



The Quick and the Dead

By Andrew Hauptman

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

What appears at first to be a simple disturbance in the street quickly becomes something far more serious. Why should you be afraid, and what is the connection with all those undead running around the Poor District? A one-round event for heroes of levels 1-9.

(Updated October 2006)

WWW.THESHININGJEWEL.COM/LSJ

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.



Legal Text

Wizards of the Coast is a trademark of Wizards of the Coast, Inc. in the United States and other countries and is used with permission. THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2006 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

LSJ is a member of the North American Gaming Alliance (NAGA). NAGA is ©2005 NAGAgames LLC and is used with permission. All rights reserved. For more information go to http://games.groups.yahoo.com/group/naga_members/.

Welcome to LSJ!

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

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

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

LSJ GM Empowerment Clause

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Adventure Background

The Darkwood to the west of Amthydor has long been home to strange, fell creatures that shun the light of day: humanoids, bizarre fey, carnivorous plants, and more exotic creatures. Usually these denizens remain in their shadowy safe holds, troubling only those who invade their territory. That is about to change.

It began with the strange, eternal solar eclipse that started a week ago (LSJ37, “Birds of a Feather”). This preternatural eclipse led to an immediate uprising of the undead that inhabit the former Poor District of Amthydor. It was only due to fast action by the Diamond Legion and Amthydor’s heroes (in LSJMA01, “Dead of the Night) that the tide was held back and the undead kept from overrunning the city! Despite this victory, the cause of the unnatural eclipse was not discovered, and the perpetual darkness continues to this day.

The unnatural darkness has encouraged some of the Darkwood’s residents to leave their usual stomping grounds to seek treasures in Amthydor. A clan of quicklings (yes, they are Open Game Content, look at the OGL Section 15; also see **GM Aid #1: Quicklings** for more information on how they function in d20 rules) have come here seeking a magical cure to their elder’s problem. Quicklings live fast and die just the same. The elder, now at the ripe old age of 10 years, knows his end is near, and is looking for a magical elixir to extend and preserve his life. He and his kin have come to Amthydor seeking such a cure, and won’t leave until he gets what he wants or dies! In the meantime, they will commit all manner of mayhem to achieve their goals.

The plot becomes further complicated when the quicklings discover the existence of the hordes of undead in the Poor District. This inspires their elder to seek another means of immortality...to become a vampire or other powerful undead and exist forever, without any more concern over aging!

All that prevents a powerful new undead from coming into existence is the group of heroes who face him in this module.

Introduction – The PCs are walking along the city’s Adventurer’s District when they hear a commotion. They see several blurred figures speeding away from a shop, knocking over several passersby in the bargain. Attempts to follow the figures are doomed to failure due to their incredible speed. PCs that investigate the shop (whose owner is standing at the door shaking her fist at the intruders) proceed to Encounter 1.

Encounter 1: The PCs begin in Kwella’s One-Stop Herb shop. She tells the PCs what the intruders were (and shares some information about quicklings) and what they claimed they were after. If asked, he will tell the PCs of the next likely target for their mad shopping spree. The PCs can try to set up a “sting” operation at one of those shops (Encounter 3), or try to follow their trail of carnage and destruction to Encounter 2.

Encounter 2: If the PCs try to catch up to the quicklings, run this encounter, which leads them to Encounter 4.

Encounter 3: The PCs arrive at Elmo’s Apothecary to set up an ambush. During the combat Elmo will curse at them and wish them to suffer at the hands of the undead that infest the city. This will give the leader an idea for a new option of immortality: find a vampire and become one! This should scare the PCs into action, with a likely location to catch up with them being the Poor District. This leads them to Encounter 5.

Encounter 4: The PCs arrive at Elmo’s Apothecary on the trail of the quicklings. Unfortunately the quicklings had a big lead and have already trashed the place. Otherwise it plays out much as Encounter 3 did, with the same end result.

Encounter 5: The PCs, hopefully aware of the new plan to find undead to convert their aging clan leader into an eternal undead, follow them. They race towards the Poor District, hoping to beat the quicklings there, but find they have already evaded the Diamond Legion and gotten into the Poor District. They are given a writ and urged to go after the creatures before they can create an even greater menace.

Encounter 6: The PCs fight some undead while following the quicklings' trail.

Encounter 7: The PCs finally catch up, only to find that the quicklings have hooked up with some followers of Oblivion, who offer to take them to a vampire for conversion into undead. Unless the PCs defeat these villains, the undead threat to the city will grow dramatically. The quicklings will sit out this fight and watch, though paranoid players should worry that they will join in.

Conclusion A – The villains are defeated, and the quickling elder learns to be careful what you wish for, because you might get it.

Conclusion B – The heroes wake up outside the Poor District with some scars, and learn that things are tough all over.

Epilogue – Shades of things to come.

Introduction – Shopping Spree!

A week has passed since the strange eclipse blocked out the sun, and there seems to be no sign that the darkness will lift anytime soon. The city is on full alert, with weary Diamond Legion patrols at work all hours of the day and...well, all hours of the night. You have never seen so many Legionnaires and clerics on the streets at one time!

Despite the state of high alert, citizens still go about their business. They do travel in larger groups than usual, perhaps hoping to find a sense of safety, if they travel the streets at all.

As a result, walking the streets of Amthydor is a jarring experience; one moment you are on a crowded street, the next moment you find it is deserted, except for you and your companions. Even so, it is clear that the Merchant's District, where you have chosen to travel for personal business this dark morning, is not doing business as usual.

Take a few minutes for the players to introduce and describe their characters to each other. Don't take too long before diving into the BT below.

Perhaps the constant tension is why you almost jump when you hear the sounds of a commotion down the street! The door to a shop slams open, and several small, blurry figures zip outside and down the street away from you, too fast to see clearly! You see several citizens trip and stumble as the figures shoot past them at impossible speeds! It is clear that, even on horseback, you would be able to do no better than follow in their wake and hope they eventually stop to rest!

A moment later, an angry woman stands at the doorway, shouting down the street and swinging her fist in the air!

PCs that make a DC 26 Spot check can see that the figures appear to be small-sized elves with overlong ears that go past their ears. This is enough to attempt a Knowledge (nature) check to identify them, using the information available below.

- **DC 15:** These are fey known as quicklings, gifted with extraordinary speed and reflexes. They are evil through and through.
- **DC 20:** Quicklings are frustrating to fight. They are so fast they can zip in, attack a foe, and retreat to a safe distance before the opponent can react. They are also effectively invisible in their native forests, or when standing perfectly still.

- **DC 25:** Quicklings possess some spell-like abilities, including *dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. They often possess daggers that cause the target to fall into a magical slumber.
- **DC 30:** Quicklings live fast and die young, the result of accelerated aging. They rarely live beyond a decade. This, coupled with a low birth rate, keeps their population small.

If anyone asks for a description of the shop, tell them that the sign reads “**Kwella’s One-Stop Herb Shop.**” Some PCs may have been here before.

The PCs have two choices: pursue the figures or go inside the shop to investigate.

If the PCs go into the shop, **GO TO Encounter 1.**

If the PCs go after the fleeing figures, **GO TO Encounter 2.**

Encounter 1 – Shopping Spree!

Kwella’s One Stop House of Herbs is a two story building made out of a reddish wood. A rather harried, wide-eyed woman stands in the doorway. She jumps back you as you approach!

Allow the PCs to talk to her. If they explain that they wish to help her in some way, then she will apologize for being startled and offer to take them in. No Diplomacy roll is needed unless the PCs are rude to her for some reason.

“Oh, I’m so sorry! I’ve just had quite a time with those little troublemakers! My poor shop is a mess! Come inside and I’ll explain what happened while I start cleaning up.”

Entering, you find many wooden canisters and boxes holding a variety of dried and fresh

herbs and other things that are not quite herbs. However, these items are currently strewn all over the store, many of the jars smashed or spilled out onto the floor.

The woman is Kwella Harquith. A DC 15 *Knowledge (Nobles or Local)* skill check or a *Bardic Knowledge* check will identify her as a being related to the Harquith Noble House, but her father had been disowned by the Harquith family; she does not use her family surname anymore. The PCs who find this out will also know that if they do not want to be kicked out of the shop, they will not say a good word about House Harquith and probably should not mention them at all. Other than that, Kwella will answer any question that the PCs have. If the PCs want to make sense motive skill checks, let them roll. However, Kwella will answer all questions truthfully. If the PCs offend her (especially by making any positive statements about House Harquith), she will stop answering questions from them and nothing short of a Diplomacy check (DC ATL + 5) will get her to answer.

If the PCs ask and make a *Spellcraft* skill check at DC 10, they will find that there are many spell components on sale here. This is not necessarily of importance here, but might come into play in a later adventure.

Following are possible questions the PCs might have for Kwella, followed by her answers. She will answer questions while she starts cleaning up her shop, and she will be grateful for any assistance that is rendered.

- **Are you all right?**

“I’ve been better, but yes, basically all right, thank you! I’m just not used to a miniature hurricane ripping through my shop!”

- What happened here?**

“Well, I was just minding my own business when the door slammed open! I turned to see what had happened, when all of a

sudden, this miniature elf...barely as tall as a halfling, with long ears up over his head, and blue-white skin and white hair, appeared on the counter in front of me! For a moment he was speaking too fast for me to follow...then he slowed down to tell me that he was looking for a potion or elixir to reverse aging! He was not pleased when I informed him that there was no such formula or poultice known to me, or to anyone of my acquaintance. He and his companions took out his frustration on my stock...it'll take hours to clean up this mess! And then, in the blink of an eye, they raced out the door!"

➤ **Where do you think they went next?**

"My best guess? They went off in search of other alchemists and potion-makers to find what they're looking for. Which is pointless if you know anything about alchemy...they might as well go off looking for the mythical 'fountain of youth' or somesuch as seek a potion which has yet to be created! It would require magic on the order of a wish or miracle spell to accomplish that feat! After all, if it was so easy to make such a potion, do you think we'd have any elderly folk at all in this city?"

➤ **What were those creatures?**

"Quicklings, evil fey that can be found in the deeper recesses of the Darkwood. Perhaps you've heard of them?"

Allow the PCs to roll a Knowledge (nature) check before Kwella tells them what she knows, which is basically everything on the following list.

- **DC 15:** These are fey known as quicklings, gifted with extraordinary speed and reflexes. They are evil through and through.
- **DC 20:** Quicklings are frustrating to fight. They are so fast they can zip in,

attack a foe, and retreat to a safe distance before the opponent can react. They are also effectively invisible in their native forests, or when standing perfectly still.

➤ **DC 25:** Quicklings possess some spell-like abilities, including *dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. They often possess daggers that cause the target to fall into a magical slumber.

➤ **DC 30:** Quicklings live fast and die young, the result of accelerated aging. They rarely live beyond a decade. This, coupled with a low birth rate, keeps their population small.

➤ **Do you think we should go after them?/Lets' go after them!**

"I wouldn't advise that, not unless you have the speed of the gods themselves! Those creatures were zipping about here far faster than any magic I've ever heard of allows! If you follow in their wake, you'll never manage to catch up with them!"

➤ **Where do you think they are going next?**

"Well, it sounds to me like they'll keep looking for this nonexistent potion of youth. The other noted potion-maker in the city is Elmo, who runs an apothecary over in the Merchant's District. I can give you directions to get there quickly. Those creatures are FAST, but they're also all over the place, no sense of focus or direction! And since most of them are male, odds are very slim that they'll stop to ask for directions till they run out of options...which means if you get to Elmo's ahead of them, you can set up an ambush and try to take them before they can react! Well, maybe..."

Resolution: Before the PCs leave, Kwella will offer them each a (certed) dried mushroom that is infused with the spell *longstrider* at caster level 7th. While this won't totally make up for

the quicklings' speed, it will let them add 10 ft to their ground movement speed for the next 7 hours, which will get them there faster than normal. It is up to the PCs to decide whether or not to use them. Note: This is an enhancement bonus.

If the PCs go after the fleeing figures, **GO TO Encounter 2.**

If the PCs head directly to Elmo's Apothecary **GO TO Encounter 3.**

Encounter 2 – On the Run!

Undaunted by the speed of these small pests, you take off, determined to catch up to them!

Obviously, the PCs are doomed to lose a footrace against creatures with a movement rate of 240! However, this doesn't mean that they will have nothing to do. The quicklings leave trouble in their wake that will keep the PCs occupied (and give them back the XP they miss from not talking to Kwella when they had the chance).

As you race after the tiny terrors, you quickly realize that the best you can manage is to follow in their wake. Fortunately for you (unfortunately for the city), they leave a trail that is pretty easy to follow. You see overturned barrels, fallen citizens, horses unhooked from their carts running loose...a literal trail of chaos in their wake!

Rounding the next corner, you find a large crowd of laborers engaged in a fistfight in the middle of the street! Probably twenty or more citizens are trading blows in the middle of the street!

The quicklings had some fun here. By zipping in and out between people, punching them as they went, they managed to fool the human laborers into thinking that "the guy next to me

just hit me!" This has started a street brawl that is mostly blocking the street.

The PCs can avoid this situation if they want to just by ducking around it. But that is irresponsible and doesn't get them experience points.

Any number of methods may be used to resolve this situation, but the XP awards are greater for settling it without resorting to physical violence.

All ATLs:

⚔ Angry Citizens (20): human Com1; Medium Humanoid (Human); HD 1d6+2; hp 5; Init +1; Spd 30 ft; AC 11 (+1 Dex), touch 11, flatfooted 10; BAB/Grp: +0/+0; Atk/Full Atk punch +0 melee (1d3); SA None; SQ None; AL varies, mostly LN; SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 14, Int 10, Wis 11, Cha 10. *Skills & Feats:* Climb +6, Swim +6.

Possessions: 5 silver pieces each (if the PCs want to rob citizens and get arrested for armed robbery!).

To avoid a battle, the PCs will need to use their brains rather than their brawn. Diplomacy checks, Intimidation checks, and Bardic Music abilities could play a factor in how the crowd reacts. For any of these abilities or skills, the DC is 20 + ATL to calm the crowd and prevent a riot. The crowd starts off reacting as "Unfriendly" towards the PCs. Remember that Diplomacy checks take a -10 penalty if they are hurried (talking less than 1 full minute).

This encounter should be an opportunity for players to be creative in how they resolve the street brawl. Any tactic short of engaging in combat should have a reasonable chance of working.

Once the fight is resolved, any number of onlookers can point the PCs towards the quicklings' path.

Once the PCs pick up the trail of the quicklings, **GO TO Encounter 4.**

Encounter 3 – The Ambush

If the PCs were advised to come here by Kwella, they managed to beat the quicklings here (they took a much more roundabout route, causing much trouble in the process). They will have but moments to brief Elmo and prepare an ambush, so watch the clock. 10 minutes after the encounter starts (real time), the quicklings arrive!

You find Elmo’s Apothecary in the Merchant’s district, not too far from the Temple District. The shop is down a short alley that would be missed if not for the sign hanging right outside the alley.

Coming down the alley, you see a sign on the door labeled ‘Open. Come In!’ You enter a well-lit storefront. You see many shelves lined with jars and metal boxes, each with a distinct label. A large counter is against the far wall. Leaning back in the chair, with his feet up on the counter, is a rather relaxed gnome. A pipe is lit in his mouth, a purple smoke lowly rising from it. His bushy, full, salt-and-pepper head of hair, and an equally bushy moustache, paint a different picture than you would normally expect of a gnome. He looks in your direction and asks, “Anything I can do for you folks?”

For PCs who met him before (in either Merchant’s Price or Grimm Evidence), this is Elmo Lerner the apothecary. For those who haven’t met him yet, it’s still Elmo! ☺

Throughout the conversation, he will blow puffs of purple smoke from his pipe. First he will create a cute tiny dragon, followed by a charging knight in armor on a horse. Then the dragon will gulp down the knight in one bite and silently “burp”.

The objective should be to explain the quickling problem to Elmo (as best the PCs can) and ask his help in setting up an ambush for the creatures; a DC 15 Diplomacy check will convince him to help, but he will ask the PCs

(rather pointedly) to avoid causing collateral damage to his store.

If asked, Elmo has never heard of a reliable potion, lotion, poultice, or other formula to reverse aging. He does, however, have a nice wrinkle cream that is the next best thing. ☺

If the PCs hide, Elmo will go to the back room of the store to do paperwork, after putting up an “OUT TO LUNCH, REALLY!” sign on the door, but leaving it unlocked (he doesn’t want the lock broken when the quicklings come in). If they don’t hide, he won’t turn the sign before going back.

Handling the Ambush: Run this encounter fast and furious, just like the quicklings!

Let the PCs set up and hide as best they can on the map provided, or pretend to be customers or employees. Have them roll DC (15 + ATL) Listen checks to see if they can notice the arrival of the quicklings, with a -1 penalty per 10 feet each PC is away from the front door (the quicklings move VERY fast, which can let them take PCs unaware even if they are expecting them). Also have the PCs roll Hide checks if they choose to hide; in this event, the quicklings need to make Spot check to notice the PCs as they enter. Any quicklings that succeed will warn the others in a high-speed babble and proceed to detect any PCs that they find (DC 20 Listen check to understand what they say when they do so).

Half of the quicklings will search the store while the other half attacks anyone in the front of the shop with their *sleep daggers* to get them out of the way.

PCs might try Diplomacy on the quicklings, but they come in with a “Unfriendly” attitude towards the PCs (“Hostile” once the PCs fight back) and they are chaotic evil. The odds are slim of any such attempt working, especially once combat begins. No matter how high the Diplomacy check, it won’t make a difference if the PCs present a real threat, and odds are the

quickklings won't offer them time to do otherwise.

The quickklings will make maximum use of their Mobility and Spring Attack feats, as well as Tumble for those that have character classes that can take ranks in that skill.

Note that there are more quickklings here than will actually participate in the combat at any one time; the number of fighting quickklings is followed after a "/" by the total number present. Half will be searching the shop while the remaining half actively does combat. **At no time will more than half of the total number of quickklings attack the PCs.** PCs can target the other quickklings if they wish, but this will just encourage the others to leave. After half of the quickklings go down, the others will flee (**but see "Wrapping Up" below for Elmo's zinger!**). If most of the quickklings are somehow taken out, assume that others join the Elder in later scenes to fill out their ranks (the Elder is not here right now).

All feats marked with an * are from the LSJ Feat Primer. These feats are reprinted in **GM Aid #3: New Rules from LSJ Primers** at the end of the module for your convenience.

Refer to Map 1a: The Ambush!

Wrapping Up: Wait until an appropriate time to spring a new plot complication on the heroes. If the PCs are winning, do this when half of the quickklings are down or otherwise incapacitated. Otherwise wait no more than 3 rounds. If the PCs somehow incapacitate ALL of the quickklings in the shop, just have some others show up in the doorway when Elmo opens his silly mouth to hear him and get the evil idea, just in time to speed off!

When the quickklings are ready to leave, or right before their next initiative on round 3, read the following boxed text:

As the battle against the quickklings rages on, taking its toll on the apothecary shop, Elmo peeks out from the back room at the carnage. "My shop! My beautiful shop! Curse you, feylings! Curse you! May the undead slay you and take you into their ranks!"

At this, the quickklings suddenly stop and look at each other. With smiles of glee on their faces, they begin to do a little dance, chanting "Undead! Undead! Undead!" all out of time with each other, and so fast you can barely understand them. Then they all dash out the door, leaving a cloud of dust in their wake!

Elmo looks at you sheepishly. "Oops. Did I say something wrong?"

Elmo has just planted an idea in their minds: if they cannot locate a potion to restore youth, they can keep their elder alive by having him become an undead creature that will never die! The thought of a quickling turned into a vampire or other undead should be reason enough to scare the daylights out of the heroes! Even if the PCs don't realize what has happened, they should still head after them!

If the PCs manage to capture some of the quickklings, they can confirm what the PCs may suspect about their goal and the new idea to turn the Elder into an eternal undead. These quickklings will soon escape from any bonds they are in and depart unless rendered unconscious. If this happens they will eventually escape and leave the city, though this will be from prison most likely!

Before they leave, Elmo will say this:

"Well, good luck tracking down those hooligans! They must be looking for undead in the Poor District! Er, please don't tell anyone I said anything about undead to them, ok...?"

GO TO Encounter 5.

ATL 1

Quickling (2/4): CR 3; Small fey; HD 1d6; hp 6; Init +8 (+8 Dex); Spd 240 ft. (48 squares); AC 20 (+1 size, +8 Dex, +1 *haste*), touch AC 20, flatfooted 11; BAB/Grp +0/-5; Atk/Full Atk +10 small dagger (1d3-1, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, SQ Natural invisibility, low light vision, quickness; AL CE; SV Fort +0, Ref +11, Will +4; Str 8, Dex 27, Con 11, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +6, Concentration +4, Craft (woodworking) +3, Escape Artist +12, Handle Animal +5, Hide +16, Jump +12, Listen +6, Move Silently +12, Sense Motive +5, Spot +6, Survival +6; Dodge, Mobility, Spring Attack, Weapon Finesse (small dagger).

Equipment: Sleep dagger (see below).

Spell-Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): A quickling acts as if under a permanent effect similar to a *haste* spell. This grants the quickling single extra attack, at full attack bonus, when taking the full attack action. It also grants the quickling a +1 dodge bonus to its AC and a +1 *haste* bonus to attack rolls (already included in the statistics block). The quickling loses the AC bonus anytime it would lose a dodge bonus. The quickling can jump one and one half times as far as normal. This is an inherent bonus and cannot be dispelled or negated.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Quicklings employ special daggers that, in addition to dealing normal weapon damage, cause a creature to fall asleep. Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

ATL 3

Quickling Rog 1 (3/6): CR 4; Small fey; HD 2d6+2; hp 16; Init +8 (+8 Dex); Spd 240 ft. (48 squares); AC 20 (+1 size, +8 Dex, +1 *haste*), touch AC 20, flatfooted 11; BAB/Grp +0/-5; Atk/Full Atk +10 small dagger (1d3-1, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, sneak attack +1d6; SQ Natural invisibility, low light vision, quickness, trapfinding; AL CE; SV Fort +1, Ref +13, Will +4; Str 8, Dex 27, Con 13, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +10, Concentration +6, Craft (woodworking) +3, Escape Artist +16, Handle Animal +5, Hide +20, Jump +16, Listen +10, Move Silently +16, Search +6, Sense Motive +9, Spot +10, Survival +6, Tumble +12; Dodge, Mobility, Spring Attack, Weapon Finesse (dagger).

Equipment: Sleep dagger (see below).

Spell-Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): See ATL 1.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

ATL 5

☞ Quickling Rog 3 (3/6): CR 6; Small fey; HD 4d6+8; hp 24; Init +8 (+8 Dex); Spd 240 ft. (48 squares); AC 20 (+1 size, +8 Dex, +1 *haste*), touch AC 20, flatfooted 11; BAB/Grp +2/-2; Atk/Full Atk +12 small dagger (1d3, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, sneak attack +2d6; SQ Natural invisibility, evasion, low light vision, quickness, trapfinding, trap sense +1; AL CE; SV Fort +3, Ref +14, Will +5; Str 10, Dex 27, Con 15, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +12, Concentration +8, Craft (woodworking) +3, Escape Artist +18, Handle Animal +5, Hide +22, Jump +18, Listen +14, Move Silently +18, Search +8, Sense Motive +9, Spot +12, Survival +6, Tumble +14; Dodge, Mobility, Rolling Dive*, Spring Attack, Weapon Finesse (dagger).

Equipment: Sleep dagger (see below).

Spell-Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): A quickling acts as if under a permanent effect similar to a *haste* spell. This grants the quickling one extra attack, using its full attack bonus, plus any modifiers appropriate to the situation, when the quickling is taking a full attack action. It also grants the quickling a +1 bonus to attack rolls, and a +1 dodge bonus to its AC and Reflex saves (these are all already included in the statistics block). The quickling loses the bonus to AC and saves anytime it would lose its Dexterity bonus to AC (for any reason). This is an inherent effect and cannot be dispelled or negated.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 16) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

ATL 7

☞ Quickling Rog 5 (3/6): CR 8; Small fey; HD 6d6+12; hp 32; Init +9 (+9 Dex); Spd 240 ft. (48 squares); AC 21 (+1 size, +8 Dex, +1 *haste*), touch AC 21, flatfooted 11; BAB/Grp +3/-1; Atk/Full Atk +13 small dagger (1d3, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, sneak attack +3d6; SQ Natural invisibility, evasion, low light vision, quickness, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +3, Ref +16, Will +5; Str 10, Dex 29, Con 15, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +14, Concentration +8, Craft (woodworking) +3, Escape Artist +21, Handle Animal +5, Hide +25, Jump +19, Listen +16, Move Silently +21, Search +12, Sense Motive +11, Spot +14, Survival +6, Tumble +15; Dodge, Mobility, Rolling Dive*, Spring Attack, Weapon Finesse (dagger).

Equipment: Sleep dagger (see below).

Spell-Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): See ATL 5.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 17) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

ATL 9

⚔ Quickling Rog 7 (4/8): CR 10; Small fey; HD 8d6+18; hp 46; Init +9 (+9 Dex); Spd 240 ft. (48 squares); AC 21 (+1 size, +8 Dex, +1 *haste*), touch AC 21, flatfooted 11; BAB/Grp +5/+2; Atk/Full Atk +15 small dagger (1d3+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, sneak attack +4d6; SQ Natural invisibility, evasion, low light vision, quickness, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +4, Ref +17, Will +6; Str 12, Dex 29, Con 15, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +16, Concentration +8, Craft (woodworking) +3, Escape Artist +23, Handle Animal +5, Hide +27, Jump +23, Listen +18, Move Silently +23, Search +16, Sense Motive +11, Spot +16, Survival +6, Tumble +17; Deadly Precision*, Dodge, Mobility, Rolling Dive*, Spring Attack, Weapon Finesse (dagger).

Equipment: Sleep dagger (see below).

Spell-Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): A quickling acts as if under a permanent effect similar to a *haste* spell. This grants the quickling one extra attack, using its full attack bonus, plus any modifiers appropriate to the situation, when the quickling is taking a full attack action. It also grants the quickling a +1 bonus to attack rolls, and a +1 dodge bonus to its AC and Reflex saves (these are all already included in the statistics block). The quickling loses the bonus to AC and saves anytime it would lose its Dexterity bonus to AC (for any reason). This is an inherent effect and cannot be dispelled or negated.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 18) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

ATL 11

⚔ Quickling Rog 9 (4/8): CR 12; Small fey; HD 10d6+20; hp 57; Init +9 (+9 Dex); Spd 240 ft. (48 squares); AC 21 (+1 size, +9 Dex, +1 dodge), touch AC 21, flatfooted 11; BAB/Grp +6/+4; Atk +18 dagger (1d3+1, 19-20/x2); Full Atk +18/+13 dagger (1d3+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; SA Spell-like abilities, sleep daggers, sneak attack +5d6; SQ Natural invisibility, evasion, low light vision, quickness, trapfinding, trap sense +3, uncanny dodge, improved uncanny dodge; AL CE; SV Fort +5, Ref +19, Will +9; Str 12, Dex 29, Con 15, Int 15, Wis 15, Cha 14.

Skills and Feats: Bluff +16, Concentration +8, Craft (woodworking) +3, Escape Artist +25, Handle Animal +5, Hide +29, Jump +25, Listen +20, Move Silently +25, Search +18, Sense Motive +13, Spot +18, Survival +6, Tumble +19; Deadly Precision*, Dodge, Mobility, Rolling Dive*, Spring Attack, Weapon Finesse (dagger), Iron Will.

Equipment: Sleep dagger (see below).

Spell -Like Abilities: 1/day: *dancing lights, daze, levitate, shatter, and ventriloquism.* These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): See ATL 9.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this invisibility when it attacks.

Sleep Daggers (Ex): Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 19) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

Encounter 4 – Elmo’s Bad Day!

The PCs come to this encounter if they did not stop to talk to Kwella, which means they’ll be somewhat unprepared for what they face. The quicklings easily beat them to the shop and are already tearing the place apart!

The shop is down a short alley that would be missed, if not for the loud commotion coming from inside. You can hear glass shattering and shouts and screaming halfway down the block!

Going down the alley, you see a sign on the door labeled ‘Open, Come In!’ You see many shelves that used to be lined with jars and metal boxes, each with a distinct label, but the items are all strewn about haphazardly, many of them broken. A large counter is against the far wall. Peeking out from behind it, wiping sweat from his face, is a rather frantic gnome. A lit pipe lies on the floor, a green smoke lowly rising from it. The gnome’s bushy, full, salt-and-pepper head of hair and equally bushy moustache look bedraggled as, with a start, he notes your entrance.

The source of the trouble seems to be a group of miniature windstorms zipping about the shop at high speed! As you gape at the scene, one of them stops briefly at the counter and pours out a jar of vinegar over Elmo’s head! As he sputters and chokes, the creature leers at you evilly and laughs. It almost looks like a miniature elf, but no elf ever had ears twice as long as the size of its head, or blue-white skin and white hair! You can just barely take this sight in before it is on the move again!

If the PCs did not previously identify the creatures as quicklings, allow them another Knowledge (nature) check to determine the following.

- **DC 15:** These are fey known as quicklings, gifted with extraordinary speed and reflexes. They are evil through and through.

- **DC 20:** Quicklings are frustrating to fight. They are so fast they can zip in, attack a foe, and retreat to a safe distance before the opponent can react. They are also effectively invisible in their native forests, or when standing perfectly still.
- **DC 25:** Quicklings possess some spell-like abilities, including *dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. They often possess daggers that cause the target to fall into a magical slumber.
- **DC 30:** Quicklings live fast and die young, the result of accelerated aging. They rarely live beyond a decade. This, coupled with a low birth rate, keeps their population small.

Refer to Map 1b: Elmo’s Bad Day! This map shows the starting positions of the various quicklings. This will change fast (no pun intended).

All feats marked with an * are from the LSJ Feat Primer. These feats are reprinted in **GM Aid #3: New Rules from LSJ Primers** at the end of the module for your convenience.

Use the quicklings stat blocks found on pages 10-12.

Refer to the notes on Wrapping Up on page 9, then **GO TO Encounter 5.**

Encounter 5 – Racing Towards Death!

The PCs race towards the Poor District, hoping to beat the quicklings there. Unfortunately, they didn't...

You follow a trail littered with vandalism and confusion as you try to beat the quicklings to the Poor District. Unfortunately, it looks like you're a bit too late.

There is crowd by the main gate into the Poor District...most of them Legionnaires. It appears that the quicklings have been here, but didn't stay long.

Odds are good that the PCs will seek a familiar face among the officers. They find one in the form of Lt. Nestor Zix of Special Services (who appeared in *LSJ37, Birds of a Feather*). He will introduce himself and ask the PCs' business. Once he finds out why they are here...

"Ah, I see. Well, those 'quicklings' live up to their name. They tore through here like a hurricane and ran us in circles. It seemed like they were just having fun with us, though our men who were put to sleep by those daggers they carry weren't really amused.

"Do you have any idea what those things are, or they're up to?"

The PCs should know by now that the quickling elder seeks to become undead. If they don't, Lt. Zix will figure it out if the PCs tell him the basic info about quicklings.

"This is serious. These things are dangerous enough alive. Could you imagine one of them becoming a ghoul, or a vampire? They've got to be stopped! Here is a pass...get in there and start looking for them! I'll order my men to start clearing out the streets near the gate to make your return easier. Now go! Quickly!"

GO TO Encounter 6.

Encounter 6 – Undead...why did it have to be undead?

Once inside the (mostly) abandoned Poor District, PCs can use the Track feat to try to follow the quicklings. A DC (10 + ATL) Survival check is sufficient to see the trail they left (tiny feet and skid marks on the ground, disturbed rubble and the like). The trail is a meandering zigzag, but can be followed with a successful roll. If no PCs have the Track feat, add 5 to the DC.

The ruins of the Poor District are more sinister than usual thanks to the eternal night that now covers the land. An eerie silence covers the streets here. Even the expected sound of small animals and insects is absent. Whispers to your companions seem too loud, a possible alert to the undead scavengers that haunt this giant wasteland.

Have the PCs roll DC (10 + ATL) Spot checks to avoid being surprised by some of the local undead that are out hunting. **Refer to Map 2: Undead Battle.**

Note: Remember the special rules for dealing with undead, which can be found in **GM Aid 2: Rules to Remember!**

When the PCs are done dealing with the undead, **GO TO Encounter 8.**

ATL 1

☠ Skeletons (3): CR 1/3; Medium-Size Undead (6 ft tall); HD 1d12; hp 9; Init +5 (+1 Dex, +4 Imp. Init.); Spd 30 ft; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; BAB/Grp +0/+1; Atk claw +0 (1d4); Atk/Full Atk 2 claws +0 (1d4); SQ DR 5/bludgeoning, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative, Strength of the Grave (v)*.

Undead Traits (Ex): Immune to mind-influencing effects, poison, sleep, paralyzation, stunning, disease, and necromantic effects. Not subject to critical hits, sneak attacks, ability damage, ability drain, or energy drain.

ATL 3

☠ Zombies (4): CR 1/2; Medium Undead (6 ft tall); HD 2d12; hp 16 (each); Init -1 (Dex); Spd 30 ft; AC 11 (-1 Dex, +2 natural), touch 9, flat-footed 11; BAB/Grp +1/+2; Atk/Full Atk slam +2 (1d6+1); SQ Single actions only, DR 5/slashing, undead traits; AL NE; SV Fort +0, Ref -1, Will +2; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness, Strength of the Grave (v)*.

Undead Traits (Ex): See ATL 1.

ATL 5

☠ Ghoul (4): CR 1; Medium-Size Undead (6 ft tall); HD 2d12; hp 19; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 natural) touch, 12, flat-footed 12; BAB/Grp +1/+3; Atk bite +4 (1d6+2 and paralysis); Full Atk bite +4 (1d6+2 and paralysis) and 2 claws +1 melee (1d3 and paralysis); SA Paralysis, create spawn; SQ +2 turn resistance, undead traits; AL CE; SV Fort +0, Ref +2, Will +5; Str 15, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; Multiattack, Strength of the Grave (v)*, Weapon Finesse (bite).

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 12) or be paralyzed for 1d4+1 rounds. Elves are immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Undead Traits (Ex): See ATL 1.

ATL 7

☠ Ghast (4): CR 3; Medium-Size Undead (6 ft tall); HD 4d12; hp 30; Init +2 (Dex); Spd 30 ft; AC 15 (+3 Dex, +2 natural), touch 15, flat-footed 12; BAB/Grp +2/+5; Atk bite +5 melee (1d8+3 and paralysis); Full Atk bite +5 melee (1d8+3 and paralysis), 2 claws +2 melee (1d4 and paralysis); SA Paralysis, create spawn, stench; SQ +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Strength of the Grave (v)*, Weapon Finesse (bite).

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d4+1 rounds. Elves are NOT immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell to rise to as ghouls themselves in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation.

Stench (Ex) Those within 10 feet must succeed at a Fortitude save (DC 15) or be sickened, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for the next 1d6+4 minutes

Undead Traits (Ex): See ATL 1.

ATL 9

Wight (5): CR 3; Medium-Size Undead (6 ft tall); HD 4d12; hp 36; Init +1 (Dex); Spd 30 ft; AC 17 (+3 Dex, +4 natural), touch 13, flat-footed 14; BAB/Grp +2/+5; Atk/Full Atk +5 melee (1d4+3 and energy drain, slam); SA Energy drain, create spawn; SQ Undead traits; AL LE; SV Fort +1, Ref +4, Will +5; Str 16, Dex 16, Con -, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind-Fight, Strength of the Grave (v)*.

Energy Drain (Su): Living creatures hit by a wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14. The wight gains 5 temporary hp every time it bestows a negative level.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawns are under the command of the wight that created them until its death. They do not possess any of the abilities they had in life.

Undead Traits: See ATL 1.

ATL 11

Wraith (6): CR 5; Medium-Size Undead (Incorporeal) (6 ft tall); HD 5d12; hp 50; Init +7 (+3 Dex, +4 improved initiative); Spd 60 ft (fly, good maneuverability); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; BAB/Grp +2/-; Atk/Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA constitution drain, create spawn; SQ Darkvision 60', daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str --, Dex 16, Con --, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Strength of the Grave (v)*.

Energy Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawns are under the command of the wraith that created them until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Undead Traits: See ATL 1.

Encounter 7 – Moment of Truth

The PCs finally catch up with an agent of darkness, a paladin of slaughter who worships Oblivion. She is willing to guide the quicklings to a vampire he knows to turn the leader to undeath (she plans to do this to all of the quicklings, but he won't tell them that).

Refer to Map 3b: Moment of Truth. This map (for GMs only) shows the starting positions of the various NPCs and where the PCs come in. It also shows where NPCs are hiding or lurking. **Map 3a: Moment of Truth** is for player reference.

You have finally caught up to the quicklings. You see them in the street ahead of you, talking to a living, breathing human female wearing black plate mail armor. They are both grinning evilly as they talk.

A DC 20 Listen check will allow a PC to hear what they are saying. Note that the “human” is actually a tiefling, though that will not be apparent at this distance and with her mostly covered in armor. Up close they can see her dark grey, scaly skin and yellow eyes, the signs of her infernal taint.

“Yes, yes,” says the human. “I do indeed believe we can help you. I know a vampire who would love to bring you to the other side...on the condition that your clan aids us in our takeover of the city of Amthydor!”

“But first,” she says, much louder now, “I see we have company to deal with!” She turns towards you and bares a feral, toothy grin as she draws her greatsword!

The PCs might think that she is a vampire from this expression. Let them worry! ☺
Meanwhile, roll initiative.

The quicklings will scatter to watch what happens. Unless the PCs beat the bad guys, the

elder quickling will be “introduced” to a vampire, who will transform him into the quickest undead the world has ever seen! They'll also convert his fellow quicklings (those who don't get away in time) but they won't mention that until they betray them all. ☺

Strategy Notes

This will be a complicated combat. In particular, the elan psion will be a hassle to track. In order to help the GM deal with this NPC, the author has provided a separate document, the *LSJ38 The Quick and the Dead Psionic Cheat Sheet*. This document compiles all of the psionics rules necessary to run this module (skills, feats, powers, and items). All of this information is straight from the SRD and will explain everything a GM needs to run this NPC properly. Study it carefully and well in advance of running the module...even players familiar with psionics rules should find it a boon!

As a general rule, avoid having Null augment his powers to do more damage unless most of the PCs at the table have a LOT of hit points. If your party is mostly non-fighters, this is crucial to prevent an arbitrary kill.

Take note of the powers Null has pre-manifested before this combat starts. All of them have durations of 1 minute/level or higher. For the purposes of this combat, it does not really matter which ones were manifested first or how many rounds are left for each of them. The combat won't last long enough for it to matter.

Note: Despite Null's allegiance with Oblivion, he will NOT betray the existence of the elan race.

- If the PCs win, **GO TO Conclusion A.**
- If the PCs lose, **GO TO Conclusion B.**

ATL 1

✂ **Lucretia, female tiefling, paladin of slaughter 2:** CR 2; Medium humanoid (tiefling); HD 2d10+4; hp 24; Init +0; Spd 35 ft. (7 squares); AC 18 (+8 GMW full plate); touch AC 10, flatfooted 18; BAB/Grp +2/+5; Atk/Full Atk +6 melee (2d6+4, greatsword, 19-20/x2) or +5 melee (1d4+3, katar, x3) or +2 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Darkness, deadly touch, smite good 1/day; SQ Aura of evil, darkvision 60', detect good, divine grace +2, cold, fire and electricity resistance 5, 35% spell failure from armor; AL CE; SV Fort +8, Ref +3, Will +7; Str 16, Dex 10, Con 15, Int 10, Wis 12, Cha 16.

Skills and Feats: Bluff +4, Concentration +2, Intimidate +6, Hide -2, Knowledge (religion) +4, Listen +1, Sense Motive +5, Spot +1; Blind-Fighting.
Languages: Common, Infernal.

Equipment: GMW full plate, GMW greatsword, katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure light wounds* (caster level 5th), *cloak of charisma* +2.

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 4th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 9 hit points of damage. An opponent subjected to this attack can make a Will save (DC 14) to halve the damage dealt.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+3) on all saving throws.

Smite Good (Su): Once per day, Lucretia may attempt to smite good with one normal melee attack. She adds +3 to her attack roll and deals 3 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

✂ **Null, elan psion (kineticist) 2:** CR 2; Medium aberration (elan); HD 2d4+6; hp 14; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, shortspear) or +2 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA Powers; SQ Powers, repletion, resilience, resistance; AL CE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 16, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +6, Concentration +7 (+11), Knowledge (psionics) +7, Knowledge (religion) +7, Knowledge (planes) +7, Psicraft +7; Overchannel, Psicrystal Affinity, Speed of Thought. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure light wounds* (caster level 5th), *dorje of entangling ectoplasm* (manifest level 1st, 10 charges).

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 5 current, 10 total; DC 13 + power level. Powers known follow:

1st-level – *Energy ray*, *force screen*, *inertial armor*, *mind thrust*, *skate*;

Powers already manifested: *Force screen*, *inertial armor*, *skate* on himself, Lucretia, and Darkwarden Void.

✂ **Swyfte, psicrystal:** Diminutive construct; HD 1; hp 7; Init +3 (+2 Dex, +1 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); 17 (+4 size, +2 Dex, +1 natural) touch AC 12, flatfooted 15; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach:

1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link; AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 6, Wis 10, Cha 10.

‡ Darkwarden Void, human Clr2 (Oblivion): CR 2; Medium humanoid (human); HD 2d8+4; hp 20; Init +0; Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +1/+2; Atk/Full Atk +4 melee (1d6+1, mw scimitar, 18-20) or +1 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +6, Heal +3, Knowledge (religion) +4, Listen +3, Spellcraft +2, Spot +3; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure light wounds* (caster level 5th), *pearl of power* (1st level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Spells (4/3+d): DC = 13 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Cure minor wounds, detect magic, detect poison, purify food and drink;*

1st-level – *Bane, bless, doom, entropic shield;*

‡ Mytton, human Ftr1: CR 1; Medium humanoid (human); HD 1d10+3; hp 13; Init +2; Spd 20 ft. (4 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +1/+4; Atk/Full Atk +5 melee (1d10+3, glaive,

20/x3) or +3 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +3, Listen +0, Ride +4, Spot +0, Tumble -1; Blind-Fight, Combat Reflexes, Weapon Focus (glaive).
Languages: Common.

Equipment: Chainmail, glaive, light crossbow, quiver with 10 bolts, potion of *cure light wounds* (caster level 5th).

‡ Shade, human wilderness Rog1: CR 1; Medium humanoid (forest elf); HD 1d6+1; hp 7; Init +3; Spd 30 ft (6 squares); AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +0/+2; Atk +2 melee (2d4+3, spiked chain, 20/x2) or +4 ranged (1d6, shortbow); Full Atk +2 melee (2d4+2, spiked chain, 20/x2) or +4 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +1d6, SQ Trapfinding; AL CE; SV Fort +1, Ref +5, Will +2; Str 14, Dex 17, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Climb +5, Escape Artist +6, Hide +6, Knowledge (geography) +4, Knowledge (nature) +4, Listen +6, Move Silently +6, Search +6, Spot +6, Survival +6, Tumble +6, Use Rope +3; Exotic Weapon Proficiency (spiked chain).

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure light wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 2d6 damage, save DC 14, range 70 ft.).

ATL 3

✠ **Lucretia, female tiefling, paladin of slaughter 3:** CR 3; Medium humanoid (tiefling); HD 3d10+6; hp 33; Init +0; Spd 35 ft. (7 squares); AC 19 (+9 GMW full plate); touch AC 10, flatfooted 19; BAB/Grp +3/+6; Atk/Full Atk +8 melee (2d6+5, greatsword, 19-20/x2) or +6 melee (1d4+3, katar, x3) or +3 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Darkness, deadly touch, debilitating aura, smite good 1/day; SQ Aura of evil, darkvision 60', detect good, divine grace +2, divine health, cold, fire and electricity resistance 5, 35% spell failure from armor; AL CE; SV Fort +8, Ref +4, Will +8; Str 16, Dex 10, Con 15, Int 10, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +2, Intimidate +7, Hide -2, Knowledge (religion) +4, Listen +1, Sense Motive +5, Spot +1; Blind-Fighting, Power Attack. *Languages:* Common, Infernal.

Equipment: +1 GMW full plate, +1 GMW greatsword, katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure moderate wounds* (caster level 5th), *cloak of charisma* +2.

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 4th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 9 hit points of damage. An opponent subjected to this attack can make a Will save (DC 14) to halve the damage dealt.

Debilitating Aura (Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+3) on all saving throws.

Divine Health (Su): Lucretia is immune to all diseases, including supernatural and magical diseases.

Smite Good (Su): Once per day, Lucretia may attempt to smite good with one normal melee attack. She adds +3 to her attack roll and deals 3 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

✠ **Null, elan psion (kineticist) 3:** CR 3; Medium aberration (elan); HD 3d4+9; hp 20; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +1/+0; Atk/Full Atk +0 melee (1d6-1, shortspear) or +2 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA Powers; SQ Powers, repletion, resilience, resistance; AL CE; SV Fort +4, Ref +3, Will +5; Str 8, Dex 14, Con 16, Int 16, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +7, Concentration +8 (+12), Knowledge (psionics) +8, Knowledge (religion) +8, Knowledge (planes) +7, Psicraft +8; Overchannel, Psicrystal Affinity, Speed of Thought. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure moderate wounds* (caster level 5th), *dorje of entangling ectoplasm* (manifest level 1st, 15 charges).

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 10 current, 15 total; DC 13 + power level. Powers known follow:

1st-level – *Energy ray*, *force screen*, *inertial armor*, *mind thrust*, *skate*;

2nd-level -- *Energy missile, share pain*;

Powers already manifested: *Force screen, inertial armor, skate on himself, Lucretia, and Darkwarden Void.*

‡ **Swyfte, psicrystal:** Diminutive construct; HD 3; hp 10; Init +3 (+2 Dex, +1 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); 17 (+4 size, +2 Dex, +1 natural) touch AC 12, flatfooted 15; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach: 1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link, deliver touch powers; AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 6, Wis 10, Cha 10.

‡ **Darkwarden Void, human Clr2 (Oblivion):** CR 2; Medium humanoid (human); HD 2d8+4; hp 20; Init +0; Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +1/+2; Atk/Full Atk +4 melee (1d6+1, mw scimitar, 18-20) or +1 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 15.

Skills and Feats: Concentration +6, Heal +3, Knowledge (religion) +4, Listen +3, Spellcraft +2, Spot +3; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure moderate wounds* (caster level 5th), *pearl of power* (1st level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Spells (4/3+d): DC = 13 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Cure minor wounds, detect magic, detect poison, purify food and drink*;

1st-level – *Bane, bless, doom, entropic shield*;

‡ **Mytton, human Ftr3:** CR 3; Medium humanoid (human); HD 3d10+9; hp 35; Init +2; Spd 20 ft. (4 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +3/+6; Atk/Full Atk +7 melee (1d10+3, *glaive*, 20/x3) or +5 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +4, Listen +0, Ride +4, Spot +1, Tumble +0; Blind-Fight, Cleave, Combat Reflexes, Power Attack, Weapon Focus (glaive). *Languages:* Common.

Equipment: Chainmail, glaive, light crossbow, quiver with 10 bolts, potion of *cure moderate wounds* (caster level 5th).

‡ **Shade, human wilderness Rog3:** CR 3; Medium humanoid (forest elf); HD 3d6+3; hp 19; Init +3; Spd 30 ft (6 squares); AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +2/+4; Atk/Full Atk +4 melee (2d4+3, spiked chain, 20/x2) or +5 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +2d6, SQ Evasion, trapfinding, trap sense +1; AL CE; SV Fort +2, Ref +6, Will +3; Str 14, Dex 17, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Bluff +1, Climb +7, Escape Artist +8, Hide +8, Knowledge (geography) +6, Knowledge (nature) +4, Listen +8, Move Silently +8, Search +8, Spot +8, Survival +6, Tumble +8, Use Rope +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain).

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure moderate wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 4d6 damage each, save DC 14, range 70 ft.).

ATL 5

⚔ Lucretia, female tiefling, paladin of slaughter 5: CR 5; Medium humanoid (tiefling); HD 5d10+15; hp 51; Init +4; Spd 35 ft. (7 squares); AC 19 (+9 full plate); touch AC 10, flatfooted 19; BAB/Grp +5/+8; Atk/Full Atk +10 melee (2d6+5, +1 *greatsword*, 19-20/x2) or +8 melee (1d4+3, katar, x3) or +5 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Darkness, deadly touch, debilitating aura, smite good 2/day, rebuke undead; SQ Aura of evil, darkvision 60', detect good, divine grace +2, divine health, cold, fire and electricity resistance 5, 35% spell failure from armor, Special Mount; AL CE; SV Fort +10, Ref +4, Will +9; Str 16, Dex 10, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Bluff +5, Concentration +2, Hide +3, Intimidate +8, Knowledge (religion) +5, Listen +1, Sense Motive +5, Spot +1; Blind-Fighting, Power Attack. *Languages:* Common, Infernal.

Equipment: +1 GMW shadow full plate, +1 *greatsword*, katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure moderate wounds* (caster level 5th), *cloak of charisma* +2.

Spells (1): DC 11 + spell level, caster level 2nd. Spells memorized follow.

1st-level – *Corrupt weapon* (evil version of *bless weapon*);

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 6th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 15 hit points of damage. An opponent subjected to this attack can make a Will save (DC 15) to halve the damage dealt.

Debilitating Aura Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+3) on all saving throws.

Divine Health (Su): Lucretia is immune to all diseases, including supernatural and magical diseases.

Smite Good (Su): Twice per day, Lucretia may attempt to smite good with one normal melee attack. She adds +3 to her attack roll and deals 5 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

⚔ Null, elan psion (kineticist) 4: CR 4; Medium aberration (elan); HD 4d4+12; hp 25; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +2/+1; Atk/Full Atk +1 melee (1d6-1, shortspear) or +3 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA Powers; SQ Powers, repletion, resilience, resistance; AL CE; SV Fort +4, Ref +3, Will +6; Str 8, Dex 14, Con 16, Int 17, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +9, Concentration +9 (+13), Knowledge (psionics) +9, Knowledge (religion) +8, Knowledge (planes) +7, Psicraft +9; Overchannel, Psicrystal Affinity, Speed of Thought. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure moderate wounds* (caster level 5th) *dorje of entangling ectoplasm* (manifest level 1st, 20 charges).

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 16 current, 21 total; DC 13 + power level. Powers known follow:

1st-level – *Deceleration, energy ray, force screen, inertial armor, mind thrust, precognition (defensive), skate;*

2nd-level -- *Energy missile, share pain;*

Powers already manifested: *Force screen, inertial armor, skate* on himself, Lucretia, and Darkwarden Void.

✂ **Swyfte, psicrystal:** Diminutive construct; HD 4; hp 12; Init +3 (+2 Dex, +1 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); AC 17 (+4 size, +2 Dex, +1 natural) touch AC 12, flatfooted 15; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach: 1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link, deliver touch powers; AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 7, Wis 10, Cha 10.

✂ **Darkwarden Void, human Clr4 (Oblivion):** CR 4; Medium humanoid (human); HD 4d8+8; hp 32; Init +0; Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +2/+4; Atk/Full Atk +6 melee (1d6+1, mw scimitar, 18-20) or +3 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +6, Ref +5, Will +7; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +9, Heal +3, Knowledge (religion) +5, Listen +3, Spellcraft +2, Spot +3; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Extra Turning, Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure moderate wounds* (caster level 5th), *pearl of power* (2nd level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Spells (5/4+d/3+d): DC 13 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Cure minor wounds* (x2), *detect magic, detect poison, purify food and drink;*

1st-level – *Bane, bless, cure light wounds, **doom**, entropic shield;*

2nd-level – ***Blindness**, calm emotions, cure moderate wounds, darkness;*

✂ **Mytton, human Ftr5:** CR 5; Medium humanoid (human); HD 5d10+15; hp 52; Init +2; Spd 35 ft. (7 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +5/+8; Atk/Full Atk +9 melee (1d10+6, *glaive*, 20/x3) or +7 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +4, Listen +0, Ride +4, Spot +2, Tumble +2; Blind-Fight, Cleave, Combat Reflexes, Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive). *Languages:* Common.

Equipment: Chainmail, glaive, light crossbow, quiver with 10 bolts, potion of *cure serious wounds* (caster level 5th).

☞ Shade, human wilderness Rog5: CR 5; Medium humanoid (forest elf); HD 5d6+5; hp 28; Init +3; Spd 45 ft. (9 squares); AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +3/+5; Atk +5 melee (2d4+3, spiked chain, 20/x2) or +7 ranged (1d6, shortbow); Full Atk +5 melee (2d4+2, spiked chain, 20/x2) or +7 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +3d6, SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL CE; SV Fort +2, Ref +7, Will +3; Str 14, Dex 18, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Bluff +8, Climb +8, Escape Artist +10, Hide +9, Knowledge (geography) +6, Knowledge (nature) +4, Listen +10, Move Silently +9, Search +10, Spot +10, Survival +6, Tumble +10, Use Rope +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain).

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure serious wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 5d6 damage each, save DC 14, range 70 ft.).

ATL 7

‡ Lucretia, female tiefling, paladin of slaughter 9: CR 9; Medium humanoid (tiefling); HD 9d10+27; hp 86; Init +4; Spd 35 ft. (7 squares); AC 19 (+10, +1 GMW shadow full plate); touch AC 10, flatfooted 19; BAB/Grp +9/+12; Atk +14 melee (2d6+5 +2d6, +1 *vicious greatsword*, 19-20/x2) or +12 melee (1d4+3, katar, x3) or +9 missile (1d8, longbow, 20/x3); Atk/Full Atk +14/+9 melee (2d6+6 +2d6, +1 *vicious greatsword*, 19-20/x2) or +12/+7 melee (1d4+3, katar, x3) or +9/+4 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Darkness, deadly touch, debilitating aura, smite good 2/day, rebuke undead, cause disease 2/week; SQ Aura of evil, darkvision 60', detect good, divine grace +4, divine health, cold, fire and electricity resistance 5, 35% spell failure from armor; AL CE; SV Fort +14, Ref +8, Will +14; Str 16, Dex 10, Con 17, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +4, Concentration +2, Hide +5, Intimidate +9, Knowledge (religion) +5, Listen +1, Move Silently -5, Sense Motive +6, Spot +2; Blind-Fighting, Improved Sunder, Power Attack, Weapon Focus (greatsword). *Languages:* Common, Infernal.

Equipment: +1 GMW shadow silent moves full plate, +1 *vicious greatsword* (deals 1d6 damage to Lucretia with each hit), katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure serious wounds* (caster level 5th), *cloak of charisma* +4.

Spells (2/1): DC 12 + spell level, caster level 4th. Spells memorized follow.

1st-level – *Corrupt weapon* (evil version of *bless weapon*), *divine favor*;

2nd-level – *Bull's strength*;

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 10th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 36 hit points of damage. An

opponent subjected to this attack can make a Will save (DC 18) to halve the damage dealt.

Debilitating Aura (Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+4) on all saving throws.

Divine Health (Su): Lucretia is immune to all diseases, including supernatural and magical diseases.

Smite Good (Su): Twice per day, Lucretia may attempt to smite good with one normal melee attack. She adds +3 to her attack roll and deals 9 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

‡ Swyfte, psicrystal: Diminutive construct; HD 7; hp 21; Init +5 (+2 Dex, +3 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); 19 (+4 size, +2 Dex, +3 natural) touch AC 12, flatfooted 17; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach: 1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, hold psionic focus for Null, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link, deliver touch powers, telepathic speech; AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 9, Wis 10, Cha 10.

Null, elan psion (kineticist) 7: CR 7; Medium aberration (elan); HD 7d4+21; hp 42; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +3/+2; Atk/Full Atk +2 melee (1d6-1, shortspear) or +4 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA Powers; SQ DR 5/- (*inertial barrier*), powers, repletion, resilience, resistance; AL CE; SV Fort +5, Ref +4, Will +7; Str 8, Dex 14, Con 16, Int 17, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +12, Concentration +12 (+16), Knowledge (psionics) +12, Knowledge (religion) +8, Knowledge (planes) +10, Psicraft +12; Overchannel, Psicrystal Affinity, Psicrystal Containment, Speed of Thought. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure serious wounds* (caster level 5th) *dorje of entangling ectoplasm* (manifest level 1st, 25 charges).

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 35 current, 50 total; DC 13 + power level. Powers known follow:

1st-level – *Deceleration*, *energy ray*, *force screen*, *inertial armor*, *mind thrust*, *precognition (defensive)*, *skate*;

2nd-level -- *Energy missile*, *share pain*;

3rd-level -- *Energy cone*, *energy retort*, *keen edge (psionic)*, *share pain (forced)*;

4th-level -- *Energy ball*, *inertial barrier*;

Powers already manifested: *Force screen*, *inertial armor*, *inertial barrier* (DR 5/-),

precognition (defensive): +1 bonus to AC and all saves when Null has his Dex bonus to AC, not included in stats above), *skate* on himself, Lucretia, Mytton, Shade, and Darkwarden Void.

Darkwarden Void, human Clr6 (Oblivion): CR 6; Medium humanoid (human); HD 6d8+10; hp 32; Init +0; Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +4/+6; Atk/Full Atk +8 melee (1d6+1, mw scimitar, 18-20) or +5 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +7, Ref +6, Will +8; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +11, Heal +3, Knowledge (religion) +5, Listen +3, Spellcraft +4, Spot +3; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Extra Turning, Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure serious wounds* (caster level 5th), *pearl of power* (2nd level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Spells (5/4+d/4+d/3+d): DC 13 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Cure minor wounds* (x2), *detect magic*, *detect poison*, *purify food and drink*;

1st-level – *Bane*, *bless*, *cure light wounds*, ***doom***, *entropic shield*;

2nd-level – ***Blindness***, *calm emotions*, *cure moderate wounds*, *darkness*, *silence*;

3rd-level – ***Blacklight***, *cure serious wounds*, *dispel magic*, *invisibility purge*;

✂ Mytton, human Ftr7: CR 7; Medium humanoid (human); HD 7d10+21; hp 69; Init +2; Spd 35 ft. (7 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +7/+10; Atk +11 melee (1d10+6, *glaive*, 20/x3) or +9 ranged (1d8, light crossbow); Full Atk +11/+6 melee (1d10+6, *glaive*, 20/x3) or +9 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +8, Ref +4, Will +2; Str 17, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +5, Listen +0, Ride +4, Spot +3, Tumble +3; Blind-Fight, Cleave, Combat Reflexes, Diehard, Endurance, Power Attack, Weapon Focus (*glaive*), Weapon Specialization (*glaive*). *Languages:* Common.

Equipment: Chainmail, *glaive*, light crossbow, quiver with 10 bolts, potion of *cure serious wounds* (caster level 5th).

✂ Shade, human wilderness Rog7: CR 7; Medium humanoid (forest elf); HD 7d6+7; hp 37; Init +3; Spd 45 ft. (9 squares); AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +5/+7; Atk/Full Atk +7 melee (2d4+3, spiked chain, 20/x2) or +8 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +4d6, SQ Evasion, trapfinding, trap sense +2, uncanny dodge; AL CE; SV Fort +3, Ref +9, Will +4; Str 14, Dex 18, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Bluff +10, Climb +10, Escape Artist +12, Hide +12, Knowledge (geography) +9, Knowledge (nature) +4, Listen +10, Move Silently +12, Search +10, Spot +10, Survival +6, Tumble +15, Use Rope +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Trip.

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure serious wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 6d6 damage each, save DC 14, range 70 ft.).

ATL 9

⚔ Lucretia, female tiefling, paladin of slaughter 9/blackguard 2: CR 11; Medium humanoid (tiefling); HD 11d10+33; hp 103; Init +0; Spd 35 ft. (7 squares); AC 19 (+10, +1 GMW shadow and silent moves full plate); touch AC 10, flatfooted 19; BAB/Grp +11/+16; Atk +18 melee (2d6+8 +2d6, +1 *vicious greatsword*, 19-20/x2) or +16 melee (1d4+5, katar, x3) or +11 missile (1d8, longbow, 20/x3); Full Atk +18/+13/+8 melee (2d6+8 +2d6, +1 *vicious greatsword*, 19-20/x2) or +16/+11/+6 melee (1d4+5, katar, x3) or +11/+6/+1 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Cause disease 2/week, dark blessing, darkness, deadly touch, debilitating aura, poison use, rebuke undead, smite good 3/day; SQ aura of evil (as per *detect evil*), darkvision 60', detect good, divine grace +4, divine health, cold, fire and electricity resistance 5, 35% spell failure from armor, Special Mount; AL CE; SV Fort +17, Ref +8, Will +14; Str 20, Dex 10, Con 17, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +4, Concentration +2, Hide 5, Intimidate +9, Knowledge (religion) +5, Listen +2, Move Silently +3, Sense Motive +6, Spot +2; Blind-Fighting, Improved Sunder, Power Attack, Weapon Focus (greatsword). *Languages:* Common, Infernal.

Equipment: +1 GMW shadow silent moves full plate, +1 *vicious greatsword* (deals 1d6 damage to Lucretia with each hit), katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure serious wounds* (caster level 5th), cloak of charisma +4

Paladin of Slaughter Spells (2/1): DC 12 + spell level, caster level 4th. Spells memorized follow.

1st-level – *Corrupt weapon* (evil version of *bless weapon*), *divine favor*;

2nd-level – *Bull's strength*;

Blackguard Spells (2): DC 12 + spell level, caster level 2nd. Spells memorized follow.

1st-level – *Doom*;

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 12th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 44 hit points of damage. An opponent subjected to this attack can make a Will save (DC 19) to halve the damage dealt.

Debilitating Aura (Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+4) on all saving throws.

Divine Health (Su): Lucretia is immune to all diseases, including supernatural and magical diseases.

Smite Good (Su): Three times per day, Lucretia may attempt to smite good with one normal melee attack. She adds +4 to her attack roll and deals 11 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

⚔ Swyfte, psicrystal: Diminutive construct; HD 9; hp 26; Init +5 (+2 Dex, +3 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); AC 19 (+4 size, +2 Dex, +3 natural) touch AC 12, flatfooted 17; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach: 1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, hold psionic focus for Null, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link, deliver touch powers, telepathic speech, flight; AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 10, Wis 10, Cha 10.

✂ **Null, elan psion (kineticist) 7/metamind 2:** CR 9; Medium aberration (elan); HD 9d4+27; hp 53; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +5/+4; Atk/Full Atk +4 melee (1d6-1, shortspear) or +6 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA DR 5/- (*inertial barrier*), powers; SQ Cognizance psicrystal, DR 5/- (*inertial barrier*), free manifesting, powers, repletion, resilience, resistance; AL CE; SV Fort +5, Ref +4, Will +10; Str 8, Dex 14, Con 16, Int 18, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +13, Concentration +15 (+19), Knowledge (psionics) +16, Knowledge (religion) +8, Knowledge (planes) +10, Psicraft +16; Opportunity Power, Overchannel, Psicrystal Affinity, Psicrystal Containment, Speed of Thought. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure serious wounds* (caster level 5th) *dorje of entangling ectoplasm* (manifestester level 1st, 30 charges).

Cognizance Psicrystal (Ps): Swyfte is treated as a cognizance crystal capable of storing 5 PP, in addition to its psicrystal abilities. All were spent already by Null's buffing.

Free Manifesting (Ps): Null can manifest any 1st-level power he knows for free (without spending power points) three times per day. He has already used all of them.

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 46 current, 58 total; Manifestester level 8th; DC 13 + power level. Powers known follow:

1st-level – *Deceleration, energy ray, force screen, inertial armor, mind thrust, precognition (defensive), skate*;

2nd-level -- *Energy missile, share pain*;

3rd-level -- *Body adjustment, energy cone, energy retort, keen edge (psionic), share pain (forced)*;

4th-level -- *Empathic feedback, energy ball, inertial barrier*;

Powers already manifested: *Energy retort* (fire, 4d6+4 damage each time Null is struck), *force screen, inertial armor, inertial barrier* (DR 5/-), *precognition (defensive: +1 bonus to AC and all saves when Null has his Dex bonus to AC, not included in stats above), skate* on himself, Lucretia, Mytton, Shade, and Darkwarden Void.

✂ **Darkwarden Void, human Clr8 (Oblivion):** CR 8; Medium humanoid (human); HD 8d8+12; hp 46; Init +0; Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +6/+8; Atk +10 melee (1d6+1, mw scimitar, 18-20) or +7 ranged (1d8+1, light crossbow); Full Atk +10/+5 melee (1d6+1, mw scimitar, 18-20) or +7 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +8, Ref +6, Will +10; Str 12, Dex 10, Con 14, Int 10, Wis 18, Cha 15.

Skills and Feats: Concentration +13, Heal +4, Knowledge (religion) +5, Listen +4, Spellcraft +6, Spot +4; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Divine Vengeance, Extra Turning, Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure serious wounds* (caster level 5th), *pearl of power* (3rd level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Divine Vengeance (Su): Darkwarden Void can spend one of his turn undead attempts to add 2d6 points of profane energy damage to all his successful melee attacks against undead until the end of his next action.

Spells (6/5+d/4+d/4+d/3+d): DC 14 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Create water, cure minor wounds (x2), detect magic, detect poison, purify food and drink;*

1st-level – *Bane, bless, cure light wounds (x2), doom, entropic shield;*

2nd-level – *Blindness, calm emotions, cure moderate wounds, darkness, silence;*

3rd-level – *Blacklight, cure serious wounds, dispel magic, invisibility purge, protection from energy;*

4th-level – *Cure serious wounds, divine power, fire shield, poison;*

Mytton, human Ftr9: CR 9; Medium humanoid (human); HD 9d10+27; hp 86; Init +2; Spd 35 ft. (7 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +9/+13; Atk +15 melee (1d10+8, glaive, 19-20/x3) or +11 ranged (1d8, light crossbow); Full Atk +15/+10 melee (1d10+8, glaive, 19-20/x3) or +11 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +9, Ref +5, Will +3; Str 18, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +6, Listen +0, Ride +4, Spot +4, Tumble +4; Blind-Fight, Cleave, Combat Reflexes, Diehard, Endurance, Greater Weapon Specialization (glaive),

Improved Critical (glaive), Power Attack, Weapon Focus (glaive), Weapon Specialization (glaive). *Languages:* Common.

Equipment: Chainmail, glaive, light crossbow, quiver with 10 bolts, potion of *cure serious wounds* (caster level 5th).

Shade, human wilderness Rog9: CR 9; Medium humanoid (forest elf); HD 9d6+9; hp 46; Init +3; Spd 45 ft. (9 squares); AC 16 (+3 Dex, +3 studded leather), touch AC 13, flatfooted 13; BAB/Grp +6/+8; Atk +8 melee (2d4+3, spiked chain, 20/x2) or +10 ranged (1d6, shortbow); Full Atk +8/+3 melee (2d4+2, spiked chain, 20/x2) or +10/+5 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +5d6, SQ Evasion, trapfinding, trap sense +3, improved uncanny dodge; AL CE; SV Fort +4, Ref +10, Will +5; Str 14, Dex 18, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Bluff +12, Climb +12, Escape Artist +14, Hide +14, Knowledge (geography) +11, Knowledge (nature) +4, Listen +12, Move Silently +14, Search +12, Spot +12, Survival +6, Tumble +17, Use Rope +3; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Feint, Improved Trip.

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure serious wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 6d6 damage each, save DC 14, range 70 ft.).

ATL 11

Λ Lucretia, female tiefling, paladin of slaughter 9/blackguard 4: CR 13; Medium humanoid (tiefling); HD 13d10+52; hp 155; Init +0; Spd 35 ft. (7 squares); AC 19 (+10, +1 GMW shadow and silent moves full plate); touch AC 10, flatfooted 19; BAB/Grp +13/+18; Atk +20 melee (2d6+8 +2d6, +1 *vicious greatsword*, 19-20/x2) or +18 melee (1d4+5, katar, x3) or +13 missile (1d8, longbow, 20/x3); Full Atk +20/+15/+10 melee (2d6+8 +2d6, +1 *vicious greatsword*, 19-20/x2) or +18/+13/+8 melee (1d4+5, katar, x3) or +13/+8/+3 missile (1d8, longbow, 20/x3); Space/Reach 5 ft./5 ft.; SA Cause disease 2/week, dark blessing, darkness, deadly touch, debilitating aura, poison use, rebuke undead, smite good 3/day, sneak attack +1d6; SQ Aura of despair, aura of evil (as per *detect evil*), command undead (as cleric 2), darkvision 60', detect good, divine grace +4, divine health, cold, fire and electricity resistance 5, 35% spell failure from armor, Special Mount; AL CE; SV Fort +19, Ref +9, Will +15; Str 20, Dex 10, Con 18, Int 10, Wis 14, Cha 22.

Skills and Feats: Bluff +4, Concentration +7, Hide 5, Intimidate +9, Knowledge (religion) +5, Listen +2, Move Silently +3, Sense Motive +6, Spot +2; Blind-Fighting, Cleave, Improved Sunder, Power Attack, Weapon Focus (greatsword).
Languages: Common, Infernal.

Equipment: +1 GMW shadow silent moves full plate, +1 *vicious greatsword* (deals 1d6 damage to Lucretia with each hit), katar, longbow, quiver with 20 arrows, unholy symbol of Oblivion, potion of *cure serious wounds* (caster level 5th), cloak of charisma +4

Paladin of Slaughter Spells (2/2): DC 12 + spell level, caster level 4th. Spells memorized follow.

1st-level – *Corrupt weapon* (evil version of *bless weapon*), *divine favor*;

2nd-level – *Bull's strength*;

Blackguard Spells (2): DC 12 + spell level, caster level 4th. Spells memorized follow.

1st-level – *Doom*;

2nd-level – *Cure moderate wounds*, *cure moderate wounds*;

Aura of Despair (Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -2 penalty on all saving throws.

Darkness (Sp): Lucretia can use darkness once per day (caster level equal to character level, 12th).

Deadly Touch (Su): Lucretia can cause wounds with a successful touch attack. Each day she can deal 44 hit points of damage. An opponent subjected to this attack can make a Will save (DC 19) to halve the damage dealt.

Debilitating Aura (Su): Lucretia radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

Divine Grace (Su): Lucretia gains a bonus equal to her Charisma bonus (+4) on all saving throws.

Divine Health (Su): Lucretia is immune to all diseases, including supernatural and magical diseases.

Smite Good (Su): Three times per day, Lucretia may attempt to smite good with one normal melee attack. She adds +4 to her attack roll and deals 11 extra points of damage. If she accidentally smites a creature that is not good, the smite has no effect, but the ability is still used up for that day.

✂ **Swyfte, psicrystal:** Diminutive construct; HD 12; hp 34; Init +5 (+2 Dex, +3 bonus); Spd 30 ft (6 squares), climb 20 ft (4 squares); AC 19 (+4 size, +2 Dex, +3 natural) touch AC 12, flatfooted 17; BAB/Grp +0/-17; Atk/Full Atk -; Space/Reach: 1 ft/0 ft; SA: -, SQ: Construct traits, hardness 8, hold psionic focus for Null, improved evasion, personality (nimble), self-propulsion, share powers, sighted, telepathic link, deliver touch powers, telepathic speech, flight, power resistance (17); AL CE; SV Fort +4, Ref +3, Will +5; Str 1, Dex 15, Con -, Int 11, Wis 10, Cha 10.

✂ **Null, elan psion (kineticist) 7/metamind 5:** CR 12; Medium aberration (elan); HD 12d4+36; hp 69; Init +4; Spd 45/55 ft. (9/11 squares); AC 20 (+2 Dex, +4 *force screen*, +4 *inertial armor*); touch AC 12, flatfooted 18; BAB/Grp +6/+5; Atk +5 melee (1d6-1, shortspear) or +7 ranged (1d8, lt. crossbow); Full Atk +5/+0 melee (1d6-1, shortspear) or +7 ranged (1d8, lt. crossbow); Space/Reach 5 ft./5 ft.; SA Powers; SQ Cognizance psicrystal, DR 5/- (*inertial barrier*), free manifesting, powers, repletion, resilience, resistance; AL CE; SV Fort +5, Ref +4, Will +10; Str 8, Dex 14, Con 16, Int 18, Wis 14, Cha 6.

Skills and Feats: Autohypnosis +7, Concentration +8 (+12), Knowledge (psionics) +8, Knowledge (religion) +8, Knowledge (planes) +7, Psicraft +8; Expanded Knowledge (Empathic Transfer, Hostile), Opportunity Power, Overchannel, Psicrystal Affinity, Psicrystal Containment, Speed of Thought, Talented. *Languages:* Common.

Equipment: Shortspear, light crossbow, case with 10 bolts, potion of *cure serious wounds* (caster level 5th) *dorje of entangling ectoplasm* (manifestester level 1st, 30 charges).

Cognizance Psicrystal (Ps): Swyfte is treated as a cognizance crystal capable of storing 7 PP, in addition to its psicrystal abilities. All were spent already by Null's buffing.

Free Manifesting (Ps): Null can manifest any 1st-level power he knows for free

(without spending power points) three times per day; any 2nd-level power he knows for free three times per day; and any 3rd-level power he knows for free once per day. He has used all of these except for his 2nd level powers already.

Repletion (Su): By expending 1 power point, an elan does not need to eat or drink for 24 hours.

Resilience (Su): As an immediate action, an elan can reduce the damage he is about to take by 2 points for every 1 power point spent.

Resistance (Su): As an immediate action, an elan can spent 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next turn.

Powers: Power Points: 91 current, 96 total; Manifestester level 9th; DC 13 + power level. Powers known follow:

1st-level – *Deceleration, energy ray, force screen, inertial armor, mind thrust, precognition (defensive), skate;*

2nd-level -- *Energy missile, share pain;*

3rd-level -- *Body adjustment, empathic transfer (hostile), energy cone, energy retort, keen edge (psionic), share pain (forced);*

4th-level -- *Empathic feedback, energy ball, inertial barrier;*

5th-level -- *Energy current, psychic crush;*

Powers already manifested: *Energy retort* (fire, 4d6+4 damage each time Null is struck), *force screen, inertial armor, inertial barrier* (DR 5/-), *precognition (defensive: +1 bonus to AC and all saves when Null has his Dex bonus to AC, not included in stats above), skate* on himself, Lucretia, Mytton, Shade, and Darkwarden Void.

☞ Darkwarden Void, human C1r10 (Oblivion): CR 10; Medium humanoid (human); HD 10d8+16; hp 62; Init +4 (+4 Imp. Init.); Spd 35 ft. (7 squares); AC 18 (+7 half plate, +1 light steel shield); touch AC 10, flatfooted 18; BAB/Grp +7/+9; Atk +11 melee (1d6+1, mw scimitar, 18-20) or +8 ranged (1d8+1, light crossbow); Full Atk +11/+6 melee (1d6+1, mw scimitar, 18-20) or +8 ranged (1d8+1, light crossbow); Space/Reach 5 ft./5 ft.; SA Spells; SQ Rebuke undead (5/day), vengeance strike; AL CE; SV Fort +9, Ref +7, Will +13; Str 12, Dex 10, Con 14, Int 10, Wis 22, Cha 15.

Skills and Feats: Concentration +15, Heal +5, Knowledge (religion) +5, Listen +5, Spellcraft +8, Spot +5; Blind-fight (b), Divine Focus (additional +1 to hit with scimitar), Divine Vengeance, Extra Turning, Improved Initiative, Weapon Focus (scimitar).

Equipment: Half-plate armor, MW scimitar, light steel shield, light crossbow, quiver with 10 bolts, 2 potions of *cure serious wounds* (caster level 5th), *pearl of power* (3rd level).

Vengeance Strike (Su): Once per day, when wounded for 10 or more points of damage in a single attack, Darkwarden Void gains a +5 morale bonus on attacks to hit the foe who wounded him if his next action is to attack that foe.

Divine Vengeance (Su): Darkwarden Void can spend one of his turn undead attempts to add 2d6 points of profane energy damage to all his successful melee attacks against undead until the end of his next action.

Spells (6/5+d/5+d/4+d/4+d/2+d): DC 16 + spell level. Spells memorized follow. *Domains:* Darkness and Vengeance. Boldfaced spells are domain spells.

0-level – *Create water, cure minor wounds* (x2), *detect magic, detect poison, purify food and drink*;

1st-level – *Bane, bless, cure light wounds* (x2), *doom, entropic shield*;

2nd-level – *Blindness, calm emotions, cure moderate wounds, darkness, owl's wisdom, silence*;

3rd-level – *Blacklight, cure serious wounds, dispel magic, invisibility purge, protection from energy*;

4th-level – *Cure serious wounds, divine power, fire shield, freedom of movement, poison*;

5th-level – *Flame strike, slay living, summon monster V* (summons 2 shadows);

☞ Shadows (2): Medium undead (incorporeal); HD 3d12; hp 27; Init +2; Spd Fly 40 ft (good); AC 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11; BAB Atk/Grp: +1/--; Atk/Full Atk incorporeal touch +3 melee (1d6 Strength); Space/Reach: 5 ft/5 ft; SA Create spawn, strength damage, SQ Incorporeal, darkvision 60 ft, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Possessions: None.

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Incorporeal (Ex): Shadows can only be hit by magical weapons or magic attacks, with a 50% chance to ignore damage from a corporeal source (except for positive energy, negative energy, or force effects, or attacks by *ghost touch* weapons).

Skills: Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. * A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

✠ Mytton, human Ftr11: CR 11; Medium humanoid (human); HD 11d10+33; hp 106; Init +2; Spd 35 ft. (7 squares); AC 17 (+5 chainmail, +2 Dex); touch AC 12, flatfooted 15; BAB/Grp +11/+16; Atk +17 melee (1d10+9, *glaive*, 19-20/x3) or +13 ranged (1d8, light crossbow); Full Atk +17/+12/+7 melee (1d10+9, *glaive*, 19-20/x3) or +13 ranged (1d8, light crossbow); Space/Reach 5 ft.; SA None; SQ None; AL CE; SV Fort +10, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (bowyer) +3, Handle Animal +3, Intimidate +10, Listen +0, Ride +4, Spot +4, Tumble +5; Blind-Fight, Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Specialization (*glaive*), Improved Critical (*glaive*), Power Attack, Weapon Focus (*glaive*), Weapon Specialization (*glaive*). *Languages:* Common.

Equipment: Chainmail, *glaive*, light crossbow, quiver with 10 bolts, potion of *cure serious wounds* (caster level 5th).

✠ Shade, human wilderness Rog11: CR 11; Medium humanoid (forest elf); HD 11d6+11; hp 56; Init +4; Spd 45 ft. (9 squares); AC 17 (+4 Dex, +3 studded leather), touch AC 14, flatfooted 14; BAB/Grp +8/+10; Atk +10 melee (2d4+3, spiked chain, 20/x2) or +13 ranged (1d6, shortbow); Full Atk +10/+5 melee (2d4+2, spiked chain, 20/x2) or +13/+8 ranged (1d6, shortbow); Space/Reach 5 ft./10 ft.; SA Sneak attack +6d6, SQ Evasion, trapfinding, trap sense +3, improved uncanny dodge, opportunist (once per round can make an AOO against a character that was just struck for damage by another character); AL CE; SV Fort +4, Ref +11, Will +5; Str 14, Dex 20, Con 12, Int 14, Wis 14, Cha 8.

Skills and Feats: Bluff +15, Climb +12, Escape Artist +17, Hide +16, Knowledge (geography) +15, Knowledge (nature) +4, Listen +15, Move Silently +15, Search +15, Spot +15, Survival +6, Tumble +18, Use Rope +5; Combat Expertise, Exotic Weapon Proficiency (spiked chain), Improved Feint, Improved Trip.

Equipment: Studded leather, spiked chain, shortbow, quiver with 20 arrows, potion of *cure serious wounds* (caster level 5th), *necklace of fireballs* (2 globes doing 6d6 damage each, save DC 14, range 70 ft.).

Conclusion A: Victory!

As the last of your foes falls, the quicklings begin stomping and cursing, in particular one wizened older fellow with a long white beard. "Darnit! Now whatdoIdo? Ineeded thosejerks!"

Suddenly another quickling races up to him, carrying a glass vial. "Igotit! Igotit! Thiswill restoreyour youth, Elder!"

Without a moment's thought...indeed, almost faster than you can see...the quickling elder grabs the vial and downs it in less than a second!

It takes a few moments before the effects are apparent, but soon become clear. Wrinkles on his face smooth, liver spots fade, and the spark of vitality returns to his face! A look of glee overcomes him as he begins dancing about at high speed!

The other quicklings share his dance of joy, but only briefly, for it is clear that something else is happening. As you all watch, the Elder begins to...shrink? Yes, he becomes shorter...smaller...and keeps going! He's now two feet tall...one...six inches...and still going!

Almost before you can realize it, he regresses to childhood, infancy...and with a small pop, he is gone, nothing left but his clothes and dagger!

"Well, thatsucks!" says one of the quicklings. And then they scatter, leaving you to the silence of the dead.

A DC 10 Knowledge (arcana) or Knowledge (nature) roll will reveal the truth if common sense doesn't...when you're only 10 years old, even if that is your old age, drinking a potion that takes years off your life will de-age you to

the point where you go back before you were born, and effectively cease to exist!

And no, the PCs won't have a way of finding out where that mysterious "potion of longevity" came from. That's a mystery for another day!
☺

Aside from 'de-jewelling' the bad guys of their loot, all that remains is to return and report to Lt. Zix. GO TO the Epilogue.

Conclusion B: Defeat!

You awaken in great pain. A young woman with curly blonde hair hovers over you, her face slowly coming into focus. "They're coming around," she says cheerfully, "just like I said they would!"

"Thank you," replies Lt. Zix. "Well, that was a near thing. You're lucky we found you when we did. Even luckier that the enemy left you alive for us to find, even if you don't feel that way right now. We'll see what we can do to heal you up, though I don't think we can completely remove those scars. Oh, your assailants left you a note." It reads:

Dear 'heroes'

If you are the best this city has to offer in its defense, then our conquest will come easily and quickly. Feel free to join us of your own free will. We always need more foot soldiers.

Oh, and we very much like our new vampires...good things do, indeed, come in small packages! We look forward to greatly expanding our shock troops with their aid.

See you soon. Wish you were here!

Sincerely,

GO TO the Epilogue.

Epilogue

At least now your enemy has a name: Oblivion, the God of Darkness. Whatever designs his servants have for the Shining Jewel...indeed, all of Raia...bode ill for the future. The forces of darkness are gathering even now...will you be ready when their power is finally unleashed in full? Only time will tell...

THUS ENDS “THE QUICK AND THE DEAD”

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following by ATL:

ATL 1

Encounter 1

Received quickling information from Kwella 25 XP

Encounter 2

Stopped the riot nonviolently 25 XP

Stopped the riot violently 10 XP

Encounter 3 or 4

Causing the quicklings to flee before 5 rounds pass 50 XP

Fighting the quicklings until they leave at Elmo's suggestion 25 XP

Encounter 5

Got permission to enter the Poor District without making trouble 25 XP

Encounter 6

Defeating the Undead 50 XP

Encounter 7

Defeating Lucretia 100 XP

For each lieutenant (5) defeated 25 XP each

Conclusion XP

Conclusion A 75 XP

Conclusion B 25 XP

Roleplaying Award (Max)

50 XP

Total Possible Experience:

500 XP

ATL 3

Encounter 1

Received quickling information from Kwella 25 XP

Encounter 2

Stopped the riot nonviolently 25 XP

Stopped the riot violently 10 XP

Encounter 3 or 4

Causing the quicklings to flee before 5 rounds pass 75 XP

Fighting the quicklings until they leave at Elmo's suggestion 25 XP

Encounter 5

Got permission to enter the Poor District without making trouble 25 XP

Encounter 6

Defeating the Undead 75 XP

Encounter 7

Defeating Lucretia 125 XP

For each lieutenant (5) defeated 50 XP each

Conclusion XP

Conclusion A 50 XP

Conclusion B 25 XP

Roleplaying Award (Max)

50 XP

Total Possible Experience:

700 XP

ATL 5	
Encounter 1	
Received quickling information from Kwella	25 XP
Encounter 2	
Stopped the riot nonviolently	25 XP
Stopped the riot violently	10 XP
Encounter 3 or 4	
Causing the quicklings to flee before 5 rounds pass	100 XP
Fighting the quicklings until they leave at Elmo's suggestion	50 XP
Encounter 5	
Got permission to enter the Poor District without making trouble	25 XP
Encounter 6	
Defeating the Undead	100 XP
Encounter 7	
Defeating Lucretia	150 XP
For each lieutenant (5) defeated	75 XP each
Conclusion XP	
Conclusion A	50 XP
Conclusion B	25 XP
Roleplaying Award (Max)	50 XP
Total Possible Experience:	900 XP

ATL 7	
Encounter 1	
Received quickling information from Kwella	25 XP
Encounter 2	
Stopped the riot nonviolently	25 XP
Stopped the riot violently	10 XP
Encounter 3 or 4	
Causing the quicklings to flee before 5 rounds pass	125 XP
Fighting the quicklings until they leave at Elmo's suggestion	65 XP
Encounter 5	
Got permission to enter the Poor District without making trouble	25 XP
Encounter 6	
Defeating the Undead	125 XP
Encounter 7	
Defeating Lucretia	175 XP
For each lieutenant (5) defeated	100 XP each
Conclusion XP	
Conclusion A	50 XP
Conclusion B	25 XP
Roleplaying Award (Max)	50 XP
Total Possible Experience:	1,100 XP

ATL 9 and 11**Encounter 1**

Received quickling information from Kwella 25 XP

Encounter 2

Stopped the riot nonviolently 25 XP
 Stopped the riot violently 10 XP

Encounter 3 or 4

Causing the quicklings to flee before 5 rounds pass 150 XP
 Fighting the quicklings until they leave at Elmo's suggestion 25 XP

Encounter 5

Got permission to enter the Poor District without making trouble 25 XP

Encounter 6

Defeating the Undead 150 XP

Encounter 7

Defeating Lucretia 200 XP
 For each lieutenant (5) defeated 125 XP each

Conclusion XP

Conclusion A 50 XP
 Conclusion B 25 XP

Roleplaying Award (Max) 50 XP

Total Possible Experience: 1,300 XP

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

ALL ATLS**From Kwella's One-Stop Herb Shop**

➤ **Magic Mushroom of Speed** (1 per PC): This mushroom is infused with the druid spell *longstrider* cast at 7th level. It grants the eater a +10 enhancement bonus to her base land speed for up to 7 hours. This mushroom otherwise functions the same as a potion. (Value: 350 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 7th level caster, Legality: Legal).

Encounter 7

➤ **Potion of Curing** (6): Check off the box below to indicate the level of healing. (Value: varies gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).

ATL 1: *Cure light wounds* (250 gp, caster level 5th)

ATL 3: *Cure moderate wounds* (500 gp, caster level 5th)

ATL 5: *Cure moderate wounds* (500 gp, caster level 5th)

ATL 7 & 9: *Cure serious wounds* (750 gp, caster level 5th)

➤ **Darkhold:** This full plate armor is stained black and bears the holy symbol of Lord Oblivion prominently on the chest. The qualities and value of the armor varies by ATL as shown below.

ATL 1: GMW full plate (2,100 gp)

ATL 3: +1 GMW full plate (3,100 gp)

ATL 5 - 7: +1 GMW shadow full plate (6,850 gp)

ATL 9: +1 GMW shadow silent moves full plate (10,600 gp)

Unless the PC spends 100 gp to remove the symbol, he suffers a -4 penalty on all Charisma-based checks and skill checks when dealing with the law-abiding citizens

of Amthydor. Check this box when the fee is paid.

(Value: Varies, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal).

- **Dark Reaver:** This greatsword is stained black and bears the holy symbol of Lord Oblivion prominently on the pommel. The qualities and value of the sword varies by ATL as shown below.

- ATL 1: GMW greatsword (650 gp)
- ATL 3 - 5: +1 greatsword (2,350 gp)
- ATL 7+: +1 vicious greatsword (8,350 gp)

gp)

(Value: Varies, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

- **Dorje of Entangling Ectoplasm:** This slender black crystal is the same size and shape as a wand, but its function is only known to the hidden race of psionics known as elan. It can be used by a psion to manifest the 1st-level power *entangling ectoplasm* at 1st manifest level. The ectoplasmic “goo” appears to be pitch black like a shadow ooze, making the effect particularly unnerving to the victim. The number of charges varies by ATL as shown below. The item has a value of 15 gp per charge remaining; the price shown below is before the PC uses the item.

- ATL 1: 10 charges (150 gp)
- ATL 3: 15 charges (225 gp)
- ATL 5: 20 charges (300 gp)
- ATL 7: 25 charges (375 gp)
- ATL 9: 30 charges (450 gp)

(Value: Varies, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).

- **Black Pearl of Power:** This tiny black pearl appears to reflect no light and always feels cool to the touch. Once per day on command, the pearl enables the possessor to

recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the ATL at which it was acquired, as shown below.

- ATL 1: 1st-level spell (1,000 gp)
- ATL 3: 1st-level spell (1,000 gp)
- ATL 5: 2nd-level spell (4,000 gp)
- ATL 7: 2nd-level spell (4,000 gp)
- ATL 9: 3rd-level spell (9,000 gp)

(Value: Varies, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character’s worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a fireball spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals. The number of spheres and the damage they do varies by ATL as shown below.

- ATL 1: 2 globes doing 2d6 damage each (600 gp)
- ATL 3: 2 globes doing 3d6 damage each (900 gp)
- ATL 5: 2 globes doing 4d6 damage each (1,200 gp)
- ATL 7: 2 globes doing 5d6 damage each (1,500 gp)
- ATL 9: 2 globes doing 6d6 damage each (1,800 gp)

(Value: Varies, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).

- ***Cloak of Charisma***: This heavy black cloak is stained rust-brown with the blood of past victims. No amount of cleaning, magical or mundane, can seem to remove the stains. While worn it confers an enhancement bonus to the wearer's Charisma score as indicated below.

ATL 1 - 7: +2 (4,000 gp)

ATL 9: +4 (16,000 gp)

(Value: Varies, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

- ***Quickling sleep daggers (uncerted)***: Depending how many quicklings are beaten or killed, the party can get some of these; most likely they will get one from the Elder when he is unborn.

In the hands of a quickling, these daggers can produce a powerful *sleep* effect when used to stab a victim. In anyone else's hands, they are tiny daggers that do 1d3 damage and are worth 1 gp each. They have no magical properties.

GM Aid #1: Quicklings

Size/Type: Small Fey
Hit Dice: 1d6 (6 hp)
Initiative: +8 (Dex)
Speed: 240 ft. (48 squares)
Armor Class: 23 (+1 size, +8 Dex, +4 haste), touch 23, flat-footed 11
Base Attack/Grapple: +0/+-1
Attack: Dagger +9 melee (1d4-1 + sleep)
Full Attack: Dagger +9 melee (1d4-1 + sleep)
Space/Reach: 5 ft./5 ft.
Special Attacks: Spell-like abilities, quickness, sleep daggers
Special Qualities: Natural invisibility, low-light vision
Saves: Fort +0, Ref +10, Will +4
Abilities: Str 8, Dex 27, Con 11, Int 15, Wis 15, Cha 14
Skills: Bluff +6, Concentration +4, Craft (woodworking) +3, Escape Artist +12, Handle Animal +5, Hide +16, Jump +12, Listen +6, Move Silently +12, Sense Motive +5, Spot +6, Survival +6
Feats: Dodge, Mobility, Spring Attack
Environment: Temperate forest
Organization: Gang (2-4) or band (6-11)
Challenge Rating: 3
Treasure: No coins; 50% goods; 50% items
Alignment: Usually chaotic evil
Advancement: 2-3 HD (Small)
Level Adjustment: +3

Believed to be the offspring of an elf and another fey creature, the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant to be found by mortal (or fey) creatures. Due to their supernaturally fast metabolism, quicklings have a very short lifespan, rarely living longer than a decade or so.

Quicklings resemble small elves with large ears that rise to points above their heads.

A quickling's skin is pale blue to blue-white and its hair is silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites. Quicklings never wear armor. They speak Common and Sylvan.

Combat

No creature can match the natural speed and agility of a quickling (unless assisted by magic). They know this and use their great speed to the utmost advantage in combat. Quicklings rush an opponent, stab it with their tiny daggers, and then retreat

out of melee range before their victim can react.

Spell-Like Abilities: 1/day: *dancing lights*, *daze*, *levitate*, *shatter*, and *ventriloquism*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Quickness (Ex): A quickling acts as if under a permanent effect similar to a *haste* spell. This grants the quickling one extra partial action, either before or after its regular action. It also grants the quickling a +4 bonus to its AC (already included in the statistics block). The quickling loses the +4 AC bonus anytime it would lose a dodge bonus. The quickling can jump one and one half times as far as normal. This is an inherent bonus and cannot be dispelled or negated.

Natural Invisibility (Ex): A quickling is effectively *invisible* when in its natural environment (temperate forest) or when not moving. It loses this *invisibility* when it attacks.

Sleep Daggers (Ex): Quicklings sometimes employ special daggers that, in addition to dealing normal weapon damage, cause a creature to fall asleep. Any opponent struck by the dagger, regardless of total HD, must succeed at a Fortitude save (DC 15) or be affected as though by a *sleep* spell cast by a 6th-level sorcerer.

Skills: Quicklings gain a +8 racial bonus to Jump checks.

Feats: Quicklings gain Spring Attack as a bonus feat.

GM Aid #2: Rules To Remember!

- A turn attempt only affects undead in a 60-foot radius from the turning cleric, excepting those with full cover (not concealment). A successful turn attempt affects a variable number of creatures.
- As a result of the Eternal Night that now blankets Raia, undead may no longer be destroyed by clerical turning. The only exception is if a cleric uses the Sun domain power, which can still destroy undead...for now!
- Unless otherwise specified, an undead's drain ability works once a round. For example, a vampire that can bestow two negative levels might succeed at two claw attacks, but only one of those attacks will give two levels to the target.
- All the undead in this module, even those that do not meet the BAB prerequisite, are under the effects of a virtual feat called **Strength of the Grave** (detailed at the end of this section). Any undead creature that has been successfully turned, but not destroyed, which is fleeing or cowering, can attempt a Will save (DC equal to the turning check that turned it) to remain in combat, suffering penalties detailed below.

Do NOT discuss this effect with the players! Part of the horror atmosphere of this event comes from having turned undead resist the turning power of clerics and paladins, contrary to what the party expects!

Strength of the Grave [General]

Undead that have been turned can attempt to recover and negate the turning effect.

Prerequisites: Undead type, base attack bonus +2. (*Note: the BAB prerequisite does not apply in this event.*)

Benefit: An undead creature that has been successfully turned and is fleeing or cowering can attempt a Will save (DC equal to the turning check that turned it). If successful, the undead creature is no longer turned, but is frightened and takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks for the remainder of the time it would have been turned.

If the save fails, the undead creature can attempt a new save each round, but the save DC increases by +1 each time.

A creature that breaks the turning effect can be turned again.

Please remember these rules!

GM Aid #3: New Rules from LSJ Primers

FEATS

DEADLY PRECISION [General]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

Prerequisite: Dex 15, base attack bonus +5.

Benefit: You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

ROLLING DIVE [General, Fighter]

You are adept at diving between the legs of larger opponents.

Prerequisites: Dex 13, Dodge, base attack bonus +3, Tumble 1 rank, Small size.

Benefit: When you successfully make a Tumble check to move into an area while threatened by an enemy as part of normal movement (a minimum 10 ft. of movement) you may designate one of the enemies you end your movement adjacent to as your target. Your target is denied his Dexterity bonus to AC for the next melee attack you make against it if you make the attack before your next turn.

Normal: You do not deny your target his Dexterity bonus to his AC on a successful Tumble check.

DIVINE VENGEANCE [Divine]

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

SPELLS

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

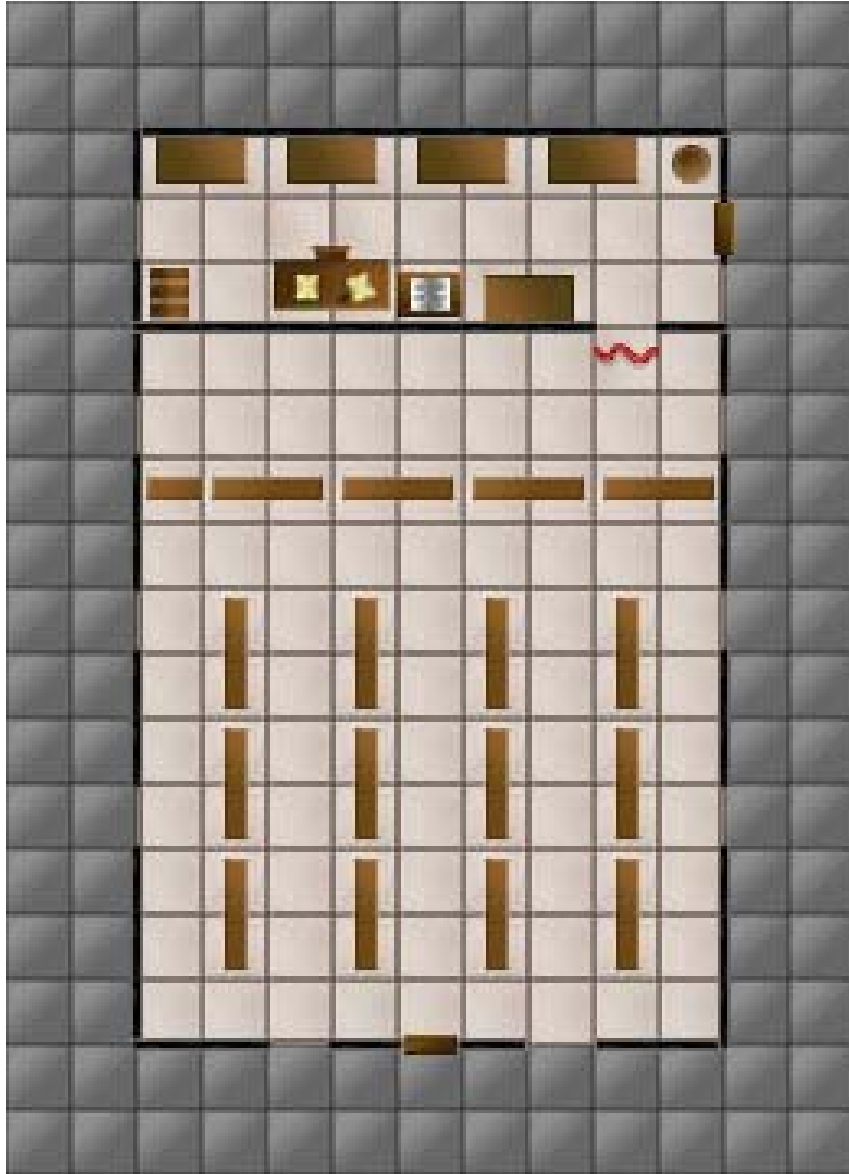
The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally within the blacklit area. Creatures outside the spell's area, even the caster, cannot see through it.

The spell can be cast on a point in space, but the effect is stationary cast on a mobile object. A character can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Material Components: A piece of coal and the dried eyeball of any creature.

Map 1a: The Ambush!

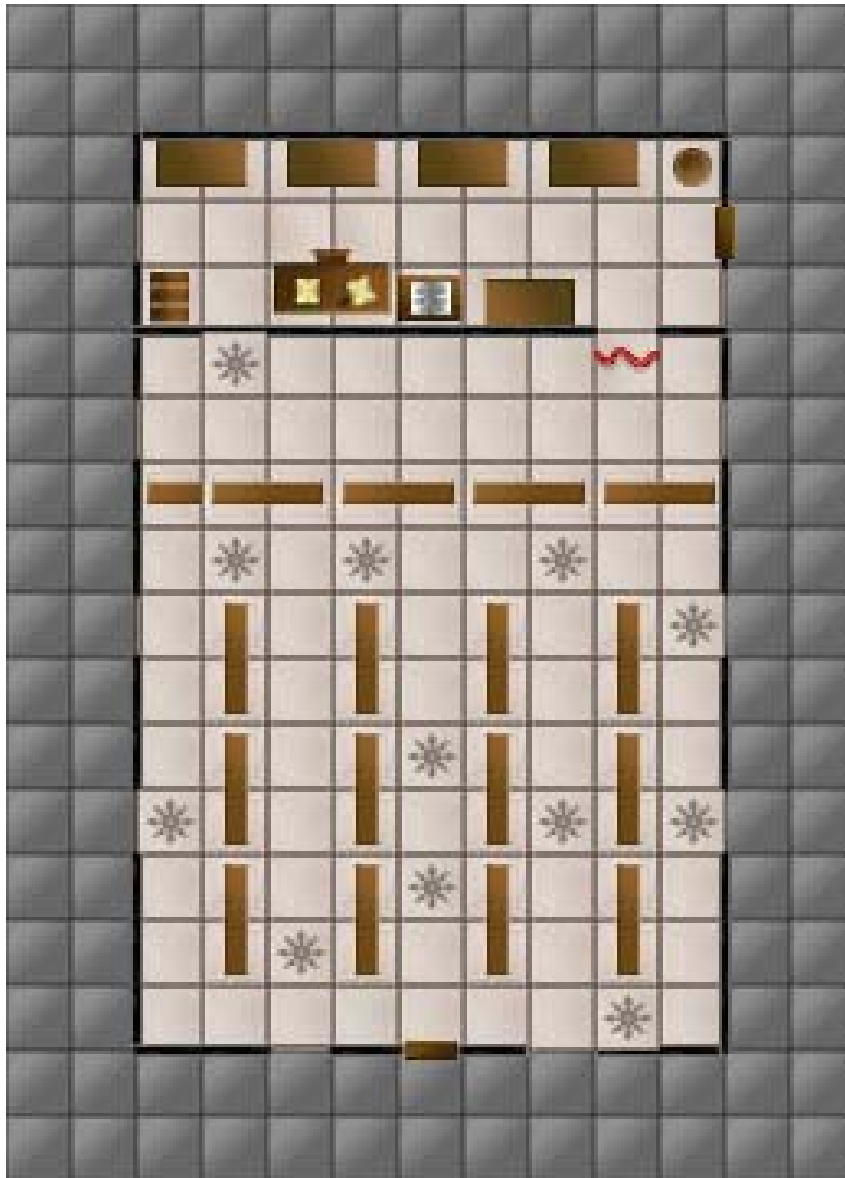


-  = Window
-  = Wall
-  = Door
-  = Shelves
-  = Curtain
-  = Cabinet

Elmo's Apothecary

1 square = 5 ft.

Map 1b: Elmo's Bad Day!

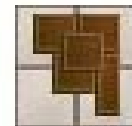
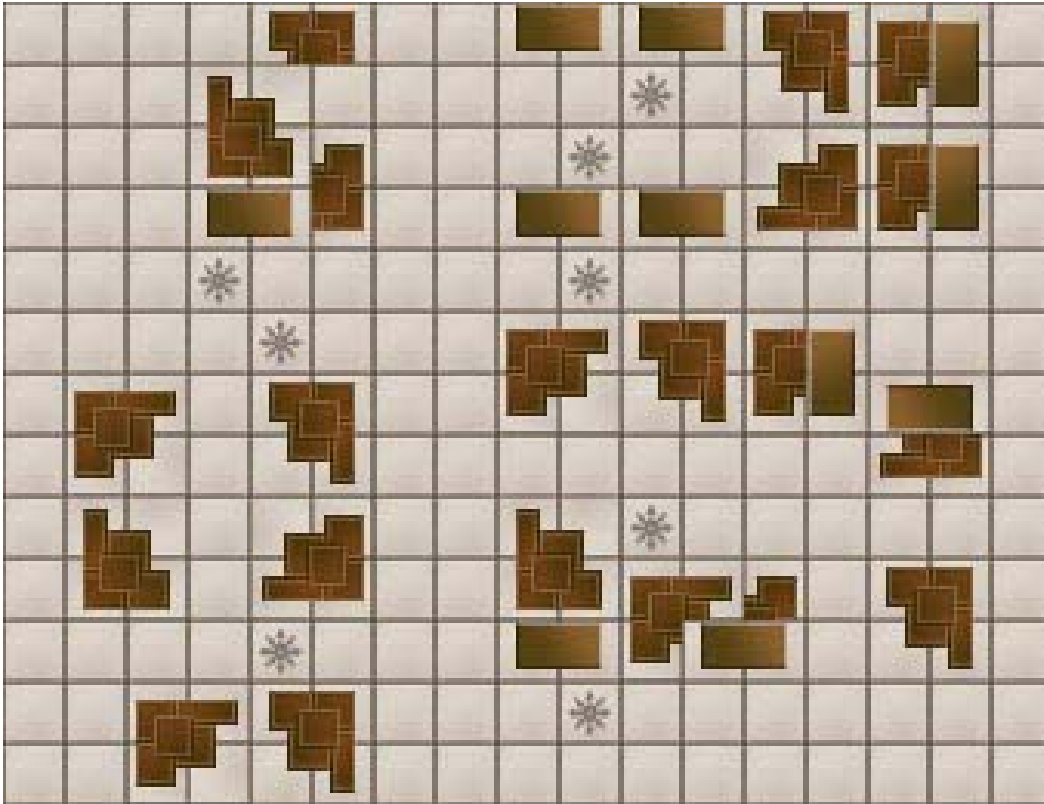


-  = Window
-  = Wall
-  = Door
-  = Shelves
-  = Curtain
-  = Cabinet
-  = Quickling

Elmo's Apothecary

1 square = 5 ft.

Map 2: Undead Battle

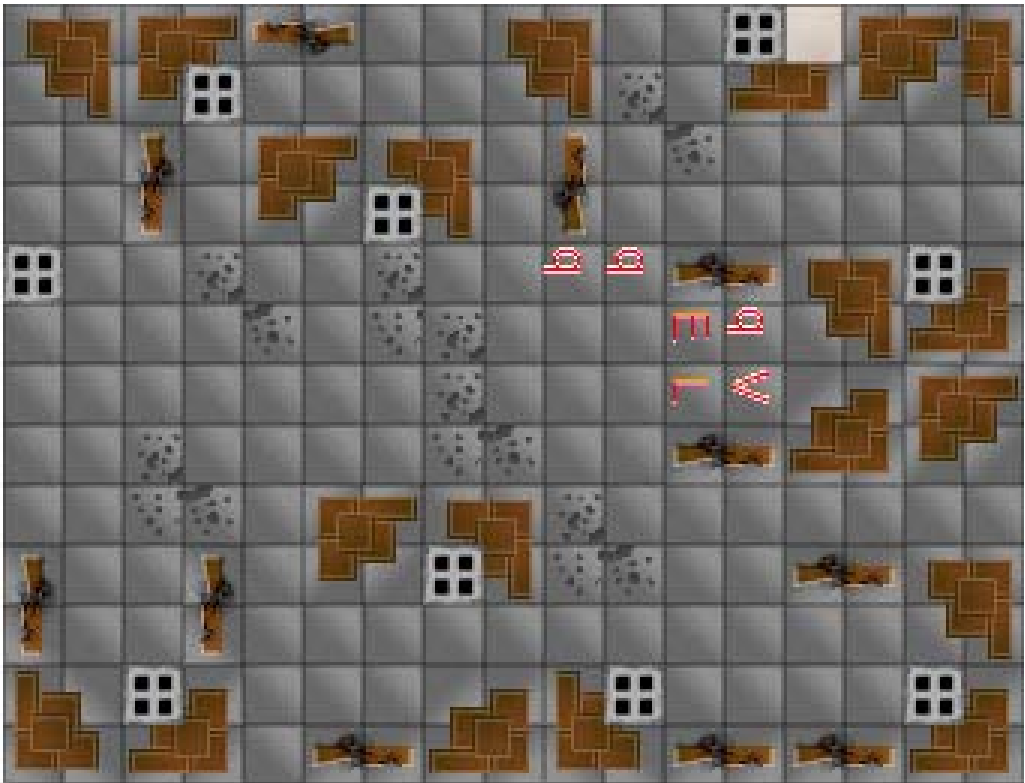


= Buildings



= Possible undead positions
(check actual numbers
in each ATL)

Map 3a: Moment of Truth



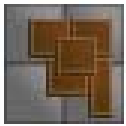
PCs enter at bottom



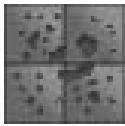
= Sewer Grate



= Rubble (blockage)



= Building shells



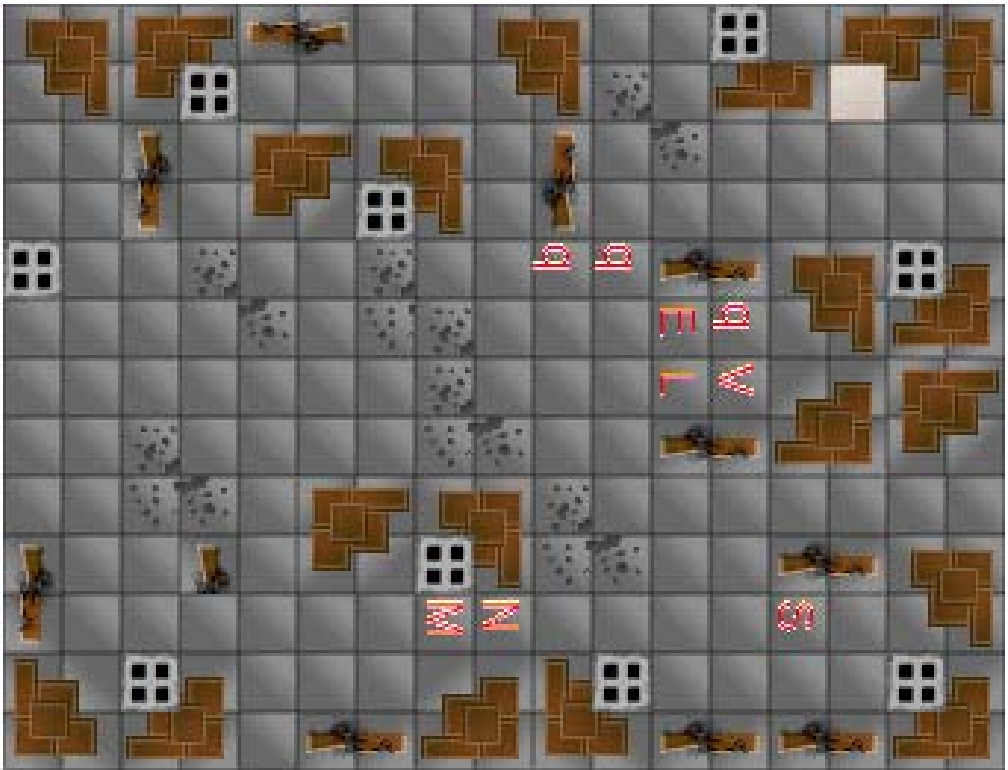
= Rubble-coated Roadway
(broken terrain,
double movement)

q = Quickling

E = Quickling Elder

L, V = NPCs

Map 3b: Moment of Truth (GM Only)



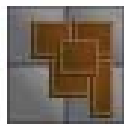
PCs enter at bottom



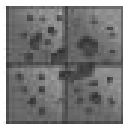
= Sewer Grate



= Rubble (blockage)



= Build shells



= Rubble-coated Roadway
(broken terrain,
double movement)

q = Quickling

E = Quicking Elder

L = Lucretia M = Mytton

V = Deathwarden Void

N = Null S = Shade

Critical Event Summary: The Quick and the Dead

Please answer the following questions at the end of the tournament.

1. What did the PCs do first?

Go into Kwella's shop

Follow the quicklings

2. How successful were the PCs in fighting the quicklings? (Circle whichever applies)

Were beaten easily

Were beaten with some effort

Stalemate

Won with some effort

Won easily

3. What was the ATL of the party by calculation? 1 2 3 4 5 6 7 8 9

4. What was the ATL used for combats? 1 3 5 7 9

5. What was the result of the final battle? PCs won PCs lost

6. Note the status of each NPC at the end of the module:

Lucretia	Dead	Alive & Captured	Alive & Free
----------	------	------------------	--------------

Darkwarden Void	Dead	Alive & Captured	Alive & Free
-----------------	------	------------------	--------------

Null	Dead	Alive & Captured	Alive & Free
------	------	------------------	--------------

Shade	Dead	Alive & Captured	Alive & Free
-------	------	------------------	--------------

Mytton	Dead	Alive & Captured	Alive & Free
--------	------	------------------	--------------

7. What was the Elder quickling's fate? De-aged out of existence Vampire Other?

8. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Santana, 736 East 9th Street, Brooklyn, NY 11230, or by e-mail to lsj-plots@theshiningjewel.com.

Please send completed form to:
David Santana, 736 East 9th
Street, Brooklyn, NY 11230, or
email to
lsj-roster@theshiningjewel.com.



Roster of Heroes: The Quick and the Dead

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Gained a level: Out of Play: Dead: Lost level(s):

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 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

The Raian Pantheon Primer, Copyright 2006, The Shining Jewel, LLC; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with additional deity name contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

The Raian City Primer, Copyright 2006, The Shining Jewel, LLC; Authors Dan Cooper and Jay Fisher.

The Raian World Primer, Copyright 2006, The Shining Jewel, LLC; Authors Catie Straiton and Gaylord Tang.

The Quick and the Dead, Copyright 2006, The Shining Jewel, LLC, Author Andrew Hauptman.

"Quickling" from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Quintessential Kobold, Copyright 2004, Mongoose Publishing; Author Shannon Kalvar.