



No Surface Dwellers Allowed

(Spirits of the Darkwood - Part 4 (Finale))

#210

By Lynn Miller

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

An infant with unnatural power was snatched out of the Druids' hands by the Drow. Do you dare to mount a rescue mission into a strongly defended zone of the Drow territory? A one round Legends of the Shining Jewel adventure for ATLS 3-11.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

"*Spirits of the Darkwood*" is a series investigating the relationship between new entities and classes introduced in the **Advanced Players Guide** by Paizo. This module is the fourth in the series, and the finale, so it should not be played by individuals who have never done the three precursor mods (LSJ 134, 161, and 170).

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

Introduction: A summons from the Druid Grove cuts lunch short.

Encounter 1: Meeting the Archdruid and receiving the quest to infiltrate the Drow city of Thal'malork and rescue Mirriam and Saylan.

Encounter 2 *GM Handout 1*: The PCs must make their way through the woods and navigate to the gates of Thal'malork. They will have to convince the Drow of their loyalty and fortitude in order to earn the publicity and street cred necessary to gain access to the temple.

Encounter 3: The PCs must snoop about the Drow temple and attempt to gain intel on the Drow's plans.

Encounter 4: The PCs find where the Drow (and Blight) are hiding Saylan and Mirriam. Combat ensues! Blight is finally slain!

Conclusion A(success): The PCs and Alpha Lordellan defeat Blight and rescue Saylan. They escape the Drow city through the sewers and return to the Grove.

Conclusion B(failure): The PCs and Alpha Lordellan are captured and made into slaves. Alpha Lordellan is killed before the Druids Grove manage to free the PCs, minus some of their swanky equipment of course.

INTRO – "CHECK, PLEASE..."

You and your comrades are hanging around the bar in the Adventurer's Guild having some lunch. It is tasty, yet simple fare, drawing adventurers of all types while they chat about jobs and plan to embark on their quests. Equipment of all kinds is being discussed, sharpened, cleaned and even traded amongst the individuals present.

The main door to the guild swings open and two dark-skinned, male human rangers enter, bows in hand. Their dark studded leather armor and black furry hoods resemble a uniform of sorts. (For those PCs who played any of the previous

modules in this series, they will be recognized as Shadow Panthers.) They approach the barkeep; exchange some conversation and then the barkeep points at your table. The two humans approach.

One speaks, "Greetings adventurers, we have been instructed by the Shadow Panther Alpha Lordellan to recruit you for a critical mission for the Shadow Panthers and the Druid's Grove. Some of you have worked with our people before, and we welcome your capable aid again. We have transportation outside the city gate for those without means to travel quickly. This is an important mission to rescue a powerful potential ally of the grove and keep her out of evil hands." With that the Shadow Panthers turn and motion for the PCs to walk with them, "You may ask questions as we go."

The Shadow Panthers will answer the following questions on the way to their wagon:

"What's your names?" We do not receive formal names until we have organized and successfully completed a hunt for our individual pack of 5-6 hunters. You may use our call signs, Claw and Hook.

"What is the mission?" We know little of the details, but Alpha Lordellan has instructed us that an evil spirit and his various humanoid allies stole a child from the Grove's protection and trashed the Grove's protection spells and totems. Our mission is to retrieve her, since we located a way to sneak inside the Drow city where this evil spirit and his team are hiding.

"How much are we getting paid?" There will be a gold reward (100xATL) from the Arch Druid himself if you succeed, plus whatever you pillage from the Drow city. And we encourage that you pillage the Drow city in a way that won't get you noticed.

If the PCs approve, they will reach the wagon and take a short ride to the Druid's Grove. In the Shadow Panther's tricked out magic wagon, the ride is only 4 hours. Proceed to Encounter 1.

- When the PCs are ready, **GO TO Encounter 1 (page 4).**

ENCOUNTER 1 – **YOU WANT ME TO PUT THIS ON?**

Your wagon approaches the Druid's Grove from the main road south out of Amthydor. For those who were present for the raid by the evil incorporeal spirit of Blight, you recognize that the burned trees have been cleared away; the protective totems are almost completely re-carved. Clerics and Druids of all shapes and sizes are working together to re-assemble their tree houses and the natural gate of magical plants that protects this place. The Archdruid, an aging human man in his early 50s, sporting a regal headdress of feathers from every Raian bird of prey, stands before you welcomingly. His blue eyes are both tired and amused.

“My adventurer friends, thanks for coming, and welcome back to those I have meet before. My name is Archdruid Michael Dirn. Please follow me; I have an interesting challenge for you all.” He leads you into a basement-like structure under the central tree of the grove. In this natural cavern is a large armory, about 40' in diameter with scores of armor and arms on free standing wooden racks. Alpha Lordellan, a staturesque half-elven man with dark brown hair and blue eyes, stands in the center, surrounded by three open chests full of potions, robes, shields, and armor. To those he has not met, he will introduce himself.

“For those who remember our last foray against Blight, let me reassure you that we have kept the Drow city under watch, and we are certain from our spy on the inside that the child Saylan is still a resident of their temple to Oblivion. Watcher Mirriam is still Blight's unwilling host. We know the name of the dank hole is Thal'malork. We will sneak into that foul place and rescue both of them. Our ally on the inside has provided us these disguises to aid us, as well as potions of Alter Self and Tongues so we may slip through un-noticed, masquerading as a Drow war-party.” With that, Alpha Lordellan starts passing out supplies capable to masquerade each PC's gear. Lordellan

says, “If you have any questions, now is the time to ask them.”

GM instructions: Clerics of good or neutral aligned deities will be told to hide their holy symbols and gather one of Oblivion. Anyone with gear that symbolizes allegiance to the city (eagles, noble house symbols, the Diamond Legion or Watch) or sympathizing groups (the sky elves, sea elven motifs) will be told to hide it and cover up with a chosen Drow article. For folks that can't Disguise self, they will get a choice of hat or cloak of disguise or a potion of disguise.

Player Skill Check: PC's may roll Knowledge (dungeoneering) to know things about Drow.

Easy: Drow are matriarchal. And cruel. Torture is favored. Drow still speak Elven.

Moderate: Drow utilize all subterranean beasts and subjugate them, but keep them alive and tend to them as very useful pets. They also favor arcane abilities and arcane prowess.

Hard: Drow keep slaves, particularly of races that opposed them in their attempt to sack Amthydor. These Drow also used to be Mistwood high elves. Innate magical gifts were given to them by Oblivion.

The PCs may ask the following questions:

“So, we're masquerading as Drow?” Archdruid Dirn laughs. “Yes, and it will not be easy. Hopefully at least one of you has a silver tongue for Elven, but in the event that you do not, speak very little and let your actions speak for you, as far as you are able to stomach at any rate. I realize some of you worship gods and goddesses that hold protecting the weak above all else, but you will need to turn a blind eye to at least some suffering in order to pull this off. Know that in order to stop these creatures from hurting more people; we need to let them...keep some of the ones they currently have as slaves or prisoners. Rescue a few if you can, but your primary mission needs to be rescuing Mirriam and Saylan and getting back alive.”

“How do we get back?” “Alpha Lordellan will show you the way to the city and be waiting to

guide you as much as you can through the city, but he cannot accomplish this mission alone. You will have to navigate your way through and use as much cunning and strength as possible to make it out. Stealth is your best ally, and the shadows are Lordellan's favored terrain as much as any forest."

"What do we know about the enemy?"

"We know their spider knights patrol the walls very carefully. Our spy has entered the city successfully and alerted us to the presence of four main areas, a barracks/training zone near the gate, a large coliseum, a market, and the temple in the rear. They speak Elven, but an odd high elven dialect."

PCs with linguistics: Can roll DC X to try to mimic the speech.

- When the PCs are ready, **GO TO Encounter 2 (page 5).**
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ENCOUNTER 2 – A NICE TRIP INTO THE DARK!

Alpha Lordellan leads you steadily through roads and forests and rolling hills past Llynville. He drives the magic wagon with skill and speed. Three days pass. You camp where you can find appropriate shelter, and then you find yourself at a base of a mountain staring into a dark crevice in the mountain's side. Lordellan stops the wagon and hides it skillfully with tree boughs. He motions for you all to put on your disguises and checks their quality. "Any last questions?"

"Alright ladies and gents, we're going to save the potions until we get up to the gates, but from here on, move swiftly and silently. We might be observed by some of the denizens of this place." He motions for you to drink a potion of Darkvision and follow. You travel for about three hours, following Alpha Lordellan's uncanny knowledge of this place. Eventually you find yourselves at the base of a massive wall of obsidian.

"Compatriots, this is where we must gird our loins and prepare to infiltrate a land of evil. Quaff the first of your potions of Tongues and let

us make our way quickly through the shadows. I know enough of Drow culture to hopefully keep us under the radar, but we should keep our distance. If we do have to interact with Drow, know that they value violence, and power; mercy and kindness will get you killed very quickly. Their greeting amongst warriors looks like this, (he demonstrates a fist clasp to the chest)."

You assume your disguises and approach the gates. Lordellan barks out in Elven a pass code, "Through the reigning dark", and the gates swing wide open. You enter the city's gates, and gaze out below. The city sinks into the ground in a wide canyon before you. There are four major zones, the first zone before you is a large barracks made out of solid rock and stone with warriors training, the second, a commercial area with a large bazaar similar to Amthydor's Market District, the third, a large coliseum of stone, and the fourth, a temple of pure obsidian in the rear, behind all others-soaking up the fire light with a matte-finish.

GM note: The PCs must first navigate the barracks encounter. Then they can wander through the residential district or pass the coliseum. See GM Handout 1.

- When the PCs are ready, **GO TO Encounter 3 (page 5).**

ENCOUNTER 3 – THE BULLIES LIKE US!

Three extremely well-dressed Drow noble warriors approach you with an approving glance. "Hail our stalwart warriors; you have earned much prestige this day. And yet, we do not recognize you. You must be up and coming! The head priestess wants to meet you, recognize you with our current esteemed guest. It is an honor, to meet someone of his stature. Follow us into the temple."

Lordellan swiftly motions for you to follow the Drow nobles through the city. There is quite the crowd following you, chanting exaltations to Oblivion in your honor. It is easily

30 minutes walk through the most densely crowded part of the city, as you weave through city streets full of houses and businesses. Eventually, you reach the monolith that composes the temple. The gates are guarded by four rows of soldiers, five men deep. They part down the middle as you approach, opening the main door.

The female noble in your party pauses and says “you will wait here in the antechamber for her Holiness Arter’nyx. She needs to complete the evening prayer ritual.” The nobles disperse into the deeper rooms of the temple, leaving you alone. Before you are four doors, one on each corner of the room.

Skill checks: The PCs may move around the room and utilize certain skills to gain information.

Door front-right: The PCs may listen at the door and overhear pieces of the following conversation. The door is magically locked and sealed, the PCs cannot open it from the outside.

Perception:

- <10: Vague screaming is heard, but is soon silenced.
- > 7+ATL: “Can you believe this? We finally obtained... *screams*...Take the body away.” The door to the room bursts forth, with two Drow warriors carrying a dead Dwarven male dressed in simple robes.
- > 10+ATL: “Can you believe this? We finally obtained a map to the... and we don’t need this fool... *screams*...Take the body away.” The door to the room bursts forth, with two Drow warriors carrying a dead Dwarven male dressed in simple robes.
- > 13+ATL: “Can you believe this? We finally obtained a map to the city’s port district and we don’t need this fool... *screams*...Take the body away.” The door to the room bursts forth, with two Drow warriors carrying a dead Dwarven male dressed in simple robes.

Door Front-Left: The door is ajar, and could be slipped into if you were quiet.

Stealth:

- < 10: You attempt to slip through the door and a large dog barks. Three male Drow in robes immediately shout at you to go away, and then magically slam the door in your face.
- > 7+ATL: You get about three feet into the room before you slip on a pipe. Three Drow heads pop up from the mass of metal and pipes and plates in the center of the room. You skitter back through the door wondering what they were building.
- > 10+ATL: You slip through the door, navigating bits and pieces of piping on the ground, taking shelter behind a tub of multicolored crystals. The three Drow alchemists in the center of the room are busily assembling some sort of octagonal metal contraption. One of them gets up and starts walking towards you. You sneakily slip out the front door again before being caught.
- >+13: You slip through the door, navigating bits and pieces of piping on the ground, taking shelter behind a tub of multicolored crystals. The three Drow alchemists in the center of the room are busily assembling some sort of octagonal metal contraption. One of them gets up and starts walking towards you. You slide into a shadow deeper in the room, watching him grab a few of the crystals and start inserting them into the machine. You manage to snag a crystal on your way out the door.

Door Back-Left: The PCs peer past the unlocked door and find no one inside. The room itself is somewhat empty, with only a few cradles inside, and an array of shelves on the walls. The floor is scattered with little toys of balls, mice, and balls of strings.

- IF the PCs search the cradles, they will find a number of kitten-pires equal to the number of PCs.
- PCs who played any of the three previous mods will recognize the neonatal furry fiends.
- DECISION TIME:
 - PCs kill baby vampire kittens- unless killed at the same time, the

others will poof into smoke and disappear. They have 3 HP each, DR 5 good.

- PCs try to capture kitten-pires: The kittens awake from their naps. They offer the PCs a deal, show them the “Kitten-pire” cert and allow them to decide if they will allow the kitten to tag along.

Door Back-Right: A disable device check of ATL+7 will open the door. So will any kind of Knock spell. If the PCs enter the door, they see a hallway that leads deeper into the building, screams emanating from deeper within.

- If they pursue, proceed to, **GO TO Encounter 4 (page 6).**

ENCOUNTER 4 – IT ALL ENDS, FOR BETTER OR FOR WORSE

You follow the hallway around a corner, the sounds of the screams getting louder with every step. They sound high pitched and female. The hallway ends in a large room, with stone benches and an altar in the rear. On the alter is a female human with a jagged stone dagger lodged in her chest. Her brown hair is soaked in blood. Two Drow and two dark-skinned humans stand around the alter. One, a tall male Drow in full plate, has his hand on the dagger, with glowing green eyes. Two female humans flank him, each in breastplates with the ever-present symbol of Oblivion adorning them. Their dark skin and braided hair give them away as Pyrothian. A skinny female Drow in red robes stands off to the left of the alter holding a baby Drow about a year old. Those who met her before, realize this is a resurrected Karilyn, Saylan’s mother.

The Drow in full plate puffs up his chest and his eyes glow menacingly. “Well well, if it isn’t the Druid lapdogs, ooo head lap dog if I’m not mistaken. Welcome to our humble home. You’re a bit too late for this weak little druid; her sacrifice has restored me to my full glory. Hail oblivion! Attack!” PCs who have played any of the previous modules will recognize the dead woman as Warden Mirriam Thatcher. The sickly

green glow reminds them of Blight’s earlier possession of her.

GM’s NOTE: See Appendix A: The BAD GUYS for stats.

ATL 3-5: One of the clerics will run off to warn the temple guards through a back door and not return.

ATL 7-9: One of the clerics will get off around of Bless before the fight.

ATL 9-11: One of the clerics will get off around of Bless before the fight; the other will do a magic circle against good.

GM’s NOTE: Once Karilyn gets to 10 HP or less, she will attempt to run to the secret door in the back of the room. She will open it and run through if the PCs do not kill her fast enough. The PCs will hear the sounds of guards coming from the main temple area.

If Karilyn has not revealed the location of the door, a DC Perception of 7+ATL will find it.

If the PCs are knocked unconscious or killed:

Proceed to **Conclusion B.**

Alpha Lordellan ends the fight permanently by slicing cleanly through the neck of Blight’s new host with his spirit-whacking longsword. The body shakes, shrieks, and crumbles into a grotesque green sludge. You feel a temporary pulse of satisfaction before you realize that you are certainly still in danger.

PC Reaction: Allow the PC’s to make whatever reaction checks they wish. The only information available to them is that a large body of people is coming with very heavy footsteps from both hallways that led to this room. The only way out of this room is the secret door, which Alpha Lordellan will usher them into, with all haste. Alpha Lordellan has grabbed Saylan if none of the PCs have her.

CONCLUSION A – MISSION SUCCESS

You rush headfirst into the secret door, leading into a twisted pathway of sewers and small caverns. Lordellan’s magically enhanced vision, plus your associated light sources, lead you

through the dark. You run for what feels like hours, eventually popping out into a small canyon. Lordellan calls a halt. As you catch your breath, Lordellan opens his pack to remove a small black granite raven statue.

“Archdruid, we escaped the city with Saylan, but we are far from the wagon. We require extraction, and quickly. I believe we are still being chased.” Alpha Lordellan leads you into a thick copse of trees and starts to hide your party. He then jumps up into the branches of the trees you are hiding in and heads to the top. The Drow burst forth from the Mountain, and start scanning the area. Their eyes, stunned by the sun, scan right past your group. Arrows pelt down on them from above you. Suddenly, a group of three massive lions burst forth from the surrounding trees. With your help, the band of warriors is finished. One of the lions wildshapes back into the form of the Archdruid. “Adventurers, let’s get everyone home. Gather round for the Treestride spell.” With that, he and his two associates return you all to the Druid’s Grove.

PROCEED TO EPILOGUE

CONCLUSION B – MISSION FAILURE

You caught the attention of one too many Drow. They surround you, subduing those that fight back. You wake to find yourself penned with the other slaves. You are tortured and beaten several times a day, eventually losing track of the time without natural sunlight to count the days. Alpha Lordellan is sacrificed by the Drow priestess Arter’nyx for some unholy ritual. Finally, you are loaded on a wagon leading out of the city. The

cart gets out of sight of the city gates, and is then assaulted by individuals decked out in black leathers. They free you, and proceed to drive the wagon back towards Amthydor. Searching the rest of the wagon, you find most of your gear loaded into bags for sale, except for your most valuable possession! The men and women who freed you introduce themselves as Shadow Panthers. They tell you it has been two weeks of continuous effort to isolate the right moment to free you, and to rescue Saylan. They assure you that their second team is returning to Saylan via an alternate route. They silently grieve for their leader, and it is a solemn ride back to Amthydor, your heads hung in shame and loss.

PROCEED TO EPILOGUE

EPILOGUE

The Druid’s Grove is abuzz with activity. The druids are busy returning the baby Saylan to her crib/play area and checking her for signs of corruption, curses or other unhealthy effects. They cannot sense any lingering evil on the child, and the reactions of the animals and trees seems to indicate her connection to the natural world is still intact...and a subject of much interest.

THUS ENDS “NO HUMANS ALLOWED”

TIME UNIT COST:

- Conclusion A: 10 TU
- Conclusion B: 30 TU

EXPERIENCE POINT SUMMARY

	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11
Module Experience	750	900	1500	2600	3900
Resolving the kitten-pire situation	100	100	100	100	100
Roleplaying XP Bonus	100	100	100	100	100
Maximum Possible XP	950	1100	1700	2800	4100

TREASURE SUMMARY

Treasure

Gold- 100 x ATL per PC.

These certs are 1 per table, to a maximum of the number of players.

"Kitten-pire"

The kitten-pires look at you and say “these mortals are clearly more clever than the fools who currently keep us bound. Smash that urn over there in the glass case, and free us! In exchange, we will lend you our skills with stealth and manipulation. We promise not to hurt anyone you are allied with, nor feed on them, as long as you produce us a regular blood meal.”

Game effect: They are the equivalent of a wizard’s cat familiar, and require the equivalent of 1 cup of blood per day (any species). Upkeep cost is 5 gold per TU. They are undead and will set off any good aligned Paladin’s evil alarm. Taking the kitten on an adventure should provide an added benefit or penalty depending on where the PC is going.

GM's Handout # 1

(PART ONE) Notoriety in the city of Thal'mlork- In order to save the child, Saylan, the PCs will have to masquerade as true Drow and gain enough street cred to get assigned to a post inside the temple. They will have the following opportunities (listed by location) to either gain or lose street cred. A minimum of 5 points is required for Temple guards to notice them and grant limited access. Once PCs have gained the necessary 5 points, they will be greeted by an emissary of the Queen of Oblivion asking them to report to the city's temple (Encounter 4). Reaching -5 points will cause the PCs to be attacked by a group of 20 armed guards and earn them Conclusion B.

Location 1: The guard barracks' drinking contest.

“As the players exit the front gate zone, they hear cheers and jeers coming from a group of 6 large male Drow gathered around a flattened stalagmite table in front of the massive barracks building. Everything here is rocks and sharp edges, including the warriors themselves, decked out in spiked hide armor made from the old shed carapaces of their spider mounts. They loudly boast that no one but a Queen's Pincer can drink their moonshine and stay awake to tell the tale. They brag that the best of them will get assigned a guard detail in the Temple, and only the best!”

If the PCs choose to engage these warriors, they will be challenged to a drinking contest. There are three shots in each round, and the last man standing up wins. To shrug off the moonshine's vitriol, the PCs must succeed at Fortitude save (DC 11+ATL). The table below contains the nasty effects the PCs may encounter if they fail a check. Once a PC goes unconscious, they are out of the contest and must be awakened with some kind of magical healing, Remove Poison or a Heal check DC (9+ATL).

Table of Fails

Result	Effect	Result	Effect
Fail by 1-2	Puke some back into your mouth	Fail by 9-10	Confused (1d4 rounds)
Fail by 3-4	Nauseated (1d6 rounds)	Fail by over 10	PC is unconscious.
Fail by 5-6	Sickened (1d6 rounds)	Roll a Natural 1	You are blind for 1d20 minutes
Fail by 7-8	Fatigued (1d6 rounds)		

The contestants:

Big Mik: Constitution is 16. Fortitude save is +7(ATL 5), +9 (ATL 6-7), +11 (ATL 7-9), +12(ATL 10-11)

Lazy Schiz: Constitution is 14. Fortitude save is +6(ATL 5), +8 (ATL 6-7), +10 (ATL 7-9), +11(ATL 10-11)

Hammer Fist: Constitution is 18. Fortitude save is +8 (ATL 5), +10 (ATL 6-7), +12 (ATL 7-9), +13(ATL 10-11)

POINTS SCORED: For every Drow warrior who taps out before the PCs, they gain a point. **In the event of a tie at the end, the PCs will have to convince the warriors they are equal with the Pincers, requiring a Diplomacy or Interrogation check DC (10+ATL) to score a 3rd point. If no PCs participate, the Drow warriors will jeer them loudly and begin to insult them and call them cowards, netting them negative two points as word spreads amongst the city's guards.

Location 2: The spider barn

“As you walk away from the drunken festival outside the barracks, you can’t help but notice the corral for the city’s spider colony. You see a large, open air mass of stalactites and stalagmites, full of webs and easily 20 huge spider mounts skittering about. An easy Perception check (DC 5+ATL) will catch their attention as two of the spider grooms are overheard loudly arguing about the health of three of the spiders, currently sitting off to one side in an isolation stall. The grooms are loudly bemoaning the useless pomp and circumstance over at the temple while their charges suffer without clerical healing.” They have three forest elves, chained to a post in the center of the spider pen.

Three little sick spiders: The PCs can earn an extra street cred point with the grooms by handling the spiders themselves, although it’s difficult and will require some kind of charm animal spell OR a Handle Animal check DC 10+ATL. Without a handler, the grooms will keep the animal still during examination and treatment.

Spooky: Spooky has an infected web gland. A Heal check DC 9+ATL will diagnose Spooky’s ailment and a second check DC 9+ATL will allow the PC to clean out the blockage and administer a poultice.

Bulb: Bulb has a broken mandible, clearly smashed from some sort of blunt force. A difficult DC 13+ATL Heal check will set the mandible properly. Alternatively, a minor restoration spell or potion will set things right.

Tickles: Tickles is rolling about on the ground clutching his abdomen. An easy DC 7+ATL Heal check will ID the problem as a colic blocking the digestive glands. Fixing Tickles is no easy feat. He will require rehydration and intensive care, with no less than two cure moderate wounds` or a restoration to heal the necrotic gastrointestinal tissue, plus a DC 11+ATL Heal check to calculate the rehydration fluids properly.

POINTS SCORED: Healing Bulb and Spooky will net you one point each. Fixing up Tickles will net

you two points, BUT will require a serious time commitment from the PC performing the healing. ***Calling on a good aligned deity for spells to heal these spiders will alert the grooms that PCs are not normal Drow. They will lose two points if the grooms are alerted unless passing a Disguise check ATL+13.

***Attempting to rescue the forest elves will cause the grooms to sound the alarm and get the PCs captured (Conclusion B). PCs can roll an Intelligence or Wisdom check to know that rescuing the forest elves is a bad idea (DC 7+ATL). IF the PCs happen to attempt some major magic (zone of invisibility/silence) in order to coordinate the escape, allow them to be creative, but tell them the Drow now suspect them and future actions may have consequences.

Location 3: The little bazaar of horrors.

“As the PCs proceed further into the city, they pass row after row of tall, narrow houses made out of rock. They hear a trio of Drow children bragging about how they know a secret about what Alchemist Pryor is going to do at his show today. The children run into a group of six short, squat rock buildings, where several dozen Drow civilians are peddling wares from carts or calling from the rock openings in their shops. In the center of the circular row of shops, is a medium sized amphitheatre, about 50 feet wide with low wooden benches. The amphitheatre is easily half full with Drow of all ages. At the Podium, stands an elderly Drow in a scholastic outfit, before him is a table full of alchemy gear and potions. He calls out as the PC’s arrive “Ahaha, my good citizens, let’s test the knowledge of these fine warrior caste. All who live in Thal’mork should have a grasp of the Darkest Wizardry!”

GM’s note: PCs that try to buy things with Amthydoran currency will trigger Alpha Lordellan to smack them and say ‘they don’t use currency here.’

Potion Number 1: The PCs may identify the potion using the Identify spell, or Craft (Alchemy) DC 13. Bardic knowledge may also be used as this poison is famous in stories of betrayal, DC 11+ATL.

Anyone with Profession (mining) can also recognize this poison with a DC of 11+ATL. It is Arsenic Poison.

Potion Number 2: The PCs may identify the potion using the Identify spell, or Craft (Alchemy) DC 19. This poison is known to clerics of Meneon and Lucor, as it is prominently figured in one of their key religious myths, they may roll a Knowledge Religion (DC 11+ATL) to identify. It is Dark Reaver Powder.

Potion Number 3: The PCs may identify the potion using the Identify spell, or Craft (Alchemy) DC 24. This potion has a very distinctive smell based off of the tree sap it is made from and a very skilled Knowledge nature (DC 13+ATL) can give its name. It is Deathblade poison.

*The potions must be identified in order from 1 to 3. For every wrong answer (or lack thereof), the crowd will jeer and throw insults at the PCs, giving them a -1 to future checks for the noise distraction unless the PCs mitigate the nuisance with a Silence field or equivalent effect.

POINTS SCORED: The elderly wizard will tut disapprovingly if the spell Identify is cast, and give only half points for each poison ID'ed in that fashion. For a proper Craft Alchemy ID, he will give the full one point for each poison. For any PCs that are immune to poison and decide to quaff one as a blustering move, the wizard will express his extreme displeasure at the waste of valuable resources and a negative point will be awarded per potion consumed. If suspicion is raised against the PCs, all point deductions will be doubled.

Location 4: The Arena

“While in the bazaar, you see advertisements carved into rock signposts for OPEN ARENA DAY in honor of the city’s VIP. All combatants are welcome to try their hand. The Arena itself is not hard to find, as it occupies most of the Northwest corner of the city with its coliseum that can spaciouly hold all 300-400 residents plus the 10 luxury boxes for nobility and military leaders. There is a burly female Drow with an eyepatch on her right eye standing at the entrance for contestants. She quickly sizes you up as the group approaches. “Hold there warrior caste! I don’t recognize you. Care to prove yourself against the slaves and creatures of the underdark? The reward

is an amulet carved by High priestess Ariana herself!”

Depending on ATL, the PCs have the option to fight the following critters and Drow for one point per battle:

ATL 3-5:

Combatant 1: Ice Mephit

N Small [outsider](#) (cold)

Init +6; **Space/Reach** 5ft./5ft.

Senses darkvision 60 ft.; [Perception](#) +6

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

HP 19 (3d10+3) **Speed** 30 ft., fly 40 ft. (average)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic **Immune** cold

Weaknesses vulnerability to fire

Melee 2 claws +5 (1d3+1)

Special Attacks [breath weapon](#) (15-foot cone, effect based on type, Reflex DC 13 for half)

Spell-Like Abilities (CL 6th)

1/day—[summon](#) (level 2, 1 mephit of the same type 25%), [magic missile](#) 1/hour, [chill metal](#) 1/day (DC 14)

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats [Dodge](#), [Improved Initiative](#)

Skills [Bluff](#) +8, [Fly](#) +10, [Perception](#) +6, [Stealth](#) +12

Languages Common, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

SPECIAL ABILITIES

Breath Weapon (Su)

Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

The breath weapon of an ice mephit is a cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Combatant 2: Fire Mephit

N Small [outsider](#) ([fire](#))

Init +6; **Space/Reach** 5ft./5ft.

Senses darkvision 60 ft.; [Perception](#) +6

AC 17, touch 14, flat-footed 14 (+2 Dex, +1 dodge, +3 natural, +1 size)

HP 19 (3d10+3); **Speed** 30 ft., fly 40 ft. (average)

Fort +2, **Ref** +5, **Will** +3

DR 5/magic; **Immune** fire
Weaknesses [vulnerability to cold](#)
Melee 2 claws +5 (1d3+1)
Special Attacks breath weapon (15-foot cone, 1d8 fire, DC 13 half, every 4 rounds)
Spell-Like Abilities (CL 6th; concentration +8)
1/hour—[scorching ray](#)
1/day—[heat metal](#) (DC 14), [summon](#) (level 2, 1 fire mephit 25%)
Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** 15
Feats [Dodge](#), [Improved Initiative](#)
Skills [Bluff](#) +8, [Fly](#) +10, [Perception](#) +6, [Stealth](#) +12
Languages Common, Ignan
Breath Weapon (Su)
Each type of mephit can unleash a particular [breath weapon](#) every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.
The breath weapon of a fire mephit is a cone of flames that deals 1d8 fire damage.

ATL 5-7:

Combatant 1: An Ochre Jelly

N Large [ooze](#)
Init -5; **Space/Reach:** 10ft/5ft
Senses blindsight 60 ft.; [Perception](#) -5
AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)
HP 63 (6d8+36); **Speed** 10 ft., climb 10 ft.
Fort +8, **Ref** -3, **Will** -3
Defensive Abilities split; **Immune** electricity, mind-affecting effects, [ooze traits](#), slashing and piercing damage
Melee slam +5 (2d4+3 plus 1d4 acid and [grab](#))
Special Attacks [constrict](#) (2d4+3 plus 1d4 acid)
Str 14, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1
Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)
Skills [Climb](#) +10
Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.
Split (Ex) Slashing weapons, piercing weapons, and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original creature's current hit point total, rounded down. A jelly with

10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Combatant 2: Ogre Spider

N Huge [vermin](#)
Init +2; **Space/Reach:** 10ft/10ft
Senses [darkvision](#) 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +5
AC 18, [touch](#) 10, [flat-footed](#) 16 (+2 [Dex](#), +8 [natural](#), -2 [size](#))
HP 52 (7d8+21) **Speed** 40 ft., climb 40 ft.
Fort +8, **Ref** +4, **Will** +3
Immune mind-affecting effects
Melee bite +8 (2d8+7 plus [poison](#))
Space 15 ft.; **Reach** 15 ft.
Special Attacks web (+5 ranged, DC 16, hp 7)
Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2
Base Atk +5; **CMB** +12; **CMD** 24 (36 vs. [trip](#))
Skills [Climb](#) +29, [Perception](#) +5, [Stealth](#) -2; **Racial Modifiers** +16 [Climb](#), +4 [Perception](#), +4 [Stealth](#)
SQ [compression](#)
SPECIAL ABILITIES
Poison (Ex)
Bite—injury; *save* **Fort** DC 18 (includes +2 [racial bonus](#)); *frequency* 1/round for 6 rounds; *effect* 1d4 [Str](#) and 1d4 [Dex](#); *cure* 1 save.

ATL 7-9:

Combatant 1: Drider **NOTE- the Drider will be too busy to cast 'detect good' and will not out the PCs that way.
CE Large [aberration](#)
Init +2; **Space/Reach:** 10ft/5ft
Senses [darkvision](#) 120 ft., [detect good](#), [detect law](#), [detect magic](#); [Perception](#) +15
AC 20, touch 12, flat-footed 17; (+2 [Dex](#), +1 [dodge](#), +8 [natural](#), -1 [size](#))
HP 76 (9d8+36) **Speed** 30 ft., climb 20 ft.
Fort +7, **Ref** +5, **Will** +9
Immune sleep; **SR** 18
Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus [poison](#))
Ranged mwk composite longbow +8/+3 (1d8+2/×3)
Special Attacks [web](#) (+7 ranged, DC 18, hp 9)
Spell-Like Abilities (CL 9th)
Constant—[detect good](#), [detect law](#), [detect magic](#)
At will—[dancing lights](#), [darkness](#), [faerie fire](#)
1/day—[clairaudience/clairvoyance](#), [deeper darkness](#), [dispel magic](#), [levitate](#), [suggestion](#) (DC 16)

Sorcerer Spells Known (CL 6th)

3rd (4/day)—[lightning bolt](#) (DC 16)

2nd (6/day)—[invisibility](#), [web](#) (DC 15)

1st (7/day)—[mage armor](#), [magic missile](#), [ray of enfeeblement](#) (DC 14), [silent image](#) (DC 14)

0 (at will)—[bleed](#) (DC 13), [daze](#) (DC 13), [ghost sound](#), [mage hand](#), [ray of frost](#), [read magic](#), [resistance](#)

Str 15, Dex 15, Con 18, Int 15, Wis 16, Cha 16

Base Atk +6; CMB +9; CMD 21 (33 vs. trip)

Feats [Blind-Fight](#), [Dodge](#), [Combat Casting](#),

[Weapon Focus](#) (bite, mace)

Skills [Climb](#) +22, [Intimidate](#) +15, [Knowledge](#)

(arcana) +14, [Perception](#) +15, [Spellcraft](#) +14,

[Stealth](#) +14; **Racial Modifiers** +4 [Stealth](#)

Languages Common, Elven, Undercommon

SQ undersized weapons

Poison (Ex)

Bite—*injury*; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Combatant 2: TWO Flesh Golems

N Large [construct](#)

Init -1; **Space** 10 ft.; **Reach** 10 ft.

Senses darkvision 60 ft., low-light vision;

[Perception](#) +0

AC 22, touch 8, flat-footed 20; (-1 Dex, +14 natural, -1 size)

HP 50 **Speed** 30 ft.

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** [construct traits](#), magic

Melee 2 slams +13 (2d8+5)

Special Attacks berserk

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

Immunity to Magic (Ex)

A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the [slow](#) spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any [slow](#) effect on the golem and heals 1 point of damage for

every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

ATL 9-11:

Combatant 1: Greater Gelid Beetle

N Large [magical beast](#) ([cold](#))

Init +4; **Space** 5 ft.; **Reach** 5 ft.

Senses [darkvision](#) 60 ft.; [Perception](#) +12

AC 22, [touch](#) 9, [flat-footed](#) 22 (+13 [natural](#), -1 [size](#))

HP 114 (12d10+48) **Speed** 30 ft.

Fort +12; **Ref** +10; **Will** +4

Immune cold

Weaknesses [vulnerability](#) to fire

Melee bite +18 (1d6+9/19-20 plus 1d8 cold)

Special Attacks cold, cold cloud

Str 23, **Dex** 10, **Con** 18, **Int** 2, **Wis** 10, **Cha** 9

Base Atk +12; **CMB** +19; **CMD** 29

Feats [Improved Critical](#) (bite), [Improved Initiative](#),

[Power Attack](#), [Skill Focus](#) ([Perception](#)), [Weapon](#)

[Focus](#) (bite), [Lightning Reflexes](#)

Skills [Perception](#) +12, [Stealth](#) +5 (+9 natural surroundings); **Racial Modifiers** +4 [Stealth](#) in natural surroundings

Cold (Ex) A greater gelid beetle's body generates cold that deals an extra 1d8 points of cold damage every time it succeeds on a bite attack. Creatures attacking a greater gelid beetle unarmed or with [natural weapons](#) take this same cold damage each time one of their attacks hits.

Cold Cloud (Ex) Once per minute as a [free action](#), a greater gelid beetle can emit a cloud of thick, billowing, icy cold vapors in a 20-foot radius around its body. The cloud is extremely thick and prevents effective ranged weapon attacks (except for magic rays). Melee attack and damage rolls suffer a -2 penalty in the cloud. Each round, on the beetle's turn, the cloud deals 2d6 points of cold damage to each creature within it. A successful DC 20 [Fortitude](#) save reduces the damage by half. The save DC is Constitutionbased. The cloud lasts 1d4+3 rounds before dispersing.

Combatant 2: Hezrou

CE Large [outsider](#)
([aquatic](#), [chaotic](#), [demon](#), [evil](#), [extraplanar](#))
Init +4; **Space** 10 ft.; **Reach** 10 ft.
Senses darkvision 60 ft.; [Perception](#) +23
Aura stench (DC 24, 10 rounds)
AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)
HP 145 (10d10+90) **Speed** 30 ft., swim 30 ft.
Fort +16, **Ref** +3, **Will** +9
DR 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22
Melee bite +17 (4d4+8 plus [grab](#)), 2 claws +17 (1d8+8 plus [grab](#))
Special Attacks nausea
Spell-Like Abilities (CL 13th)
At will—[chaos hammer](#) (DC 18), [greater teleport](#) (self plus 50 lbs. of objects only), [unholy blight](#) (DC 18)
3/day—[gaseous form](#)
1/day—[blasphemy](#) (DC 21), [summon](#) (level 4, 1 hezrou 35%)
Str 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18
Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 29
Feats [Blind-Fight](#), [Cleave](#), [Great Cleave](#), [Improved Initiative](#), [Power Attack](#)
Skills [Climb](#) +21, [Escape Artist](#) +10, [Intimidate](#) +14, [Knowledge](#) (arcana) +15, [Perception](#) +23, [Spellcraft](#) +15, [Stealth](#) +9, [Swim](#) +29; **Racial Modifiers** +8 [Perception](#)
Languages Abyssal, Celestial, Draconic; [telepathy](#) 100 ft.
SQ [amphibious](#)
Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

Appendix A – The Bad Guys

**WITCHES

ATL 3

⚡ **Karylin** – NE Drow Witch 3
Initiative +3; **Space/Reach** 5 ft./5 ft.
Senses: Darkvision (120ft), Perception +6
AC 13, **Touch** 13, **FF** 10 (+3 Dex)
HP 19 (3d6 +3) **Speed** 30 ft.
Fort +1, **Ref** +4, **Will** +4
SQ None **DR** No **SR** 9 **Immune** Magic
Sleep, +2 saves vs enchant
Weaknesses: light blindness
Full Attack Quarterstaff +0 (1d6, 20x2)
Special Attacks None
Spell-Like Abilities Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 3)
Str 9 **Dex** 16 **Con** 10 **Int** 18° **Wis** 12 **Cha** 12
Base Atk +1; **CMB** +0; **CMD** 13
Feats Extra Hex*, Combat Casting
Languages Common, Elven, Undercommon
Gear, Quarterstaff, Sling (20 stones)
Skills: Craft(alchemy) +7, Heal +4, Perception +6
Spellcraft +7, Know(Nature) +8, Stealth +6
Special Abilities Witch's Familiar, [Cantrips](#), [Hex](#)
(Blight, Evil Eye, *Slumber), Poison Use
Daily Spells: °1 bonus 1st lvl spell, 1 bonus 2nd lvl spell
Patron (Plague)- 2nd-Detect Undead
Cantrips -Bleed, daze, putrefy food and drink, resistance, spark.
1st lvl- Burning Hands, Cause Fear, Ray of Enfeeblement
2nd lvl- Hold Person, Inflict Moderate Wounds
Familiar: Cat

Cat: Tiny Animal
Initiative +2; **Space/Reach** 2.5 ft./2.5 ft.
AC 16, **Touch** 12, **FF** 14(+2 Dex, +2 Size, +2 NA)
HP 9 (1/2 master) **Speed** 30ft
Fort +2, **Ref** +5, **Will** +4 **DR/SR/Immune** No
SQ Low-light vision, Link, Share Spells
Full Attack^T Bite +4 (1d3-4, 20x2), 2 Claws +4 (1d2-4, 20x2)
Str 3 **Dex** 15 **Con** 8 **Int** 7 **Wis** 12 **Cha** 7
Base Atk +1; **CMB** +1; **CMD** 7
Feats Weapon Finesse, Alertness, Improved Evasion, Empathic link, share spells, deliver touch spells
Skills Climb+6, Perception+7, Stealth+14

ATL 5

⚡ **Karylin** – NE Drow Witch 5
Initiative +3; **Space/Reach** 5 ft./5 ft.
Senses: Darkvision (120ft), Perception +6
AC 19, **Touch** 13, **FF** 16(+3 Dex, +2 NA, +4 MA)
HP 30 (5d6 +5+5) **Speed** 30 ft.
Fort +1, **Ref** +4, **Will** +5
SQ None **DR** No **SR** 9 **Immune** Magic
Sleep, +2 saves vs enchant
Weaknesses: light blindness
Full Attack Quarterstaff +2 (1d6, 20x2)
Special Attacks None
Spell-Like Abilities Dancing lights, darkness, faerie fire (All x1/day, CL 5)
Str 0 **Dex** 16 **Con** 10 **Int** 18° **Wis** 12 **Cha** 12
Base Atk +2; **CMB** +2; **CMD** 15
Feats Combat Casting, Toughness*, Extra Hex (Misfortune)
Languages Common, Elven, Undercommon,
~~*Potion of Barkskin* +2, *Potion of Mage Armor* +4~~
Gear, Quarterstaff, Sling(20 bullets)
Skills: Craft (alchemy)+ 9 Heal+4, Intimidate +6, Spellcraft +9, Use Magic Device+5, Know(Nature) +8, Stealth +6
Special Abilities Witch's Familiar, [Cantrips](#), [Hex](#)
(Blight, Slumber, Evil Eye, *Misfortune), Poison use
Daily Spells: °1 bonus 1st lvl spell, 1 bonus 2nd lvl spell, 1 bonus 3rd lvl spell
Patron (Plague)- 2nd-Detect Undead, 4th-Command Undead
Cantrips - Bleed, daze, putrefy food and drink, resistance, spark
1st lvl- Burning Hands, Cause Fear, Ray of Enfeeblement, Ill Omen(APG)
2nd lvl- Hold Person, Inflict Moderate Wounds, Web
3rd lvl- Lightening Bolt, Twilight Knife (APG)

Cat: Tiny Animal
Initiative +2; **Space/Reach** 2.5 ft./2.5 ft.
AC 16, **Touch** 12, **FF** 14(+2 Dex, +2 Size, +2 NA)
HP 15(1/2 master) **Speed** 30ft
Fort +2, **Ref** +5, **Will** +5 **DR/SR/Immune** No
SQ Low-light vision, Link, Share Spells
Full Attack^T Bite +5 (1d3-4, 20x2), 2 Claws +5 (1d2-4, 20x2)
Str 3 **Dex** 15 **Con** 8 **Int** 7 **Wis** 12 **Cha** 7
Base Atk +1; **CMB** +1; **CMD** 7

Feats Weapon Finesse, Alertness, Improved Evasion, Empathic link, share spells, deliver touch spells
Skills Climb+6, Perception+7, Stealth+14

ATL 7

⚡ **Karylin** – NE Drow Witch 7
Initiative +3; **Space/Reach** 5 ft./5 ft.
Senses: Darkvision (120ft), Perception +6
AC 19, **Touch** 13, **FF** 16 (+3 Dex, +4 Mage Armor, *Potion of Barkskin* +2)
HP 41 (7d6 +7+7) **Speed** 30 ft.
Fort +4, **Ref** +7, **Will** +8
SQ None **DR** No **SR** 11 **Immune** Magic Sleep, +2 saves vs enchant
Weaknesses: light blindness
Full Attack Quarterstaff +2 (1d6, 20x2)
Special Attacks None
Spell-Like Abilities Dancing lights, darkness, faerie fire (All x1/day, CL 5)
Str 0 **Dex** 16 **Con** 10 **Int** 18° **Wis** 12 **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 16
Feats Combat Casting, Toughness*, Extra Hex (Misfortune), Spell Focus(necromancy)¹
Languages Common, Elven, Undercommon
Gear, Quarterstaff, Sling(20 bullets), ~~Potion of Mage Armor, Potion of Resistance~~
Skills: Craft (alchemy)+ 11 Heal+4, Intimidate +6, Spellcraft +11, Use Magic Device+5, Know(Nature) +8, Stealth +10
Special Abilities Witch's Familiar, [Cantrips](#), [Hex](#) (Blight, Slumber, Evil Eye, *Misfortune, Ward), Poison use
Daily Spells: °1 bonus 1st lvl spell, 1 bonus 2nd lvl spell, 1 bonus 3rd lvl spell, 1 bonus 4th lvl
Patron (Plague)- 2nd-Detect Undead, 4th-Command Undead
Cantrips - Bleed, daze, putrefy food and drink, resistance, spark
1st lvl- Burning Hands x2, Cause Fear¹, Ray of Enfeeblement¹, Ill Omen¹(APG)
2nd lvl- Hold Person, Inflict Moderate Wounds¹, Web
3rd lvl- Bestow Curse¹, Lightening Bolt, Twilight Knife (APG)
4th lvl- Black Tentacles

Cat: Tiny Animal

Initiative +2; **Space/Reach** 2.5 ft./2.5 ft.
AC 18, **Touch** 14, **FF** 16(+2 Dex, +2 Size, +4 NA)
HP 20(1/2 master) **Speed** 30ft

Fort +4, **Ref** +7, **Will** +8 **DR/SR/Immune** No
SQ Low-light vision, Link, Share Spells
Full Attack¹ Bite +6 (1d3-4, 20x2), 2 Claws +6 (1d2-4, 20x2)

Str 3 **Dex** 15 **Con** 8 **Int** 7 **Wis** 12 **Cha** 7

Base Atk +3; **CMB** +3; **CMD** 9

Feats Weapon Finesse, Alertness, Improved Evasion, Empathic link, share spells, deliver touch spells

Skills Climb+6, Perception+7, Stealth+14

ATL 9

⚡ **Karylin** – NE Drow Witch 5
Initiative +7; **Space/Reach** 5 ft./5 ft.
Senses: Darkvision (120ft), Perception +6
AC 19, **Touch** 13, **FF** 16 (+3 Dex, +4 Mage Armor, +2 NA)
HP 51 (9d6 +9+9) **Speed** 30 ft.
Fort +5, **Ref** +8, **Will** +9
SQ None **DR** No **SR** 11 **Immune** Magic Sleep, +2 saves vs enchant
Weaknesses: light blindness
Full Attack Quarterstaff +2 (1d6, 20x2)
Special Attacks None
Spell-Like Abilities Dancing lights, darkness, faerie fire (All x1/day, CL 5)
Str 0 **Dex** 16 **Con** 10 **Int** 19° **Wis** 12 **Cha** 12
Base Atk +4; **CMB** +4; **CMD** 17
Feats Combat Casting, Toughness*, Extra Hex (Misfortune), Spell Focus (necromancy)¹, Improved Initiative
Languages Common, Elven, Undercommon
Gear, Quarterstaff, Sling(20 bullets) ~~Potion of Mage Armor, Potion of Resistance, Potion of Bless, Potion of Barkskin~~ +2
Skills: Craft (alchemy)+ 11 Heal+4, Intimidate +10, Spellcraft +12, Use Magic Device+7, Know(Nature) +8, Stealth +10
Special Abilities Witch's Familiar, [Cantrips](#), [Hex](#) (Blight, Slumber, Evil Eye, *Misfortune, Ward, Healing, Flight), Poison use Major Hex
Daily Spells: °1 bonus 1st lvl spell, 1 bonus 2nd lvl spell, 1 bonus 3rd lvl spell, 1 bonus 4th lvl
Patron (Plague)- 2nd-Detect Undead, 4th-Command Undead
Cantrips - Bleed, daze, putrefy food and drink, resistance, spark
1st lvl- Burning Hands x2, Cause Fearx2¹, Ray of Enfeeblement¹, Ill Omen¹(APG)

2nd lvl- Cure Moderate Wounds, Hold Person, Inflict Moderate Wounds¹ x2, Web
3rd lvl- Bestow Curse¹, Lightning Bolt x2, Twilight Knife (APG)
4th lvl- Black Tentacles, Enervation¹

Cat: Tiny Animal
Initiative +2; **Space/Reach** 2.5 ft./2.5 ft.
AC 19, **Touch** 14, **FF** 17(+2 Dex, +2 Size, +5 NA)
HP 26(1/2 master) **Speed** 30ft
Fort +5, **Ref** +8, **Will** +9 **DR/SR/Immune**
SQ Low-light vision, Link, Share Spells
Full Attack^T Bite +5 (1d3-4, 20x2), 2 Claws +5 (1d2-4, 20x2)
Str 3 **Dex** 15 **Con** 8 **Int** 9 **Wis** 12 **Cha** 7
Base Atk +1; **CMB** +1; **CMD** 7
Feats Weapon Finesse, Alertness, Improved Evasion, Empathic link, share spells, deliver touch spells
Skills Climb+6, Perception+7, Stealth+14

ATL 11

Karylin – NE Drow Witch 11
Initiative +7; **Space/Reach** 5 ft./5 ft.
Senses: Darkvision (120ft), Perception +6
AC 19, **Touch** 13, **FF** 16 (+3 Dex, +4 Mage Armor,+2 NA)
HP 61 (11d6 +11+11) **Speed** 30 ft.
Fort +6, **Ref** +9, **Will** +10
SQ None **DR** No **SR** 13 **Immune** Magic Sleep, +2 saves vs enchant
Weaknesses: light blindness
Full Attack Quarterstaff +2 (1d6, 20x2)
Special Attacks None
Spell-Like Abilities Dancing lights, darkness, faerie fire (All x1/day, CL 11)
Str 0 **Dex** 16 **Con** 10 **Int** 20° **Wis** 12 **Cha** 12
Base Atk +5; **CMB** +5; **CMD** 16
Feats Combat Casting, Toughness*, Extra Hex (Misfortune), Spell Focus necromancy¹, Spell focus (conjuration)² Improved Initiative
Languages Common, Elven, Undercommon
Gear, Quarterstaff, Sling(20 bullets), ~~Potion of Mage Armor, Potion of Resistance, Potion of Bless,~~ **Wand of Cure Moderate Wounds (10 charge)**-**Potion of Barkskin** +2
Skills: Craft (alchemy)+ 11 Heal+4, Intimidate +10, Spellcraft +12, Use Magic Device+12, Know(Nature) +8, Stealth +10

Special Abilities Witch's Familiar, [Cantrips](#), [Hex](#) (Blight, Slumber, Evil Eye, *Misfortune), Poison use

Daily Spells: °1 bonus 1st lvl spell, 1 bonus 2nd lvl spell, 1 bonus 3rd lvl spell

Patron (Plague)- 2nd-Detect Undead, 4th-Command Undead

Cantrips - Bleed, daze, putrefy food and drink, resistance, spark

1st lvl- Burning Hands x2, Cause Fearx2¹, Ray of Enfeeblement¹, Ill Omen¹(APG)

2nd lvl- Cure Moderate Wounds, Hold Person, Inflict Moderate Wounds¹ x2, Web²

3rd lvl- Bestow Curse¹, Confusion¹, Lightning Bolt x2, Twilight Knife² (APG)

4th lvl- Black Tentacles², Cure Serious Wounds, Enervation¹,

Cat: Tiny Animal

Initiative +2; **Space/Reach** 2.5 ft./2.5 ft.

AC 16, **Touch** 12, **FF** 14(+2 Dex, +2 Size, +6 NA)

HP 15(1/2 master) **Speed** 30ft

Fort +6, **Ref** +9, **Will** +10 **DR/SR/Immune** SR16

SQ Low-light vision, Link, Share Spells

Full Attack^T Bite +5 (1d3-4, 20x2), 2 Claws +4 (1d2-4, 20x2)

Str 3 **Dex** 15 **Con** 8 **Int** 10 **Wis** 12 **Cha** 7

Base Atk +1; **CMB** +1; **CMD** 7

Feats Weapon Finesse, Alertness, Improved

Evasion, Empathic link, share spells, deliver touch spells, Spell Resistance

Skills Climb+6, Perception+9, Stealth+16

***CLERICS

ATL 3

Evil Priest LE Human Cleric of Oblivion 3

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 17, **T** 11, **FF** 16 (+4 armr, +1 Dex, +2 shld)

HP 26 (3d8 + 6)

Speed 30'

Fort +4, **Ref** +3, **Will** +9

SQ/DR/SR/Immune No

Attacks Warhammer +4 (1d8+1, 20x3) or Heavy Crossbow +4 (1d10, 19-20x2) or R. Touch +4 (20x2) or M. Touch +4 (20x2)

Special Attacks *Touch of Evil* - 8/day, target sickened & counts as 'good' for 2 rounds
Touch of Darkness - 8/day, obscure target's vision

Spells: **Save DC = 15 + Spell Level**
0th - ∞/day - Bleed, Detect Magic, Light, Stabilize

1st - 5/day - Bane, Cause Fear, Cure Light

Wounds, Doom, Protection from Good^D

2nd - 3/day - Cure Moderate Wounds, Hold

Person, Align Weapon^D

1/day - Darkness (CL 3)

Str 12 **Dex** 12 **Con** 10 **Int** 10 **Wis** 20° **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 14

Feats Blind Fight, Combat Casting, Selective Channeling (1 target), Toughness

Gear Chain Shirt, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Bless*

Skills: *Concentration* +8, *Perception* +11, *Spellcraft* +6, *Caster Level (for SR)* +3

Special Abilities Channel Energy (*Negative*, 2d6, 30', 4/day, DC 16, +2 levels),

Spontaneous Casting (*Inflict*), Domain

Powers: *Touch of Evil* (M. touch, target is sickened and counts as 'good' for spells for 1 round), *Touch of Darkness* (8/day, all creatures get concealment against target), *Darkness* (1/day, does not affect self)

DOMAIN ABILITIES

Touch of Darkness (*Sp*): As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.

Eyes of Darkness (*Su*): At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—[obscuring mist](#), 2nd—[blindness/deafness](#) (only to cause blindness), 3rd—[deeper darkness](#), 4th—[shadow conjuration](#), 5th—[summon monster V](#) (summons 1d3 shadows), 6th—[shadow walk](#), 7th—[power word blind](#), 8th—[greater shadow evocation](#), 9th—[shades](#)

Touch of Evil (*Sp*): You can cause a creature to become [sickened](#) as a melee touch attack. Creatures [sickened](#) by your touch count as good for the purposes of spells with the evil descriptor. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your [Wisdom](#) modifier.

Scythe of Evil (*Su*): At 8th level, you can give a weapon touched the [unholy](#) special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—[protection from good](#), 2nd—[align weapon](#) (evil only), 3rd—[magic circle against good](#), 4th—[unholy blight](#), 5th—[dispel good](#), 6th—[create undead](#), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)

Darkness (**Sp**): You may cast *darkness* once per day, as per the spell. You are unaffected by your own *darkness*. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

ATL 5

Evil Priest LE Human Cleric of Oblivion 5

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 19, **T** 11, **FF** 18 (+5 armor, +1 Dex, +2 shield, +1 natural)

HP 49 (5d8 + 17) **Speed** 20'

Fort +5, **Ref** +3, **Will** +10

SQ/DR/SR/Immune No

Attacks Warhammer +6 (1d8+2, 20x3) or Heavy Crossbow +5 (1d10, 19-20x2) or R. Touch +5 (20x2) or M. Touch +5 (20x2)

Special Attacks *Touch of Evil* - 8/day, target sickened & counts as 'good' for 2 rounds

Touch of Darkness - 8/day, obscure target's vision

Spells: **Save DC = 15 + Spell Level**

0th - ∞/day - Bleed, Detect Magic, Light, Stabilize

1st - 6/day - Bane, Cause Fear, Cure Light

Wounds, Doom (2), Protection from Good^D

2nd - 4/day - Cure Moderate Wounds, ~~Eagle's~~

~~Splendor~~, Hold Person, Align Weapon^D

3rd - 3/day - Cure Serious Wounds, Searing

Light, Magic Circle Against Good^D

2/day - Darkness (CL 5)

Str 12 **Dex** 12 **Con** 10 **Int** 10 **Wis** 21° **Cha** 17

Base Atk +3; **CMB** +6; **CMD** 15

Feats Blind Fight, Combat Casting, Improved Channel, Selective Channeling (3 targets), Toughness

Gear Scale Mail, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, ~~Potion of Resistance, Potion of Aid, Potion of Barkskin +1, Oil of Magic Weapon +1~~

Skills: *Concentration* +10, *Perception* +13, *Spellcraft* +8, *Caster Level (for SR)* +5

Special Abilities Channel Energy (*Negative*, 3d6, 30', 4/day, DC 19, +2 levels),

Spontaneous Casting (*Inflict*), Domain

Powers: *Touch of Evil* (M. touch, target is sickened and counts as 'good' for spells for 2 rounds), *Touch of Darkness* (8/day, all

creatures get concealment against target), *Darkness* (2/day, does not affect self)

See ATL 3 for cleric domain special ability descriptions

ATL 7

Evil Priest LE Human Cleric of Oblivion 7

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 23, **T** 11, **FF** 22 (+7 armor, +1 Dex, +3 shield, +2 natural)

HP 58 (7d8 + 14) **Speed** 20'

Fort +8, **Ref** +6, **Will** +13

SQ/DR/SR/Immune No

Attacks Warhammer +10 (1d8+3, 20x3) or Heavy Crossbow +8 (1d10, 19-20x2) or

R. Touch +8 (20x2) or M. Touch +8 (20x2)

Special Attacks *Touch of Evil* - 8/day, target sickened & counts as 'good' for 3 rounds

Touch of Darkness - 8/day, obscure target's vision

Spells: **Save DC = 15 + Spell Level**

0th - ∞/day - Bleed, Detect Magic, Light, Stabilize

1st - 7/day - Bane, Cure Light Wounds (2),

Doom (2), Summon Monster 1, Protection

from Good^D

2nd - 5/day - Cure Moderate Wounds (2),

~~Eagle's Splendor~~, Hold Person, Align

Weapon^D

3rd - 4/day - Cure Serious Wounds, Searing

Light (2), Magic Circle Against Good^D

4th - 3/day - Poison, Cure Critical Wounds,

Unholy Blight^D

2/day - Darkness (CL 7)

Str 12 **Dex** 12 **Con** 10 **Int** 10 **Wis** 21° **Cha** 17

Base Atk +5; **CMB** +10; **CMD** 17

Feats Blind Fight, Combat Casting, Channel Smite, Improved Channel, Selective Channeling (3 targets), Toughness

Gear Breastplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, ~~Potion of Resistance, Potion of Heroism, Potion of Barkskin +2, Oil of Greater Magic Weapon +2, Oil of Magic Vestment +1 (2), Potion of Cure Light Wounds~~

Skills: *Concentration* +12, *Perception* +17,

Spellcraft +12, *Caster Level (for SR)* +7

Special Abilities Channel Energy (*Negative*, 4d6, 30', 4/day, DC 20, +2 levels),

Spontaneous Casting (*Inflict*), Domain

Powers: *Touch of Evil* (M. touch, target is sickened and counts as 'good' for spells for 3 rounds), *Touch of Darkness* (8/day, all

creatures get concealment against target), Darkness (2/day, does not affect self)

See ATL 3 for cleric domain special ability descriptions

ATL 9

Evil Priest LE Human Cleric of Oblivion 9
Domains: Destruction, Evil
Initiative +7; **Space/Reach** 5 ft./5 ft.
AC 27, **T** 13, **FF** 24 (+8 armor, +3 Dex, +4 shield, +2 natural)
HP 74 (9d8 + 18) **DR/SR/Immune** No
Fort +9, **Ref** +9, **Will** +15 **Speed** 20'
SQ *Eyes of Darkness*, *Scythe of Evil* (see Special)
Attacks Warhammer +14/+9 (1d8+6, 20x3) or Heavy Crossbow +12 (1d10+1, 19-20x2) or R. Touch +12 (20x2) or M. Touch +12 (20x2)
Special Attacks *Touch of Evil* - 9/day, target sickened & counts as 'good' for 4 rounds
Touch of Darkness - 9/day, obscure target's vision
Spells: **Save DC = 16 + Spell Level**
0th - ∞/day - Bleed, Detect Magic, Light, Stabilize
1st - 7/day - Bane, Cure Light Wounds (2), Doom (2), Summon Monster 1, Protection from Good^D
2nd - 7/day - ~~Bull's Strength~~, Cure Moderate Wounds (2), ~~Eagle's Splendor~~, Hold Person (2), Blindness/Deafness^D
3rd - 5/day - Cure Serious Wounds, Searing Light (3), Magic Circle Against Good^D
4th - 4/day - Poison (2), Cure Critical Wounds, Unholy Blight^D
5th - 3/day - Flame Strike (2), Summon Monster 5^D
3/day - Darkness (CL 9)
Str 16 **Dex** 16 **Con** 10 **Int** 10 **Wis** 22° **Cha** 17
Base Atk +6; **CMB** +14; **CMD** 22
Feats Blind Fight, Combat Casting, Channel Smite, Improved Channel, Improved Initiative, Selective Channeling (3 targets), Toughness
Gear Breastplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Heroism*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2, *Oil of Magic Vestment* +2 (2), *Potion of Divine Favor* +1, *Potion of Cat's Grace*, *Potion of Cure Mod*.
Skills: *Concentration* +15, Perception +20, Spellcraft +14, *Caster Level (for SR)* +9
Special Abilities Channel Energy (*Negative*, 5d6, 30', 4/day, DC 21, +2 levels), Spontaneous Casting (*Inflct*), Domain Powers: *Touch of Evil* (M. touch, target is sickened and counts as 'good' for spells for 4 rounds), *Touch of Darkness* (9/day, all creatures get

concealment against target), Darkness (3/day, does not affect self), *Eyes of Darkness* (4 rnds/day, not affected by darkness, even magical or deeper), *Scythe of Evil* (1/day, weapon *unholy* for 4 rounds)

See ATL 3 for cleric domain special abilities

ATL 11

Evil Priest LE Human Cleric of Oblivion 11
Domains: Destruction, Evil
Initiative +7; **Space/Reach** 5 ft./5 ft.
AC 32, **T** 15, **FF** 29 (+9 armor, +3 Dex, +5 shield, +3 natural, +2 deflection)
HP 112 (11d8 + 44) **DR/SR/Immune** No
Fort +12, **Ref** +9, **Will** +16 **Speed** 20'
SQ *Eyes of Darkness*, *Scythe of Evil*, *Touch of Evil*, *Touch of Darkness* (see Special)
Attacks Warhammer +17/+12 (1d8+9, 20x3) or Heavy Crossbow +14 (1d10+3, 19-20x2) or R. Touch +14 (20x2) or M. Touch +14 (20x2)
Special Attacks *Touch of Evil* - 9/day, target sickened & counts as 'good' for 5 rounds
Touch of Darkness - 9/day, obscure target's vision
Spells: **Save DC = 18 + Spell Level**
0th - ∞/day - Bleed, Detect Magic, Light, Stabilize
1st - 7/day - Bane, Cure Light Wounds (2), Doom (2), Summon Monster 1, Obscuring Mist^D
2nd - 7/day - ~~Bear's Endurance~~, ~~Bull's Strength~~, Cure Moderate Wounds, ~~Eagle's Splendor~~, Hold Person (2), Blindness/Deafness^D
3rd - 6/day - Cure Serious Wounds, Searing Light (4), Deeper Darkness^D
4th - 5/day - Poison (2), Cure Critical Wounds, Unholy Blight, Unholy Blight^D
5th - 4/day - Flame Strike (3), Summon Monster 5^D
6th - 3/day - Harm (2), Shadow Walk^D
3/day - Darkness (CL 11)
Str 16 **Dex** 16 **Con** 14 **Int** 10 **Wis** 26° **Cha** 17
Base Atk +8; **CMB** +16; **CMD** 26
Feats Blind Fight, Combat Casting, Channel Smite, Improved Channel, Improved Initiative, Selective Channeling (3 targets), Spell Penetration, Toughness
Gear Breastplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield,

Potion of Resistance, Potion of Good Hope, Potion of Barkskin +3, Oil of Greater Magic Weapon +3, Oil of Magic Vestment +3 (2), Potion of Divine Favor +1, Potion of Cat's Grace, Potion of Shield of Faith +2, Potion of Owl's Wisdom, Potion of Cure Moderate Wounds (2)

Skills: *Concentration +19, Perception +24, Spellcraft +16, Caster Level (for SR) +13*

Special Abilities *Channel Energy (Negative, 6d6, 30', 4/day, DC 25, +2 levels),*

Spontaneous Casting (Inflict), Domain

Powers: Touch of Evil (M. touch, target is sickened and counts as 'good' for spells for 5 rounds), Touch of Darkness (9/day, all creatures get concealment against target), Darkness (3/day, does not affect self), Eyes of Darkness (5 rnds/day, not affected by darkness, even magical or deeper), Scythe of Evil (1/day, make weapon unholy for 5 rounds)

THE ANTIPALADIN Blight

ATL 3

Evil Paladin LE Drow Antipaladin(Oblivion)

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 24, **T** 11, **FF** 23 (+8 armor, +1 Dex, +5 shield)

HP 34 (3d10 + 3+ 9) **DR/SR/Immune** SR: 13
DR: 1/good

Fort +8, **Ref** +4, **Will** +5 **Speed** 20'

Special Abilities: Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 3)

Attacks Warhammer +7 (1d8+4, 20x3) or Heavy Crossbow +4 (1d10, 19-20x2)

Spells: **Save DC = 13 + Spell Level**
Str 16 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16°

Base Atk +3; **CMB** +6; **CMD** 16

Feats Weapon Focus (warhammer), Toughness

Gear Fullplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield

Skills: Intimidate +3, Sense Motive +3,

Special Abilities [Aura of evil](#), [detect good](#), [smite good](#) 1/day (+CHA to attack,+lvl to damage, +CHA to AC), [Touch of corruption](#) (touch attack for 1d6 /2 class levels, times per day= 3 +1/2 level), [unholy resilience](#), [Aura of cowardice](#) (-4 save vs fear 10' radius), [cruelty](#) (fatigue to touch of corruption), [plague bringer](#) (immune to disease)

ATL 5

Evil Paladin LE Drow Antipaladin(Oblivion)

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 26, **T** 11, **FF** 25 (+8 armor, +1 Dex, +5 shield, +2 NA)

HP 50 (5d10 +5+15) **DR/SR/Immune** SR: 13
DR: 2/good

Fort +9, **Ref** +4, **Will** +6 **Speed** 20'

Special Abilities: Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 5)

Attacks Warhammer +10 (1d8+5, 20x3) or Heavy Crossbow +6 (1d10, 19-20x2)

Spells: **Save DC = 18 + Spell Level**
1st - 1/day - Doom

Str 17 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16°

Base Atk +5; **CMB** +8; **CMD** 19

Feats Weapon Focus (warhammer), Toughness, Power attack

Gear Fullplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Barkskin* +2, *Potion of Cure Moderate Wounds* (1)

Skills: Bluff +3, Intimidate +3, Perception +3, Sense Motive +3, **Special Abilities** [Aura of evil](#), [detect good](#), [smite good](#) 2/day (+CHA to attack,+lvl to damage, +CHA to AC), [Touch of corruption](#) (touch attack for 1d6 /2 class levels, times per day= 3+1/2 class level), [unholy resilience](#), [Aura of cowardice](#) (-4 save vs fear 10' radius), [cruelty](#) (fatigue to touch of corruption), [plague bringer](#) (immune to disease), Channel negative energy (costs 2 Touches), Fiendish Boon (+1 weapon)

ATL 7

Evil Paladin LE Drow Antipaladin(Oblivion)

Domains: Destruction, Evil

Initiative +1; **Space/Reach** 5 ft./5 ft.

AC 26, **T** 11, **FF** 25 (+8 armor, +1 Dex, +5 shield, +2 NA)

HP 68 (7d10 +7+21) **DR/SR/Immune** SR: 13
DR: 4/good

Fort +11, **Ref** +6, **Will** +8 **Speed** 20'

Special Abilities: Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 7)

Attacks Warhammer +14 /+9 (1d8+7, 19-20x3) or

Heavy Crossbow +8/+3 (1d10, 19-20x2)

Spells: **Save DC = 13 + Spell Level**
1st - 2/day - Bane, Doom
2nd - 1/day- ~~Bull's strength~~

Str 19 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16°

Base Atk +7; **CMB** +12; **CMD** 23

Feats Weapon Focus (warhammer), Toughness, Power Attack, Cleave

Gear Fullplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +1, *Potion of Cure Moderate Wounds*

Skills: Bluff +3, Intimidate +4, Perception +3, Sense Motive +4

Special Abilities [Aura of evil](#), [detect good](#), [smite good](#) 3/day (+CHA to attack,+lvl to damage, +CHA to AC), [Touch of corruption](#) (touch attack for 1d6 /2 class levels, times per day= 3+1/2 class level), [unholy resilience](#), [Aura of cowardice](#) (-4 save vs fear 10' radius), [cruelty](#) (fatigue and Dazed for one round to touch of corruption), [plague bringer](#) (immune to disease), Channel negative energy (costs 2 Touches), Fiendish Boon (keen weapon)

ATL 9

Evil Paladin LE Drow Antipaladin(Oblivion)
Domains: Destruction, Evil
Initiative +1; **Space/Reach** 5 ft./5 ft.
AC 30, **T** 13, **FF** 29 (+10 armor, +1 Dex, +5 shield, +2 NA, +2 Deflect)
HP 91 (9d10 +9 +27) **DR/SR:** SR:13 DR: 5/good **Speed** 20'
Fort +12, **Ref** +7, **Will** + 9(+2 vs good)
Special Abilities: Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 9)
Attacks Warhammer +18 /+13 (1d8+9, 20x3) *unholy= 2d6 vs good
 or
 Heavy Crossbow +10/+5 (1d10, 19-20x2)
Spells: **Save DC = 13 + Spell Level**
 1st - 3/day - Bane, Doom, ~~Protection from Good~~
 2nd - 2/day- ~~Bull's Strength~~, Invisibility
Str 20 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16°
Base Atk +9; **CMB** +15; **CMD** 26
Feats Weapon Focus (warhammer), Toughness, Power Attack, Cleave, Extra Smite
Gear Fullplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Barkskin* +2, *Oil of Greater Magic Weapon* +2, *Oil of Magic Vestment* +2, *Potion of Cure Moderate Wounds*
Skills: Bluff +3 , Intimidate +4, Perception +5, Sense Motive +4
Special Abilities [Aura of evil](#), [detect good](#), [smite good](#) 6/day (+CHA to attack,+lvl to damage, +CHA to AC), [Touch of corruption](#) (touch attack for 1d6 /2 class levels, times per day= 3+1/2 class level), [unholy resilience](#),

[Aura of cowardice](#) (-4 save vs fear 10' radius), [Cruelty](#), on touch of corruption hit, (target is fatigued, exhausted for 4 rounds, and Dazed for one round), [plague bringer](#) (immune to disease), Channel negative energy (costs 2 Touches), Aura of Despair (10' radius of -2 to saves), Fiendish Boon (unholy)

ATL 11

Evil Paladin LE Drow Antipaladin(Oblivion)
Domains: Destruction, Evil
Initiative +5; **Space/Reach** 5 ft./5 ft.
AC 35, **T** 14 **FF** 34 (+11 armor, +1 Dex, +7 shield, +3 NA, +3 Deflection)
HP 133 (11d10 +11+33) **DR/SR/Immune**
SR: 13 **DR:** 5/good **Speed** 20'
Fort +15, **Ref** +9, **Will** + 12 (+2 vs good)
Special Abilities: Dancing lights, darkness, faerie fire (All x1/day, Caster lvl 11)
Attacks Warhammer +21 /+16/+11 (1d8+10, 20x3) *unholy= 2d6 vs good or
 Heavy Crossbow +14/+9/+4 (1d10, 19-20x2)
Spells: **Save DC = 13 + Spell Level**
 1st - 3/day - Bane, Doom, ~~Protection from Good~~
 2nd - 2/day- ~~Bull's Strength~~, Invisibility
 3rd - 1/day- Vampiric Touch
Str 20 **Dex** 12 **Con** 16 **Int** 8 **Wis** 10 **Cha** 16°
Base Atk +11; **CMB** +17; **CMD** 28
Feats Weapon Focus (warhammer), Toughness, Power Attack, Cleave, Extra Smite, Greater Initiative
Gear Fullplate, Warhammer, Heavy Crossbow (20 bolts), Heavy Steel Shield, *Potion of Resistance*, *Potion of Barkskin* +3, *Oil of Greater Magic Weapon* +3, *Oil of Magic Vestment* +3, *Shield of Faith*, *Potion of Heroism*, *Potion of Cure Moderate Wounds*(2)
Skills: Bluff +3 , Intimidate +4, Perception +3, Sense Motive +6
Special Abilities [Aura of evil](#), [detect good](#), [smite good](#) 7/day (+CHA to attack,+lvl to damage, +CHA to AC), [Touch of corruption](#) (touch attack for 1d6 /2 class levels, times per day= 3+1/2 class level), [unholy resilience](#), [Aura of cowardice](#) (-4 save vs fear 10' radius),

Cruelty, on touch of corruption hit, (target is fatigued, exhausted for 4 rounds, and Dazed for one round), plague bringer (immune to disease), Channel negative energy (costs 2 Touches), Aura of Despair (10' radius of -2 to saves), Fiendish Boon (unholy)

Aura of Vengeance: an antipaladin can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of the antipaladin's next turn and the bonuses last for 1 minute. Using this ability is a free action

Critical Event Summary: No Humans Allowed

Convention: _____ Date: _____

1. Did the PCs rescue Saylan? YES or NO
2. Did the PCs get caught? YES or NO
3. Did the PCs steal a crystal? YES or NO

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

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



ROSTER OF HEROES: NO HUMANS ALLOWED

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ HomeState: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____
Class: _____ Level: _____ Region/City: _____
Special items or comments: _____
Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

** One type of energy (fire / cold / acid / electric /

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

sonic) must be specified when purchased.

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

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

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