



Wishful Thinking

LSJ232

By David Samuels

The next piece of the Godbuilder has been located. With so many people after it, will you be able to obtain it before they do? A 1 round Legends of the Shining Jewel scenario for ATLS 11+.

This module is part 5 of the Godbuilder series. The other mods in the series are LSJ172 Perilous Journey, LSJ177 Blast From the Past, LSJ190 Prophetic Visions, and LSJ205 Course Correction. While it is advisable to play the modules in order, for continuity sake, they can be played out of order.

WWW.THESHININGJEWEL.COM

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See Paizo.com for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility and does not endorse this product.



CREDITS

Author David Samuels.
Editor(s) Jonathan Johnson
Plots Coordinator Eric V Clark
Playtesters. Daniel Lewis, Jonathan Johnson, Ryan
McDonald, Lynn Miller

LEGAL TEXT

PATHFINDER is a registered trademark of PAIZO PUBLISHING, LLC, and the PATHFINDER ROLEPLAYING GAME and the PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO are trademarks of PAIZO PUBLISHING, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAI A are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2017 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the Legends of the Shining Jewel Campaign.

WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCS

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

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

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

Things are heating up in the search for the remaining pieces of the item, from this point forward known as the Godbuilder. To date 2 pieces of the item have been recovered: the first piece was carried away by the winged creature that escaped from the bowels of what was once Jadenpur, and the second spirited away from Lohm's temple in Aedar by the werebull. The werebull turned against his mistress and decided to keep the piece for himself.

To say that the werebull's mistress, a succubus desiring power, was incensed at that decision was an understatement. The succubus redoubled her efforts and recruited dozens of new special operatives to help her search for the item. This increase in minions enabled the succubus to cover more of Raia in a shorter timeframe. Her operatives managed to locate and retrieve for her a piece of the item which was hidden in Exan. Unfortunately for the residents of Exan, the item was obtained at considerable loss of Exanite life. While she was able to obtain the piece of the item, that and the deaths of the Exanites angered Graala, Illudra, Kohr and Krayve each of whom was worshipped there and lost followers. In an unusual show of solidarity, the 4 deities decided to band together to take the succubus and her worshippers down.

While this was occurring King Torestyn had been negotiating with Vanyr, in the hopes of either convincing them to align with us in an impending war with D'Gar, or to remain neutral. Unfortunately, the negotiations were made more difficult as years earlier a Vanyran citizen was duped into possessing secret information about Amthydor's military strengths and weaknesses. The normal penalty for an Amthydoran citizen found to be in possession of similar information was execution, but the King did not want to execute a duped citizen of another nation. By that same token, he couldn't just let her return home with that information, because even if that information was erased from her mind, it could possibly be restored by magical means, so she was imprisoned.

The king decided that with everything currently occurring in the world, this was the perfect time to try and undo the damage that was done years ago. Now Amthydor and Vanyr did not have a good relationship before that incident occurred as Vanyr had tried on several earlier occasions to invade Amthydor. The imprisonment of one of their citizens fueled Vanyr's hatred of Amthydor. Vanyr has even gone so far as to

send forces to try and locate the pieces of the Godbuilder. King Torestyn realized that Vanyr would keep looking for the pieces of the item to either obtain the item for themselves for use against Amthydor, or to prevent Amthydor from obtaining them. Either way, he knew that the Kingdom needed to be involved, if for no other reason than to have someone that he trusted keep an eye on Vanyr's dealings.

Having done his research on both Vanyr and its people the King came up with a plan to entice Vanyr. For starters, he would release the Vanyran woman that's been calling Amthydor home for the nearly 9 years. He also planned to send a gift to them, something that couldn't be used as a weapon against the kingdom to show them that we're serious about joining forces to search for the item. He's going to be sending some of the kingdom's more prominent adventurers to help them with that goal and is even willing to consider allowing them to keep the piece of the item depending on its abilities.

Unfortunately, Amthydor and Vanyr are not the only ones seeking the piece of the item as Pyrroth, the Kassanor Isles and D'Gar have also been searching for those pieces, and forces from those nations have been dispatched to Vanyr to try to woo Vanyr over to their side.

LSJ232 Being a Hero
Laestra Adiran at the temple of Galvandt
Bartholomew at the temple of Galvandt
Zenus Shamosin temple of Galvandt

ADVENTURE SUMMARY

Introduction –PCs head to temple of Galvandt to be briefed on their mission

Encounter 1: PCs meet the legionnaires that will escort them to Vanyr

Encounter 2: PCS encounter survivors from a ship to ship combat

Encounter 2B: PCS encounter Brianna's emissary

Encounter 3: PCS battle ship pretending to be from the Kingdom of the Shining Coast.

Encounter 4: PCS meet with head of the Merchant's Council.

Encounter 5: PCS have combat with people after the item.

Conclusion: -There are 2 conclusions based on the PCS actions

Epilogue – There are 3 epilogue scenes

INTRODUCTION

As you were enjoying mandatory time off from helping the nation recover from the aftermath of the battles with the blood beasts and the devils, time that allowed you the opportunity to deal with necessary tasks that you'd put off while helping the city a young girl steps into view in front of you. You recognize that she's wearing the livery of the Amthydoran Messenger Service, sometimes jokingly called Amthydor's Ninja Messengers; by the city's adventurers. The girl, approximately 8 years old says "I'm sorry if I startled you, but with the current situation in the city I can't be too careful while working. She confirms your identity and then passes you a rolled-up piece of parchment bearing the seal of the Quorum of Faith." Please excuse me" she says, I've got a bead on my next target" and with that she disappears from your sight.

A Detect Magic DC 5 reveals that she didn't use a spell, or spell-like effect to disappear. It will also reveal that there is no magic upon the parchment. A Perception DC 5 reveals that there are no traps on the parchment. When they're ready to open the parchment, please give them **Players Handout 1**

Adventurer,
The time is now. Report to the temple of Galvandt to help deal with a matter of grave importance. This matter concerns Amthydor, the Kingdom of the Shining Coast, as well as all of Raia. Be prepared to leave Amthydor immediately for an unspecified length of time.

High Priest Laestra Adiran

Allow the PCs the opportunity to gather their belongings and when they're ready to head to the temple of Galvandt continue.

You gather your belongings and head to the temple of Galvandt. It takes a little longer than expected to reach the temple. While the kingdom is on the road to recovery from the damage caused by blood beasts and devils that attacked some three weeks ago, there's still a way to go before the physical damage to the kingdom is undone. The emotional toll on the people will take more time to overcome. The only good thing right now is the fact that the mood of the people in the street is changing from guarded and apprehensive to hopeful and optimistic. Reaching the temple of Galvandt and making your way past the people trying to gain access to the

temple, you get the opportunity to explain to the acolyte at the door the reason behind your visit to the temple today. The acolyte then escorts you to one of the temple's meeting rooms where a blonde-haired priestess in the livery of Galvandt is waiting to meet with you. The room has (# of PCs+2) chairs. After asking you to be seated she clears her throat and then begins speaking.

"For those of you that may not know me, my name is Laestra Adiran, and I am the high priest of this temple. Thank you for coming. As time is of the essence I'm going to ask you to refrain from asking any questions until I've finished speaking. I'm not sure how many of you are familiar with the item that Amthydor, sorry – the Kingdom of the Shining Coast, and others across Raia have been searching for, over the past 3 years. The item, which we've now started calling the Godbuilder, is extremely powerful and can turn an ordinary individual into a deity. In the hands of one of the gods, it can give that god ultimate power. To date we've encountered 2 of the 5 pieces of the item as well as a piece to another item which we thought was part of this item. That leaves 3 pieces of the item unaccounted for. Because of the impending potential threat from the item if assembled, the king has decided that we need to allocate resources towards locating those parts.

The decision was a hard one for him to make as those resources would have a more immediate impact if they were used to help with the rebuilding of the kingdom after the devastation caused by the attacks of the blood beasts and devils.

We've located the next piece of the item, it's in a location known as Exan. Exan is a relatively small nation. I've taken the liberty of compiling some information about Exan to help you. I know that you must have some questions, I would if I were in your shoes, so please feel free to ask them so that we can get you on your way.

She gets ready to pass out Player's Handout 2 to the PCs when the door to the room bursts open. Continue with the text below

Laestra pulls out a piece of parchment and reaches to hand it to you when the door to the room bursts open and 2 individuals enter the room. "Wait!" The 2 individuals, one a bespectacled human man in his late teens to early twenties, and the other a balding elderly male gnome with a salt and pepper beard, say in unison.

"Laestra, there's been a change in plans" the gnome says.

Commented [JJ1]: She should have a more detailed description to set the mood.

“What’s the meaning of this Bartholomew? Why are you and Zenus here?”

“New divinations revealed that the mission that you’re recruiting for has changed.” Zenus says.
“Explain yourselves” Laestra orders.
“Destine sent word that the piece to the item that was in Exan has been recovered by forces serving a certain succubus. Many people died trying to prevent that piece of their item from being obtained. In addition, according to Destine several gods are livid at the killing of their worshippers in Exan and have pooled their worshippers to gain vengeance on the succubus.

GM NOTE: As there are 3 NPCs here, the answer to each question will be prefaced by who is providing the answer

☛ What does the piece that they recovered do?

<Bartholomew> “According to Destine, the piece grants its wielder the ability to slay living. As if that wasn’t powerful enough, the item is supposed to be able to be used on multiple targets at the same time.”

☛ So, anyone possessing that piece is essentially a god with the power to decide life or death?

<Bartholomew> “Unfortunately, yes.”

☛ How were they able to locate the item before we did?

<Laestra> “Just because we’re looking for the item would not prevent someone else, with greater resources, from getting that information before we did. Remember that before this meeting was interrupted you were brought here for the purpose of heading to Exan to try to retrieve that piece.”

☛ Do you know where we can find the succubus?

<Bartholomew> “Unfortunately, not.”

<Laestra> “What he means that Destine hasn’t felt the need to share that information with him yet. I know that Bartholomew is going to try to offer the standard ‘She’s trying to encourage self-reliance’ crap that she usually does when asked why Destine hasn’t revealed information.”

☛ So how do we stop the succubus?

“The same way we would stop anyone else. By finding the next piece of the item before they do” Bartholomew says, “Destine said that Sorena would be dealing with that.”

Zenus clears his throat and says “Sorena has provided that information. According to Sorena, the next piece of the item can be found in Vanyr; which creates a somewhat of a sticky situation for us. For those of you unfamiliar Amthydor’s history, we’ve had a troubled relationship with Vanyr. In simplest terms, throughout its history, Amthydor has had to deal with Vanyr’s attempts to conquer it. As if that weren’t troubling on its own, approximately 9 years ago, a young woman from Vanyr was duped into helping someone frame former High Warrior Alexander Breng for treason. The unsuspecting Vanyran woman was found to be in possession of documents detailing the strengths and weaknesses of the Diamond Legion. The information in those documents could have helped Vanyr if it attempted to try to conquer Amthydor again. Normally the penalty for possessing such information, with the intent to turn it over to a foreign power, would be execution. The King made the best decision that he could in the situation and, rather than executing an unfortunate individual from another nation that was duped into possessing that information, he had the woman imprisoned for almost 9 years. He couldn’t risk the information getting back to Vanyr and knew that even wiping that information from her mind couldn’t guarantee that; as there’s always a chance that things like that can be undone. While the king’s approach showed some leniency to the woman in question, it did nothing to lessen Vanyr’s hostility towards Amthydor, if anything, it increased the level of tension between the two nations. It’s part of the reason that Vanyr and the other nations that were duped into helping with that plot have been actively searching for the pieces of the Godbuilder.

Zenus will pause for a moment to take a deep breath before continuing. If the PCS ask any question, they will get the same answer as if they’d asked the question about relevancy

☛ How is this relevant to the situation at hand?

<Bartholomew> “Please let Zenus finish before asking questions,” Bartholomew says.

<Laestra> “Yes, please let them finish. Since it’s obvious that I’m not needed here anymore, I’d like to regain access to this room for my temple which WILL only happen once these 2 have finished the briefing that they interrupted.”

Commented [JJ2]: While we’ve run into them before, I have no idea what Zenus or Bartholomew look like. I don’t remember details very well. A brief description would help.

Commented [JJ3]: A description of the girl would be helpful so that the PCs know who they are meeting and don’t just have to rely on her age a description in a city of tens of thousands. Even though she’ll be with the legion when they meet her, a description in either place helps.

Zenus clears his throat and continues “As I was saying, this piece is in Vanyr. The only good part about any of this is that the king has been negotiating with Vanyr’s ruler about they’re either siding with us, or at least remaining neutral in an impending war with D’Gar. At the very least they’ve been working on trying to diffuse the hostility that exists between the two nations. If that can be arranged, then both nations would be able to benefit from the possibility of trade agreements and new sources of income. That could be a huge economic boost to 2 nations trying to rebuild after major damage was done by the blood beasts and devils.”

☛ Why is the king speaking with Vanyr at all?

<Bartholomew> “There are 2 reasons that come to mind regarding that topic: The first is that we need help to both recover and safeguard the pieces of the Godbuilder to prevent more than 1 of them from being in any location. The second is that whether you’re aware of it or not there is an impending war with D’Gar looming and we need to make sure that Vanyr either stands with us or at least doesn’t stand with D’Gar. “

☛ Who are the other nations that were involved in the plot to frame Alexander Breng?

<Laestra> “The Kassanor Isles and Pyrroth were both involved in that plot and like Vanyr each had a citizen locked up in our prison system. “

☛ Who else might be going after the piece of the Godbuilder?

<Laestra> “Based on past experiences, Vanyr, the Kassanor Isles, Pyrroth, spring to mind. The followers of every evil god, the winged creature that was freed from beneath Jadenpur, the werebull, as well as the succubus. “

☛ What would/could the king offer Vanyr?

<Zenus> “According to Sorena, the king is offering to release the young woman that had been a resident of our prison as well as the possibility of Vanyr keeping a piece of the Godbuilder. He’s also offered them assistance in locating the piece that’s within Vanyr. “

☛ Why would the king offer to release the woman?

<Bartholomew> “The information that she had about the strengths and weaknesses of the legion

doesn’t apply anymore; especially not after the devastation caused by the devils and the blood beasts. It’s also a gesture to show how serious the king is about trying to make peace with Vanyr.”

☛ Were the women from the other nations freed as well?

<Zenus> “No, there was no point in rushing to do that for those nations at this time as both have already aligned themselves with D’Gar. Perhaps in the future the king will do something. I know that it doesn’t seem fair that Vanyr is receiving special treatment, but that’s how negotiations work.”

☛ Are we going to be bringing the young woman back to Vanyr?

<Laestra> “Yes, since you’ll be heading there anyway it makes sense to have you bring her home as well. Before you ask, you’d need to make sure that she arrives back in Vanyr in one piece. And no that doesn’t earn you a bonus. It does, however, increase the odds that your mission will succeed. And that could have its own reward when you return.”

☛ What can you tell us about the woman?

<Zenus> “Her name is Engvelyn Darvoder and she is a blond-haired, blue-eyed woman who was in her late twenties at the time that she was imprisoned. You should be aware that she is extremely bitter about what happened to her. And that’s understandable considering what she’s been through.”

☛ If Vanyr is an enemy how do you know that we can trust them?

<Bartholomew> “They’re probably wondering the same thing about us.”

<Zenus> “According to Sorena, we’re sending people to Vanyr to help them locate the piece of the Godbuilder while Vanyr is sending an ambassador to Amthydor to work on details for an agreement.”

☛ If Vanyr sent an ambassador here, are we sending an ambassador there?

<Bartholomew> “We already have. The king has dispatched Kylene Reilly and some other members of the kingdom’s nobility to lay the groundwork for an agreement while the king begins negotiations with Vanyr’s ambassador.”

🗨️ Do you know what this piece can do?

<Zenus> “According to Sorena, the piece has the ability to change an individual’s race and gender to whatever combination that the user desires.”

having a random group of people randomly show up probably wouldn’t help things.”

🗨️ Do you know what the other pieces can do?

<Bartholomew> “Yes. The piece that the succubus got from Exan can cast *slay living*. But unlike the spell itself, the item can affect multiple targets at the same time. The piece that the werebull got from Aedar can bestow lycanthropy of any type that the wielder wishes. The piece that the winged creature escaped it’s Jadenpur with is a little bit of a mystery. It can either *reincarnate* someone to be a race of the wielders choice or *raise dead* regardless of how long the person has been dead. Either of those options is bad; as it means that the creature has had a considerable amount of time to amass an army to go after the other pieces.”

🗨️ When do we leave? / How would do we get there?

<Zenus> “You will leave once we’re done with this briefing. There is a legion ship, named the Sequined Siren, that survived the battles with the blood beasts and devils because it was out of the harbor on a mission. As the ship cannot currently enter the harbor, we have arranged a way for you to reach the ship thanks to an idea that one of the city’s up and coming adventurers an individual named KnightShade. KnightShade, and several of the city’s other adventurers, have been helping retrieve supplies from, and taking supplies to, ships outside our harbor by use of flying cauldrons, while flying carpets have been used to ferry people back and forth.”

🗨️ Compared to the abilities of other pieces of the Godbuilder, changing a person’s gender and race seems minor.

<Laestra> “That’s not minor at all. If you change a person’s race for example, you affect the abilities and resistances that they may have while making them more susceptible to attacks by others.”

🗨️ What does this pay?

<Laestra> “I was expecting that question. Unless Zenus or Bartholomew are planning on offering you more, the king authorized a payment of (100*ATL) pieces of gold to be split amongst your group. That amount isn’t open for negotiation at this time. However, it’s possible that you might be able to get a larger reward based the degree of success achieved and hazards encountered.”

🗨️ Is that sort of thing even possible?

<Bartholomew> “Unfortunately, yes. Remember that together these pieces have power rivaling the power of the gods. Each of the components of that Godbuilder is powerful on its own.”

🗨️ Do you know how long this mission might take?

<Zenus> “No, but Sorena did indicate it’s possible that this could require more than 1 trip to Vanyr.”

🗨️ Why can’t we take a portal to Vanyr?

<Bartholomew> “The hostility between both nations led to the portals being closed to prevent forces from one side using the portal to surprise the other. If relations between the two nations improve, portal use between here and Vanyr might become the common way of traveling.”

🗨️ Do you know how far Vanyr is from here?

<Laestra> “It’s approximately 2500 miles from here and the ship you’ll be taking should be able to get you there in 5 days.”

Bartholomew and Zenus look at her with looks of surprise

<Laestra> “I know how to read and ask questions. It’s part of that self-reliance crap Bartholomew and his temple keep promoting.”

Bartholomew starts turning red and Zenus bites his lip, most probably to prevent himself from breaking out laughing.

🗨️ Why can’t we teleport to Vanyr?

<Zenus> “The answer to that is all too disheartening. Several members of LoTs died battling the blood beasts and devils. Among the surviving members of LoTS currently in Amthydor, no one had been to Vanyr before.

<Laestra> “In addition, if you’re trying to coordinate in essence a treaty with another nation,

🗨️ What if we find magic items during this mission, can we keep them?

<Laestra> “Depends on where you find them. Ideally, as a sign of good faith, you should turn the

items over to Vanyr since the king did promise your assistance to Vanyr. Vanyr can then decide which, if any, of those items are available to you for your reward. Remember that Vanyr was also attacked by blood beasts and devils.”

☛ So, you’re saying that we won’t make any money on this mission?

<Zenus> “No one has said anything like that. All we’re saying is that you need to remember that you’re representing the king and need to make a good impression on the people of Vanyr.”

☛ Why do “WE” need to show good faith Vanyr?

<Bartholomew> “You are there as a representative of the king. And whether you do or not, Vanyr and the king could react according to your actions while in Vanyr.”

☛ So, you’re saying that we need to be on our best behavior?

<Bartholomew> “In simplest terms, yes.”

☛ What are we being sent there to do?

<Zenus> “Let me put your minds at ease. You’re not being sent there for anything diplomatic, you’re there to help the Vanyrans locate and recover the piece of the Godbuilder. However, your actions may be helpful for Vanyr decide whether or not to reach an agreement with King Torestyn.”

☛ How do you know that we’ll be safe while in Vanyr?

<Bartholomew> “Destine has informed me that you’ll be safe while in Vanyr, well at least as safe as an adventurer can be during their journeys. “
<Zenus> “Sorena had said that any dangers that you face will not be coming from the Vanyran government.”

☛ How will we get back from Vanyr?

<Bartholomew> “The Sequined Siren will return to get you. They will give you a device to signal that you’re ready to come home.”

☛ Are there any rules/customs that we need to follow when we’re in Vanyr?

<Bartholomew> “Don’t steal. Don’t fight in the streets. Don’t kill anyone while in Vanyr unless you don’t have a choice. Show proper respect to the

representatives from Vanyr that you’ll be meeting with.”

☛ How come the gods didn’t destroy the item if it’s that powerful?

<Laestra> “They tried but they weren’t able to, so they did the next best thing – they split the item into 5 pieces and then scattered them throughout Raia.”

<Bartholomew> “Then Destine removed all knowledge of that item from the minds of mortals. She thought that would be enough to deter people from going after the Godbuilder. And it worked for many years. In time, even the gods themselves forgot about the item as they became involved with other tasks.”

☛ So, what caused them to remember the item?

<Zenus> “In a word, Cruciatus. When Cruciatus was accidentally created by Ardra and freed from her aura through the ritual performed by her daughters, Ayla and Brianna, the other gods were initially upset with Ardra birthing Cruciatus. They began thinking of a way to deal with him once and for all. It was during that time that the gods remembered the Godbuilder and its history.”

☛ Why was that winged creature imprisoned under Jadenpur?

<Zenus> “The location of many of the current cities in Raia were built on top of the ruins of old civilizations. Jadenpur is no different. There were many layers below Jadenpur, at least 7 if I’m recalling correctly, and the creature was imprisoned below by one of the societies that predated it.”

☛ Have you gotten any more information on what the creature is?

<Zenus> “We’re still working on that. We believe that it might be some sort of lycanthropic undead, demon, or devil. But we are trying to confirm that.”

☛ Weren’t you imprisoned under Jadenpur as well?

<Zenus> “Yes.”

After 15 minutes real time, or once the players start to get bored, please read the following

<Laestra> “I suggest that you head out now as we’ve got other things to do. Some of us may even be needed at our own temple. Good luck with your

Commented [JJ4]: I thought that the gods were all powerful. How can they not do this together with all of their powers combined?

Commented [JJ5]: Destine, the goddess of knowledge doesn't know something? Shocking. lol

mission. May the gods bless you and keep you safe during that time.”

way there aboard the Siren, and then finishing the trip using the flying cauldrons.”

ENCOUNTER 1: ON OUR WAY

You leave your briefing at the temple of Galvandt and head outside the temple to find a young woman in her late twenties and (# of PCs+2) legionnaires waiting for you, each with a with cauldron. The legionnaires are all women, and they instruct you to climb into the cauldrons so that they can bring you to the Sequined Siren; which is currently anchored outside of the harbor. As soon as you climb into the cauldrons, they lift off and then start heading towards the harbor. Reaching the docks, which have shown considerable progress over the past 3 weeks, you can see a ship at the edge of your vision. The cauldron’s head towards that ship. After a few minutes time, you reach the ship and the cauldrons land on the deck so that you can step out. Once you’re all out of the cauldrons, the legionnaires moor them to the side of the ship and then jump onto the deck.

A legionnaire wearing a captain’s uniform approaches you. “Welcome to the Sequined Siren. I’m Captain Elsbeth Bauman,” she says. “We’re ready to take you to Vanyr. Please stow your gear below deck. And then when you come back on deck, I’ll introduce you to the crew. The crew has already labeled your quarters for the trip, so you’ll know where to stow your belongings.”

Once you’ve stowed your gear and emerged back on deck, you see that Captain Bauman has assembled a group of legionnaires with her. “Allow me to introduce you to the senior members of the crew: first mate Fiona Calvris, and Seamen Gert Dillworth, Hillary Eisner, Idira Foxstorm, Jackie Grimm, Katherine Hannah, Louisa Ironwood, Maria Jorgenson, and Nina Kravitz. I’m sure that you must have some questions, so please ask them and we’ll do our best to answer them.”

GM Note: As there are several NPCs here, unless otherwise noted, Captain Bauman will be the one answering.

☛ Are you taking us all the way to Vanyr?

“We’re bringing you to Vanyr, just not in the conventional way. We’ll be taking you most of the

☛ Why not just take the ship all the way to Vanyr?

“The reason that we’re not taking this ship all the way there has to do with the battles that the kingdom has recently had with the blood beasts and devils. During those battles, the Legion was devastated, the Eagle Riders were almost completely decimated, and every ship that was moored in the harbor was destroyed. That included many of the Legion’s ships. We cannot risk anything happening to this ship in Vanyr just in case negotiations go badly – it could cripple Amthydor’s defenses.”

☛ So, we’re being left to our own devices in Vanyr? / The king is worried about this ship and not us?

“No one said that you’re being abandoned in Vanyr, just that we’re not taking this ship there. If you run into trouble just signal us and we’ll come, there to get you.”

☛ Why wasn’t this ship damaged during those battles?

“We were out of the harbor on a mission.”

☛ What sort of mission?

“That was in the past, it doesn’t matter. What matters is what we do now going forward to help protect the kingdom?”

☛ How fast can this ship travel?

“The Sequined Siren is a unique ship. She is unique because she can do 20 knots on a windy day with her sails unfurled and 10 knots when there is no wind for her sails to catch.”

☛ Why is it called the Sequined Siren?

“When the ship enters into combat, it sings a song, similar to that of a siren, which grants the crew the benefits of a prayer spell.”

☛ How many are in her crew?

“We normally operate the Sequined Siren with a minimal crew of 20 legionnaires including myself. However, because of the devastation that the Legion suffered, this ship is being operated with half that number.”

☛ Do you need our help with tasks on the ship?

Commented [JJ6]: Descriptions of named characters help PCs get into the mod a bit more. For lesser characters, they don’t need to be very descriptive, although it helps.

Commented [JJ7]: Descriptions of named characters help PCs get into the mod a bit more. For lesser characters, they don’t need to be very descriptive, although it helps.

“If any of you have any sailing skills we would welcome the assistance. If not, we can tell you where to stand and what to do during the trip.”

🗨️ What should the weather be like?

“Our prayers to the gods indicated that we should have smooth sailing to our destination.”

🗨️ How long should this trip take?

“It should take us approximately 5 days to get to Vanyr depending on the wind.”

🗨️ Couldn't we just teleport there?

“If that were possible, it would have been arranged while you were in Amthydor.”

🗨️ Why are all the ship's crew women?

“Why should a person's gender matter more than their abilities, and we're all quite capable. The senior crew been together for a number of years and they know what needs to be done without my having to tell them.”

🗨️ Has the ship ever been in combat before?

“Yes, she has seen combat on several occasions.”

🗨️ Did you suffer many casualties?

“We had a few. But thank the gods that after we'd won and rounded up the crews of the 3 ships we were battling, we were able to fully heal our wounded crew.”

🗨️ What was the result of that combat?

“We won. Our skills plus the god's blessings enabled us to vanquish our foes even though they had us outnumbered.”

🗨️ So, you've never lost a combat?

“If we had, we probably wouldn't be here.”

🗨️ Has the crew been together long?

“We've been together for eight years; ever since this ship was commissioned.”

🗨️ Were the enemies that you defeated pirates?

“No, they were just individuals with delusions of grandeur that planned on launching a military assault on Amthydor. Thankfully they ran into us first.”

🗨️ You seem to take your job seriously

“The Legion is not a job; it's a calling.”

🗨️ Do you have any customs/rituals that you do while at sea?

“Every day, we give tribute to Cyrene, Aurelian, and Ardra while making sure to show respect to Lohm, Zara, and the other gods.”

🗨️ Is there a minimum amount of tribute?

“No, you need to be respectful of the gods. The tribute would depend either on what you are carrying as cargo or what your mission is. If you're on a life or death mission or carrying hundreds or thousands of gold as cargo a tribute of 50 gold doesn't really show proper respect.”

🗨️ Are the elemental gods the only ones you show respect to??

“No, one must be respectful of all the good deities.”

🗨️ How will we get back from Vanyr?

“We have been tasked with taking you there and bringing you back.”

🗨️ So, you'll be waiting for us?

“No and Yes. We'll be nearby tending to some things, but we will be back if you need help, or to pick you up when you're done. If you fire this bolt into the sky it will let us know that you need assistance.”

🗨️ What do you eat while at sea?

“While we are sailors and like fish, a diet of only fish can be boring. While at sea, we like to use some of our own magic items to feed ourselves and our crew so that we don't wind up in a rut. We got them from a gypsy that was trying to raise money for charity. One of the other benefits of using the items to make the food is that we never have to worry about the food spoiling if something should come up. We also don't need to worry about not having enough food or it being ready on time We tend to eat meals on the style of Daiguo cooking; chicken lo Mein, chicken fried rice, barbecued ribs, egg rolls, pork chow Mein, chicken egg foo young, and ice cream for dessert.”

🗨️ Would you be willing to sell us one of those items?

“No, we really need them. Unfortunately, the gypsy gave other similar items to the city to help feed all of the hungry.”

Commented [JJ8]: Is it wise to not respect the neutral or evil deities?

☛ **How long have you been members of the Legion?**

“I have been a member of the Diamond Legion for almost 18 years and went through the Legion academy with most of this crew. In fact, the senior members of the crew have been together for the past 10 years, the junior members have only been with us or two years.”

☛ **Isn't it unusual for a crew to be together that long?**

“We are one of the most successful crews that the Legion has assembled and are capable of handling any detail.”

☛ **What are the capabilities of your crew?**

“Gert Dillworth, Hillary Eisner, and Idira Foxstorm are fighters; Jackie Grimm, Katherine Hannah, and Louisa Ironwood are rogues; while Maria Jorgenson and Nina Kravitz are priests of Aurelian and Cyrene respectively. First mate Calvris is a wizard, and I am a paladin.”

☛ **What is the protocol if danger is encountered?**

“A member of the crew would raise an alarm and then everyone needs to grab their gear and head on deck ready for battle. Also, if a battle is imminent the ship will start singing.”

☛ **Do you always head on deck assuming hostilities?**

“It's always better to show up with your weapons and then refrain from using them, then to not have them when you should need them.”

☛ **Do you size up a situation first before attacking, or attack first and ask questions later?**

“We size up the situation.”

These are all the answers that the captain has right now. While wanting to make the PCs and the NPCs welcome aboard her ship, she and the crew will want to return to their duties as soon as possible (no more than 10-15 minutes real time should be spent on these questions),

Allow the PCs a **Perception DC 10** to notice that Engvelyn is sitting in a corner of the deck sullen and sulking. If the PCs don't notice it, one of the legionnaires will point it out to them. If they go to speak with her, they can learn the following

☛ **Why are you so down? / You're returning home, shouldn't you be happy?**

“I spent more than 8 years of my life in a prison. I was torn away from my friends and family for a crime that I didn't commit. That should entitle me to be upset.”

☛ **But you've been released, why don't you focus on that instead of dwelling on the past?**

“To put it simply, so that you can understand, the only reason I'm being released is that your king decided that he could use this to gain favor with Vanyr. He doesn't care about me. He could have released me at any time over the past 8 years to gain favor with Vanyr, but he didn't. He chose this moment and you expect me to be grateful.”

☛ **You're free. You get to live the rest of your life as a free woman.**

“You expect me to be grateful?”

☛ **What happened that you were sent to jail?**

“A man came up to me and said that this guy named Breng wanted to go out to dinner with me. Breng was a perfect gentleman. And while we ate, we talked. He learned that I was from Vanyr and told me he was sorry that Vanyr lost so many lives battling Amthydor. He said that he wanted to give Vanyr a fighting chance and invited me back to his house. While at his house, he gave me some rolled up pieces of parchment, which I never opened, and then we had some wine and cheese.

The next thing I knew was that that I woke up in his bed with Breng and 2 other women, and several of your legionnaires standing over us. Breng, once they woke him up, denied ever meeting me. The pieces of parchment, which, again, I never looked at, turned out to be detailed reports of the strength and weaknesses of the Diamond Legion. Which I'm again pointing out I never opened or looked at.”

LSJ75 “Be Careful What You Wish For”

There is no check necessary to tell that she is extremely upset at her predicament and the fact that she believes that she has been treated unfairly

A **Diplomacy DC 15** or **Intimidate DC 20** will make her see the light - that regardless of whether she had viewed the documents, they were in the area where she was apprehended. While it is true that the King might have been able to release her earlier, he is doing so now.

ENCOUNTER 2

The first day's travel passed uneventfully, the warm rays of the sun offsetting the cool from the winds that have been propelling the ship forward. On the morning of the 2nd day, you are awakened by the sounds of the alarm being raised. It is accompanied by the sounds of people moving quickly in their cabins, before hearing cabin doors open and the sounds of footsteps heading up on deck.

If the PCS should head on deck, please read the following

Arriving on deck, you see what had the crew concerned enough to raise an alarm. The water has a lot of debris and is murkier than it has been since you set out towards Vanyr. The water has a red tinge to it and you could swear that you saw a fin. What do you do?

Allow the PCs to make a perception check, with the DC attained determining the information received

DC 5: The debris seems to have come from a ship

DC 10: There are bodies of several humanoids face down in the water

DC 15: There are large finned creature under the water. The size of the fins indicates that the creature's that they belong to are at least 10-15 feet long.

DC 20: The finned creatures are sharks.

DC 25: The sharks are pushing the bodies above the water, preventing them from sinking below.

It is possible that the PCs might ask the Captain and/or her crew how they would handle it. The captain and crew would respond that the ship is not currently singing indicating that a battle is about to take place. Regardless of which of the ship's crew that they ask, they would get the same answer - that more information is needed before determining the correct course of action to take.

If the PCs should attempt to check, detect evil will reveal that neither the bodies or the sharks will radiate as evil. The bodies are unconscious, and the sharks are just hungry.

GM Note: After ten minutes real time/five minutes of game time after the PCs have made their choice and acted upon it skip to Encounter 2B

The PCs have several options available to them in this encounter, please skip to the appropriate section:

Option I: Drive the sharks away/Attack the sharks

As soon as the PCs make their presence known from their ship, through either the use of spells or weapons, the

sharks will attempt to flee. This is especially true if the PCs attack the sharks. The sharks are intelligent. And even though they were tasked with preventing the bodies from dying, they aren't suicidal. If the PCs should enter the water to attack the sharks, the sharks won't fight back, even if the PCs cause additional blood to be spilled in this area. There is no chance that the sharks will frenzy regardless of how much blood is spilled. They would retreat rather than attack the PCs. Please use the stats listed below for this combat.

ALL ATLS

Shark (12)

N Large [animal \(aquatic\)](#)

Init +5; **Senses** blindsense 30 ft., keen scent;

Perception +8

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 22 (4d8+4)

Fort +7, **Ref** +5, **Will** +2

Speed swim 60 ft.

Mele bite +5 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Str 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 18

Feats [Great Fortitude](#), [Improved Initiative](#)

Skills [Perception](#) +8, [Swim](#) +11

Option II: Enter the water and try to rescue the bodies.

If the PCs should enter the water and head towards the unconscious humans, the sharks will back off but not flee. The sharks were tasked with keeping the humans from drowning and want to make sure that the PCS don't hurt the humans. Once the sharks are sure that the PCS mean no harm to the humans, the sharks will back away.

Option III: Speak with the sharks

If the PCs should attempt to fly over/enter the water with the purpose of speaking with the sharks, they can gain the following information. If the PCs should ask, some of the ship's crew are willing to fly those that wish over to the bodies using the flying cauldrons.

If the PCs go to check the bodies, they will find that the bodies are those of 3 human men. A **Heal DC 10**, or a **Perception DC 20**, will reveal that the bodies are unconscious and barely alive, but that there are no bite marks on them. A **Heal DC 20** in the water), or **Heal DC 10** (outside the water and with some attempt made to warm the bodies) will get the bodies to open their eyes

From the humans

🗨️ Who are you?

“Our names don’t matter. We were headed to Vanyr to try and locate the piece to the Godbuilder that we’d heard can be found there.”

🗨️ Where are you from?

“Pyrroth. We’ve been searching for the pieces of the Godbuilder so that they can be properly utilized to unite Raia for the betterment of everyone. When our leaders heard that one of the pieces was in Vanyr they knew that we had a good chance of retrieving it. We just needed to find it before anyone else did. The sinking of our ship has delayed that.”

🗨️ How many people were on your ship your ship?

“We had 30 people on our ship.”

🗨️ What happened to you?

“We were attacked by a ship flying the flag of the Kingdom of the Shining Coast.”

🗨️ Why would a ship from the Kingdom of the Shining Coast attack you?

“There’s been bad blood between our 2 countries for at least a decade. It was further fueled by Amthydor, the kingdom’s capital, imprisoning one of our citizens for no reason. Now, as I said, they were flying the flag from there. But when the attackers spoke, they didn’t have an accent common from that kingdom. The accent they used was from the Kassanor Isles.”

🗨️ If the kingdom of the Shining Coast already has one of your citizens what reason would they have for attacking you?

“They probably wanted to stop us from obtaining the piece of the Godbuilder that’s currently located in Vanyr, or convincing Vanyr to side with them against D’Gar in the upcoming war.”

🗨️ So, you think it’s possible that someone from the Kassanor Isles is trying to frame that Kingdom?

“That’s entirely possible.”

🗨️ We’re from the Kingdom of the Shining Coast and we didn’t attack you, in fact we rescued you.

“We can only tell you what we saw and heard. You should know with everything that’s going on between your kingdom and our home, you’re lucky that we have an open mind. Other people upon seeing the

banner from the Kingdom of the Shining Coast, might’ve just accepted that the attack was carried out by people from your nation.”

🗨️ When you report this attack to the authorities in Vanyr, will you be sharing all the details about the attack with them?

“Possibly, depends what’s in it for us?”

A Diplomacy DC 15+ATL or Intimidate DC 25+ATL will convince them to reveal all the information. If the PCs point out that regardless of how they feel about the Kingdom of the Shining Coast, if they don’t share all the information with the authorities, they’d be allowing the people that attacked and left them for dead to be free to try again. Doing that approach will give a +2-circumstance bonus to the check as will roleplaying. Offering them 100gp*ATL will negate the need for a check

From the sharks (the sharks only speak Aquan)

🗨️ Why are you here?

“Father said that we needed to guard the bodies until he came back.”

🗨️ Where did he go?

“Father went to take care of the others that were killed in the fight.”

🗨️ Why didn’t you try to eat these people?

“Father asked us not to, and when father talks we listen.”

🗨️ What can you tell us about father?

“He very smart. He knows best. He looks out for us.”

🗨️ So, you didn’t eat anyone?

“No, father say not to, so we didn’t. It was hard especially with more blood in water.”

🗨️ Why didn’t you eat the dead people?

“Father said don’t eat anyone. We have to listen to father.”

🗨️ Why didn’t you attack us?

“Father might get mad at us if we hurt you.”

🗨️ What is father’s name?

"Father, that's what he has us call him and he always watches out for us."

GM Note if the PCS played Perilous Journey, Tibris will recognize them and refer to them by name

Encounter 2B

The water begins to swirl, and you can soon see why. A giant orca breaks the water's surface and leaps into the air. You can make out the form of a man on its back. The man calls out to you, "Can we talk?" He leaps off the back of the orca and comes to stand on the water in front of you.

Please note that if the PCs attacked and hurt the sharks he will be acting somewhat hostile to them. It is up to the PCs to try to find a way to diffuse the situation. A **Diplomacy DC 20+ATL** would be needed to bring him around. If a PC should attempt to attack him, the ship's captain will order them to stand down.

☛ **Who are you?**

"My name is Tibris Bilgris and I am Brianna's emissary."

☛ **The water is Cyrene's domain, why is an emissary of Brianna involved? / Why isn't Rendeth here?**

"Why shouldn't I be involved? Brianna is the daughter of Ardra, goddess of life, and she watches over all animals whether they're water-based or not. Besides, Rendeth is busy elsewhere."

☛ **Why are you here?**

"There was a conflict in the water, one that resulted in the deaths of many people. In addition, the ship that was sunk was a danger to sea life in the area. I spent some time making sure that area was safe for sea life while praying for the bodies of those killed."

If the PCs attacked the sharks, please add the following

"Unfortunately, it seems I was too late to stop you from attacking my children. Is there a reason that you felt that you had to attack the sharks that were trying to save the lives of those that weren't killed in the attacks that sunk their ship? For some reason people seem to think that it's okay to take out their aggressions on the inhabitants of the seas and oceans."

If the PCs make a **Diplomacy DC 20+ATL** they can calm him down. If they have offered to donate funds, or healing, to have any sharks that they attacked/killed healed/raised they'll automatically succeed on the Diplomacy check.

☛ **Why are you so hostile?**

"How would you feel if your children were attacked, and there wasn't anything that you could do about it? Do you think I should throw those people a party?"

☛ **They're not really your children. They're the children of the gods not you?**

"I am Brianna's emissary in this area, and it is my duty, as well as my great pleasure, to watch over the sea-life here so that Brianna can concentrate on more important things."

☛ **Why were the sharks protecting the humans?**

"I asked them to. I needed to make sure that the ship that sunk wasn't a danger to anyone that lives below the water. I also gathered the bodies so that they may be sent home later so that their families can get closure."

☛ **What do you know about a powerful item in Vanyr?**

"Brianna informed me that a piece of the Godbuilder is in Vanyr. At the very least it explains why there has been so much traffic in the waters heading towards Vanyr. This unfortunately has the gods concerned as it's the 4th piece, out of the 5 that the Godbuilder was split into, to be discovered. Once the 5th piece is discovered everyone that already has a piece would be trying to obtain the rest of the pieces and reconstruct the item."

☛ **What do you know about reconstructing the item?**

"I know that there is a ritual to join the pieces together, but I don't know the details about it. I think that the temples of Destine and Sorena are both looking into that. And if I know their priests, it will probably some sort of contest to figure out which of their gods will give them the information first."

☛ **Do you know how many other ships have traveled this way before our ship?**

"I saw 2 other ships that went this way before yours; the one that was destroyed and the one that destroyed it. The one that did the destroying pretended to be

Commented [JJ9]: A description of this guy might give the PCs a feel for who they are dealing with.

from the Kingdom of the Shining Coast most likely to get Vanyr to remain hostile towards the Kingdom of the Shining Coast. I'm expecting that other ships are probably on their way there as well, just that you started out before them."

☛ Why do you think that others will be heading this way?

"Many people other than Amthydor, the Kassanor Isles, Pyrroth, and Vanyr are interested in obtaining pieces of the Godbuilder. Followers of all the evil gods, especially Graala, Kohr, and Krayve, each recently lost worshippers during the most recent attempt to obtain a piece of the Godbuilder."

☛ Are you willing to tell that to Vanyr's authorities?

"I'd be willing to talk to them. But I can't do so now. I've got to work on getting the bodies of those that died in this attack back to their families."

☛ How long ago was the attack on the ship?

"Approximately three and a half hours ago."

☛ Were you able to bring any of the dead back to life?

"Not yet, I don't have the spells currently to do so. But I will try before they're sent home."

If the PC offer to donate to help bring back the dead Pyrothians, he will gladly accept the donation and thank them sincerely.

☛ Do you have any idea how far away they might be?

"According to the water's residents, the ship is about a half day ahead of you."

☛ Is there anything that you can do to help us?

"Yes, I can have some of my children help to speed up your journey. They won't help you in a fight, nor will they accompany you all the way. But they can help to cut the time that it takes to catch up with the other ship in half."

When the PCs are ready to head after the other ship, Tibris will wish them luck and inform them that the Blessings of Brianna are upon them

Encounter 3

With the help of Tibris friends of the sea, the Sequined Siren speeds to its rendezvous with the

ship from the Kassanor Isles that's been flying the banner for the Kingdom of the Shining Coast.

Tibris's allies get you within a half hour of the ship that you were chasing before departing. You can see the other ship just at the edge of your vision and what you do see is disturbing. The ship that you're chasing is in battle with another ship. The first mate in the crow's nest informs you that it is flying the banner of Vanyr. You see bolts of lightning, columns of flame, and other magical effects raining down from above onto the second ship.

Allow the PCs to prepare as they haven't been noticed yet, and once they're ready, or 5 minutes real time has passed, the captain will instruct the crew to move the ship forward. If the PCs don't think of it, the captain will tell them that if we can help the Vanyran ship it should help their mission. She will even further suggest that if the PCS help the Vanyran ship, she and her crew will deal with the people falsely flying the Kingdom of the Shining Coast flag.

Something to note, the legionnaires won't part with the flying cauldrons. However, they're willing to give those PCs that need it a lift to the ships.

Approaching the other ships, you see that there is a pitched battle on the one flying the Vanyran flag. There are also several individuals on the one flying the Kingdom of the Shining Coast banner firing arrows to keep the Vanyrans pinned down.

Some things to note:

- 1) There are approximately 25 villains between the 2 ships. The villains listed below (from GM Appendix 1) are the villains that the PCs will personally face. The Vanyrans and the legionnaires will handle the rest of the villains with one exception. If the PCS somehow manage to finish their assigned villains in 1 round, 2 additional bloodragers will move to attack them.
- 2) The ship will start to sing grating the effects of a *prayer* spell on the PCs and the legionnaires.
- 3) Engvelyn will want to head over to the other ship with the PCs to try and help. The PCs will probably try to talk her out of that. And if they do, she will remind them that she'd be safer with them especially with the legionnaires participating in the battle as well. She will also remind the PCs that if anything happened to her, it might affect their mission. Place Engvelyn on the map and have at least one of the villains head over to threaten her.

4) If asked, the Pyrrothians would be willing to help deal with the people that attacked them.

When the PCs

ATL 11

Human bloodrager (abyssal bloodline) 13 (2)
Human warpriest of Dymora 13 (2)

ATL 13

Human bloodrager (abyssal bloodline) 15 (2)
Human warpriest of Dymora 15 (2)

ATL 15

Human bloodrager (abyssal bloodline) 17 (2)
Human warpriest of Dymora 17 (2)

ATL 17+

Human bloodrager (abyssal bloodline) 19 (ATL 17
2/ATL 19+ 4)
Human warpriest of Dymora 19 (ATL 17 1/ATL 19+
2)

If the PCS check on the bodies of the villains and the Vanyrans, they will discover that villains are indeed dead and that two of the Vanyrans are in danger of dying if they don't receive healing. If they heal the Vanyrans, make note of it as it will have bearing later.

Once the villains are dealt with, and any healing done, the PCs can gain information from the villains with a **Diplomacy DC 10+ATL**, or **Intimidate DC 15+ATL**

- They are from the Kassanor Isles
- They were sent to prevent the Kingdom of the Shining Coast from allying with Vanyr
- They were supposed to kill sailors and plant clues implicating the Kingdom of the Shining Coast in their deaths.
- After what Amthydor, the Capital of the Kingdom of the Shining Coast had done to them in the past, they think Pyrroth and Vanyr should align with D'Gar in the impending war.
- Years ago, citizens from the Kassanor Isles, Pyrroth and Vanyr were tricked into participating in a plan to frame a high-ranking legionnaire. Even knowing that the women were tricked into taking part in this plan, Amthydor refused to free them claiming that to do so would jeopardize their safety. They said that we should be grateful that they didn't kill the women from our countries.

- This isn't over as Pyrroth and the Kassanor Isles have both allied with D'Gar.

A **Sense Motive DC 5** will let the PCs know that the above statements are true. It's possible that the PCs have some questions for the villains after getting the above information.

☞ **You're siding with D'Gar in a war because of something that happened almost 9 years ago?**

"Yes, Amthydor, or rather the Kingdom of the Shining Coast, needs to be held accountable for their actions."

☞ **Couldn't the same be said for the woman from your country that was imprisoned?**

"That's different. She was manipulated into helping in the plot."

☞ **Mistakes were made on both sides. Can't you work this out? War doesn't need to be the answer.**

"It is an answer, maybe not the one that you're hoping for, but it is an answer."

☞ **Do you know when this war will start?**

"No, but it can't be soon enough for us."

A **Sense Motive DC 5** will reveal that he's being truthful.

☞ **What would be gained by war?**

"More living space as well as more resources. The Kingdom of the Shining Coast is full of people that might make adequate slaves."

☞ **You're upset that a woman from your country was imprisoned, but you wish to wage a war that will do much worse to people from the Kingdom of the Shining Coast?**

"That's different, we will be on the winning side."

A **Sense Motive DC 5** will reveal that he is holding something back. If they call him on it and make a **Diplomacy DC 20+ATL** or **Intimidate DC 20+ATL** they can get answers to the questions below.

☞ **Why did you attack the Pyrrothian and Vanyran ships again?**

"As we explained, we needed to find a way to frame the Kingdom of the Shining Coast and the attacks on the ships seemed like a good way to accomplish that. It also was a way for us to delay you getting to Vanyr."

☛ Why would you need to delay us from reaching Vanyr?

“Representatives from D’Gar are currently meeting with Vanyr’s leader to try to sway them to align with D’Gar. If you, as representatives from the Kingdom of the Shining Coast were to show up in Vanyr too soon, it could negate their hard work.”

The Vanyran captain will point out that no other ship passed them. To which the prisoner will mention that they never said that D’Gar’s representatives would be traveling to Vanyr by ship.

☛ If you found the piece of the item that’s in Vanyr, what would you do with it?

“We’d take it back to our leaders in the Kassanor Isles.”

☛ You don’t think that if the item was found in Vanyr, that perhaps Vanyr should be the one to decide what happens to it?

“No, to be honest we don’t.”

☛ So, if you found an item of god-like power you wouldn’t be tempted to use the item yourself to become a god? / You’d be comfortable with your ruler having an item of god-like power to do their own bidding?

“That’s correct.”

☛ Why don’t you think that Vanyr should have a say in what happens to the item if it’s found in Vanyr?

“They wouldn’t have the heart to use it as it should be used.”

☛ How would you feel about D’Gar obtaining the item from Vanyr? / If D’Gar obtained the item, you’re not worried that they might use it against the Kassanor Isles?

“D’Gar wouldn’t use it against us. We have an agreement of support between our 2 nations, so it should be fine.”

☛ Do you really think D’Gar can be trusted to keep their word when faced with power on that scale?

“Yes.”

☛ Do you personally agree with everything that D’Gar does?

“That seems like a trick question. I need to follow what my leaders want just like you do.”

☛ Even when your leaders are wrong?

“Just because you were brought up to incorrectly believe that something is wrong, doesn’t mean that more civilized people will.”

At that moment he will bite his lip and then start foaming at the mouth before he dies. A **Heal DC 5** will confirm that he was poisoned, although most PCs should be able to figure that out just by seeing the foam coming from his mouth. A *neutralize poison* will not work in this case, as the poison is divine in nature, created by powerful followers of Illudra.

From the Vanyrans

“My name is **Montereoy Turlinson**. And I am the captain of this vessel. Thank you for intervening on our behalf. Without your assistance, we might have lost more of our crew to their savage attack. Your assistance also proves that despite any problems between Vanyr and the Kingdom of the Shining Coast, people from your kingdom will help us in time of need. I see that you’ve also brought Engvelyn back home. We need to get back to Vanyr, do any of you know have any sailing skills?”

He will wait for an answer, and if none of the PCs has any sailing skills he will send most of his crew over to the ship to bring that ship back to Vanyr. He would then ask the PCs to assist with tasks on his ship so that both ships make it back to Vanyr. During that time the PCs will be free to ask questions of him.

Captain Bauman will inform the PCs that they can take this ship to Vanyr, while the Legion waits for them.

☛ How long have you been one of Vanyr’s defenders?

“For me personally, more than 15 years. The others on the crew range from 5 to 9 years.”

☛ How do you feel about Vanyr and the Kingdom of the Shining Coast forming an alliance?

“My personal feelings don’t matter. What matters is how the nations leaders feel about it.”

GM Note: If the PCs try to read his mind/thoughts using spells like esp, detect thoughts, or a similar type spell they will not learn anything. The captain’s years as one of Vanyr’s defenders have trained him how to resist those types of abilities.

Commented [JJ10]: A description of Captain Turlinson might be a nice way to give the PCs a feel for this guy’s importance.

☛ Do you think that Vanyr should side with D'Gar or the Kingdom the Shining Coast forming an alliance?

“My personal feelings don't matter, what matters is how the nation's leaders feel about it.”

GM Note: If the PCs try to read his mind/thoughts using spells like esp, detect thoughts, or a similar type spell they will not learn anything. The captain's years as one of Vanyr's defenders have trained him how to resist those types of abilities.

☛ How hard was Vanyr hit during the battles with the blood beasts and devils?

“That's a question for Vanyr's leaders, not me.”

☛ What do you know about the Godbuilder?

“What's that?”

☛ What do you know of a powerful item that can give people power on the level of a god?

“All I know is what I've heard through rumors, that there are multiple parts to the item. And if it is that powerful, those pieces should not be put back together.”

☛ Were any people that you know killed during the battles with the blood beasts and devils?

“Yes.”

☛ Were those people that you knew that were killed part of Vanyr's defensive forces?

“Yes and no. Some were while others weren't.”

☛ Are there any rules we need to follow when meeting with the head of your merchant's council?

“Yes, you speak when spoken to, otherwise you remain silent. When you do speak with him, you must show proper respect. You can't bring weapons to your meeting with him, although armor and other items which can't be used to attack someone, are fine.”

☛ How do we refer to him?

“You can address him as Lord Sammon and should bow to him when being introduced as a sign of respect.”

He will not answer any other questions.

Encounter 4

After traveling in tandem with the ship from the Kassanor Isles, you reach your destination, Vanyr. Arriving at the docks, and after mooring the ships, you're met by a contingent of Vanyr's guards. After taking your statements, the crew's statements and the statements of the prisoners, the guards take the prisoners into custody. They ask Captain Turlinson and his crew to escort your group to the meeting with the head of the merchant's council while they secure the prisoners and bodies of the dead.

Before leaving the dock area, Captain Turlinson informs you that you'll need to surrender your weapons until after the meeting with the head of the Merchant's Council. He promises you that if danger should arise, he'd make sure that you had your weapons. He pulls out a *bag of holding* and asks you to place your items in the bag; which he then closes and hands to you. Captain Turlinson leads you through the streets towards your meeting with the head of the Merchants' Council. You travel through the streets passing buildings made from some type of simple, but functional, stone. People in the streets eye you suspiciously as you pass. It's not hard to imagine what they're thinking as you can see the hatred in their eyes. This must be what it's like for people of Vanyr when they visit Amthydor. After about 20 minutes time, Captain Turlinson leads you to a simple looking building with men standing guard around it. After speaking to one of the men, he opens the door and allows your group inside the building.

Two other men, standing just inside the doorway, lead you further into the building to an open 40'x40' room with a dark-haired, middle-aged man dressed in simple robes sitting in what appears to be a comfortable chair. Two other men are in the room, one standing on each side of the chair. There is no other furniture in the room.

The man on the chair begins speaking “I'm Sammon Tyrius, the leader of the Merchants' Council. You must be the delegation from Amthydor that your king mentioned he was sending. The D'Garran representative that was here earlier told me that people from your kingdom attacked a Vanyran ship; and that before that, they'd attacked a ship from Pyrroth. That is an unforgivable act of aggression. Your king had contacted me about working out a peace agreement between our 2 nations. I'm guessing that was just a cover so that you could get close enough to attack us on our own soil. I'm guessing it was bound to happen after the past. Now, I'm willing to allow one of you to speak for your group before I

Commented [JJ11]: If you are so inclined, now is a great time to really describe the city to give the PCs a feel for what they are seeing. Give them some awe and wonderment. Even if it's a dirty, dingy place, it can really set the mood.

Commented [JJ12]: Given that he's such an important character in the city, a better description would be helpful. What color are his eyes, skin, clothes, shoes (if ornate), etc.? How tall does he appear? Is he human or humanoid looking?

have you imprisoned for crimes against Vanyr. You've got 30 seconds to choose who will speak for you. Remember that your fate is in his/her hands."

Allow the PCS to choose someone to speak with them.

"So, have you figured out who your fate depends on?"

Keep note on who speaks and whether they're respectful to Sammon

Allow the PCS to present their defense, but if/when they mention the points noted below, Lord Sammon will respond with the comment listed. Also, just to toy with the PCs, after they've made their points, please have them roll Diplomacy with each person that showed respect to Lord Sammon, and didn't interrupt, granting an automatic +2 bonus to the check

☛ We did not attack either of those ships.

"Do you have any proof to offer, or witnesses that can confirm what you said?"

☛ Engvelyn can confirm these things she was with us since we left Amthydor. And I'm sure that you would agree that she'd have no reason to lie to help us. In addition, the guards that met us at the docks have prisoners from the attacks. And Captain Turlinson can confirm our actions for the battle with the ship from Vanyr.

"Engvelyn, Captain Turlinson, can either of you confirm any part of what they just said?"

Both will nod their heads yes. If the PCs personally healed or raised any of the Vanyrans that were killed/injured during the battle, Captain Turlinson will mention that now.

"That makes no sense. Why would the representative from D'Gar lie? What would he hope to accomplish?"

☛ Perhaps D'Gar doesn't want you siding with the Kingdom of the Shining Coast in the upcoming war.

"I guess that's possible."

After 5-10 minutes real time spent, Lord Sammon will quiet the room.

"Your words do have merit." Before he can utter another word, screaming can be heard coming from outside the building and the smell of burning flesh is in the air. "Captain Turlinson, you and your men need to look into this."

If the PCs offer to help, Lord Sammon will thank them. If they don't, Captain Turlinson will ask them to help.

Heading outside the building you see a disturbing sight. The guards that were at the door to the building are on fire. And you can see (# of individuals listed by ATL *3) villains running rampant and striking down citizens of Vanyr. The number of baddies listed are the ones that the PCs will personally need to deal with.

ATL 11

Human bloodrager (abyssal bloodline) 13 (2)
Human brawler 13 (2)
Human dragon disciple 8/sorcerer (draconic bloodline) 5
Human warpriest of Dymora 13

ATL 13

Human bloodrager (abyssal bloodline) 15 (2)
Human brawler 15 (2)
Human dragon disciple 10/sorcerer 5
Human warpriest of Dymora 15

ATL 15

Human bloodrager (Abyssal bloodline) 17 (2)
Human brawler 17 (2)
Human dragon disciple 10/sorcerer (Draconic bloodline) 7
Human warpriest of Dymora 17

ATL 17+

Human bloodrager (abyssal bloodline) 19 (2)
Human brawler 19
Human dragon disciple 10/sorcerer (Draconic bloodline) 9 (2)
Human warpriest of Dymora 19

➤ If the villains defeated the PCs **GO TO Conclusion B (page 20).**

Once the villains have been defeated, the PCs will be able to learn the following information from them

- These villains were sent here to try and obtain the item for D'Gar while trying to frame representatives from the Kingdom of the Shining Coast. Especially if they were able to kill the head of Vanyr's Merchants' Council while he was meeting with people from there.

Commented [JJ13]: Will captain Turlinson et al help with these? Or should he direct the PCs to deal with these while he and the other Vanyrans tend to the other 12 baddies?

- Vanyr is weak, and would probably side with the Kingdom of the shining Coast unless there was a reason that they shouldn't
- If Vanyr's not with D'Gar in this war with the Kingdom of the Shining Coast, then they're against D'Gar, there is no middle ground.
- D'Gar needs to make sure that they're the ones that find the pieces of the item so that those pieces can be used properly.
- The more people that die now, the less they'll need to kill later – they can always bring back those that they wish once they get the pieces to the item.

➤ If the PCs defeated the villains **GO TO Conclusion A (page 19).**

CONCLUSION A PCS WIN

Vanyr's guards show up and take charge of the scene. Captain Turlinson tells you that you need to go back inside to speak with Lord Sammon. But before you have the chance to do so, Lord Sammon and those members of his personal guard that were inside the building with him, followed him outside "Thank you for your assistance in helping to stop this plot by D'Gar. If D'Gar manages to obtain any of the pieces of the item, Raia is in trouble. I know that we may not have seen eye to eye in the past, but I'm thinking that we need to treat this situation as a new beginning. This could also be beneficial to both nations as we try to recover from the damage of the devils and blood beasts and evils and a trade agreement between our nations could help us recover quicker. I'm also hopeful that in the future, if we should need help, you'd be willing to assist us."

You signal the legionnaires who pick you up and bring you back to the Sequined Siren for your trip back to Amthydor. The trip is uneventful, and when the legionnaire, with you in their cauldrons, are almost to the docks, you notice 3 familiar figures standing there. Bartholomew, Laestra, and Zenus are waiting to greet you. Bartholomew says Destine foretold your arrival back here. And while I could have met you here by myself, I thought that Laestra and Zenus should be here as well since they were

part of the start of this mission. Please let me, or rather us, know how your mission went?"

Allow the PCs to relate the details of their mission, and then Laestra will speak.

"I had been authorized to pay you (100gp X ATL) to be split amongst yourselves. But after talking it over with Zenus and Bartholomew, and checking our temples discretionary funds, we're now able to offer you (150gp X ATL).

➤ **GO TO Epilogue (page 20).**

CONCLUSION B PCS LOSE

As the villain's blow connects, your eyes flutter and things fade to black. The next thing you know is that your looking at a woman in brown robes bearing the livery of Cyrene. Captain Turlinson looks at you and says "Welcome back. I thought that we'd lost you. Do you feel well enough to meet with Lord Sammon?"

Lord Sammon enters the room. "I see that you're awake. While I know that the villains proved too tough for you, you tried to help; which shows that there is indeed hope for our 2 nations. My eyes have been opened to several things thanks to your efforts; especially where D'Gar is concerned. If D'Gar manages to obtain any of the pieces of the item, Raia is in trouble. I know that we may not have seen eye to eye in the past, but I'm thinking that we need to treat this situation as a new beginning. This could also be beneficial to both nations as we try to recover from the damage of the devils and blood beasts and other evils, and a trade agreement between our nations could help us recover quicker. I'm also hopeful that in the future, if we should need help, you'd be willing to assist us.

You signal the legionnaires who pick you up and bring you back to the Sequined Siren for your trip back to Amthydor. The trip is uneventful, and when the legionnaire, with you in their cauldrons, are almost to the docks, you notice 3 familiar figures

standing there. Bartholomew, Laestra, and Zenus are waiting to greet you. Bartholomew says Destine foretold your arrival back here, and while I could have met you here by myself, I thought that Laestra and Zenus should be here as well since they were part of the start of this mission. Please let me, or rather us, know how your mission went?”

Allow the PCs to relate the details of their mission, and then Laestra will speak.

“I had been authorized to pay you (100gp X ATL) to be split amongst yourselves, but after talking it over with Zenus and Bartholomew, and checking our temples discretionary funds, we’re now able to offer you (150gp X ATL).”

EPILOGUE 1

A shadowy image appears in front of you, that of a winged creature. “It’s time. Time to acquire the piece from Vanyr as well as the others that are in play. It would give me great pleasure to take the items from the werebull and his former boss; a good for nothing succubus with delusions of self-importance.

EPILOGUE 2

A second image appears in front of you, that of a beautiful woman with luscious red lips. She seems to be speaking to an assembled group of followers. “My good friend. Things are looking up for us. After what we went through to get the piece from Exan, obtaining the piece from Vanyr would be a nice

bonus. As if that weren’t enough, my sources tell me that the winged creature that acquired the 1st piece from beneath Jadenpur and my former werebull lackey, who stole the piece from Aedar that was rightfully mine, will both be there. The opportunity to leave Vanyr with 4 out of the 5 pieces in my control is one I CANNOT pass up.”

EPILOGUE 3

As if things couldn’t get any worse, a third image appears in front of you; that of a werebull. He is speaking to an odd assortment of followers; creatures of every known type of lycanthrope as well as several unfamiliar ones. “An opportunity has presented itself where we can obtain 3 out of the 4 remaining pieces of the Godbuilder in Vanyr. The gods are shining upon me right now. We’ve got the opportunity to obtain the piece currently hidden within Vanyr, as well as the ones that were previously claimed by others. My former mistress, the succubus, and the creature that escaped from below Jadenpur will both be there with their pieces. My forces, all of you, are unstoppable. And neither of those fools will know what hit them when we liberate the pieces in their possession. Perhaps I might keep them around as my lackeys.”

Commented [JJ14]: Shouldn’t the excess funds be sent as a thank you gift for the Vanyrans using their resources to aid the PCs. If nothing else, they weren’t completely successful since they were defeated. It just seems odd that even in the bad conclusion, the PCs get a bonus.

Commented [JJ15]: Another option might be self-grandeur instead of self importance. It just sounds more foreboding to me.

THUS ENDS “WISFUL THINKING”

TIME UNIT COST: 11 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19	ATL 21
Module Experience	4500	7000	10500	17000	28000	42000
Protected Engvelyn/treated Lord Sammon with respect (can only get this once)	200	200	500	500	500	1000
Healed/Raised Vanyrans on ship	200	200	500	500	500	1000
Protected Vanyrans during battle	200	200	500	500	500	1000
Roleplaying XP Bonus	200	200	500	500	500	1000
Maximum Possible XP	5300	7600	12500	19000	30000	46000

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

TREASURE SUMMARY

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

Encounter 1

➤ Potion of Cure Light Wounds, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal)

➤ Encounter 2

Etc.

Miscellaneous

This should be submitted as a separate document for approval purposes at the time the module is sent in for editing.

Commented [JJ16]: Be sure to update the treasure summary.

PLAYER'S HANDOUT #1

Adventurer,

The time is now! Report to the temple of Galvandt to help deal with a matter of grave importance. This matter concerns Amthydor, the Kingdom of the Shining Coast, as well as all of Raia. Be prepared to leave Amthydor immediately for an unspecified length of time.

High Priest Laestra Adiran

PLAYER'S HANDOUT #2

Trade Dominion of Vanyr

Ruler: The current leader of the Anzhar is Sammon Tyrius

Government: Plutocracy (Anzhar—Ruling Merchant Council)

Capital: Ascor

Resources: Shipping, Grain, Timber, whatever trade goods can be obtained from others

Population: 2,653,100 (humans 99%)

Alignment: LE, LN, NE, N

Language: Common, Corsian, Tasmarr

Deities: Belatrix, Cyrene, Destine, Dymora, Lucor, Mordana

Description: Vanyr began as a colony of Thyrgol, in hopes of gaining increased access to new trade markets and additional natural resources. With their parent country 'out of sight, out of mind', the people of Vanyr conveniently 'forgot' their duty to their parent nation and became a power in their own right. Thyrgol, distracted by continuing conflicts with the Havens, who resisted all attempts at takeover, and driving the dwarves, and elves from their lands, had little attention to spare for their wayward offspring.

Strong willed mercenaries, clever merchants, and freethinkers with marketable skills forged a new nation free of allegiances.

Vanyr maintains a strong army, used in the early days of the country to expand its southern and eastern borders by threat and force of arms against the resident elves of the Heartwood, which once stretched all the way to the Tasman Sea, and a large navy for guarding its merchant ships and blockading competing ports. They have also occasionally tested the borders of neighboring Cellor, but that country, long accustomed to dealing with humanoid incursions from its bordering mountains, refuses to be bullied.

Vanyrans live and die by commerce and think little of other nations who they view as less hard working than themselves, including neighboring Corothia.

Vanyr has made, and failed, repeated invasion attempts against Amthydor since 15510 ER (1770 AF), and is known to still plot against the city in an ongoing effort to seize the dominant trade position on the Tasman Sea.

Vanyr's 'nobility' exists in the form of its hereditary merchant council, the Anzhar. Eighteen Merchant Barons hold their seats by their business acumen, passing their titles on to their descendants. Only in the face of complete financial ruin can a member of the Anzhar lose his place.

Vanyrans do not openly display their wealth through jewelry or rich clothing, believing that such frivolous use their fortunes is a waste of resources better spent in pursuit of even more riches. As a people they tend to have medium complexions, reddish to dark brown hair and green, hazel or brown eyes.

- **Ascor** (Metropolis, 42,870) Though smaller than the port city of Ramallan, Ascor is the true seat of power in Vanyr and the trade center of the nation. Goods traveling between Ascor and the coast are transported on long narrow wagons set upon iron rails and drawn by teams of draft horses. These railed tracks can be kept clear in any weather and provide for the smoother and more rapid transport of goods.

GM PLAY AID #1

ATL 11

Human bloodrager (abyssal bloodline) 13

NE Medium humanoid (human)

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

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)

hp 149 (13d10+52)

Fort +11, **Ref** +7, **Will** +5; +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, improved uncanny dodge; **Immune** Nil; **DR** 3/—; **SR** Nil

Speed 40 ft.

Melee dagger +17 (1d4+4/19-20) or +2 darkwood quarterstaff +19 (1d6+6)

Ranged Nil

Full Atk +17/+12/+7 (1d4+4/19-20) or +2 darkwood quarterstaff +20/+15/+10 (1d6+7)

Special Attacks blood casting, flaming claws (x2, 1d8 +1d6 fire), greater bloodrage (36 rounds/day)

Bloodrager Spells Known (CL 13th; concentration +20)

1st level (5/day)—*burning hands* (DC 20), *chill touch* (DC 18), *flare burst* (DC 20), *magic missile*, *ray of enfeeblement* (DC 18), *shocking grasp*, *true strike*; **2nd level** (4/day)—*bull's strength*, *fire breath* (DC 21), *flaming sphere* (DC 21), *molten orb*, *scorching ray*, *sonic scream* (DC 21); **3rd level** (3/day)—*lightning bolt* (DC 22), *pain strike* (DC 22), *rage*, *twilight knife*, *vampiric touch*; **4th level** (2/day)—*dragon's breath* (DC 23), *greater flaming sphere* (DC 23)

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 25

Base Atk +13; **CMB** +17; **CMD** 30

Feats Arcane Strike, Cleave, Combat Casting, Eschew Materials, Extra Rage, Greater Spell Focus (evocation), Improved Initiative, Power Attack, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (quarterstaff)

Skills Acrobatics +9 (+13 to jump), Climb +9, Diplomacy +9, Escape Artist +6, Handle Animal +13, Intimidate +14, Knowledge (arcana) +16, Linguistics +1, Perception +6, Ride +7, Sense Motive +3, Spellcraft +16, Survival +6, Use Magic Device +15

Languages Common

SQ demonic bulk (can enlarge self by one size category), fast movement

Gear *potion of bull's strength*, *potion of cat's grace*, *potion of eagle's splendor*; +1 mithral chain shirt, dagger, darkwood quarterstaff, *cloak of resistance* +1, *ring of protection* +1

Special Abilities: Blood Casting (Su) Cast bloodrager spells while in bloodrage. **Blood Sanctuary** +2 (Su) +2 bonus to save vs. spells cast by self or an ally.

Bloodrage (36 rounds/day) (Su) +8 Str, +6 Con, +3 to Will saves, -4 to AC when enraged. **Flaming Claws** (Su) 2 Magic Claw attacks deal 1d8 damage + 1d6 fire

Human brawler 13

NE Medium humanoid (human)

Init +8; **Senses** Perception +12

AC 24, touch 18, flat-footed 16 (+4 armor, +4 Dex, +4 dodge, +2 natural)

hp 162 (13d10+65)

Fort +12, **Ref** +12, **Will** +6

Speed 30 ft.

Melee +2 mithral handaxe +22 (1d6+9/×3) or unarmed strike +21 (2d6+9/19-20) or unarmed strike flurry of blows +19/+19/+14/+14/+9 (2d6+9/19-20)

Full Atk +2 mithral handaxe +22/+17/+12 (1d6+9/×3) or unarmed strike +21/+16/+11 (2d6+9/19-20) or unarmed strike flurry of blows +19/+19/+14/+14/+9 (2d6+9/19-20)

Ranged light crossbow +17 (1d8/19-20)

Special Attacks brawler's flurry, brawler's strike (cold iron, law, magic, silver), close weapon mastery, knockout 2/day (DC 23), maneuver training (awesome blow +3, grapple +2, trip +1), martial flexibility 9/day **Str** 25, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10 **Base Atk** +13; **CMB** +20 (+23 awesome blow, +24 grapple, +21 trip); **CMD** 38 (41 vs. awesome blow, 42 vs. grapple, 39 vs. trip)

Feats Blind-fight, Canny Tumble[ACG], Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style, Weapon Specialization (unarmed strike)

Skills Acrobatics +14, Climb +17, Escape Artist +14, Handle Animal +10, Intimidate +5, Perception +12, Ride +14, Stealth +11, Survival +9, Swim +17

Languages Common

SQ brawler's cunning, martial training

Gear *potion of barkskin* +2, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*; +1 studded leather, +2 mithral handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +11/+11/+6/+6/+1 (Ex) Can make full attack & gain two-weapon fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee attack vs. opponent whose space you moved through without provoking AoO. **Knockout** (2/day, DC 23) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (free action, 9/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-requisites and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

Human dragon disciple 8/sorcerer (draconic bloodline) 5

LE Medium humanoid (human)

Init +6; **Senses** blindsense 30 ft.; Perception +9

AC 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +5 natural)

hp 158 (13 HD; 5d6+8d12+57)

Fort +8, **Ref** +6, **Will** +10

Defensive Abilities: Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft., fly 60 ft. (average)

Melee +1 darkwood quarterstaff +13 (1d6+7) or dagger +12 (1d4+4/19-20)

Ranged Nil

Full Atk +1 darkwood quarterstaff +13/+8 (1d6+7) or dagger +12/+7 (1d4+4/19-20)

Special Attacks breath weapon (13d6 acid, 60 ft. line, DC 21, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)

Dragon Disciple Spell-Like Abilities (CL 8th; concentration +13) **1/day**—*dragon form*

Sorcerer Spells Known (CL 11th; concentration +16) *replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash*, *detect magic*, *drench* (DC 15), *jolt*, *prestidigitation*, *ray of frost*, *scoop*, *touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shocking grasp*, *stumble gap* (DC 16); **2nd level** (7/day)—*acid arrow*, *burning gaze* (DC 18), *flaming*

sphere (DC 18), *resist energy*, *scorching ray*; **3rd level** (7/day)—*draconic reservoir* (DC 19), *fireball* (DC 19), *fly*, *lightning bolt* (DC 19); **4th level** (7/day)—*acid pit* (DC 21), *ball lightning* (DC 20), *fear* (DC 19), *lesser globe of invulnerability*; **5th level** (5/day)—*cone of cold* (DC 21), *fire snake* (DC 21), *spell resistance*

Str 18, **Dex** 14, **Con** 16, **Int** 16, **Wis** 14, **Cha** 21

Base Atk +8; **CMB** +12; **CMD** 24

Feats Bouncing Spell[APG], Combat Casting, Elemental Focus[APG], Elemental Spell[APG], Eschew Materials, Greater Elemental Focus[APG], Greater Spell Penetration, Improved Initiative, Quicken Spell, Spell Focus (evocation), Spell Penetration, Toughness **Skills** Acrobatics +7, Diplomacy +13, Escape Artist +12, Fly +15, Heal +5, Intimidate +13, Knowledge (arcana) +19, Perception +9, Sense Motive +6, Spellcraft +19, Use Magic Device +17 Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die), wings

Gear *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*, *potion of shield of faith* +2; +1 darkwood quarterstaff, dagger

Special Abilities Nil

Human warpriest of Dymora 13

LE Medium humanoid (human)

Init +6; **Senses** Perception +8

AC 20, touch 12, flat-footed 18 (+7 armor, +2 Dex, +1 shield)

hp 147 (13d8+65)

Fort +12, **Ref** +6, **Will** +15

Defensive Abilities sacred armor (+3, 13 minutes/day);

Immune Nil; **DR** Nil; **SR:** Nil

Speed 30 ft. (20 ft. in armor)

Melee +2 whip +16/+11 (1d10+6 nonlethal/19-20)

Ranged Nil

Full Atk +2 whip +16/+11 (1d10+6 nonlethal/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +2 whip)

Special Attacks blessings 9/day (Evil: battle companion, unholy strike, Protection: aura of protection, increased defense), channel negative energy 8/day (DC 25, 4d6), fervor 13/day (4d6), sacred weapon (1d10, +3, 13 rounds/day)

Warpriest Spells Prepared (CL 13th; concentration +20)

0 level (at will)—*bleed* (DC 17), *resistance x2*, *stabilize x2*; **1st level** —*bless*, *cause fear* (DC 18), *cure light wounds x2*, *divine favor*, *inflict light wounds* (DC 18), *shield of faith*; **2nd level** —*cure moderate wounds*, *hold person* (2, DC 19), *instant armor*, *sound burst* (DC 19), *spiritual weapon*, *unholy ice weapon*; **3rd level** —*contagion* (DC 20), *cure serious wounds*, *dispel magic*,

inflict serious wounds (DC 20), *magic vestment*, *prayer*;
4th level —*cure critical wounds*, *inflict critical wounds*
(DC 21), *lesser spellcrash* (DC 21), *unholy blight* (DC
21); **5th level** —*flame strike* (DC 22), *mass inflict light
wounds* (DC 22)

Str 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 25, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 25

Feats Bouncing Spell, Channel Smite, Channeling
Force, Combat Casting, Combat Reflexes, Divine
Protection, Exotic Weapon Proficiency (whip), Extra
Channel, Improved Channel, Improved Critical (whip),
Improved Initiative, Intercept Charge, Spiritual
Guardian, Weapon Focus (whip)

Skills Acrobatics -2 (-6 to jump), Diplomacy +7, Heal
+19, Knowledge (religion) +13, Perception +8, Sense
Motive +11, Spellcraft +16, Survival +11, Use Magic
Device +4

Languages Common

Gear +1 *dragonhide agile breastplate*, *light steel
shield*, +2 *whip*, *belt of physical perfection* +4,
headband of mental prowess +4 (*Wis*, *Cha*).

Special Abilities: Blessings (9/day) (Su) Pool of power
used to activate Blessing abilities. **Channel Smite**

Channel energy can be delivered through a Smite
attack. **Channeling Force** As a swift action, expend
channel energy to grant bonus to weapon damage equal
num of channel dice. **Fervor** (4d6, 13/day) (Su)
Standard action, touch channels positive/negative
energy to heal or harm. Swift to cast spell on self.

Intercept Charge When opp charges ally with feat, mv
up to speed to get in way of charge.

Sacred Armor +3 (13 minutes/day) (Su) As a swift
action, grant armor enhancement bonus or certain
powers. Use 1 fervor as free action to also activate

Sacred weapon. **Sacred Weapon** +3 (13 rounds/day)
(Su) As a swift action, grant weapon enhancement
bonus or certain powers. **Spiritual Guardian** Spiritual
guardian spells use shaman level instead of BAB, +2
CL to overcome SR and damage. **Warpriest** Channel
Negative Energy 4d6 (8/day, DC 25) (Su) Positive
energy heals the living and harms the undead; negative
has the reverse effect.

ATL 13**Human bloodrager (abyssal bloodline) 15**NE Medium humanoid (human)**Init** +6; **Senses** Perception +8**AC** 22, touch 14, flat-footed 20 (+6 armor, +2 deflection, +2 Dex, +2 natural)**hp** 201 (15d10+90)**Fort** +15, **Ref** +9, **Will** +9; +2 bonus vs. spells cast by self or an ally**Defensive Abilities** blood sanctuary, improved uncanny dodge, indomitable will; **Immune** Nil; **DR** 3/—; **SR** Nil**Speed** 40 ft.**Melee** dagger +19 (1d4+4/19-20) or darkwood quarterstaff +21 (1d6+6)**Ranged** Nil**Full Atk** dagger +19/+14/+9 (1d4+4/19-20) or darkwood quarterstaff +21/+16/+11 (1d6+6)**Special Attacks** blood casting, claws (x2, 1d8 +1d6 fire), greater bloodrage (42 rounds/day)**Bloodrager Spells Known** (CL 15th; concentration +22)**1st level** (5/day)—*burning hands* (DC 20), *chill touch* (DC 18), *flare burst* (DC 20), *magic missile*, *ray of enfeeblement* (DC 18), *shocking grasp*, *true strike*; **2nd level** (4/day)—*adhesive blood* (DC 19), *bull's strength*, *fire breath* (DC 21), *flaming sphere* (DC 21), *molten orb*, *scorching ray*, *sonic scream* (DC 21); **3rd level** (4/day)—*heroism*, *lightning bolt* (DC 22), *pain strike* (DC 22), *rage*, *twilight knife*, *vampiric touch*; **4th level** (2/day)—*ball lightning* (DC 23), *black tentacles*, *dragon's breath* (DC 23), *greater flaming sphere* (DC 23)**Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 25**Base Atk** +15; **CMB** +19 (+21 bull rush); **CMD** 33 (35 vs. bull rush)**Feats** Arcane Strike, Cleave, Combat Casting, Eschew Materials, Extra Rage, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Power Attack, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (quarterstaff)**Skills** Acrobatics +10 (+14 to jump), Climb +9, Diplomacy +9, Escape Artist +6, Handle Animal +15, Intimidate +14, Knowledge (arcana) +16, Linguistics +1, Perception +8, Ride +7, Sense Motive +5, Spellcraft +18, Survival +10, Swim +8, Use Magic Device +17**Languages** Common**SQ** demonic bulk (can enlarge self by one size category), fast movement**Gear** +2 *mithral chain shirt*, dagger, darkwood quarterstaff, *amulet of natural armor* +2, *belt of physical perfection* +4, *cloak of resistance* +2,*headband of mental prowess* +4 (*Wis*, *Cha*), *ring of protection* +2**Special Abilities: Blood Casting** (Su) Cast bloodrager spells while in bloodrage. **Blood Sanctuary** +2 (Su) +2 bonus to save vs. spells cast by self or an ally.**Bloodrage** (36 rounds/day) (Su) +8 Str, +6 Con, +3 to Will saves, -4 to AC when enraged. **Flaming Claws** (Su) 2 Magic Claw attacks deal 1d8 damage + 1d6 fire**Human brawler 15**NE Medium humanoid (human)**Init** +8; **Senses** Perception +12**AC** 25, touch 18, flat-footed 17 (+4 armor, +4 Dex, +4 dodge, +3 natural)**hp** 186 (15d10+75)**Fort** +13, **Ref** +13, **Will** +7**Speed** 30 ft.**Melee** +3 mithral handaxe +25 (1d6+10/×3) or unarmed strike +23 (2d6+9/19-20) or unarmed strike flurry of blows +21/+21/+16/+16/+11/+11 (2d6+9/19-20)**Full Atk** +3 mithral handaxe +25/+20/+15 (1d6+10/×3) or unarmed strike +23/+18/+13 (2d6+9/19-20) or unarmed strike flurry of blows

+21/+21/+16/+16/+11/+11 (2d6+9/19-20)

Ranged/Full Atk light crossbow +19 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, law, magic, silver), close weapon mastery, knockout 2/day (DC 24), maneuver training (awesome blow +4, grapple +3, trip +2, disarm +1), martial flexibility 10/day**Str** 25, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +15; **CMB** +22 (+26 awesome blow, +23 disarm, +27 grapple, +24 trip); **CMD** 40 (44 vs. awesome blow, 41 vs. disarm, 45 vs. grapple, 42 vs. trip)**Feats** Befuddling Strike[ACG], Blind-fight, Canny Tumble[ACG], Crippling Critical[APG], Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style, Weapon Specialization (unarmed strike)**Skills** Acrobatics +17, Climb +20, Escape Artist +14, Handle Animal +10, Intimidate +5, Perception +12, Ride +14, Stealth +13, Survival +11, Swim +17**Languages** Common**SQ** brawler's cunning, martial training**Gear** *potion of barkskin* +2, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*; +1 *studded leather*, +3 *mithral handaxe*, *light crossbow***Special Abilities**

Special Abilities Befuddling Strike (DC 19) You can confuse an opponent for 1d4 rounds with an unarmed attack. **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +13/+13/+8/+8/+3/+3 (Ex) Can make full attack & gain two-weapon fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, law, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee attack vs. opponent whose space you moved through without provoking AoO. **Knockout** (2/day, DC 24) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (free action, 9/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-requisites and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

Human dragon disciple 10/sorcerer 5

LE Medium humanoid (human)

Init +6; **Senses** blindsense 60 ft.; Perception +10
AC 25, touch 12, flat-footed 23 (+4 armor, +2 Dex, +9 natural)

hp 214 (15 HD; 5d6+10d12+95)

Fort +11, **Ref** +6, **Will** +12

Defensive Abilities: Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft., fly 90 ft. (average)

Melee +1 darkwood quarterstaff +14 (1d6+7) or dagger +13 (1d4+4/19-20)

Ranged Nil

Full Atk +1 darkwood quarterstaff +14/+9 (1d6+7) or dagger +13/+8 (1d4+4/19-20)

Special Attacks breath weapon (15d6 acid, 60 ft. line, DC 25, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 11 rounds/day), dragon bite (1d6 plus 1d6 acid)

Dragon Disciple Spell-Like Abilities (CL 12th; concentration +20) 2/day—*dragon form*

Sorcerer Spells Known (CL 11th; concentration +16)
*replace energy type with acid adding+2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench* (DC 18), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 18); **1st level** (8/day)—*flare burst* (DC 20), *mage armor, magic missile, ray of enfeeblement* (DC 19), *shocking grasp, stumble gap* (DC 19); **2nd level** (8/day)—*acid arrow, burning gaze* (DC 21), *fire breath* (DC 21), *flaming sphere* (DC 21), *resist energy, scorching ray*; **3rd level** (8/day)—*draconic reservoir* (DC 22), *fireball* (DC 22), *flame arrow, fly, lightning*

bolt (DC 22); **4th level** (8/day)—*acid pit* (DC 24), *ball lightning* (DC 23), *fear* (DC 22), *lesser globe of invulnerability*; **5th level** (6/day)—*cone of cold* (DC 24), *fire snake* (DC 24), *spell resistance*; **6th level** (4/day)—*chain lightning* (DC 25), *form of the dragon I*

Str 18, **Dex** 14, **Con** 20, **Int** 22, **Wis** 16, **Cha** 27

Base Atk +9; **CMB** +13; **CMD** 25

Feats Bouncing Spell[APG], Combat Casting, Elemental Focus[APG], Elemental Spell[APG], Eschew Materials, Greater Elemental Focus[APG], Greater Spell Penetration, Improved Initiative, Point-Blank Shot, Quicken Spell, Spell Focus (evocation), Spell Penetration, Toughness

Skills Acrobatics +10, Diplomacy +21, Disguise +23, Escape Artist +12, Fly +15, Heal +6, Intimidate +16, Knowledge (arcana) +24, Perception +10, Sense Motive +7, Spellcraft +24, Survival +18, Swim +19, Use Magic Device +20

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die), wings

Gear +1 darkwood quarterstaff, dagger, amulet of natural armor +2, belt of physical perfection +4, headband of mental superiority +6

Special Abilities Nil

Human warpriest of Dymora 15

LE Medium humanoid (human)

Init +6; **Senses** Perception +8

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 shield)

hp 169 (15d8+75)

Fort +13, **Ref** +7, **Will** +16

Defensive Abilities sacred armor (+3, 15 minutes/day);

Immune Nil; **DR** Nil; **SR:** Nil

Speed 30 ft. (20 ft. in armor)

Melee +2 whip +18 (2d6+6 nonlethal/19-20)

Ranged Nil

Melee +2 whip +18/+13/+8 (2d6+6 nonlethal/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +2 whip)

Special Attacks blessings 10/day (Evil: battle companion, unholy strike, Protection: aura of protection, increased defense), channel negative energy 9/day (DC 26, 5d6), fervor 14/day (5d6), sacred weapon (2d6, +3, 15 rounds/day)

Warpriest Spells Prepared (CL 15th; concentration +22)

0 level (at will)—*bleed* (DC 17), *resistance, resistance, stabilize, stabilize*; **1st level** —*bless, cause fear* (DC 18), *cure light wounds x2, divine favor, inflict light wounds* (DC 18), *shield of faith*; **2nd level** —*cure moderate wounds, hold person* (2, DC 19), *instant armor, sound burst* (DC 19), *spiritual weapon, unholy ice weapon*; **3rd**

level—*blindness/deafness* (DC 20), *contagion* (DC 20), *cure serious wounds*, *dispel magic*, *inflict serious wounds* (DC 20), *magic vestment*, *prayer*; **4th level**—*cure critical wounds*, *inflict critical wounds* (DC 21), *spell immunity*, *lesser spellcrash* (DC 21), *unholy blight* (DC 21); **5th level**—*flame strike* (DC 22), *mass inflict light wounds* (DC 22), *slay living* (DC 22), *spell resistance*

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

Base Atk +11; **CMB** +15; **CMD** 28

Feats Battle Cry, Bouncing Spell, Channel Smite, Channeling Force, Combat Casting, Combat Reflexes, Divine Protection, Dodge, Exotic Weapon Proficiency (whip), Extra Channel, Improved Channel, Improved Critical (whip), Improved Initiative, Intercept Charge, Spiritual Guardian, Weapon Focus (whip)

Skills Acrobatics -2 (-6 to jump), Bluff +17, Diplomacy +7, Heal +21, Intimidate +20, Knowledge (religion) +17, Perception +8, Sense Motive +11, Spellcraft +20, Survival +11, Use Magic Device +4

Languages Common

Gear +1 *dragonhide agile breastplate*, *light steel shield*, +2 *whip*, *belt of physical perfection* +4, *headband of mental superiority* +4

Special Abilities **Battle Cry** (2/day) Allies within 30' gain +1 morale bonus to attack and +4 morale bonus to saves vs. fear for 1 min **Blessings** (10/day) (Su) Pool of power used to activate Blessing abilities. **Channel Smite** Channel energy can be delivered through a Smite attack. **Channeling Force** As a swift action, expend channel energy to grant bonus to weapon damage equal num of channel dice. **Fervor** (5d6, 14/day) (Su) Standard action, touch channels positive/negative energy to heal or harm. Swift to cast spell on self.

Intercept Charge When opp charges ally with feat, mv up to speed to get in way of charge.

Sacred Armor +3 (15 minutes/day) (Su) As a swift action, grant armor enhancement bonus or certain powers. Use 1 fervor as free action to also activate Sacred weapon. **Sacred Weapon** +3 (13 rounds/day) (Su) As a swift action, grant weapon enhancement bonus or certain powers. **Spiritual Guardian** Spiritual guardian spells use shaman level instead of BAB, +2 CL to overcome SR and damage. **Warpriest** Channel Negative Energy 5d6 (9/day, DC 26) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

ATL 15**Human bloodrager (Abyssal bloodline) 17****NE Medium humanoid (human)****Init** +6; **Senses** Perception +8**AC** 24, touch 15, flat-footed 22 (+6 armor, +3 deflection, +2 Dex, +3 natural)**hp** 227 (17d10+102)**Fort** +17, **Ref** +10, **Will** +10; +2 bonus vs. spells cast by self or an ally**Defensive Abilities** blood sanctuary, improved uncanny dodge, indomitable will, demonic aura (5 ft.); **Immune:** Nil; **DR** 4/—; **SR:** Nil**Speed** 40 ft.**Melee** dagger +21 (1d4+4/19-20) or darkwood quarterstaff +23 (1d6+6)**Ranged** Nil**Full Atk** dagger +21/+16/+11/+6 (1d4+4/19-20) or darkwood quarterstaff +23/+18/+13/+8 (1d6+6)**Special Attacks** blood casting, claws (x2, 1d8+1d6 fire), greater bloodrage (46 rounds/day)**Bloodrager Spells Known** (CL 17th; concentration +25)**1st level** (6/day)—*burning hands* (DC 21), *chill touch* (DC 19), *flare burst* (DC 21), *magic missile*, *ray of enfeeblement* (DC 19), *shocking grasp*, *true strike*; **2nd level** (5/day)—*adhesive blood* (DC 20), *bull's strength*, *fire breath* (DC 22), *flaming sphere* (DC 22), *molten orb*, *scorching ray*, *sonic scream* (DC 22); **3rd level** (4/day)—*heroism*, *lightning bolt* (DC 23), *pain strike* (DC 23), *rage*, *twilight knife*, *vampiric touch*; **4th level** (3/day)—*ball lightning* (DC 24), *black tentacles*, *dragon's breath* (DC 24), *greater flaming sphere* (DC 24), *stoneskin***Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 26
Base Atk +17; **CMB** +21 (+23 bull rush); **CMD** 36 (38 vs. bull rush)
Feats Arcane Strike, Cleave, Combat Casting, Eschew Materials, Extra Rage, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Intensified Spell[APG], Power Attack, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (quarterstaff)**Skills** Acrobatics +12 (+16 to jump), Climb +11, Diplomacy +10, Escape Artist +8, Handle Animal +15, Intimidate +15, Knowledge (arcana) +16, Linguistics +1, Perception +8, Ride +7, Sense Motive +5, Spellcraft +20, Survival +11, Swim +8, Use Magic Device +20
Languages Common**SQ** demonic bulk (can enlarge self by one size category), fast movement, tireless bloodrage**Gear** +2 *mithral chain shirt*, dagger, darkwood quarterstaff, *amulet of natural armor* +3, *belt of**physical perfection* +4, *cloak of resistance* +3, *headband of mental prowess* +4 (*Wis*, *Cha*), *ring of protection* +3**Special Abilities: Blood Casting** (Su) Cast bloodrager spells while in bloodrage. **Blood Sanctuary** +2 (Su) +2 bonus to save vs. spells cast by self or an ally.**Bloodrage** (36 rounds/day) (Su) +8 Str, +6 Con, +3 to Will saves, -4 to AC when enraged. **Demonic Aura** (2d6+4 fire damage) (Su) When enter bloodrage can choose to gain 5-ft fire aura while bloodraging.**Flaming Claws** (Su) 2 Magic Claw attacks deal 1d8 damage + 1d6 fire**Human brawler 17****NE Medium humanoid (human)****Init** +8; **Senses** Perception +12**AC** 26, touch 18, flat-footed 18 (+4 armor, +4 Dex, +4 dodge, +4 natural)**hp** 210 (17d10+85)**Fort** +14, **Ref** +14, **Will** +7**Speed** 30 ft.**Melee** +4 mithral handaxe +29 (1d6+12/×3) or unarmed strike +26 (2d8+10/19-20) or unarmed strike flurry of blows +24/+24/+19/+19/+14/+14/+9 (2d8+10/19-20)**Full Atk** +4 mithral handaxe +29/+24/+19/+14 (1d6+12/×3) or unarmed strike +26/+21/+16/+11 (2d8+10/19-20) or unarmed strike flurry of blows +24/+24/+19/+19/+14/+14/+9 (2d8+10/19-20)**Ranged/Full Atk** light crossbow +21 (1d8/19-20)**Special Attacks** awesome blow, brawler's flurry, brawler's strike (adamantine, cold iron, law, magic, silver), close weapon mastery, knockout 3/day (DC 26), maneuver training (awesome blow +4, grapple +3, trip +2, disarm +1), martial flexibility 11/day**Str** 26, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +17; **CMB** +25 (+29 awesome blow, +26 disarm, +30 grapple, +27 trip); **CMD** 43 (47 vs. awesome blow, 44 vs. disarm, 48 vs. grapple, 45 vs. trip)**Feats** Befuddling Strike[ACG], Blind-fight, Canny Tumble[ACG], Crippling Critical[APG], Deflect Arrows, Disruptive, Dodge, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style, Weapon Specialization (unarmed strike), Weapon Specialization (unarmed strike)**Skills** Acrobatics +19, Climb +22, Escape Artist +14, Handle Animal +10, Intimidate +5, Perception +12, Ride +16, Stealth +15, Survival +12, Swim +20**Languages** Common**SQ** brawler's cunning, martial training

Gear *potion of barkskin* +2, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*; +1 *studded leather*, +4 *mithral handaxe*, *light crossbow*

Special Abilities **Awesome Blow** (Ex) As a Standard action, CMB check to deal close weapon/unarmed strike dam & knock prone 10 ft away. **Befuddling Strike** (DC 20) You can confuse an opponent for 1d4 rounds with an unarmed attack. **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +15/+15/+10/+10/+5/+5/+0 (Ex) Can make full attack & gain two-weapon fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (adamantine, cold iron, law, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee attack vs. opponent whose space you moved through without provoking AoO. **Disruptive** +4 DC to cast defensively for those you threaten **Knockout** (3/day, DC 26) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rounds 0(Fort neg), resave each rd. **Martial Flexibility** (free action, 9/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-requisites and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

Human dragon disciple 10/sorcerer (Draconic bloodline) 7

LE Medium humanoid (human)

Init +6; **Senses** blindsense 60 ft.; Perception +10

AC 27, touch 12, flat-footed 25 (+6 armor, +2 Dex, +9 natural)

hp 236 (17 HD; 7d6+10d12+109)

Fort +14, **Ref** +7, **Will** +13

Defensive Abilities: Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft., fly 90 ft. (average)

Melee +4 darkwood quarterstaff +18 (1d6+10) or dagger +14/+9 (1d4+4/19-20)

Ranged Nil

Full Atk +4 darkwood quarterstaff +18/+13 (1d6+10) or dagger +15/+10/+5 (1d4+4/19-20)

Special Attacks breath weapon (17d6 acid, 60 ft. line, DC 27, 3/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons to bypass DR, 12 rounds/day), dragon bite (1d6 plus 1d6 acid)

Dragon Disciple Spell-Like Abilities (CL 10th; concentration +19) **2/day**—dragon form (use *form of the dragon II*)

Sorcerer Spells Known (CL 14th; concentration +23)

*replace energy type with acid adding +2 to DC and +1 point of damage/die **0 level** (at will)—*acid splash*, *detect magic*, *disrupt undead*, *drench* (DC 19), *jolt*, *prestidigitation*, *ray of frost*, *scoop*, *touch of fatigue* (DC 19); **1st level** (9/day)—*flare burst* (DC 22), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 20), *shocking grasp**, *stumble gap* (DC 20); **2nd level** (8/day)—*acid arrow*, *burning gaze** (DC 23), *fire breath** (DC 23), *flaming sphere** (DC 23), *resist energy*, *scorching ray**; **3rd level** (8/day)—*draconic reservoir* (DC 24), *fireball** (DC 24), *flame arrow**, *fly*, *lightning bolt** (DC 24); **4th level** (8/day)—*acid pit* (DC 25), *ball lightning** (DC 25), *fear* (DC 23), *lesser globe of invulnerability*, *phantasmal killer* (DC 23); **5th level** (8/day)—*baleful polymorph* (DC 24), *cone of cold** (DC 26), *fire snake* (DC 26), *spell resistance*; **6th level** (6/day)—*chain lightning** (DC 27), *form of the dragon I*, *sirocco** (DC 27); **7th level** (4/day)—*firebrand** (DC 26), *form of the dragon II*

Str 18, **Dex** 14, **Con** 20, **Int** 22, **Wis** 16, **Cha** 28

Base Atk +10; **CMB** +14; **CMD** 26

Feats Bouncing Spell, Combat Casting, Elemental Focus (acid), Elemental Spell, Eschew Materials, Great Fortitude, Greater Elemental Focus (acid), Greater Spell Focus (evocation), Greater Spell Penetration, Improved Initiative, Point-Blank Shot, Quicken Spell (use spell slot 4 levels higher to cast up to 1 round spells as swift action), Spell Focus (evocation), Spell Penetration, Toughness

Skills Acrobatics +12, Diplomacy +25, Disguise +26, Escape Artist +12, Fly +15, Heal +6, Intimidate +17, Knowledge (arcana) +26, Perception +10, Sense Motive +8, Spellcraft +26, Survival +20, Swim +21, Use Magic Device +23

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die), wings

Gear +4 *darkwood quarterstaff*, *dagger*, *amulet of natural armor* +2, *belt of physical perfection* +4, *bracers of armor* +6, *headband of mental superiority*

Special Abilities nil

Human warpriest of Dymora 17

LE Medium humanoid (human)

Init +9; **Senses** Perception +11

AC 30, touch 19, flat-footed 26 (+7 armor, +4 deflection, +3 Dex, +1 dodge, +1 insight, +3 natural, +1 shield)

hp 225 (17d8+119)

Fort +21, **Ref** +14, **Will** +24

Defensive Abilities sacred armor (+4, 17 minutes/day); **Immune** Nil; **DR** Nil; **SR:** Nil

Speed 30 ft. (20 ft. in armor)

Melee +2 whip +22 (2d6+8 nonlethal/19-20)

Ranged Nil

Full Atk +2 whip +22/+17/+12 (2d6+8 nonlethal/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +2 whip)

Special Attacks blessings 11/day (Evil: battle companion, unholy strike, Protection: aura of protection, increased defense), channel negative energy 10/day (DC 29, 6d6), fervor 17/day (6d6), sacred weapon (2d6, +4, 17 rounds/day)

Warpriest Spells Prepared (CL 18th; concentration +27)

0 level (at will)—bleed (DC 19), *resistance* x2, *resistance, stabilize* x2; **1st level**—*bless, cause fear* (DC 20), *cure light wounds* x2, *divine favor, inflict light wounds* (DC 20), *shield of faith*; **2nd level**—*cure moderate wounds, hold person* (2, DC 21), *instant armor, sound burst* (DC 21), *spiritual weapon, unholy ice weapon*; **3rd level**—*blindness/deafness* (DC 22), *contagion* (DC 22), *cure serious wounds, dispel magic, inflict serious wounds* (DC 22), *magic vestment, prayer*; **4th level**—*cure critical wounds, inflict critical wounds* (DC 23), *spell immunity, lesser spellcrash* (DC 23), *unholy blight* (DC 23); **5th level**—*flame strike* (DC 24), *mass inflict light wounds* (DC 24), *slay living* (DC 24), *spell resistance*

Str 22, **Dex** 18, **Con** 22, **Int** 16, **Wis** 28, **Cha** 16

Base Atk +12; **CMB** +19; **CMD** 38

Feats Battle Cry, Bouncing Spell, Channel Smite, Channeling Force, Combat Casting, Combat Reflexes, Divine Protection, Dodge, Exotic Weapon Proficiency (whip), Extra Channel, Improved Channel, Improved Critical (whip), Improved Initiative, Intercept Charge, Spiritual Guardian, Weapon Focus (whip)

Skills Acrobatics +1 (-3 to jump), Appraise +4, Bluff +21, Climb +6, Diplomacy +9, Disguise +4, Escape Artist +1, Fly +1, Handle Animal +8, Heal +24, Intimidate +24, Knowledge (religion) +19, Perception +11, Ride +21, Sense Motive +14, Spellcraft +22, Stealth +1, Survival +16, Swim +9, Use Magic Device +6

Languages Common

Gear +1 dragonhide agile breastplate, light steel shield, +2 whip, amulet of natural armor +3, belt of physical perfection +6, cloak of resistance +4, dusty rose prism ioun stone, headband of mental superiority +6, manual of bodily health +2, manual of gainful exercise +2, manual of quickness of action +2, orange prism ioun stone, pale green prism ioun stone, ring of protection +4

Special Abilities **Battle Cry** (3/day) Allies within 30' gain +1 morale bonus to attack and +4 morale bonus to saves vs. fear for 1 min **Blessings** (11/day) (Su) Pool of

power used to activate Blessing abilities. **Channel**

Smite Channel energy can be delivered through a Smite attack. **Channeling Force** As a swift action, expend channel energy to grant bonus to weapon damage equal num of channel dice. **Fervor** (6d6, 17/day) (Su) Standard action, touch channels positive/negative energy to heal or harm. Swift to cast spell on self.

Intercept Charge When opp charges ally with feat, mv up to speed to get in way of charge.

Sacred Armor +4 (17 minutes/day) (Su) As a swift action, grant armor enhancement bonus or certain powers. Use 1 fervor as free action to also activate Sacred weapon. **Sacred Weapon** +3 (13 rounds/day)

(Su) As a swift action, grant weapon enhancement bonus or certain powers. **Spiritual Guardian** Spiritual guardian spells use shaman level instead of BAB, +2 CL to overcome SR and damage. **Warpriest** Channel Negative Energy 6d6 (10/day, DC 29) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

ATL 17+**Human bloodrager (abyssal bloodline) 19
NE Medium humanoid (human)****Init** +7; **Senses** Perception +8**AC** 27, touch 17, flat-footed 24 (+6 armor, +4 deflection, +3 Dex, +4 natural)**hp** 272 (19d10+133)**Fort** +22, **Ref** +13, **Will** +12; +2 bonus vs. spells cast by self or an ally**Defensive Abilities** blood sanctuary, improved uncanny dodge, indomitable will, demonic aura (5 ft.); **Immune:** Nil; **DR** 5/—; **SR:** Nil**Speed** 40 ft.**Melee** dagger +24 (1d4+5/19-20) or darkwood quarterstaff +26 (1d6+7)**Ranged** Nil**Full Atk** dagger +24/+19/+14/+9 (1d4+5/19-20) or darkwood quarterstaff +26/+21/+16/+11 (1d6+7)**Special Attacks** blood casting, claws, greater bloodrage (51 rounds/day)**Bloodrager Spells Known** (CL 19th; concentration +27)**1st level** (6/day)—*burning hands* (DC 21), *chill touch* (DC 19), *flare burst* (DC 21), *magic missile*, *ray of enfeeblement* (DC 19), *shocking grasp*, *true strike*; **2nd level** (5/day)—*adhesive blood* (DC 20), *bull's strength*, *fire breath* (DC 22), *flaming sphere* (DC 22), *molten orb*, *scorching ray*, *sonic scream* (DC 22); **3rd level** (5/day)—*heroism*, *lightning bolt* (DC 23), *pain strike* (DC 23), *rage*, *silver darts* (DC 21), *twilight knife*, *vampiric touch*; **4th level** (4/day)—*ball lightning* (DC 24), *black tentacles*, *dragon's breath* (DC 24), *enervation*, *greater flaming sphere* (DC 24), *stoneskin***Str** 20, **Dex** 16, **Con** 20, **Int** 10, **Wis** 14, **Cha** 26**Base Atk** +19; **CMB** +24 (+26 bull rush); **CMD** 41 (43 vs. bull rush)**Feats** Arcane Strike, Cleave, Combat Casting, Eschew Materials, Extra Rage, Great Cleave, Great Fortitude, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Bull Rush, Improved Initiative, Intensified Spell[APG], Power Attack, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (quarterstaff)**Skills** Acrobatics +15 (+19 to jump), Climb +15, Diplomacy +10, Escape Artist +9, Handle Animal +15, Intimidate +15, Knowledge (arcana) +16, Linguistics +1, Perception +8, Ride +11, Sense Motive +5, Spellcraft +22, Survival +11, Swim +9, Use Magic Device +20**Languages** Common**SQ** demonic bulk (can enlarge self by one size category), fast movement, tireless bloodrage**Gear** +2 *mithral chain shirt*, dagger, darkwood quarterstaff, *amulet of natural armor* +4, *belt of physical perfection* +6, *boots of speed*, *cloak of resistance* +4, *headband of mental prowess* +4 (*Wis*, *Cha*), *ring of protection* +4**Special Abilities: Blood Casting** (Su) Cast bloodrager spells while in bloodrage. **Blood Sanctuary** +2 (Su) +2 bonus to save vs. spells cast by self or an ally.**Bloodrage** (36 rounds/day) (Su) +8 Str, +6 Con, +3 to Will saves, -4 to AC when enraged. **Demonic Aura** (2d6+5 fire damage) (Su) When enter bloodrage can choose to gain 5-ft fire aura while bloodraging.**Flaming Claws** (Su) 2 Magic Claw attacks deal 1d8 damage + 1d6 fire**Human brawler 19**NE Medium humanoid (human)**Init** +8; **Senses** Perception +12**AC** 28, touch 19, flat-footed 19 (+4 armor, +4 Dex, +5 dodge, +5 natural)**hp** 234 (19d10+95)**Fort** +15, **Ref** +15, **Will** +8**Speed** 30 ft.**Melee** +4 mithral handaxe +31 (1d6+12/×3) or unarmed strike +28 (2d8+10/19-20) or unarmed strike flurry of blows +26/+26/+21/+21/+16/+16/+11 (2d8+10/19-20)**Full Atk** +4 mithral handaxe +31/+26/+21/+16 (1d6+12/×3) or unarmed strike +28/+23/+18/+13 (2d8+10/19-20) or unarmed strike flurry of blows +26/+26/+21/+21/+16/+16/+11 (2d8+10/19-20)**Ranged/Full Atk** light crossbow +23 (1d8/19-20)**Special Attacks** awesome blow, brawler's flurry, brawler's strike (adamantine, cold iron, law, magic, silver), close weapon mastery, knockout 3/day (DC 27), maneuver training (awesome blow +5, grapple +4, trip +3, disarm +2, overrun +1), martial flexibility 12/day**Str** 26, **Dex** 18, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +19; **CMB** +27 (+32 awesome blow, +29 disarm, +33 grapple, +28 overrun, +30 trip); **CMD** 46 (51 vs. awesome blow, 48 vs. disarm, 52 vs. grapple, 47 vs. overrun, 49 vs. trip)**Feats** Anticipate Dodge[ACG], Befuddling Strike[ACG], Blind-fight, Canny Tumble[ACG], Crippling Critical[APG], Deflect Arrows, Disruptive, Dodge, Greater Weapon Focus (unarmed strike), Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style[ACG], Scorpion Style, Weapon Specialization (unarmed strike), Weapon Specialization (unarmed strike)**Skills** Acrobatics +22, Climb +23, Escape Artist +14, Handle Animal +10, Intimidate +5, Perception +12, Ride +16, Stealth +17, Survival +14, Swim +22

Languages Common

SQ brawler's cunning, martial training

Gear *potion of barkskin* +2, *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potion of owl's wisdom*, +1 *studded leather*, +4 *mithral handaxe*, *light crossbow*

Special Abilities **Anticipate Dodge** You know if opponent has a dodge bonus to AC and can gain up to +2 attack vs. target. **Awesome Blow** (Ex) As a Standard action, CMB check to deal close weapon/unarmed strike dam & knock prone 10 ft away. **Befuddling Strike** (DC 21) You can confuse an opponent for 1d4 rounds with an unarmed attack. **Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +17/+17/+12/+12/+7/+7/+2 (Ex) Can make full attack & gain two-weapon fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (adamantine, cold iron, law, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee attack vs. opponent whose space you moved through without provoking AoO. **Disruptive** +4 DC to cast defensively for those you threaten. **Knockout** (3/day, DC 27) (Ex) Declare before attack, if hit then foe is unconscious 1d4 rounds 0(Fort neg), resave each rd. **Martial Flexibility** (free action, 12/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-requisites and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

Human dragon disciple 10/sorcerer (Draconic bloodline) 9

LE Medium humanoid (human)

Init +6; **Senses** blindsense 60 ft.; Perception +10

AC 27, touch 12, flat-footed 25 (+6 armor, +2 Dex, +9 natural)

hp 258 (19 HD; 9d6+10d12+123)

Fort +15, **Ref** +8, **Will** +14

Defensive Abilities: Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft., fly 90 ft. (average)

Melee +5 darkwood quarterstaff +20 (1d6+11) or dagger +15 (1d4+4/19-20)

Ranged Nil

Full Atk +5 darkwood quarterstaff +20/+15/+10 (1d6+7) or dagger +15/+10/+5 (1d4+4/19-20)

Special Attacks breath weapon (19d6 acid, 60 ft. line, DC 30, 3/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons to bypass DR, 14 rounds/day), dragon bite (1d6 plus 1d6 acid)

Dragon Disciple Spell-Like Abilities (CL 10th; concentration +21) **2/day**—dragon form (use *form of the dragon II*)

Sorcerer Spells Known (CL 16th; concentration +27)

*replace energy type with acid adding +2 to DC and +1 point of damage/die **0 level** (at will)—*acid splash*, *detect magic*, *disrupt undead*, *drench* (DC 21), *jolt*, *prestidigitation*, *ray of frost*, *scoop*, *touch of fatigue* (DC 21); **1st level** (9/day)—*flare burst* (DC 24), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 22), *shocking grasp**, *stumble gap* (DC 22); **2nd level** (9/day)—*acid arrow*, *burning gaze** (DC 25), *fire breath** (DC 25), *flaming sphere** (DC 25), *resist energy*, *scorching ray**; **3rd level** (9/day)—*draconic reservoir* (DC 26), *fireball** (DC 26), *flame arrow**, *fly*, *lightning bolt** (DC 26); **4th level** (8/day)—*acid pit* (DC 27), *ball lightning** (DC 27), *fear* (DC 25), *lesser globe of invulnerability*, *phantasmal killer* (DC 25); **5th level** (8/day)—*baleful polymorph* (DC 26), *cone of cold** (DC 28), *feeblemind* (DC 26), *fire snake* (DC 28), *spell resistance*; **6th level** (8/day)—*chain lightning** (DC 29), *contagious flame*, *form of the dragon I*, *sirocco** (DC 29); **7th level** (7/day)—*delayed blast fireball* (DC 30), *firebrand** (DC 28), *form of the dragon II*; **8th level** (4/day)—*form of the dragon III*, *incendiary cloud* (DC 29);

Str 18, **Dex** 14, **Con** 20, **Int** 22, **Wis** 16, **Cha** 32

Base Atk +11; **CMB** +15; **CMD** 27

Feats Bouncing Spell, Combat Casting, Elemental Focus (acid), Elemental Spell, Eschew Materials, Great Fortitude, Greater Elemental Focus (acid), Greater Spell Focus (evocation), Greater Spell Penetration, Improved Initiative, Point-Blank Shot, Precise Shot, Quicken Spell (use spell slot 4 levels higher to cast up to 1 round spells as swift action), Spell Focus (evocation), Spell Penetration, Toughness

Skills Acrobatics +20, Diplomacy +27, Disguise +30, Escape Artist +12, Fly +15, Heal +6, Intimidate +19, Knowledge (arcana) +28, Perception +10, Sense Motive +8, Spellcraft +28, Survival +22, Swim +23, Use Magic Device +25

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die), wings

Gear +5 *darkwood quarterstaff*, *dagger*, *amulet of natural armor* +2, *belt of physical perfection* +4, *bracers of armor* +6, *headband of mental superiority* +6, ~~*toe of leadership and influence*~~ +4

Special Abilities nil

Human warpriest of Dymora 19

LE Medium humanoid (human)

Init +9; **Senses** Perception +11

AC 30, touch 19, flat-footed 26 (+7 armor, +4 deflection, +3 Dex, +1 dodge, +1 insight, +3 natural, +1 shield)

hp 270 (19d8+152)

Fort +23, Ref +15, Will +25

Defensive Abilities sacred armor (+5, 19 minutes/day);

Immune Nil; DR Nil; SR: Nil

Speed 30 ft. (20 ft. in armor)

Melee +5 whip +28 (2d6+12 nonlethal/19-20)

Ranged Nil

Full Atk +5 whip +28/+23/+18 (2d6+12 nonlethal/19-20)

Space 5 ft.; Reach 5 ft. (10 ft. with +5 whip)

Special Attacks blessings 12/day (Evil: battle companion, unholy strike, Protection: aura of protection, increased defense), channel negative energy 11/day (DC 30, 6d6), fervor 18/day (6d6), sacred weapon (2d6, +4, 19 rounds/day)

Warpriest Spells Prepared (CL 20th; concentration +29)

0 level (at will)—*bleed* (DC 19), *resistance* x2, *stabilize* x2; 1st level —*bless*, *cause fear* (DC 20), *cure light wounds* x3, *divine favor*, *inflict light wounds* (DC 20), *shield of faith*; 2nd level —*cure moderate wounds*, *hold person* (2, DC 21), *instant armor*, *sound burst* (DC 21), *spiritual weapon*, *unholy ice weapon*; 3rd level —*blindness/deafness* (DC 22), *contagion* (DC 22), *cure serious wounds*, *dispel magic*, *inflict serious wounds* (DC 22), *magic vestment*, *prayer*; 4th level —*blessing of fervor* (DC 23), *cure critical wounds*, *inflict critical wounds* (DC 23), *spell immunity*, *lesser spellcrash* (DC 23), *spiritual ally*, *unholy blight* (DC 23);

5th level —*breath of life* (DC 24), *flame strike* (DC 24), *mass inflict light wounds* (DC 24), *slay living* x2 (DC 24), *spell resistance*, *wall of blindness/deafness* (DC 24); 6th level —*blade barrier* (DC 25), *harm* (DC 25), *heal*, *heroes' feast*, *mass inflict moderate wounds* (DC 25)

Str 24, Dex 18, Con 24, Int 16, Wis 28, Cha 16

Base Atk +14; CMB +22; CMD 41

Feats Battle Cry (acg)[ACG], Bouncing Spell[APG], Channel Smite, Channeling Force[ACG], Combat Casting, Combat Reflexes, Divine Protection[ACG], Dodge, Exotic Weapon Proficiency (whip), Extra

Channel, Improved Channel, Improved Critical (whip), Improved Initiative, Intercept Charge[ACG], Point-Blank Shot, Precise Strike[APG], Spiritual Guardian[ACG], Weapon Focus (whip), Weapon Focus (whip)

Skills Acrobatics +1 (-3 to jump), Appraise +4, Bluff +23, Climb +7, Diplomacy +9, Disguise +4, Escape Artist +1, Fly +1, Handle Animal +8, Heal +24, Intimidate +26, Knowledge (religion) +19, Linguistics +5, Perception +11, Ride +23, Sense Motive +14, Spellcraft +24, Stealth +1, Survival +18, Swim +11, Use Magic Device +6

Languages Common

Gear +1 *dragonhide agile breastplate*[APG], *light steel shield*, +5 *whip*, *amulet of natural armor* +3, *belt of physical perfection* +6, *cloak of resistance* +4, *dusty rose prism ioun stone*, *headband of mental superiority* +6, ~~*manual of bodily health* +2, *manual of gainful exercise* +2, *manual of quickness of action* +2, *orange prism ioun stone*, *pale green prism ioun stone*, *ring of protection* +4~~

Special Abilities **Battle Cry** (3/day) Allies within 30' gain +1 morale bonus to attack and +4 morale bonus to saves vs. fear for 1 min **Blessings** (12/day) (Su) Pool of power used to activate Blessing abilities. **Channel Smite** Channel energy can be delivered through a Smite attack. **Channeling Force** As a swift action, expend channel energy to grant bonus to weapon damage equal num of channel dice. **Fervor** (6d6, 18/day) (Su) Standard action, touch channels positive/negative energy to heal or harm. Swift to cast spell on self. **Intercept Charge** When opp charges ally with feat, mv up to speed to get in way of charge.

Sacred Armor +5 (19 minutes/day) (Su) As a swift action, grant armor enhancement bonus or certain powers. Use 1 fervor as free action to also activate Sacred weapon. **Sacred Weapon** +4 (19 rounds/day) (Su) As a swift action, grant weapon enhancement bonus or certain powers. **Spiritual Guardian** Spiritual guardian spells use shaman level instead of BAB, +2 CL to overcome SR and damage. **Warpriest** Channel Negative Energy 6d6 (10/day, DC 30) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

CRITICAL EVENT SUMMARY WISHFUL THINKING

Convention: Origins _____ **Date:** _____
Do Not Return After _____ **Author's Email Address:** _____

List questions that ask what PCs did at critical plot points. A sample follows:

1. What was John Doe's status at the end of the module? (Circle all that apply)

Dead Injured Friendly Unfriendly

2. How did the heroes treat John Doe? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him
Accepted him Befriended him

3. What was Jane's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Suzie's status at the end of the module? Alive Dead

5. How did the heroes deal with the muggles?

Entertained them Attacked them Killed one or more

Use this form if you plan or want to know any further information. Make sure you fill in the date that the information is no longer pertinent to you.

Commented [JJ17]: If you want a summary, be sure to edit this.

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Ameson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Wishful Thinking, Copyright 2017, The Shining Jewel Campaign Author David Samuels.