** Nil, **SR:** Nil  
**Speed** 30 ft.  
**Melee** +3 adamantine longsword +35 (1d8+20/17-20)  
**Full Atk** +3 adamantine longsword +35/+30/+25/+20 (1d8+20/17-20)  
**Ranged** +3 darkwood longbow +23 (1d8+4/×3)  
**Full Atk** +3 darkwood longbow +23/+18/+13/+8 (1d8+4/×3)  
 Special Attacks curse of lycanthropy (DC 15), weapon trainings (heavy blades +3, light blades +2, bows +1)  
**Str** 30, **Dex** 14, **Con** 24, **Int** 8, **Wis** 10, **Cha** 8  
**Base Atk** +16; **CMB** +27; **CMD** 43  
**Feats** Bleeding Critical, Blinding Critical, Cleave, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Lunge, Mobility, Power Attack, Precise Strike[APG], Skill Focus, Spring Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)  
**Skills** Acrobatics +6, Appraise +0, Bluff +0, Climb +17, Diplomacy +0 (+4 to change attitude vs. animals related to lycanthropic form), Disguise +0, Escape Artist +3, Fly +3, Handle Animal +5, Heal +1, Intimidate +5, Ride +8, Sense Motive +1, Stealth +3, Survival +6, Swim +16; Racial Modifiers +2 Intimidate  
**Languages** Common, Giant  
**SQ** armor training 4, change forms, ogre blood, lycanthropic empathy (cheetahs)  
**Gear** +3 mithral agile breastplate, +3 ironwood light steel shield, +3 adamantine longsword, +3 darkwood longbow, dusty rose prism ioun stone, pale green prism ioun stone, amulet of natural armor +3, belt of physical might +6 (Str, Con), cloak of resistance +3, ring of protection +3, 150 gp  
**Special Abilities:** Weapon Training ((Blades, Heavy), (Blades, Light), (Bows))

#### ATL 17

½ **Half-elf natural werecheetah sorcerer 18**  
**CN** Large Humanoid (elf, human, shapechanger)  
**Init** +5; **Senses** low-light vision, scent; Perception +24  
**AC** 30, touch 19, flat-footed 25 (+7 armor, +4 deflection, +5 Dex, +4 natural)  
**hp** 148 (18d6+72)  
**Fort** +13, **Ref** +15, **Will** +19; +2 vs. enchantments, +4 bonus vs. poison  
**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune:** sleep; Resist fire 10, **SR:** Nil  
**Speed** 30 ft.

**Melee** +4 mithral dagger +18/+13 (1d4+9/19-20)  
**Full Atk** +4 mithral dagger +18/+13 (1d4+9/19-20)  
**Ranged/Full Atk** +4 sling +18 (1d4+9)  
**Special Attacks** curse of lycanthropy (DC 15)  
**Bloodline Spell-Like Abilities** (CL 18th; concentration +25, Bloodline: Infernal): corrupting touch (10/day, 9 rounds), hellfire (2/day, 18d6 fire, DC 28)  
**Sorcerer Spells Known** (CL 18th; concentration +25):  
**0 level** (at will)—*acid splash*, *bleed* (DC 19), *breeze*[UM], *drench*[UM] (DC 19), *jolt*[UM], *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue* (DC 19), **1<sup>st</sup> level** (8/day)—*magic missile*, *protection from good*, *ray of enfeeblement* (DC 18), *shocking grasp*, *true strike*, *unseen servant*, **2<sup>nd</sup> level** (8/day)—*acid arrow*, *hideous laughter* (DC 22), *invisibility*, *scorching ray*, *touch of idiocy*, *web* (DC 21), **3<sup>rd</sup> level** (8/day)—*fireball* (DC 24), *lightning bolt* (DC 24), *greater magic weapon*, *suggestion* (DC 22), *vampiric touch*, **4<sup>th</sup> level** (7/day)—*charm monster* (DC 26), *crushing despair* (DC 24), *dimension door*, *ervation*, *stoneskin*, **5<sup>th</sup> level** (7/day)—*dominate person* (DC 25), *feeblemind* (DC 25), *fire snake*[APG] (DC 26), *summon monster V*, *transmute rock to mud*, **6<sup>th</sup> level** (7/day)—*circle of death* (DC 25), *contingency*, *planar binding* (DC 25), *sirocco*[APG] (DC 27), **7<sup>th</sup> level** (7/day)—*finger of death* (DC 26), *prismatic spray*, *greater teleport*, *vortex*[APG] (DC 28), **8<sup>th</sup> level** (5/day)—*polar ray*, *power word stun*, *stormbolts*[APG] (DC 29), **9<sup>th</sup> level** (3/day)—*energy drain* (DC 28)  
**Str** 20, **Dex** 20, **Con** 16, **Int** 14, **Wis** 18, **Cha** 28  
**Base Atk** +9; **CMB** +14; **CMD** 33  
**Feats** Bouncing Spell[APG], Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Maximize Spell, Point-blank Shot, Precise Shot, Quicken Spell, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration  
**Skills** Diplomacy +28 (+32 to change attitude vs. animals related to lycanthropic form), Knowledge (arcana) +10, Perception +24, Sense Motive +22, Spellcraft +24; Racial Modifiers +2 Perception  
**Languages** Common, Elven  
**SQ** bloodline arcana (+2 DC for charm spells), change forms, elf blood, lycanthropic empathy, on dark wings  
**Gear** +4 mithral dagger, orange prism ioun stone, amulet of natural armor +4, belt of physical might +6 (Str, Dex), bracers of armor +7, cloak of resistance +4, headband of mental superiority +6, ring of protection +4, ~~tope of leadership and influence~~ +3, 150 gp  
**Special Abilities:** **Corrupting Touch** (9 rounds, 10/day) (Sp) As a standard action, touch shakes foe and they radiate evil for 7 rounds. **Hellfire** (18d6 fire, 18 rounds, 1/day, DC 25) (Sp) As a standard action, deal fire damage in 10 ft. burst within 60 ft. (Ref part). Good are shaken if fail. **On Dark Wings** (Su) Can sprout wings and gain a 60' Fly speed with average maneuverability.

**½ Half-elf natural werecheetah fighter 18 (3)**  
CE Large Humanoid (elf, human, shapechanger)  
**Init** +6; **Senses** darkvision, scent; Perception +0  
**AC** 40, touch 21, flat-footed 34 (+10 armor, +4 deflection, +5 Dex, +1 dodge, +1 insight, +4 natural, +5 shield)  
**hp** 276 (18d10+144)  
**Fort** +23, **Ref** +16, **Will** +11 (+5 vs. fear); +2 vs. enchantments  
**Defensive Abilities:** fortification 50%; **DR** 10/adamantine; **Immune** Nil, **SR:** Nil  
**Speed** 30 ft.  
**Melee** +4 unholy adamantine longsword +40 (1d8+23/17-20 plus 2d6 vs. good)  
**Full Atk** +4 unholy adamantine longsword +40/+35/+30/+25 (1d8+23/17-20 plus 2d6 vs. good)  
**Ranged** +4 seeking darkwood longbow +30 (1d8+6/×3)  
**Full Atk** +4 seeking darkwood longbow +30/+25/+20/+15 (1d8+6/×3)  
**Special Attacks** curse of lycanthropy (DC 15), weapon trainings (heavy blades +4, light blades +3, bows +2, monk +1)  
**Str** 32, **Dex** 20, **Con** 24, **Int** 8, **Wis** 10, **Cha** 8  
**Base Atk** +18; **CMB** +30; **CMD** 50  
**Feats** Bleeding Critical, Blinding Critical, Cleave, Critical Focus, Critical Mastery, Dodge, Great Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Vital Strike, Lunge, Mobility, Power Attack, Precise Strike[APG], Skill Focus, Spring Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)  
**Skills** Acrobatics +10, Appraise +0, Bluff +0, Climb +19, Diplomacy +0 (+4 to change attitude vs. animals related to lycanthropic form), Disguise +0, Escape Artist +6, Fly +6, Handle Animal +5, Heal +1, Intimidate +5, Ride +11, Sense Motive +1, Stealth +6, Survival +6, Swim +17; Racial Modifiers +2 Intimidate  
**Languages** Common, Giant  
**SQ** armor training 4, change forms, elf blood, lycanthropic empathy  
**Gear** +4 fortification (light) agile breastplate, +4 ironwood light steel shield, +4 seeking darkwood longbow, +4 unholy adamantine longsword, dusty rose prism ioun stone, pale green prism ioun stone, amulet of natural armor +4, belt of physical perfection +6, cloak of resistance +4, manual of gainful exercise +2, ring of protection +4, 150 gp  
**Special Abilities:** Weapon Training ((Blades, Heavy), (Blades, Light), (Bows), (Monk))

#### ATL 19

**½ Half-elf natural werecheetah sorcerer 20**  
CN Large Humanoid (elf, human, shapechanger)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness; Perception +26  
**AC** 33, touch 20, flat-footed 28 (+8 armor, +5 deflection, +5 Dex, +5 natural)  
**hp** 224 (20d6+140)  
**Fort** +17, **Ref** +16, **Will** +21; +2 vs. enchantments, +0 bonus vs. poison  
**Defensive Abilities:** nil; **DR** 10/adamantine; **Immune:** sleep, fire, poison; Resist acid 10, cold 10, **SR:** Nil  
**Speed** 30 ft.  
**Melee** +5 unholy mithral dagger +20 (1d4+10/19-20 plus 2d6 vs. good)  
**Full Atk** +5 unholy mithral dagger +20/+15 (1d4+10/19-20 plus 2d6 vs. good)  
**Ranged/Full Atk** +5 seeking sling +20 (1d4+10)  
**Special Attacks** curse of lycanthropy (DC 15)  
**Bloodline Spell-Like Abilities** (CL 20th; concentration +30, Bloodline: Infernal): corrupting touch (13/day, 10 rounds), hellfire (3/day, 20d6 fire, DC 30)  
**Sorcerer Spells Known** (CL 20th; concentration +30):  
**0 level** (at will)—*acid splash*, *bleed* (DC 20), *breeze*[UM], *drench*[UM] (DC 20), *jolt*[UM], *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue* (DC 20), **1<sup>st</sup> level** (9/day)—*magic missile*, *protection from good*, *ray of enfeeblement* (DC 21), *shocking grasp*, *true strike*, *unseen servant*, **2<sup>nd</sup> level** (9/day)—*acid arrow*, *hideous laughter* (DC 23), *invisibility*, *scorching ray*, *touch of idiocy*, *web* (DC 22), **3<sup>rd</sup> level** (8/day)—*fireball* (DC 25), *lightning bolt* (DC 25), *greater magic weapon*, *suggestion* (DC 24), *vampiric touch*, **4<sup>th</sup> level** (8/day)—*charm monster* (DC 27), *crushing despair* (DC 25), *dimension door*, *enervation*, *stoneskin*, **5<sup>th</sup> level** (8/day)—*dominate person* (DC 26), *feeblemind* (DC 26), *fire snake*[APG] (DC 27), *summon monster V*, *transmute rock to mud*, **6<sup>th</sup> level** (8/day)—*circle of death* (DC 26), *contingency*, *planar binding* (DC 26), *sirocco*[APG] (DC 28), **7<sup>th</sup> level** (7/day)—*finger of death* (DC 27), *prismatic spray*, *greater teleport*, *vortex*[APG] (DC 29), **8<sup>th</sup> level** (7/day)—*polar ray*, *power word stun*, *stormbolts*[APG] (DC 30), *temporal stasis* (DC 28), **9<sup>th</sup> level** (7/day)—*energy drain* (DC 29), *meteor swarm* (DC 31), *meteor swarm* (DC 31), *mass suffocation*[APG] (DC 29)  
**Str** 20, **Dex** 20, **Con** 22, **Int** 14, **Wis** 18, **Cha** 30  
**Base Atk** +10; **CMB** +15; **CMD** 35  
**Feats** Bouncing Spell[APG], Combat Casting, Combat Expertise, Empower Spell, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Maximize Spell, Point-blank Shot, Precise Shot, Quicken Spell, Skill Focus (Spellcraft), Spell Focus (enchantment), Spell Focus (evocation), Spell Penetration  
**Skills** Diplomacy +33 (+37 to change attitude vs. animals related to lycanthropic form), Knowledge (arcana) +10, Perception +26, Sense Motive +24, Spellcraft +26; Racial Modifiers +2 Perception  
**Languages** Common, Elven

**SQ** bloodline arcana (+2 DC for charm spells), change forms, elf blood, lycanthropic empathy, on dark wings, power of the pit

**Gear** +5 *seeking sling*, +5 *unholy mithral dagger*, *orange prism ioun stone*, *amulet of natural armor* +5, *belt of physical perfection* +6, *bracers of armor* +8, *cloak of resistance* +5, *headband of mental superiority* +6, *ring of protection* +5, ~~*toe of leadership and influence* +5~~, 150 gp

**Special Abilities: Corrupting Touch** (10 rounds, 13/day) (Sp) As a standard action, touch shakes foe and they radiate evil for 7 rounds. **Hellfire** (20d6 fire, 20 rounds, 3/day, DC 25) (Sp) As a standard action, deal fire damage in 10 ft. burst within 60 ft. (Ref part). Good are shaken if fail. **On Dark Wings** (Su) Can sprout wings and gain a 60' Fly speed with average maneuverability.

### **Half-elf natural werecheetah fighter 20**

**CE** Large Humanoid (elf, human, shapechanger)

**Init** +10; Senses low-light vision, scent; Perception +3  
**AC** 44, touch 22, flat-footed 38 (+11 armor, +5 deflection, +5 Dex, +1 dodge, +1 insight, +5 natural, +6 shield)

**hp** 306 (20d10+160)

**Fort** +25, **Ref** +17, **Will** +12 (+5 vs. fear); +2 vs. enchantments

**Defensive Abilities:** fortification 75%; **DR** 5/—;

**Immune** Nil, **SR:** Nil

**Speed** 30 ft.

**Melee** +5 anarchic unholy adamantite longsword +45 (1d8+26/17-20 plus 2d6 vs. lawful plus 2d6 vs. good)

**Full Atk** +5 anarchic unholy adamantite longsword +45/+40/+35/+30 (1d8+26/17-20 plus 2d6 vs. lawful plus 2d6 vs. good)

**Ranged** +4 seeking darkwood longbow +32 (1d8+6/×3)

**Full Atk** +4 seeking darkwood longbow

+32/+27/+22/+17 (1d8+6/×3)

Special Attacks curse of lycanthropy, weapon mastery, weapon trainings (heavy blades +4, light blades +3, bows +2, monk +1)

**Str** 36, **Dex** 20, **Con** 24, **Int** 8, **Wis** 10, **Cha** 8

**Base Atk** +20; **CMB** +34; **CMD** 55

**Feats** Bleeding Critical, Blinding Critical, Cleave, Critical Focus, Critical Mastery, Dodge, Great Cleave, Greater Vital Strike, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Lunge, Mobility, Power Attack, Precise Strike[APG], Skill Focus, Spring Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Acrobatics +11, Appraise +0, Bluff +0, Climb +22, Diplomacy +0 (+4 to change attitude vs. animals related to lycanthropic form), Disguise +0, Escape Artist +6, Fly +6, Handle Animal +5, Heal +1, Intimidate +5, Perception +3, Ride +11, Sense Motive

+1, Stealth +6, Survival +6, Swim +19; Racial Modifiers +2 Perception

**Languages** Common, Elven

**SQ** armor mastery, armor training 4, change forms, elf blood, lycanthropic empathy

**Gear** +5 *fortification (heavy) mithral agile breastplate*, +5 *ironwood light steel shield*, +4 *seeking darkwood longbow*, +5 *anarchic unholy adamantite longsword*, *dusty rose prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor* +5, *belt of physical perfection* +6, *cloak of resistance* +5, ~~*manual of gainful exercise* +5~~, *ring of protection* +5, 150 gp

**Special Abilities:** Weapon Training ((Blades, Heavy), (Blades, Light), (Bows), (Monk))

.When the cheetahs are dealt with, the PCs will have no problem noticing that their features appear to be Pyrrothian in nature.

If there are any survivors, the PCs can attempt to question them. The PCs might be able to gain some of the information listed below via a *speak with dead* spell

### **Information that the PCs can get:**

They had contracted lycanthropy in a previous journey.

On that journey they met the werebull and decided to help him with his plans because doing so would have rewards later.

The werebull, a follower of Lohm before his liberation, had heard that there was a temple of Lohm somewhere in this area. He knew from the teachings of the temple that sometimes those temples house powerful items, so they came to check it out.

While traveling to this area, they discovered research that a powerful item was hidden in this area. They figured that the item, if it existed would probably be in the temple of Lohm so they made a plan to obtain the item so that it can be properly utilized, not put away and guarded like Aedar wants to do with it.

Power is something that is supposed to be flaunted, not feared.

They had to deal with a pissed off mephit, and had planned to kill him but decided that there was time to kill him on the way back. The hole on the ground leading to below meant that someone else might be here and they couldn't risk someone else gaining the item.

They encountered a werebull and 2 werecheetahs, and were transformed into werecheetahs by the werebull.

The werebull pointed a wand at them and their bodies changed from Pyrothians to werecheetahs. In addition, their wills were bent so that they served the werebull without question.

They don't know where to find the werebull.

A **Perception check DC 5** will reveal that there are no other exits from the area

**Area 4:** The dimensions of this area are 50'x50'x50'. There is a hole on the western wall of this area. There are tufts of beige colored fur with brown spots around the opening. Inside the opening the PCs will notice that the walls are covered with murals dedicated to Lohm and his followers that are obviously hundreds if not thousands of years old. Near the far corner of the room are broken pieces of marble, which look like they might have been part of a shrine to Lohm at some point in the past. A **Perception check DC 5** will reveal that there is no other way out of the area.

Once the PCs have been to 2 areas and have returned to the main room ready to head to the next destination they will encounter the half-man half-bull with 5 individuals that are half-woman half-cheetah.

Please note that the following is boxed text that CANNOT be interrupted.

**You head back into the main room ready to choose your next destination when you see a disturbing site: a half-man, half-bull and 5 beings that are half-woman, half-cheetah. The bull creature looks at you while tapping a staff on the ground. "You'll not stop me from delivering this item to her." The ground shakes and parts of the ceiling begin falling, while a hole opens up under the man-bull and he disappears in it.**

A **Spellcraft DC10 check** will reveal that an *earthquake* spell went off. The PCs need to make a **Reflex save DC 15** as parts of the ceiling are falling and will deliver 8d6 bludgeoning damage

(half if they saved).

Now would be a good time to call for initiative

#### ATL 11 & ATL 13

**Human Natural Werebull cleric 14 (hybrid form)**  
**CE Large humanoid (human)**

**Init** +4; **Senses** Perception +10

**AC** 35, touch 17, flat-footed 15 (+11 armor, +2 deflection, +3 Dex, +1 dodge, +1 insight, +8 natural, -1 size)

**hp** 158 (14d8+70)

**Fort** +16, **Ref** +10, **Will** +21

**Defensive Abilities** fortification 75%; **DR** 10/silver, 3/—; **Immune:** Resist acid 20, **SR:** Nil

**Speed** 40 ft. (30 ft. in armor)

**Melee** +2 anarchic unholy adamantine heavy mace +19 (1d8+9 plus 2d6 vs. lawful plus 2d6 vs. good) or +gore +17 (1d8+11)

**Full Atk** +2 anarchic unholy adamantine heavy mace +19/+14 (1d8+9 plus 2d6 vs. lawful plus 2d6 vs. good), gore +13 (1d8+11)

**Space:** 10'. **Reach:** 5'

**Special Attacks** channel negative energy 6/day (DC 20, 7d6), might of the gods (+14, 14 rounds/day), stampede, trample (2d6+11)

**Domain Spell-Like Abilities** (CL 14th; concentration +24) **12/day**—acid dart (1d6+7 acid), strength surge (+7 to STR checks and attack rolls)

**Cleric Spells Prepared** (CL 14th; concentration +24, Domains (D): Earth, Strength) **0 level** (at will)—*resistance, resistance, stabilize, stabilize*; **1<sup>st</sup> level**—*divine favor, doom (DC 21), doom (DC 21), enlarge person[D] (DC 21), sanctuary (DC 21), summon monster I, summon monster I (2)*; **2<sup>nd</sup> level**—*cure moderate wounds, cure moderate wounds, soften earth and stone[D], sound burst (2, DC 23), spiritual weapon, summon monster II*; **3<sup>rd</sup> level**—*blindness/deafness (DC 23), blindness/deafness (DC 23), cure serious wounds, prayer, searing light (2), stone shape[D]*; **4<sup>th</sup> level**— *blessing of fervor[APG] (DC 24), chaos hammer (2, DC 25), divine power, spell immunity[D], summon monster IV, unholy blight (DC 25)*; **5<sup>th</sup> level**—*slay living (3, DC 25), summon monster V, unhallow, wall of stone[D]*; **6<sup>th</sup> level**—*blade barrier (DC 27), harm (DC 26), heal, stonewall[D], word of recall*; **7<sup>th</sup> level**—*blasphemy (DC 28), mass cure serious wounds, elemental body IV (earth only)[D], repulsion (DC 27)*

**Str** 25, **Dex** 16, **Con** 18, **Int** 16, **Wis** 30, **Cha** 14

**Base Atk** +10; **CMB** +18; **CMD** 35 (39 vs. trip)

**Feats** Combat Casting, Dodge, Focused Spell[APG], Greater Spell Penetration, Heavy Armor Proficiency, Improved Counterspell, Maximize Spell, Spell Focus (evocation), Spell Penetration

**Skills** Acrobatics +4, Appraise +4, Bluff +4, Climb +2, Diplomacy +4, Disguise +4, Escape Artist +4, Fly +4,



Heal +27, Intimidate +4, Knowledge (arcana) +21, Knowledge (religion) +21, Perception +10, Ride +4, Sense Motive +27, Spellcraft +21, Stealth +4, Survival +24, Swim +2

**Languages** Common

**Gear** +2 *anarchic unholy adamantine heavy mace*, *dusty rose prism ioun stone*, *orange prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor* +2, *belt of physical perfection* +2, *cloak of resistance* +2, *headband of mental superiority* +6, *ring of protection* +2, ~~*tope of understanding* +1~~, 150 gp

**SQ:** change forms, lycanthropic empathy

**Special Abilities:** Nil

⚔ **Human natural werehyena barbarian 14 (2 at ATL 11) / (3 at ATL 13)**

CN Medium humanoid (human, shapechanger)

**Init** +7; **Senses** low-light vision, scent; Perception +9  
**AC** 22, touch 16, flat-footed 18 (+2 deflection, +3 Dex, +1 dodge, +6 natural)

**hp** 230 (14d12+98)

**Fort** +17, **Ref** +9, **Will** +11 (+4 vs. enchantments); +1 resistance bonus vs. confusion, insanity, polymorph, and [lawful] effects

**Defensive Abilities** improved uncanny dodge, indomitable will, trap sense +4; **DR** 10/silver, 3/—;

**Immune:** Resist acid 7, cold 7, electricity 7, fire 7, sonic 7; **SR:** Nil

**Speed** 40 ft.

**Melee** (L) +2 ironwood greatsword +23 (3d6+15/19-20) or bite +23 (1d6+13)

**Full Atk** (L) +2 ironwood greatsword +23/+18/+13 (3d6+15, 19-20) or bite +23 (1d6+13)

**Ranged** (L) +2 longbow +17 (2d6+2, /x3)

**Full Atk** (L) +2 longbow +17/+12/+7 (2d6+2, /x3)

**Special Attacks** curse of lycanthropy, greater rage (33 rounds/day), rage powers (chaos totem, lesser, elemental rage, lesser, energy resistance, greater: electricity, energy resistance, greater: fire, energy resistance: acid, energy resistance: cold, energy resistance: electricity, energy resistance: fire, energy resistance: sonic)

**Str** 29, **Dex** 17, **Con** 23, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +14; **CMB** +23; **CMD** 37

**Feats** Bloody Assault[APG], Dodge, Extra Rage Power[APG], Extra Rage Power[APG], Improved Initiative, Mobility, Power Attack, Spring Attack  
**Skills** Acrobatics +16 (+20 to jump), Climb +20, Diplomacy +5 (+9 to change attitude vs. animals related to lycanthropic form), Disable Device +7, Escape Artist +7, Handle Animal +6, Heal +4, Intimidate +6, Perception +9, Stealth +12, Survival +14, Swim +16; Racial Modifiers +4 to survival when tracking by scent

**Languages** Common

**SQ** change forms, fast movement, lycanthropic empathy, trap sense +4

**Gear** +2 *determination dragonhide hide armor*, +2 *ironwood greatsword*, *amulet of natural armor* +2, *belt of physical might* +2 (*Str*, *Dex*), *cloak of resistance* +2, *ring of protection* +2, 150 gp

**Special Abilities:** **Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks. **Chaos Totem,**

**Lesser** +1 (Su) While raging, +1 AC vs. lawful foes and to save vs. Lawful, confusion, insanity, and polymorph effects.

**Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contracts lycanthropy (Fort neg). **Elemental Rage, Lesser**

(1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd. **Energy Resistance, Greater:**

**Electricity** (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance. **Energy**

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

(Ex) You can make a trip attempt on a successful attack.

⚔ **Human natural weretiger monk 14 1 at (ATL 11) / (2 at ATL 13)**

NE Large humanoid (human, shapechanger)

**Init** +7; **Senses** low-light vision, scent; Perception +17  
**AC** 32, touch 23, flat-footed 28 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +5 natural, -1 size, +8 Wis)

**hp** 158 (14d8+70)

**Fort** +15, **Ref** +14, **Will** +15; +2 vs. enchantments

**Defensive Abilities** improved evasion; **DR** 10/silver;

**Immune** disease, poison; **SR** 24

**Speed** 70 ft.

**Melee** +2 anarchic unholy kama +19 (1d6+12 plus 2d6 vs. lawful plus 2d6 vs. good) or +2 anarchic unholy kama flurry of blows +21/+21/+16/+16/+11 (1d6+12 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +21 (3d8+12) or unarmed strike flurry of blows +23/+23/+18/+18/+13 (3d8+12) or bite +21 (2d6+12), 2 claws +22 (1d8+12/19-20 plus grab)

**Full Atk** +2 anarchic unholy kama +19/+14 (1d6+12 plus 2d6 vs. lawful plus 2d6 vs. good) or +2 anarchic unholy kama flurry of blows +21/+21/+16/+16/+11 (1d6+12 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +21/+16 (3d8+12) or unarmed strike flurry of blows +23/+23/+18/+18/+13 (3d8+12) or bite +21 (2d6+12), and 2 claws +22 (1d8+12/19-20 plus grab)

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

**Special Attacks** curse of lycanthropy, flurry of blows, pounce, rake (2 claws +22, 1d8+12 plus grab), stunning fist (15/day, DC 21)

**Str** 31, **Dex** 17, **Con** 19, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +10; **CMB** +25 (+29 grapple); **CMD** 45

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Improved Critical (claw), Improved Initiative,



Improved Unarmed Strike, Mobility, Power Attack, Precise Strike[APG], Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (claw)  
**Skills** Acrobatics +24 (+54 to jump), Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Escape Artist +16, Handle Animal +6, Heal +14, Perception +17, Ride +11, Stealth +16; Racial Modifiers +4 Acrobatics, +4 Stealth

**Languages** Common

**SQ** +4 stealth in undergrowth, abundant step, change forms, fast movement, high jump, ki pool (13 points cold iron, lawful, magic, silver), lycanthropic empathy, maneuver training, slow fall 70 ft., wholeness of body (14 hit points)

**Gear** +2 *anarchic unholy kama, amulet of mighty fists* +2, *belt of giant strength* +6, *bracers of armor* +4, *cloak of resistance* +2, *monk's robe, ring of protection* +2, 150 gp

**Special Abilities Abundant Step** (Su) Use 2 Ki as a move action, to dimension door self. **Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contractd lycanthropy (Fort neg).

**Deflect Arrows** (1/round) While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon). **Flurry of Blows**

+12/+12/+7/+7/+2 (Ex) As full-rd action, higher BAB and combo unarmed/monk weapon as if two-weapon fighting. **Gorgon's Fist** (DC 23) Standard action: stagger a target whose speed is reduced. **Grab: Claw** (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon. **High Jump** (+14/+34 with Ki point) (Ex) +14 to Acrobatics checks made to jump. **Ki Pool** (13/day) (Su) You have a ki pool equal to 1/2 your monk level + your Wisdom modifier.

**Medusa's Wrath Full attack:** Add 2 unarmed strikes against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe. **Pounce** (Ex) You can make a full attack as part of a charge. **Quivering Palm** (1/day, DC 21) (Su) Begin vibrations you can trigger with a thought to kill subject later. **Scorpion Style** (DC 21) As a standard action, unarmed strike reduces foe's land speed to 5 ft for 4 rds (Fort neg). **Slow Fall** 70 ft. (Ex) Treat a fall as shorter than normal if within arm's reach of a wall.

#### ATL 15

**Human Natural Werebull cleric 16 (hybrid form)**  
CE Large humanoid (human)

**Init** +5; **Senses** Perception +11

**AC** 36, touch 16, flat-footed 29 (+12 armor, +3 deflection, +1 Dex, +1 dodge, +1 insight, +6 natural, -1 size)

**hp** 212 (16d8+114)

**Fort** +19, **Ref** +13, **Will** +25

**Defensive Abilities** fortification 75%; **DR** 10/silver, 3/—; **Immune:** Resist acid 20, **SR:** Nil

**Speed** 40 ft. (30 ft. in armor)

**Melee** +2 anarchic unholy adamantine heavy mace +23 (1d8+10 plus 2d6 vs. lawful plus 2d6 vs. good) or gore +21 (1d8+12)

**Full Atk** +2 anarchic unholy adamantine heavy mace +23/+18/+13 (1d8+10 plus 2d6 vs. lawful plus 2d6 vs. good), gore +16 (1d8+12)

**Space:** 10'. **Reach:** 5'

**Special Attacks** channel negative energy 6/day (DC 22, 8d6), might of the gods (+16, 16 rounds/day)

**Domain Spell-Like Abilities** (CL 16th; concentration +27) **13/day**—acid dart (1d6+8 acid), strength surge (+8 to STR checks and attack rolls)

**Cleric Spells Prepared** (CL 16th; concentration +27, Domains (D): Earth, Strength) **0 level** (at will)—*resistance, resistance, stabilize, stabilize*; **1<sup>st</sup> level**—*divine favor, doom* (DC 22), *enlarge person*[D] (DC 22), *sanctuary* (DC 22), *summon monster I, summon monster I* (2); **2<sup>nd</sup> level**—*cure moderate wounds, cure moderate wounds, soften earth and stone*[D], *sound burst* (2, DC 24), *spiritual weapon, summon monster II*; **3<sup>rd</sup> level**—*blindness/deafness* (DC 24), *blindness/deafness* (DC 24), *cure serious wounds, prayer, searing light* (2), *stone shape*[D]; **4<sup>th</sup> level**—*blessing of fervor*[APG] (DC 25), *chaos hammer* (2, DC 26), *divine power, spell immunity*[D], *summon monster IV, unholy blight* (DC 26)); **5<sup>th</sup> level**—*slay living* (3, DC 26), *snake staff*[APG] (DC 26), *summon monster V, unhallow, wall of stone*[D]; **6<sup>th</sup> level**—*blade barrier* (DC 28), *harm* (DC 27), *heal, stoneskin*[D], *word of recall*; **7<sup>th</sup> level**—*blasphemy* (DC 29), *mass cure serious wounds, elemental body IV (earth only)*[D], *repulsion* (DC 28), *word of chaos* (DC 29); **8<sup>th</sup> level**—*earthquake*[D], *fire storm* (DC 30), *greater spell immunity, summon monster VIII*

**Str** 27, **Dex** 18, **Con** 20, **Int** 16, **Wis** 32, **Cha** 14

**Base Atk** +12; **CMB** +21; **CMD** 40 (44 vs. trip)

**Feats** Bouncing Spell[APG], Combat Casting, Dodge, Focused Spell[APG], Greater Spell Penetration, Heavy Armor Proficiency, Improved Counterspell, Maximize Spell, Spell Focus (evocation), Spell Penetration

**Skills** Acrobatics +0 (-4 to jump), Appraise +4, Bluff +4, Climb -2, Diplomacy +4, Disguise +4, Escape Artist +0, Fly +0, Heal +28, Intimidate +6, Knowledge (arcana) +23, Knowledge (religion) +23, Perception +11, Ride +0, Sense Motive +30, Spellcraft +23, Stealth +0, Survival +27, Swim -2

**Languages** Common

**Gear** *strand of prayer beads*, +3 *determination fortification (heavy) adamantine full plate*, +2 *anarchic unholy adamantine heavy mace*, *dusty rose prism ioun stone*, *orange prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor* +3, *belt of physical perfection* +4, *cloak of resistance* +3, *headband of mental superiority* +6, *ring of protection* +3, ~~*stone of understanding*~~ +2, 150 gp

**SQ:** change forms, lycanthropic empathy

**Special Abilities:** Nil

⚔ **Human natural werehyena barbarian 16 (3)**

CN Medium humanoid (human, shapechanger)

**Init** +9; **Senses** low-light vision, scent; Perception +11  
**AC** 21, touch 15, flat-footed 17 (+2 deflection, +3 Dex, +1 dodge, +1 insight, +6 natural, -2 untyped penalty)  
**hp** 262 (16d12+112)

**Fort** +20, **Ref** +12, **Will** +14 (+4 vs. enchantments); +1 resistance bonus vs. confusion, insanity, polymorph, and [lawful] effects

Defensive Abilities improved uncanny dodge, indomitable will, trap sense +5; **DR** 10/silver, 5/—; Resist acid 8, cold 8, electricity 8, fire 8, sonic 8

**Defensive Abilities** improved uncanny dodge, indomitable will, trap sense +5; **DR** 10/silver, 5/—;

**Immune:** Resist acid 8, cold 8, electricity 8, fire 8, sonic 8; **SR:** Nil

**Speed** 40 ft.

**Melee** (L) +3 anarchic unholy ironwood greatsword +29 (3d6+18/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +27 (1d6+15)

**Full Atk** (L) +3 anarchic unholy ironwood greatsword +29/+24/+19/+14 (3d6+18/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +27 (1d6+15)

**Ranged** (L) +3 longbow +21 (2d6+3/×3)

**Full Atk** (L) +3 longbow +21/+16/+11/+6 (2d6+3/×3)

**Special Attacks** curse of lycanthropy, greater rage (37 rounds/day), rage powers (chaos totem, lesser, elemental rage, lesser, energy resistance, greater: electricity, energy resistance, greater: fire, energy resistance: acid, energy resistance: cold, energy resistance: electricity, energy resistance: fire, energy resistance: sonic, increase damage reduction +1)  
**Str** 30, **Dex** 17, **Con** 23, **Int** 10, **Wis** 14, **Cha** 8  
**Base Atk** +16; **CMB** +27; **CMD** 41

**Feats** Bloody Assault[APG], Dodge, Extra Rage Power[APG], Extra Rage Power[APG], Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword)

**Skills** Acrobatics +19 (+23 to jump), Appraise +2, Bluff +1, Climb +24, Diplomacy +7 (+11 to change attitude vs. animals related to lycanthropic form), Disable Device +9, Disguise +1, Escape Artist +11, Fly +5, Handle Animal +8, Heal +8, Intimidate +8, Perception +11, Ride +5, Sense Motive +4, Stealth +17, Survival +17, Swim +19; Racial Modifiers +4 to survival when tracking by scent

**Languages** Common

**SQ** change forms, fast movement, lycanthropic empathy, trap sense +5

**Gear** +2 *determination dragonhide hide armor*, +3 *anarchic unholy ironwood greatsword*, +3 *longbow*, *dusty rose prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor* +2, *belt of physical*

*might* +2 (*Str, Dex*), *cloak of resistance* +2, *ring of protection* +2, *stone of good luck (luckstone)*, 150 gp

**Special Abilities:** **Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks. **Chaos Totem, Lesser** +1 (Su) While raging, +1 AC vs. lawful foes and to save vs. Lawful, confusion, insanity, and polymorph effects. **Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contracts lycanthropy (Fort neg). **Elemental Rage, Lesser** (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd. **Energy Resistance, Greater: Electricity** (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance. **Energy Resistance, Greater: Fire** (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance. **Trip** (Ex) You can make a trip attempt on a successful attack.

⚔ **Human natural weretiger monk 16 (2)**

LN Large humanoid (human, shapechanger)

**Init** +8; **Senses** low-light vision, scent; Perception +17  
**AC** 37, touch 26, flat-footed 32 (+6 armor, +3 deflection, +4 Dex, +1 dodge, +5 natural, -1 size, +9 Wis)

**hp** 228 (16d8+128)

**Fort** +20, **Ref** +17, **Will** +17; +2 vs. enchantments

**Defensive Abilities** improved evasion; **DR** 10/silver;

**Immune** disease, poison; **SR** 26

**Speed** 80 ft.

**Melee** +3 anarchic unholy kama +22 (1d6+13 plus 2d6 vs. lawful plus 2d6 vs. good) or +3 anarchic unholy kama flurry of blows +24/+24/+19/+19/+14/+14/+9 (1d6+13 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +24 (4d8+13) or unarmed strike flurry of blows 26/+26/+21/+21/+16/+16/+11 (4d8+13) or bite +24 (2d6+13), 2 claws +25 (1d8+13/19-20 plus grab)  
**Full Atk** +3 anarchic unholy kama +22/+17/+12 (1d6+13 plus 2d6 vs. lawful plus 2d6 vs. good) or +3 anarchic unholy kama flurry of blows

+24/+24/+19/+19/+14/+14/+9 (1d6+13 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike

+24/+19/+14 (4d8+13) or unarmed strike flurry of blows 26/+26/+21/+21/+16/+16/+11 (4d8+13) or bite +24 (2d6+13), 2 claws +25 (1d8+13/19-20 plus grab)

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

**Special Attacks** curse of lycanthropy, flurry of blows, pounce, quivering palm (DC 22), rake (2 claws +25, 1d8+13 plus grab), stunning fist (17/day, DC 22)

**Str** 31, **Dex** 18, **Con** 25, **Int** 10, **Wis** 18, **Cha** 8

**Base Atk** +12; **CMB** +27 (+31 grapple); **CMD** 50

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Improved Critical (claw), Improved Initiative, Improved Unarmed Strike, Improved Vital Strike, Mobility, Power Attack, Precise Strike[APG], Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (claw)

**Skills** Acrobatics +25 (+61 to jump), Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Escape Artist +17, Handle Animal +6, Heal +14, Perception +17, Ride +12, Sense Motive +12, Stealth +17, Survival +9; Racial Modifiers +4 Acrobatics, +4 Stealth

**Languages** Common

**SQ** +4 stealth in undergrowth, abundant step, change forms, fast movement, high jump, ki pool (14 points adamantine, cold iron, lawful, magic, silver), lycanthropic empathy, maneuver training, slow fall 80 ft., wholeness of body (16 hit points)

**Gear** +3 *anarchic unholy kama, amulet of mighty fists* +3, *belt of physical might* +6 (*Str, Con*), *bracers of armor* +6, *cloak of resistance* +3, *monk's robe, ring of protection* +3, 150 gp

**Special Abilities** **Abundant Step** (Su) Use 2 Ki as a move action, to dimension door self. **Curse of**

**Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contractd lycanthropy (Fort neg).

**Deflect Arrows** (1/round) While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon). **Flurry of Blows**

+14/+14/+9/+9/+4/+4/-1 (Ex) As full-rd action, higher BAB and combo unarmed/monk weapon as if two-weapon fighting. Gorgon's Fist (DC 23) Standard action: stagger a target whose speed is reduced. **Grab: Claw** (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon. **High**

**Jump** (+16/+36 with Ki point) (Ex) +16 to Acrobatics checks made to jump. **Ki Pool** (14/day) (Su) You have a ki pool equal to 1/2 your monk level + your Wisdom modifier. **Medusa's Wrath Full attack:** Add 2 unarmed strikes against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe. **Pounce** (Ex) You can make a full attack as part of a charge.

**Quivering Palm** (1/day, DC 22) (Su) Begin vibrations you can trigger with a thought to kill subject later.

**Scorpion Style** (DC 22) As a standard action, unarmed strike reduces foe's land speed to 5 ft for 4 rds (Fort neg). **Slow Fall** 80 ft. (Ex) Treat a fall as shorter than normal if within arm's reach of a wall.

#### ATL 17

**Human Natural Werebull cleric 18 (hybrid form)**

**CE** Large humanoid (human)

**Init** +6; **Senses** Perception +12

**AC** 38, touch 17, flat-footed 31 (+12 armor, +4 deflection, +1 Dex, +1 dodge, +1 insight, +10 natural, -1 size)

**hp** 256 (18d8+144)

**Fort** +22, **Ref** +16, **Will** +28

**Defensive Abilities** fortification 75%; **DR** 10/silver, 3/—; **Immune:** Resist acid 20; **SR:** Nil

**Speed** 40 ft. (30 ft. in armor)

**Melee** +2 anarchic unholy adamantine heavy mace +23 (1d8+10 plus 2d6 vs. lawful plus 2d6 vs. good) or gore +21 (1d8+12)

**Full Atk** +2 anarchic unholy adamantine heavy mace +23/+18/+13 (1d8+10 plus 2d6 vs. lawful plus 2d6 vs. good), gore +16 (1d8+12)

**Space:** 10'. **Reach:** 5'

**Special Attacks** channel negative energy 6/day (DC 23, 9d6), might of the gods (+18, 18 rounds/day), stampede, trample (2d6+11)

**Domain Spell-Like Abilities** (CL 18th; concentration +29, Domains (D): Earth, Strength) **14/day**—acid dart (1d6+9 acid), strength surge (+9 to STR checks and attack rolls)

**Cleric Spells Prepared** (CL 16th; concentration +27, Domains (D): Earth, Strength) **0 level** (at will)—*resistance, resistance, stabilize, stabilize*; **1<sup>st</sup> level**—*divine favor, doom (DC 23), doom (DC 23), enlarge person[D] (DC 23), sanctuary (DC 23), summon monster I, summon monster I (2)*; **2<sup>nd</sup> level**—*cure moderate wounds, cure moderate wounds, soften earth and stone[D], sound burst (DC 25), sound burst (2, DC 25), spiritual weapon, summon monster II*; **3<sup>rd</sup> level**—*blindness/deafness (DC 25), blindness/deafness (DC 25), cure serious wounds, prayer, searing light (2), stone shape[D], stone shape`*; **4<sup>th</sup> level**—*blessing of fervor[APG] (DC 26), chaos hammer (2, DC 27), divine power, spell immunity[D], summon monster IV, unholy blight (DC 27)*; **5<sup>th</sup> level**—*slay living (3, DC 27), snake staff[APG] (DC 27), summon monster V, unhallow, wall of stone[D]*; **6<sup>th</sup> level**—*blade barrier (DC 29), harm (DC 28), harm (DC 28), harm (DC 28), heal, stonewall[D], word of recall*; **7<sup>th</sup> level**—*blasphemy (DC 30), mass cure serious wounds, elemental body IV (earth only)[D], repulsion (DC 29), summon monster VII, word of chaos (DC 30)*; **8<sup>th</sup> level**—*mass cure critical wounds, earthquake[D], fire storm (DC 31), greater spell immunity, summon monster VIII*; **9<sup>th</sup> level**—*elemental swarm (earth only)[D], energy drain (DC 31), implosion (DC 32), summon monster IX* **Str 29, Dex 20, Con 22, Int 16, Wis 34, Cha 14**

**Base Atk** +13; **CMB** +23; **CMD** 43 (47 vs. trip) **Feats** Bouncing Spell[APG], Combat Casting, Dodge, Focused Spell[APG], Greater Spell Penetration, Heavy Armor Proficiency, Improved Counterspell, Intensified Spell[APG], Maximize Spell, Spell Focus (evocation), Spell Penetration

**Skills** Acrobatics +1 (-3 to jump), Appraise +4, Bluff +4, Climb -1, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +31, Intimidate +6, Knowledge (arcana) +25, Knowledge (religion) +25, Perception +12, Ride +1, Sense Motive +33, Spellcraft +25, Stealth +1, Survival +30, Swim -1

**Languages** Common

**Gear** *strand of prayer beads*; +3 *determination fortification (heavy) adamantine full plate*, +2 *anarchic*

*unholy adamantine heavy mace, dusty rose prism ioun stone, orange prism ioun stone, pale green prism ioun stone, amulet of natural armor +4, belt of physical perfection +6, cloak of resistance +4, headband of mental superiority +6, ring of protection +4, tome of understanding +4, 150 gp*

**SQ:** change forms, lycanthropic empathy

**Special Abilities:** Nil

### Human natural werehyena barbarian 18 (3)

**CN Medium humanoid (human, shapechanger)**

**Init** +11; **Senses** low-light vision, scent; **Perception** +11  
**AC** 28, touch 19, flat-footed 22 (+4 deflection, +5 Dex, +1 dodge, +1 insight, +9 natural, -2 untyped penalty)  
**hp** 348 (18d12+180)

**Fort** +26, **Ref** +17, **Will** +17 (+4 vs. enchantments); +1 resistance bonus vs. confusion, insanity, polymorph, and [lawful] effects

**Defensive Abilities** improved uncanny dodge, indomitable will, trap sense +6; **DR** 10/silver, 5/—;

**Immune** Resist acid 9, cold 9, electricity 9, fire 9, sonic 9; **SR:** Nil

**Speed** 40 ft.

**Melee** (L) +3 anarchic unholy ironwood greatsword +33 (3d6+21/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +31 (1d6+18)

**Full Atk** (L) +3 anarchic unholy ironwood greatsword +33/+28/+23/+18 (3d6+21/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +31 (1d6+18)

**Ranged** (L) +3 longbow +25 (2d6+3/×3)

**Full Atk** (L) +3 longbow +25/+20/+15/+10 (2d6+3/×3)

**Special Attacks** curse of lycanthropy, greater rage (44 rounds/day), rage powers (chaos totem, lesser, elemental rage, lesser, energy resistance, greater: acid, energy resistance, greater: electricity, energy resistance, greater: fire, energy resistance: acid, energy resistance: cold, energy resistance: electricity, energy resistance: fire, energy resistance: sonic, increase damage reduction +1)

**Str** 34, **Dex** 21, **Con** 29, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +18; **CMB** +31; **CMD** 49

**Feats** Bloody Assault[APG], Dodge, Extra Rage Power[APG], Extra Rage Power[APG], Improved Initiative, Improved Natural Armor, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword)

**Skills** Acrobatics +23 (+27 to jump), Appraise +2, Bluff +1, Climb +26, Diplomacy +7 (+11 to change attitude vs. animals related to lycanthropic form), Disable Device +11, Disguise +1, Escape Artist +15, Fly +7, Handle Animal +8, Heal +8, Intimidate +8, Perception +11, Ride +7, Sense Motive +6, Stealth +20, Survival +20, Swim +21; **Racial Modifiers** +4 to survival when tracking by scent

**Languages** Common

**SQ** change forms, fast movement, lycanthropic empathy, tireless rage, trap sense +6

**Gear** +2 *determination dragonhide hide armor*, +3 *anarchic unholy ironwood greatsword*, +3 *longbow*, *dusty rose prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor +4*, *belt of physical perfection +6*, *cloak of resistance +4*, *ring of protection +4*, *stone of good luck (luckstone)*, 150 gp

**Special Abilities:** **Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks. **Chaos Totem, Lesser** +1 (Su) While raging, +1 AC vs. lawful foes and to save vs. Lawful, confusion, insanity, or polymorph effects. **Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contracts lycanthropy (Fort neg). **Elemental Rage, Lesser** (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd. **Energy Resistance, Greater: Acid** (1/rage) (Ex) 1/rage, halve an acid attack's damage before applying resistance. **Energy Resistance, Greater: Electricity** (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance. **Energy Resistance, Greater: Fire** (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance. **Trip** (Ex) You can make a trip attempt on a successful attack.

### Human natural weretiger monk 18 (2)

**NE Large humanoid (human, shapechanger)**

**Init** +8; **Senses** low-light vision, scent; **Perception** +17  
**AC** 37, touch 26, flat-footed 32 (+6 armor, +3 deflection, +4 Dex, +1 dodge, +5 natural, -1 size, +9 Wis)

**hp** 256 (18d8+144)

**Fort** +21, **Ref** +18, **Will** +18; +2 vs. enchantments

**Defensive Abilities** improved evasion; **DR** 10/silver; **Immune** disease, poison; **SR** 28

**Speed** 90 ft.

**Melee** +4 anarchic unholy kama +24 (1d6+14 plus 2d6 vs. lawful plus 2d6 vs. good) or +4 anarchic unholy kama flurry of blows +27/+27/+22/+22/+17/+17/+12 (1d6+14 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +25 (4d8+13) or unarmed strike flurry of blows +28/+28/+23/+23/+18/+18/+13 (4d8+13) or bite +25 (2d6+13), 2 claws +26 (1d8+13/19-20 plus grab)

**Full Atk**+4 anarchic unholy kama +24/+19/+14 (1d6+14 plus 2d6 vs. lawful plus 2d6 vs. good) or +4 anarchic unholy kama flurry of blows +27/+27/+22/+22/+17/+17/+12 (1d6+14 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +25/+20/+15 (4d8+13) or unarmed strike flurry of blows +28/+28/+23/+23/+18/+18/+13 (4d8+13) or bite +25 (2d6+13) and 2 claws +26 (1d8+13/19-20 plus grab)

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

**Special Attacks** curse of lycanthropy, flurry of blows, pounce, quivering palm (DC 23), rake (2 claws +26, 1d8+13 plus grab), stunning fist (19/day, DC 23)



**Str 31, Dex 18, Con 25, Int 10, Wis 18, Cha 8**  
**Base Atk +13; CMB +29 (+33 grapple); CMD 51**  
**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Gorgon's Fist, Improved Critical (claw), Improved Initiative, Improved Unarmed Strike, Improved Vital Strike, Medusa's Wrath, Mobility, Power Attack, Precise Strike[APG], Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (claw)  
**Skills** Acrobatics +29 (+71 to jump), Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Escape Artist +21, Handle Animal +6, Heal +14, Perception +17, Ride +12, Sense Motive +12, Stealth +19, Survival +9; Racial Modifiers +4 Acrobatics, +4 Stealth  
**Languages** Common; tongue of the sun and moon  
**SQ** +4 stealth in undergrowth, abundant step, change forms, fast movement, high jump, ki pool (15 points adamantine, cold iron, lawful, magic, silver), lycanthropic empathy, maneuver training, slow fall 90 ft., wholeness of body (18 hit points)  
**Gear** +4 anarchic unholy kama, amulet of mighty fists +3, belt of physical might +6 (Str, Con), belt of physical perfection +6, bracers of armor +6, cloak of resistance +3, manual of gainful exercise +3, monk's robe, ring of protection +3, 150 gp  
**Special Abilities** **Abundant Step** (Su) Use 2 Ki as a move action, to dimension door self. **Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contractd lycanthropy (Fort neg). **Deflect Arrows** (1/round) While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon). **Flurry of Blows** +16/+16/+11/+11/+6/+6/+1 (Ex) As full-rd action, higher BAB and combo unarmed/monk weapon as if two-weapon fighting. Gorgon's Fist (DC 23) Standard action: stagger a target whose speed is reduced. **Grab: Claw** (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon. **High Jump** (+18/+38 with Ki point) (Ex) +18 to Acrobatics checks made to jump. **Ki Pool** (15/day) (Su) You have a ki pool equal to 1/2 your monk level + your Wisdom modifier. **Medusa's Wrath Full attack:** Add 2 unarmed strikes against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe. **Pounce** (Ex) You can make a full attack as part of a charge. **Quivering Palm** (1/day, DC 23) (Su) Begin vibrations you can trigger with a thought to kill subject later. **Scorpion Style** (DC 23) As a standard action, unarmed strike reduces foe's land speed to 5 ft for 4 rds (Fort neg). **Slow Fall** 90 ft. (Ex) Treat a fall as shorter than normal if within arm's reach of a wall. **Tongue of the Sun and Moon** (Ex) At 17th level, a monk can understand and speak with any living creature, as if under a permanent tongues effect.

**ATL 19+**

**Human Natural Werebull cleric 20 (hybrid form)**  
**CE Large humanoid (human)**  
**Init** +6; **Senses** Perception +13  
**AC** 41, touch 18, flat-footed 34 (+12 armor, +5 deflection, +1 Dex, +1 dodge, +1 insight, +12 natural, -1 size)  
**hp** 264 (20d8+140)  
**Fort** +24, **Ref** +17, **Will** +31  
**Defensive Abilities** fortification 75%; **DR** 10/silver, 3/—; **Immune** acid; **SR:** Nil  
**Speed** 40 ft. (30 ft. in armor)  
**Melee** +2 anarchic unholy adamantine heavy mace +25 (1d8+11 plus 2d6 vs. lawful plus 2d6 vs. good) or gore +23 (1d8+13)  
**Full Atk** +2 anarchic unholy adamantine heavy mace +25/+20/+15 (1d8+11 plus 2d6 vs. lawful plus 2d6 vs. good), gore +18 (1d8+13)  
**Special Attacks** channel negative energy 6/day (DC 24, 10d6), might of the gods (+20, 20 rounds/day)  
**Domain Spell-Like Abilities** (CL 20th; concentration +33) **15/day**—acid dart (1d6+10 acid), strength surge (+10 to STR checks and attack rolls)  
**Cleric Spells Prepared** (CL 20th; concentration +33, Domains (D): Earth, Strength) **0 level** (at will)—*resistance, resistance, stabilize, stabilize*; **1<sup>st</sup> level**—*divine favor, doom (DC 24), doom (DC 24), enlarge person[D] (DC 24), sanctuary (DC 24), summon monster I, summon monster I (2)*; **2<sup>nd</sup> level**—*cure moderate wounds, cure moderate wounds, soften earth and stone[D], sound burst (DC 26), sound burst (2, DC 26), spiritual weapon, summon monster II*; **3<sup>rd</sup> level**—*blindness/deafness (DC 26), blindness/deafness (DC 26), cure serious wounds, prayer, searing light (2), stone shape[D], stone shape*; **4<sup>th</sup> level**—*blessing of fervor[APG] (DC 27), chaos hammer (2, DC 28), divine power, spell immunity[D], summon monster IV, unholy blight (DC 28), unholy blight (DC 28)*; **5<sup>th</sup> level**—*slay living (3, DC 28), snake staff[APG] (DC 28), summon monster V, unhallow, wall of stone[D]*; **6<sup>th</sup> level**—*blade barrier (DC 30), harm (DC 29), harm (DC 29), harm (DC 29), heal, stonesskin[D], word of recall*; **7<sup>th</sup> level**—*blasphemy (DC 31), blasphemy (DC 31), mass cure serious wounds, elemental body IV (earth only)[D], repulsion (DC 30), summon monster VII, word of chaos (DC 31)*; **8<sup>th</sup> level**—*mass cure critical wounds, earthquake[D], fire storm (DC 32), fire storm (DC 32), greater spell immunity, summon monster VIII, unholy aura*; **9<sup>th</sup> level**—*elemental swarm (earth only)[D], energy drain (DC 32), implosion (DC 33), implosion (DC 33), implosion (DC 33), summon monster IX*  
**Str 29, Dex 20, Con 22, Int 16, Wis 34, Cha 14**  
**Base Atk** +15; **CMB** +26; **CMD** 47 (51 vs. trip)  
**Feats** Bouncing Spell[APG], Combat Casting, Dodge, Focused Spell[APG], Greater Spell Penetration, Heavy Armor Proficiency, Improved Counterspell, Improved



Natural Armor, Intensified Spell[APG], Maximize Spell, Spell Focus (evocation), Spell Penetration  
**Skills** Acrobatics +1 (-3 to jump), Appraise +4, Bluff +4, Climb -1, Diplomacy +4, Disguise +4, Escape Artist +1, Fly +1, Heal +34, Intimidate +6, Knowledge (arcana) +27, Knowledge (religion) +27, Perception +13, Ride +1, Sense Motive +36, Spellcraft +27, Stealth +1, Survival +33, Swim -1

**Languages** Common

**Gear** strand of prayer beads, +3 determination fortification (heavy) adamantine full plate, +2 anarchic unholy adamantine heavy mace, dusty rose prism ioun stone, orange prism ioun stone, pale green prism ioun stone, amulet of natural armor +5, belt of physical perfection +6, cloak of resistance +5, headband of mental superiority +6, ring of protection +5, ~~stone of understanding~~ +4, 150 gp

**SQ:** change forms, lycanthropic empathy

**Special Abilities** :Nil

‡ **Human natural werehyena barbarian 20 (3 at ATL 19) / (4 at ATL 21)**

CN Medium humanoid (human, shapechanger)

**Init** +11; **Senses** low-light vision, scent; Perception +13  
**AC** 30, touch 20, flat-footed 24 (+5 deflection, +5 Dex, +1 dodge, +1 insight, +10 natural, -2 untyped penalty)  
**hp** 426 (20d12+240)

**Fort** +30, **Ref** +18, **Will** +19 (+4 vs. enchantments); +1 resistance bonus vs. confusion, insanity, polymorph, and [lawful] effects

**Defensive Abilities** improved uncanny dodge, indomitable will, trap sense +6; **DR** 10/silver, 6/—;

**Immune:** Resist acid 10, cold 10, electricity 10, fire 10, sonic 10; **SR:** Nil

**Speed** 40 ft.

**Melee** (L) +5 anarchic unholy ironwood greatsword +38 (3d6+24/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +34 (1d6+19)

**Full Atk** (L) +5 anarchic unholy ironwood greatsword +38/+33/+28/+23 (3d6+24/19-20 plus 2d6 vs. lawful plus 2d6 vs. good) or bite +34 (1d6+19)

**Ranged** (L) +5 longbow +29 (2d6+5/×3)

**Full Atk** (L) +5 longbow +29/+24/+19/+14 (2d6+5/×3)

**Special Attacks** curse of lycanthropy, mighty rage (48 rounds/day), rage powers (chaos totem, lesser, elemental rage, lesser, energy absorption: electricity, energy resistance, greater: acid, energy resistance, greater: electricity, energy resistance, greater: fire, energy resistance: acid, energy resistance: cold, energy resistance: electricity, energy resistance: fire, energy resistance: sonic, increase damage reduction +1)

**Str** 36, **Dex** 21, **Con** 33, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +20; **CMB** +34; **CMD** 53

**Feats** Bloody Assault[APG], Dodge, Extra Rage Power[APG], Extra Rage Power[APG], Improved Initiative, Improved Natural Armor, Mobility, Power

Attack, Raging Vitality[APG], Spring Attack, Weapon Focus (greatsword)

**Skills** Acrobatics +24 (+28 to jump), Appraise +2, Bluff +1, Climb +28, Diplomacy +7 (+11 to change attitude vs. animals related to lycanthropic form), Disable Device +11, Disguise +1, Escape Artist +17, Fly +7, Handle Animal +8, Heal +8, Intimidate +10, Perception +13, Ride +7, Sense Motive +6, Stealth +21, Survival +21, Swim +22; Racial Modifiers +4 to survival when tracking by scent

**Languages** Common

**SQ** change forms, fast movement, lycanthropic empathy, tireless rage, trap sense +6

**Gear** +5 *determination* *ethereality* *dragonhide* *hide armor*, +5 *anarchic unholy ironwood greatsword*, +5 *longbow*, *dusty rose prism ioun stone*, *pale green prism ioun stone*, *amulet of natural armor* +5, *belt of physical perfection* +6, *boots of speed*, *cloak of resistance* +5, *ring of protection* +5, *stone of good luck (luckstone)*, 150 gp

**Special Abilities:** **Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks. **Chaos Totem, Lesser** +1 (Su) While raging, +1 AC vs. lawful foes and to save vs. Lawful, confusion, insanity, or polymorph effects. **Curse of Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contracts lycanthropy (Fort neg). **Elemental Rage, Lesser** (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd. **Energy Absorption: Electricity** (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing. **Energy Resistance, Greater: Acid** (1/rage) (Ex) 1/rage, halve an acid attack's damage before applying resistance. **Energy Resistance, Greater: Electricity** (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance. **Energy Resistance, Greater: Fire** (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance. **Raging Vitality** +2 CON while raging, Rage does not end if you become unconscious. **Trip** (Ex) You can make a trip attempt on a successful attack.

‡ **Human natural weretiger monk 20 (2 at ATL 19) / (3 at ATL 21)**

NE Large outsider (humanoid, human, shapechanger)

**Init** +13; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

**AC** 46, touch 35, flat-footed 38 (+6 armor, +5 deflection, +7 Dex, +1 dodge, +1 insight, +5 natural, -1 size, +12 Wis)

**hp** 284 (20d8+160)

**Fort** +26, **Ref** +26, **Will** +26; +2 vs. enchantments

**Defensive Abilities** improved evasion; **DR** 10/chaotic, 10/silver; **Immune** disease, poison; **SR** 30

**Speed** 90 ft.

**Melee** +5 anarchic unholy kama +28 (1d6+15 plus 2d6 vs. lawful plus 2d6 vs. good) or 5 anarchic unholy kama flurry of blows +31/+31/+26/+26/+21/+21/+16 (1d6+15 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +30 (4d8+15) or unarmed strike flurry of blows +33/+33/+28/+28/+23/+23/+18 (4d8+15) or bite +30 (2d6+15) or claw +31 (2d6+15/19-20 plus grab)  
**Full Atk** (M) +5 anarchic unholy kama +28/+23/+18 (1d6+15 plus 2d6 vs. lawful plus 2d6 vs. good) or (M) +5 anarchic unholy kama flurry of blows +31/+31/+26/+26/+21/+21/+16 (1d6+15 plus 2d6 vs. lawful plus 2d6 vs. good) or unarmed strike +30/+25/+20 (4d8+15) or unarmed strike flurry of blows +33/+33/+28/+28/+23/+23/+18 (4d8+15) or bite +30 (2d6+15), 2 claws +31 (2d6+15/19-20 plus grab)  
**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** curse of lycanthropy, flurry of blows, pounce, quivering palm (DC 27), rake (2 claws +31, 2d6+15 plus grab), stunning fist (21/day, DC 27)

**Str** 31, **Dex** 25, **Con** 25, **Int** 10, **Wis** 24, **Cha** 8

**Base Atk** +15; **CMB** +32 (+36 grapple); **CMD** 62

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Extra Ki, Gorgon's Fist, Improved Critical (claw), Improved Initiative, Improved Natural Attack (claw), Improved Unarmed Strike, Improved Vital Strike, Medusa's Wrath, Mobility, Power Attack, Precise Strike[APG], Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (claw)

**Skills** Acrobatics +36 (+80 to jump), Appraise +2, Bluff +1, Climb +12, Diplomacy +5 (+9 to change attitude vs. animals related to lycanthropic form), Disguise +1, Escape Artist +30, Fly +7, Handle Animal +8, Heal +21, Intimidate +1, Perception +22, Ride +17, Sense Motive +17, Stealth +26, Survival +14, Swim +12; Racial Modifiers +4 Acrobatics, +4 Stealth

**Languages** Common; tongue of the sun and moon  
**SQ** +4 stealth in undergrowth, abundant step, change forms, empty body, fast movement, high jump, ki pool (19 points adamantite, cold iron, lawful, magic, silver), lycanthropic empathy, maneuver training, perfect self, slow fall any distance, wholeness of body (20 hit points)

**Gear** +5 *anarchic unholy kama*, *dusty rose prism ioun stone*, *pale green prism ioun stone*, *amulet of mighty fists* +5, *belt of physical perfection* +6, *bracers of armor* +6, *cloak of resistance* +5, *headband of inspired wisdom* +6, *monk's robe*, *ring of protection* +5, *stone of good luck (luckstone)*, 150 gp

**Special Abilities** **Abundant Step** (Su) Use 2 Ki as a move action, to dimension door self. **Curse of**

**Lycanthropy** (DC 15) (Su) Bitten humanoid enemy within 1 size category contractd lycanthropy (Fort neg).

**Deflect Arrows** (1/round) While have an empty hand, negate one ranged weapon hit you are aware of (unless from a massive weapon). **Empty Body** (Su) Use 3 Ki as a move action to become ethereal for 1 min. **Flurry of**

**Blows** +16/+16/+11/+11/+6/+6/+1 (Ex) As full-rd

action, higher BAB and combo unarmed/monk weapon as if two-weapon fighting. **Gorgon's Fist** (DC 23) Standard action: stagger a target whose speed is reduced. **Grab: Claw** (Large) (Ex) You can start a grapple as a free action if you hit with the designated weapon. **High Jump** (+18/+38 with Ki point) (Ex) +18 to Acrobatics checks made to jump. **Ki Pool** (15/day) (Su) You have a ki pool equal to 1/2 your monk level + your Wisdom modifier. **Medusa's Wrath Full attack:** Add 2 unarmed strikes against a dazed, flat-footed, paralyzed, staggered, stunned, or unconscious foe. **Pounce** (Ex) You can make a full attack as part of a charge. **Quivering Palm** (1/day, DC 23) (Su) Begin vibrations you can trigger with a thought to kill subject later. **Scorpion Style** (DC 23) As a standard action, unarmed strike reduces foe's land speed to 5 ft for 4 rds (Fort neg). **Slow Fall any distance.** (Ex) Treat a fall as shorter than normal if within arm's reach of a wall. **Tongue of the Sun and Moon** (Ex) At 17th level, a monk can understand and speak with any living creature, as if under a permanent tongues effect.

If the PCs defeat the creatures they can get the following information:

- They are from Pyrroth
- The other werebull pointed a wand at them and turned them from Pyrrothian to a werebull, weretigers and werehyenas before they could even do anything.
- The reason that the original werebull used his wand to turn one of us into a werebull was to allow an opportunity for himself to be able to slip away unnoticed with the wand.
- Their bodies weren't able to resist the transformation, it was immediate.
- The other werebull told them that he was recovering the item for someone else. I think he said that she was a succubus.
- He said that he had no problem telling us about his agenda because with the wand that created us in his hands, he didn't have to worry about us trying to stop him.
- He mentioned something about D'Gar, but didn't elaborate on that any further
- The item that he used is extremely powerful, if only we could have gotten it for Pyrroth so that it could be put to proper use.

Once the PCs have dealt with the creatures, they can search them and find the items that the creatures had on them. High Mage Stormsinger will suggest that the items in question be turned over to the Mage King, who will want to safeguard them and prevent them from making their way back to Pyrroth. In addition, since the items were obtained in what was once a shrine to Lohm, the Mage King would want to restore the shrine to its former glory out of respect to Lohm.

qantto be responsible . As cheetahs they can check out the hole that the werebull disappeared down. The hole goes down hundreds of feet before coming to an impasse. Neither the ground nor the walls of this hole appear to have been disturbed. A detect magic spell will reveal the presence of faint magic. Concentration will reveal the aura to be of a conjuration spell, and a **Knowledge(Arcane) check DC 5**, or **Spellcraft check DC 10** will reveal the aura to be from a *teleport* spell, or effect.

**High Mage Stormsinger suggests that since you haven't acquired the item, you should gather up the bodies and report back to the Mage King on what has happened. He might have an idea where to find the werebull and the item.**

He will wait for the PCs to agree. If not the PCs do have their *stones of recall* to bring them back home to Amthydor.

## **CONCLUSION A**

PCs defeat the werecheetahs and agree to head back to the Mage King.

**High Mage Stormsinger begins to cast the spell to bring you back to Mage King, but this time you don't feel the effects of a teleport spell. Your vision does not turn to black and the insides of your stomach don't feel wrenched like they sometimes do. The scene immediately changed to that of the Mage King's audience chamber.**

If the PCs want to do a spellcraft check, allow them to do so. Regardless of the result they will not be familiar with the spell. If they ask the Mage King about the spell, he will tell them that it's just

a simple transposition spell. It switches people between two areas. It brought us here and sent some of Aedar's finest into the mountain to make sure that we didn't miss anything.

**High Mage Stormsinger relates everything that has happened to the Mage King whose facial expression has now turned from hopeful at your return to a major frown. The Mage King begins speaking, "To say that I'm disappointed in the outcome is an understatement. Through no fault of yours, the item has been acquired by someone working for the forces of evil. This can not bode well for life on Raia. In addition, the fact that individuals from Pyrroth were here trying to acquire the item doesn't bode well either. If they had obtained it they would probably try to use it to conquer any area of Raia that they wanted to. From what the High Mage said, end results aside, you handled yourselves well on this mission and for that I am grateful. It seems that your Lord Monarch chose wisely in selecting you. If the opportunity should arise, I would hope that you would be willing to help us again."**

He will wait for an answer from the PCs

**The Mage King continues "Thank you. From this point forward, Aedar considers both you, and Amthydor, to be a friend. High Mage Stormsinger, please take these people back to Amthydor. Once you have arrived in Amthydor, High Mage Stormsinger will provide you with details on the special reward that Aedar is gifting you with. This is in addition to whatever your Lord Monarch is providing you." "Yes, my liege," the High Mage says and he begins casting the spell to bring you home.**

**You materialize outside the temple of Destine, with Bartholomew standing there waiting for you. Destine told me that you'd be coming back here. I'm sorry that you weren't able to obtain the piece as we were hoping, but it appears that you've made a new friend. Greetings High Mage Stormsinger! Welcome to Amthydor!**

## **CONCLUSION B**

PCs defeat the were creatures and ask High Mage Stormsinger to bring them back to Amthydor.

**High Mage Stormsinger begins reciting the words to bring you back to Amthydor. Even though you've never heard him utter these words before, the words are similar to those uttered by Rodina to start your adventure in Aedar. Your vision fades to black and your stomach starts to wrench when your vision suddenly clears and the wrenching feeling subsides.**

**You find that you have materialized outside the temple of Destine, with Bartholomew standing there waiting for you. Destine told me that you'd be coming back here. I'm sorry that you weren't able to obtain the piece as we were hoping, but it appears that you've made a new friend. Greetings High Mage Stormsinger! Welcome to Amthydor!**

**piece as we were hoping, but it appears that you've made a new friend while there. High Mage Stormsigner arrived here before you and currently settling in at LoTS./**

## **EPILOGUE**

**You see the werebull speaking to someone "Perhaps I won't give it to her. After all, with something this powerful in my hands, I have options I didn't have before. There is a saying about how power corrupts and absolute power corrupts absolutely. A little corruption sounds like it could be fun."**

**THUS ENDS "COURSE CORRECTION"**

**TIME UNIT COST: 2 TU**

## **CONCLUSION C**

PCs defeat the were creatures and head back to Amthydor on their own

**Using the items you were given by the temple of Destine you find that you have materialized outside the temple of Destine, with Bartholomew standing there waiting for you. Destine told me that you'd be coming back here. I'm sorry that you weren't able to obtain the**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19
<b>Module Experience</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>
Help the children: either giving an autograph, offering to adopt them or given money.	200	200	500	500	500
Not causing a scene in Aedar.	200	200	500	500	500
Roleplaying XP Bonus	200	200	500	500	500
<b>Maximum Possible XP</b>	<b>5100</b>	<b>7600</b>	<b>12000</b>	<b>18500</b>	<b>29500</b>

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

## TREASURE SUMMARY

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

**2000gp \* ATL**

➤ **Earrings of Mental Resiliency (6)** The earring makes the wearer less susceptible to mind affecting spells granting him a +2 divine bonus to saving throws vs. mind affecting spells

**(Value:50,000gp, CL: 18, Tradable: Yes; Rarity: Uncommon, Legality: Legal, Real Value: \$0\$)**



# PLAYERS HANDOUT #1

## **Aedar**

**Ruler:** Mage-King Laeros Stormsinger

**Government:** Autocracy, with an elected advisory council

**Capital:** Summervale

**Resources:** Wool, leather, livestock, timber, books, magic items

**Population:** 1,175,000 (humans 73%, half-elves 20%, forest elves 6%)

**Alignment:** LG, LN, N, NG, CG

**Language:** Aedaran, Common, Rhenese

**Deities:** Destine, Emerys, Pietos

**Description:** Where the mages of Pyrroth focus on the use (or misuse) of magic to gain power and domination, those of Aedar are dedicated to guarding against the abuse of arcane power. Aedar stands guard against the corruption of arcane power in general, and Pyrroth in particular. Conflict between the two nations is intense, and ongoing. A strong army and a host of more natural defenses keep Pyrroth's physical threat to a minimum, while arcane vigilance guards against a magical threat.

Wizards in Aedar are few, and willingly submit to long and rigorous training and strict ethical guidelines, and sorcerers are virtually nonexistent. Those arcane spellcasters who call Aedar home often dedicate themselves to the service of the kingdom and the cause. Law requires that the ruler be a wizard, as the royal crown is also an artifact which binds the ruler to the land, granting the ability to sense subtle disturbances in the magical fields which permeate the land. The Aedarans are practical people, serious and hardworking, and slow to warm up to strangers. Natives of Aedar commonly have light to medium complexions, blonde to dark brown or black hair and brown, black or green eyes. They favor functional, unadorned clothing in darker shades of blue, green, and grey.

- **Summervale:** (Metropolis, 31,067) The fortified capital city of Summervale sits upon a high plateau. An artistic combination of native stone and well-crafted wood, the city is home to the premier Weavers Guild in the Western Lands.

## **PLAYERS HANDOUT #2**

**A bite can be much more than it seems,  
It can kill you or worse depends what time deems,  
Victims may be, or they may not  
To stop them just go and kill the whole lot  
Time is not always on our side,  
Whatever is done can affect the pride  
Slings and arrows will do them no harm  
This creature is said to cause alarm**

## CRITICAL EVENT SUMMARY: COURSE CORRECTION

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

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

**Do Not Return After** 9/1/17 \_\_\_\_\_

**Author's Email Address:** \_\_\_\_\_

- |   |     |    |
|---|-----|----|
| 1. Did the PCs give the children their autographs?  | Yes | No |
| 2. Did any PC act undiplomatically while in Aedar?  | Yes | No |
| 3. Did any PC get bitten by the ly the werecheetahs | Yes | No |
| 4. Did the PCs try to attack the priestess of Lohm? | Yes | No |
| 5. Did any PCs offer to adopt the children?         | Yes | No |
| 6. Did any PCs permanently die?                     | Yes | No |



## ROSTER OF HEROES: COURSE CORRECTION

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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