



Double Jeopardy

(Portal Portents - Part 2)

By Jay Fisher

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

It has been over a year since the League of Thaumaturgical Studies has been seen working on Portal Magic. At least, in the public eye. Now you have received a missive saying, "Please come to the League and take part in the greatest of all experiments! Travel to the next city in a blink in an eye . . . we hope. Your experience is eagerly requested." An experience like this sounds like something destined for the history books! So why is there a pit forming in the middle of your stomach? For heroes of levels 3-15.

(Updated March 2008)

www.theshiningjewel.com/ljsj

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. This event 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 nametag 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).

(A NOTE ON DIAMOND LEGION AND INFERNAL COMBATS) The overall goal is to scare and hurt the PCs, not to kill them. The early combats might be a little heavy-handed ... if that's the case, then “pull your punches” on the killing blow. After all, the Legion would prefer to interrogate the PCs later than to try to divine answers from a corpse. PCs that “fall,” will find themselves in **Encounter 7A**. If the fallen PCs were abandoned by their teammates, have the surviving PCs learn that their fallen members have survived and are currently in jail. But of course remember the old adage, “stupidity leads to character generation.” Please use your best judgment.

Adventure Background

Portal Magic is said to be as old as the elves ... perhaps older. People could travel from one end of Raia to the other in a couple breaths' time. But somewhere along the line the secret to Portal Magic was lost. Many of the portals still exist in very old cities, but the magic that linked them has long since gone.

The League of Thaumaturgical Studies, in its most ambitious endeavor, has decided to try and bring back this long forgotten Art. Their first attempt (over a year ago) resulted with mixed success. In an attempt to try and link with a companion portal in Jadenpur, the end result was quite different. The portal focused on a lush, tropical region. And before the gate was shut down, an errant eagle flew through the portal and became trapped in the city. If not for the quick thinking of some of the adventurers attending the function, it probably wouldn't be known that the eagle was actual a holy warrior from a far off land spirited to Amthydor to see what was beyond their lands. In an attempt to return the warrior to his lands, the adventurers were also spirited away, apparently trapped with no obvious way home (as there was no portal near them for miles and miles). To get home, the adventurers were put through a series of tribal tests in order to see if they were worthy for his tribe's involvement. The heroes passed a sufficient number of tests and they were granted an easy passage home. (*On a Wing and a Prayer* Rounds 1 & 2)

Now the League is ready to try their collective hands at this ancient magic once again. In addition to the convenience of forgoing travel time from one city to the next, the economic possibilities seem endless. Amthydor is already a booming city ... imagine what it could become if/when they could trade with cities on the opposite side of Raia...

Introduction – The PCs are invited to the League of Thaumaturgical Studies (LoTS) to participate in a great experiment. It is thought that Portal Magic should be perfected privately rather than any mishaps are publicly displayed (like last time).

Shopping Spree: PCs have the opportunity to do a Shopping Spree. Rules for the Shopping Spree are at the end of the module. Shopping Spree certs are included with the cert pack.

Encounter 1 – Through the Looking Glass: The PCs return to LoTS and get ready for the experiment. All seems to go as planned until a wild-haired crazy old man and a contingent of Legionnaires rush into the room.

Encounter 2 – Shrine of Destine: PCs leave LoTS and head to the Shrine of Destine for more answers. Here the PCs learn that they must accomplish two tasks before they can be returned home.

Encounter 3 – Sterlamin the Sage: A possible location in which Starlimen the Sage can be found. The other location is at the Shrine of Elianna.

Encounter 4 – Shrine of Elianna: A possible location in which Starlimen the Sage can be found. The other location is at his home in the Upper Class District. This is also one of three places in which baby Zander Grimm would be as well. The other places (if not here) are House Tezriine or House Slidell.

Encounter 5 – The Riot Act (Optional): Amthydorans are hungry to the point in which they will fight for their food ... and the PCs are caught in the middle of it when it all breaks out.

Encounter 6 – Temple of Dymora (Optional): While this encounter is optional, the PCs may desire to go here for information ... but not without a cost. The PCs may inadvertently tip their hand on actually who they are in the process.

Encounter 7 – Diamond Legion HQ (Semi-Optional): While this encounter is optional, the PCs may desire to go here for information. If the group has “undesirables” in their party, they may wish to avoid this location altogether (although if the PCs had a High Elf/House Kailin Elf captured from Encounter 8a, he/she would be held here until his/her execution).

Encounter 8 – Diamond Legion Patrol: The PCs have managed to avoid a Diamond Legion patrol until now.

8a – Stop, Elf!: If there is a High Elf (or an elf wearing the House Kailin crest) in the party, the Diamond Legion will take this enemy of the state into custody ... for eventual execution!

Encounter 9 – The Nobles District

9a – House Tezriine: This is one of three places in which baby Zander Grimm would be. The other places (if not here) are the Shrine of Elianna or House Slidell.

9b – House Slidell: This is one of three places in which baby Zander Grimm would be. The other places (if not here) are the Shrine of Elianna or House Tezriine.

Encounter 10 – Return to LoTS: The PCs return to the League of Thaumaturgical Studies to return home. But apparently their investigation wasn't as covert as they prefer as a reception is waiting for them. (Final Combat)

Epilogue – List possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

INTRODUCTION

The dark clouds over the city keep the streets wet as the rain continues on this early this morning. The notice from the Fraternity of Venturers stated that the League of Thaumaturgical Studies was looking for volunteers to help with an experiment of great importance. You are to see Salandy Stonesmith of the Chapter of the Gargoyle for further information. Your choice was simple: it was either this or participate in a pool to anticipate if/when Olek the Tor Giant would slip and fall while working through the gloomy weather.

The League (or LoTS as it is also called) is situated in the Academy District. There are many other learning institutions within the district that you pass before reaching your destination. It

takes you about ten minutes to reach the LoTS main building from the main district gate.

The building looks unimpressive as you enter through the double doors. One floor with eight-foot high ceilings that is barely big enough to fit three covered wagons within. Despite the small size for such a known center of the city, you walk up to the receptionist that sits patiently behind a darkwood-finished desk. The woman sitting before you appears to be in her mid 20s or 30s ... until you see her elven ears. Only she knows what her true age is! Her hair is tied back into a ponytail and you see her furiously writing with a feathered quill upon a long piece of parchment paper. She seems oblivious of you as you approach. Without looking up or missing a pen stroke, she inquires, "How may I help you?"

The elven woman's name is Eliscialla (el-lis-SEE-ay-lee-ah), a forest elf from the Thornwater region. She is an intern at the League and is currently writing a dissertation while using a required duty time. She will continue to write until forced to look up.

➤ **If the PCs explain that they were sent for by Salandy Stonesmith (of the Chapter of the Gargoyle), she will direct them as thus:**

"Go left through the door and follow the hall until its end. Knock three times, stand back and wait three seconds. If there is no flash, then proceed through."

➤ **What if there is a flash?**

"Then wait three minutes before trying again."

➤ **What happens if we don't heed your instructions (and go immediately after the flash)?**

"Then you will get what you deserve."

Should the PCs not heed Eliscialla's instructions and attempt to enter the door after the flash, the door will not open (and unless the PC(s) make a **Reflex Save DC15**, they will walk into the closed door). There is a 30% chance that the door will flash when knocked upon.

If the PCs present a writ or invitation for Eliscialla to see, she will stop writing and look up, scanning the parchment. She'll give the same directions as above.

Entering through the door, you see a small room barely large enough for all of you to fit within. There is a door on the opposite wall.

The door on the opposite wall will remain locked until all the PCs are in the room. When this happens, the door the PCs had gone through will close and lock. There will be a quick flash that fills the room, and the door in front of the PCs will open. The PCs will enter Salandy Stonesmith's office.

Salandy's office is perhaps five times larger than the small room the PCs have just exited. Salandy Stonesmith appears to be in her early forties, she is dressed in her chapter robes, and what looks to be permanent worry lines upon her forehead. She will look up as the PCs enter and invite them to sit.

"Please, come in. Have a seat. I have been expecting you. Let me explain the task at hand.

"I am sure some of you might recall the incident a little over a year ago in which the former Chapter of the Rabbit attempted to reestablish Portal Magic for Amthydor ... and all of Raia. Well, that didn't go so well. So we want to try and get all the kinks out first before we go public. The publicity last time alone was enough to almost shut down the project. Thankfully smarter heads prevailed."

➤ **What are the risks?**

"Obviously the goal is to connect with an identical portal in Jadenspur. But as with last time, there is a chance that the portal won't connect and you could be transported elsewhere. Hopefully that won't happen as we will be monitoring the portal closely and shut things down if anything goes wrong. As for risks to you personally ... it's negligible."

➤ **Where could we end up if the portal is shut down early?**

"Ideally, some place between here and Jadenspur."

➤ **Ideally?!**

"Well, we aren't quite sure. This is lost and forgotten magic. There are bound to be mishaps along the way."

➤ **Mishaps?**

"Remember the last time we tried this? We were lucky to get that other group back. Personally I think there was some sort of divine intervention involved, but I can't confirm that one way or the other."

➤ **Why are you having so much trouble with Portal Magic?**

"Sterlamin the Sage was the one who was researching the possibility of regaining the use of Portal Magic. But he was killed several years before the Davros Iscandar uprising that his efforts never came to fruition."

Daveros Iscandar was a lich-lord that was instrumental in *almost* supplanting the Lord Monarch for control of Amthydor. Even though his efforts were thwarted, he left his legacy (the many undead) behind as a constant thorn and reminder that he has yet to be truly defeated. PCs may make a **Knowledge (history) DC 20** check to know this information (or on a successful bardic knowledge check).

➤ **Why is it so important for Portal Magic to be brought back?**

"Imagine the possibilities ... being able to transport to a part of Raia in which you have never been before. Sure, teleportation is possible, but not the most reliable spell when you've never been to those locations. Also, shipping costs will drop for all trade imported and exported through the portal."

➤ **What happens if we appear some place between here and Jadenspur?**

"Not to worry. You will be given enough supplies to take with you for that eventuality."

After all, you are helping us with this grand experiment. It would look extremely bad on our part if we left you high and dry as it were.

Standard equipment/rations for a three-week journey only. PCs may go on a Shopping Spree if the wish before the leave, but the League won't be paying for that.

- **How much will we be compensated for our efforts?**

“Well, considering for the possibility of extended travel should the portal not work as desired, 75 gold (per ATL) each should be sufficient.”

Salandy could be negotiated up to 100gp (per ATL) each with a successful Diplomacy check of DC 25 or better.

- **The former Chapter of the Rabbit?**

“Yes. We are called the Chapter of the Gargoyle now.”

- **Why was the name changed?**

“The rabbit died.”

Salandy may or may not be pulling the PCs' leg at this point. The chapter *was* originally called the Chapter of the Rabbit (as mentioned in *On a Wing and a Prayer*), but the name was changed in the final draft/development of the meta-organization.

- **The rabbit died? Are you (or someone in the chapter) pregnant?**

“That's a personal question. But if you must know, yes I am pregnant.”

- **Congratulations!**

“Yes, thank you. Now, was there anything else that you wished to know?”

If the PCs have no other questions, then allow them to gather the equipment needed for their journey (as well as go on a Shopping Spree if desired).

“When you are ready, meet back at the main experiment chamber. You don't need to go through Elliscialla upon your return. Just

follow these directions and you will be able to get the chamber with ease.”

Salandy give the PCs a piece a parchment with the exact directions to the main League spell casting chamber.

When the PCs are ready, **GO TO Encounter 1.**
If a PC(s) decline the mission, **GO TO CONCLUSION F.**

Encounter 1 – Through the Looking Glass

With your supplies gathered, you meet back at the designated time and place. The room is HUGE ... more akin to an auditorium than a spell casting chamber. In the center of the room is what appears to be a large rectangular stone ring. It could easily be as tall as three grown men and as wide as six. The stone ring itself looks to be about two feet wide with glyphs and writing engraved over every square inch of the artifact. Many people are working throughout the chamber making sure every detail is perfect before the incantation begins.

Salandy Stonesmith smiles as she notices your return. “Good. I am glad to see that you are back. All is ready. If you will take your places before the portal, we shall begin.”

Allow the PCs to move into position before the portal. If they have any further questions (those that were unanswered from the introduction) allow them to be asked here. When the PCs are ready to go, continue onward.

Everyone fails their Save vs. Long Boxed Text. ☺

Moving to the designated area before the portal, you stand waiting in anxious anticipation. The chapter's mages who were once doing last-minute details are now joined hand-in-hand circling both you and the portal. As the chanting begins, the sigils and runes begin to glow with a bright white light. Sparks of light jump from one sigil to the next and cross the open area of the portal. Soon

the remainder of the room can no longer be seen, as the light is so intense that everything beyond is obscured. The stone ring begins to pulse with a bright light as well.

As the intensity of the light reaches almost a blinding state, a loud crash is heard through the main chamber doors. You turn to the noise to see what is the matter, but find your feet to be riveted to the floor. Turning your heads you see an entire battalion of Diamond Legion troops file in, armed and ready for anything. With them is a wide-eyed older man; his salt-n-pepper hair is long, wild, and unkempt. His clothes seem in tatters and his expression crazed. But his words speak in authority to the troops around him.

“Ready for it! Those that leave us will arrive in numbers! Detain them, but don’t harm the innocents!”

That is the last thing you see and hear as the entire room is engulfed in the blinding white light. When your vision returns, you find yourselves not in Jadenspur. In fact, it doesn’t appear that you have left the League’s spell casting chamber at all!

As the spots in your eyes clear further, you realize that the troops that you saw previously are no longer evident. You are alone ... no, wait. There is a single person in the chamber with you. The man stands before you dressed in Legionnaire attire. His hair is short and clean-cut and his weapon is sheathed. He smiles slightly, an intense look of compassion and intelligence present in his eyes. He speaks as if to break the long awkward silence.

“Welcome to Amthydor.”

The man in the Diamond Legion uniform is the crazy old man that the PCs had seen earlier. If the PCs ask if they recognize him, have them make a **DC 15 INT check** to realize this.

➤ **Who are you?**

“My name is Captain J. L. Latimir ... at your service,” he says matter of factly. “You have been expected.”

➤ **What is going on here? / What do you mean we’ve been expected?**

“My goddess, Destine, told me of your coming. It was I who arranged to meet in private so we could discuss matters without prying eyes and ears. But we have to do this quickly or we shall be discovered.”

Only allow (20-ATL) real-time minutes for questioning. The group will be discovered by League personal five minute after that.

➤ **We were supposed to be in Jadenspur.**

“Yes, you were. But you are needed more here and now than that unrefined and uncivilized ... ‘city’ such as Jadenspur.”

➤ **You brought us here?**

“No. Your destiny has brought us together.”

➤ **You mean Destine has done this.**

Latimir smiles, “But of course.”

➤ **Why are we here?**

“Alas, I am not privy to that information.”

➤ **Who would know?**

“Well, it is your destiny to being here. Perhaps someone who is versed in how destiny works.”

➤ **And where exactly is here?**

“Amthydor, of course.”

➤ **Are you are not the same man that we saw earlier? And if this were the same city, you wouldn’t have welcomed us as if this was our first visit.**

“Ah, good. You are equally observant as well. Yes, this is Amthydor, but not the Amthydor that you are familiar with. Let me ask you this: have you ever had to make a choice that could lead you to one direction or the other? Have you ever thought what might have happened if

you took that other path? (Allow the PCs a chance to react to Latimir's question.) Well, this Amthydor is part of the Chaldean Empire. And while you may see many similarities that you are accustomed to seeing, there are many differences as well. You must use extreme caution because of these differences ... you do not want to be found out as to your true origins."

- **Your counterpart in our city said, "Those that leave us will be here in numbers ... detain them, but don't harm the innocents." What exactly did that mean?**

"Well, in order for you to be here in our city, your counterparts had to go to your city. They were due to arrive back here anyway with a group of slaves from Huessa. But I doubt they would react as calmly to the situation as you have..."

- **Slaves?!**

"Yes, slaves. As part of the Chaldean Empire, slaves in Amthydor are legal."

- **What will be done to our counterparts?**

"I would imagine that they would be detained until they can figure out what happened. Theoretically, both groups will be transported back at the same time."

- **Theoretically?!**

"Yes. Though, I am sure Destine will most likely tip my own counterpart off when the best time would be."

- **Your counterpart ... yes, you don't look crazy.**

"I don't? I may have to work on that. But seriously, I know that **I** will join my counterpart in a similar mental state, but until then you have the benefit of both my intelligence and wisdom ... and of course, my charm."

- **What is the Chaldean Empire?**

(Give PCs Player's Handout #1)

- **What of the slaves in our city?**

"Based on your own reactions, your Amthydor has an anti-slave policy, correct? Then I would assume that they would be freed upon arrival and not returned to this city when your counterparts come back."

- **How do we get back to our own Amthydor?**

"Complete the tasks you are destined to do. It is all up to you."

- **What are the tasks?**

"Again, I am not privy to that information."

- **Where do you suggest we go?**

Latimir smiles, "Who influenced you to be here? I would start there."

Destine being the goddess of destiny, her shrine would be a good place for the PCs to start. Give the PCs an INT, WIS, or Knowledge (religion) check of DC 15 to realize this if they don't figure it out on their own.

When the allotted time is up, have Latimir cut short the questioning.

"Enough questions for now. The longer we stay here, the less safe this place becomes. I would suggest you hold the remainder of your questions for now and find a safe location in which you can determine your next course of action."

If there are any elves in the group, Latimir will stop them before they leave.

"One other thing." Latimir looks directly to any elven party members. "Be careful in this city. Keep your eyes down at all times and don't challenge or provoke the Legionnaires."

If there are any High Elves (or Nobles/Noble Guards wearing the House Kailin crest), Latimir will be blunt and to the point.

"You need to disguise yourself."

Latimir will not elaborate. If asked why, he will simply add:

“Because it will be a good way to stay alive. Heed my advice or not, it is your choice.” He then departs, leaving you alone in the room.

- When the PCs are ready, **GO TO Encounter 2 (page 9).**

Encounter 2 – Shrine of Destine

Outside, the sun is bright, though there is a chill in the air. Winter is waning with the beginning of spring being right around the corner. At first glance, the city looks the same, but there is a lingering hint of oppression as you begin to move through the streets. You do notice an abundance of Legion sentries posted at every gate entrance you pass in addition to a number of patrols on the move as well.

Legion patrols are suspicious of everyone. If the PCs don't look obvious that they don't belong, then they won't be approached. If they didn't heed Latimir's advice to disguise any High Elves (or Kailin Nobles) in the group, they will attract a patrol (**GO TO Encounter 8A**). If there is no confrontation with the Legion Patrol, allow the PCs to continue into the Temple District.

Entering the Temple District, you immediately feel that something is... off. The temple of Peliron, which was usually the most prominent structure in the district, is not as it once was. An immensely smaller church stands before you, and on either side rises great temples of Illudra and Belatrix. As you weave your way through the district streets, a familiar sight beckons you. The Shrine of Destine. Quickening your step, you move to enter the shrine before you are detained (“yet again” if the PCs were already stopped).

Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free

Lands. At least you hope the same holds true for this temple as well. Just past the double-doors you see what appears to be a sedate hallway. The walls are lined with shelves from floor to ceiling. Within twenty feet of the door is a medium-sized desk. Behind the desk is a young priest, a male human, perhaps in his late teens or early twenties. His brown hair is short and he wears a pair of circular wire-rimmed glasses. He looks up to you as you approach.

“Welcome to the shrine of Destine, a destination in which you are always expected.”

This is Bartholomew, a long-time associate of the shrine of Destine. If the PCs didn't go to the shrine of Destine right away, modify his statement to say: *“... a destination in which you are always expected... although expected much sooner.”*

The PCs will undoubtedly have questions. Bartholomew can answer many of the mundane and simple questions. If there are any questions that Bartholomew cannot answer, he will excuse himself to get the High Priest of the shrine.

Questions Bartholomew can answer:

- **Where is the Shrine of Elianna?**

“It is actually close by. Exit the main doors and take a left. Follow the road to its end... past the Temple of Belatrix. The shrine is located there.

This is actually the location of the Shrine of Dymora in the Amthydor that the PCs are used to. Dymorans (of anyone sympathetic to her) will notice the absence of their shrine within the Temple District.

- **Where is the shrine of Dymora?**

“That is located in the Port District. The temple is otherwise known as the Gilded Cage.”

- **The Gilded Cage is the Temple of Dymora?**

“Yes, that is what I said.”

- **Where does Sterlamin the Sage live?**

“He lives in the Upper Class District. Leave the Temple District through the south gate. Go through the Academy District to its south most

gate. The Upper Class District is directly across the South Avenue.”

When Bartholomew is asked a question he cannot answer:

Bartholomew excuses himself and departs the room. Within moments, he returns with a larger man perhaps in his forties or fifties. He is a bit on the rotund size, but the light in his eyes gives you the impression of great intelligence. He smiles as you as he approaches.

“Good day to you! My name is Epirotes, High Priest of the Goddess of Destiny. I could ask ‘how may I help you,’ but I already know you have many questions. So why don’t we simply cut to the chase and you begin to ask your inquiries.”

➤ **How come we were expected? / How does Destine know of our destiny?**

“Destine knows all destinies, including the paths not taken. After all, had you decided to sleep in today, we wouldn’t be having this conversation and you would be experiencing a completely different path. Destine can see all possible paths and all possible outcomes. Does she know the future? Perhaps. Perhaps not. But she tries to help shape the here and now to be a better place to live.”

➤ **Latimir mentioned that we have tasks at hand before we can go home?**

“Go home? Yes, yes. First you need to see out Sterlamin the Sage. His knowledge would be most beneficial to expedite your departure.”

➤ **Latimir said tasks, plural.**

“Yes, of course. Destine, while all knowing, has a sense of humor. She likes to challenge people, such as yourselves, to figure out her missives. That said, this prophecy is meant for you and you alone.”

Read/give PCs **Player’s Handout #2**. The prophecy text is as follows:

Grim is the child who faces despair,
Darkness if foretold for the one-time heir.
Shrouded from sight by the love of his kin,
No time to think of what could have been.

Running from his fate there is a fork in his road,
The choice ahead is to stay or to go.
Should the child stay he’d be known only through lore,
Or go beyond the realm and live in Amthydor.

“Grim is the child” speaks of the child Zander Grimm, the son of Harvinder and Lenora Grimm. Zander Grimm was originally mentioned way back in LSJ 01-03 (*Merchants, Temples, and Nobles*). He was kidnapped and spirited away by powerful tieflings/demons. A successful **Knowledge: Nobility check (DC 20)** will allow the PC(s) to remember this tidbit of information.

➤ **Where can this child be found?**

“Alas, if I knew that, I would be the one the prophecy was meant for.”

If the PCs have a hard time trying to get an idea on where to start looking for the child, the third line of the first stanza mentions that he’s being shrouded from sight by the love of a relative. A successful **DC 20 INT check** or a **Knowledge (religion) check (DC 15)** would lead them to the Shrine of Elianna (the Goddess of Love) if the PCs are unable to come up with the answer on their own.

➤ **Where can we find Sterlamin the Sage?**

“He spends a lot of his time either at his home in the Upper Class District or at the Shrine of Elianna.”

A successful **Knowledge (religion) check of DC 12** will allow PCs to know that Elianna is the Goddess of Love. PCs already know this information don’t have to roll.

➤ **Where can we find the locations you have mentioned?**

“Bartholomew will give you the necessary directions.”

➤ **What is this talk about needing to hide High Elves and/or Kailin Nobles?**

“Well, some things have happened that hasn’t in your realm. It is best not to speak of these things at this point in time. Knowledge now may influence the outcome in the wrong way.”

When the PCs are ready to continue onward, they have the following possible destinations in which they may go:

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GOTO Encounter 6 (page 35).**
- If the PCs wish to visit the Diamond Legion HQ, **GO TO Encounter 7 (page 38).**

NOTE: From here on out, the encounters can happen in just about any order. If the PCs are doing well on time, insert the **Riot in the Streets (Encounter 5)** after the PC's visit to their first destination. If the **Diamond Legion Patrol (Encounter 8A)** doesn't respond before the PCs head on to their next destination, they will bump into the Patrol after the completion of two more encounters.

Encounter 3 – Sterlamin the Sage

Following Bartholomew's directions, you make your way to the Upper Class District. Commonly known as the UC District, you can easily see that those that live here are better off than those that live in other parts of the city. The UC District is very beautiful, consisting mostly of townhouses and moderately sized mansions. You follow the winding path as instructed until you reach Sterlamin's abode. He appears to live in the right-most section of the adjoining townhouses.

There is a 50% chance that Sterlamin is here. There is a knocker on the door. If Sterlamin is not home, the knocker will animate and inform the PCs this information. If the PCs ask where Sterlamin is, it will tell them that he is at the Shrine of Elianna. If the PCs wish to enter Sterlamin's home while he is away, they will discover that it is not only warded against intrusion, but the Diamond Legion will have already been notified and will arrive within five minutes (real time) from the first

attempt at breaking in. If a fight ensues, use the combat information from **Encounter 8A**.

If Sterlamin is at home, he will answer the door. He stands about 5 ½ feet tall and is human. He appears to be in his 40s or 50s, his receding gray hairline showing most of his balding forehead and scalp. He wears a simple robe that is slightly tattered. He peers at the PCs cautiously and only asks them this simple question: *"Yes?"*

Sterlamin will remain cautious of the PCs until they mention that the shrine of Destine sent them. His attitude will visibly change from one of apprehension to one of relief ... and exhaustion.

"You don't know how happy I am to hear that. You almost scared me into an early grave! But I don't blame you. After all, it's not paranoia if someone is really after you," he says, chuckling at his own joke.

"So, how does the shrine of Destine think this humble servant of the city can help you?"

Allow the PCs the opportunity to explain their situation to Sterlamin. The PCs will have his undivided attention. He might be skeptical (at first) if the PCs say that they are from an alternate Amthydor, but it will take them little to convince him otherwise.

"You know, I have always suspected the possibility of that kind of travel. I never had much time to research it in detail. Obviously the possible destinations could be limitless!"

- **We don't care for the limitless Amthydors ... we only care about getting home to our own city.**

"Yes, yes... of course. And I imagine you need to do this soon, so speed is of the utmost importance. Am I right? Of course, I am right." Sterlamin pauses for a moment as if in thought. "Okay, if my theories are correct, magic resonates differently from one realm to another. One of you would need to donate a

magic item in order for me to determine the exact resonance of your city.”

- **How powerful will the magic item need to be?**

“An enchantment bonus of at least +2 should be sufficient. High enchantments (or multiple +2 items) would allow me to determine the location quicker.”

- **Will we get the item(s) back?**

“Unfortunately, no. The magicks that I will be using to determine where you are from will make your item(s) useless.”

- **What is the alternative?**

“Well, you can stay here in *this* Amthydor for the remainder of your natural lives...”

- **That’s a little melodramatic**

“Perhaps, but it is the truth nonetheless.”

- **We are having troubles with Portals in our own city.**

“It is simple really. I am surprised that my counterpart hasn’t figured it out.”

- **Your counterpart is dead.**

Sterlamin is silent for a long moment. “Well, I imagine that would explain your problems then.”

- **Is there anything you can give us (tomes and/or scrolls) to help us with our own Portal Magic problems?**

“Perhaps...” Sterlamin goes so deep into thought that he seems to have forgotten that you are awaiting an answer.

- **Perhaps what?**

“Oh, sorry. I was lost in thought. Perhaps I could do one better than giving you the texts you need. After all, as soon as the Diamond Legion finds out my involvement with you and your mission, I will probably be a very wanted man. And I’m not getting any younger.”

- **So you want us to take you with us?**

“Please?”

There is almost a hint of desperation in Sterlamin’s voice.

If the PCs say yes, he will be ecstatically happy. Sterlamin will also redouble his efforts and get the required information for the return trip home in half the time necessary.

If the PCs say no, he will obviously be disappointed (almost crushed at the thought of not being able to leave here). After the PCs leave, he will also go to the Diamond Legion and inform them of the PCs’ presence and their plan to return home. Sterlamin will take twice as long to get the required information and will deny the PCs any texts to crossover with them.

- **Is there a chance we can be followed through?**

Sterlamin thinks a moment. “There is a chance. Someone would have to disrupt the field. But such an action would render a person socially incompetent.”

- **Socially incompetent. You main crazy.**

“That is what I said.”

- **Oh, have you heard about a child that is on the run?**

“Sorry, no. I’ve been worried about my own self. That may sound a little selfish, but in this city you have to worry about yourself first before any others.”

At this point, Sterlamin will excuse himself as he has a lot of work to do. He expects (or hopes) to have the PCs’ desired information by sundown. He gives them a weak smile and some parting advice. “*Try and stay out of trouble.*”

- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 12).**
- If the PCs wish to visit the Temple of Dymora, **GOTO Encounter 6 (page 34).**

- If the PCs wish to visit the Diamond Legion HQ, **GO TO Encounter 7 (page 37).**

Encounter 4 – Shrine of Elianna

Following Bartholomew’s directions, you easily find the Shrine of Elianna. The building itself is probably about the same size as the shrine of Destine ... perhaps a little smaller. The outside is beautifully decorated with flowering shrubs and trees. Roses of all colors can be seen bringing spiritual warmth to a city that hasn’t been considered “warm” until now. The main doors have been propped open as if to allow the gentle breeze to enter with an open invitation.

The PCs may be wary of the open invitation to enter as if expecting a trap. The Shrine of Elianna is exactly as it seems, a lovely place to visit encompassing all the aspects of the Goddess of Elianna. Love is almost literally in the air within the shrine. Should the PCs enter, they can see many men and women mingling ... having both group and private conversations. The clergy of the shrine wear white and attend to their guests’ needs.

After several moments at taking in the surroundings, one of the acolytes notices you and begins to walk in your direction. She appears to be in her early or mid twenties, has dark brown hair, and brown eyes. She has a shapely figure, although she wears her clothes and priestly vestments in a very tasteful and attractive manner. She smiles at all of as she approaches your position.

“Good day to you all! My name is Marissa. How may the Goddess of Love and Beauty help you this fine day?”

PCs may have a chance of recognizing Marissa as she’s considered a managing partner to the Gilded Cage in the Amthydor they know and love. If the PCs don’t automatically recognize her, give them a chance (**DC 15 INT check**) to do so. If asked about working at the Gilded Cage, Marissa will be

a little put off at the possibility. *“You wouldn’t catch me within a giant’s throw of that place of ill-repute.”*

- **Do you know where Sterlamin the Sage is? / Is he here?**

If the PCs have already visited Sterlamin’s home and he wasn’t there, then the answer is an automatic yes. If this is the first location that the PCs have checked for Sterlamin, there is a 50% chance he will be here.

- **If the answer is no:**

“I am sorry, he isn’t here at the moment. You could try him at his place of residence in the UC District.”

- **If the answer is yes:**

“He most certainly is. He often frequents the shrine. He has a very romantic, but troubled soul.”

- **Could you direct us to him?**

“Of course. I can take you to him.”

GO TO Encounter 4A.

- **Do you know anything about a child on the run / prophecy?**

Marissa looks at you with a wary eye. “Perhaps you should speak to the matriarchs of the shrine. Follow me, please.”

GO TO Encounter 4B (page 15)

Please Note: If the PCs find Sterlamin at the shrine, the child won’t be present. And vice versa.

Encounter 4A – Sage at the Shrine

Marissa escorts you to another section of the main room. You approach what appears to be an older gentleman. He looks to be roughly in his 40s or 50s. You see that he has a receding gray hairline showing most of his balding forehead and scalp. He wears a simple robe, though finely tailored. He peers at you cautiously as you

approach, his conversation with the woman he is with halted. He asks only this simple question: "Yes?"

Marissa will simply say that the PCs were looking for him. It wouldn't dawn on her that the PCs might be looking for trouble until she sees Sterlamin's expression. She will hang around until she is sure that Sterlamin is safe.

Sterlamin will remain cautious of the PCs until they mention that the shrine of Destine sent them. His attitude will visibly change from one of apprehension to one of relief ... and exhaustion. He will excuse himself from his lady friend before continuing his conversation with the PCs.

"You don't know how happy I am to hear that. You almost scared me into an early grave! But I don't blame you. After all, it's not paranoia if someone is really after you," he says, chuckling at his own joke.

"So, how does the shrine of Destine think this humble servant of the city can help you?"

Allow the PCs the opportunity to explain their situation to Sterlamin. The PCs will have his undivided attention. He might be skeptical (at first) if the PCs say that they are from an alternate Amthydor, but it will take them little to convince him otherwise.

"You know, I have always suspected the possibility of that kind of travel. I never had much time to research it in detail. Obviously the possible destinations could be limitless!"

➤ **We don't care for the limitless Amthydors ... we only care about getting home to our own city.**

"Yes, yes... of course. And I imagine you need to do this soon, so speed is of the utmost importance. Am I right? Of course, I am right." Sterlamin pauses for a moment as if in thought. "Okay, if my theories are correct, magic resonates differently from one realm to another. One of you would need to donate a

magic item in order for me to determine the exact resonance of your city."

➤ **How powerful will the magic item need to be?**

"An enchantment bonus of at least +2 should be sufficient. High enchantments (or multiple +2 items) would allow me to determine the location quicker."

➤ **Will we get the item(s) back?**

"Unfortunately, no. The magicks that I will be using to determine where you are from will make your item(s) useless."

➤ **What is the alternative?**

"Well, you can stay here in this Amthydor for the remainder of your natural lives..."

➤ **That's a little melodramatic**

"Perhaps, but it is the truth nonetheless."

➤ **We are having troubles with Portals in our own city.**

"It is simple really. I am surprised that my counterpart hasn't figured it out."

➤ **Your counterpart is dead.**

Sterlamin is silent for a long moment. "Well, I imagine that would explain your problems then."

➤ **Is there anything you can give us (tomes and/or scrolls) to help us with our own Portal Magic problems?**

"Perhaps..." Sterlamin goes deep so into thought that he seems to have forgotten that you are awaiting an answer.

➤ **Perhaps what?**

"Oh, sorry. I was lost in thought. Perhaps I could do one better than giving you the texts you need. After all, as soon as the Diamond Legion finds out my involvement with you and your mission, I will probably be a very wanted man. And I'm not getting any younger."

Encounter 4B – Double Your Prayer

➤ **So you want us to take you with us?**

“Please?”

There is almost a hint of desperation in Sterlamin’s voice.

If the PCs say yes, he will be ecstatically happy. Sterlamin will also redouble his efforts and get the required information for the return trip home in half the time necessary.

If the PCs say no, he will obviously be disappointed (almost crushed at the thought of not being able to leave here). After the PCs leave, he will also go to the Diamond Legion and inform them of the PCs’ presence and their plan to return home. Sterlamin will take twice as long to get the required information and will deny the PCs any texts to crossover with them.

➤ **Is there a chance we can be followed through?**

Sterlamin thinks a moment. “There is a chance. Someone would have to disrupt the field. But such an action would render a person socially incompetent.”

➤ **Socially incompetent. You main crazy.**

“That is what I said.”

➤ **Oh, have you heard about a child that is on the run?**

“Sorry, no. I’ve been worried about my own self. That may sound a little selfish, but in this city you have to worry about yourself first before any others.”

At this point, Sterlamin will excuse himself as he has a lot of work to do. He expects (or hopes) to have the PCs’ desired information by sundown. He gives them a weak smile and some parting advice. “*Try and stay out of trouble.*”

At this point, the PCs may wish to question Marissa about the child/prophesy. **GO BACK TO Encounter 4.**

Marissa leads you through a maze of furniture and people until you come to a hallway that leads out of sight. Rounding the corner as you follow your guide, you see that the décor is filled with soft, relaxing tones. The artwork is exquisite, depicting quite a number of couples that show affection for one another.

At the end of the hall, you are led into an open antechamber. The artwork in this room is more of the same. In the northeast corner of the room is an altar to the goddess of Elianna. Colored roses ranging from white to red adorn the altar. Before the altar are two women. As you approach, they get up in unison and turn towards you. Dressed in identical red gowns, you wonder if you are seeing double. Marissa stops before the two and introduces you to them. “May I present the matriarchs of the shrine, Jade and Jewel Tezriine.”

Jade and Jewel are identical twins. They are both Noble Ladies from House Tezriine. PCs may recognize Jade as being Mistress Jade, High Priestess of Dymora from their own city. If the PCs recognize the name, allow instant recognition. If not, have the PCs roll a **Knowledge (nobility) check of DC 20** to remember her *if* they had visited the Shrine of Dymora before.

When asked about the on-the-run child or Destine Prophecy, Jade or Jewel won’t answer right away. They will want to know who the PCs are and what their interest is in the child. The altar has a permanent *zone of truth* spell cast upon it (usually used for marriage ceremonies). The PCs will have no choice but to tell the truth. PCs may attempt to make a **Will Save DC 12 + ATL** to realize the spell is in effect. The area effect is 20’ radius around the altar.

Once satisfied with the PCs’ answer, they will nod in unison and smile.

“It is good that you are here. We have heard of the plight of the Grimm child and our hearts break every time we see him and his aunt. His mother tries to slip away at times, but because of her stature and who she is married to, she cannot escape from her duties even for a short visit... especially now. So her sister-in-law takes care of her child.”

The child is Zander Grimm, the son of Harvinder and Lenora Grimm. Zander Grimm was originally mentioned way back in LSJ 01-03 (*Merchants, Temples, and Nobles*). He was kidnapped and spirited away by powerful tieflings/demons. A successful **Knowledge (nobility) check of DC 20** will allow the PC(s) to remember this tidbit of information. The aunt is Constance Grimm, older sister to Harvinder. She passed away/was poisoned several years ago during the time in which Lord Monarch Rafe Torestyn was seeking a bride. A successful **Knowledge (nobility) check of DC 30** will allow the PC(s) to know this information (of course, anyone from House Grimm would automatically know).

➤ **Is the child here?**

There is a 33% chance that the child is at the shrine (if Sterlamin is at the shrine, then the child is not).

➤ **If the answer is no:**

“I am sorry, he and his aunt aren’t here at the moment. But they could be in one of two places: at the House Slidell Estate or our own House of Tezrine.”

They will gladly offer a writ to the PCs so they may enter the Nobles District without any fuss. Of course if there are any nobles in the party, then they won’t need a writ.

➤ **If the answer is yes:**

“You are in luck. They are both still here. If you will follow us, we shall take you to them.”

Jade and Jewel will lead the PCs of the antechamber and through a secret door. After going about forty feet down a simply lit descending hallway, the passage opens up into a

large room. The room is sparsely decorated and doesn’t have much furniture. You see a bed in the corner with a nightstand and an oil lamp. There is a small table with chairs in which a small child (about 2-3 years old) is drawing. About ten feet away sitting in a cushioned chair is a young woman. She has a regal stature about her, though her face seems kind. There are obvious worry lines etched into her forehead. She seems relieved when she sees the twins.

Before any introductions are made, a couple of creatures suddenly appear. You hear the low, guttural voice of the infernal.

“Take the child. Kill the rest.”

The infernals will fight to their fullest, but they are under orders to not deliver any killing blows. If the PCs are defeated, they will take the child (and he will be unrecoverable).

ALL ATLS

✠ Jade & Jewel Tezriine, Female Human, Clr8:
CR 8; Medium Humanoid; HD 8d8+16, hp 68; Init +3; Spd 20 ft; AC 21 (+9 armor (full plate +1), +3 shield (heavy steel shield +1), -1 Dex), touch AC 9, Flatfooted AC 21; BAB/Grp +6/+7; Atk +9 melee (masterwork flail, 1d8+1) or +5 ranged (light crossbow, 1d8, 19-20/x2); Full Atk +9/+4 melee (masterwork flail, 1d8+1) or +5 ranged (light crossbow, 1d8, 19-20/x2); AL CG; SV Fort +8, Ref +1, Will +9

Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 17.

Skills and Feats: Concentration +13, Diplomacy +10, Heal +7, Knowledge (Religion) +11; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

Domains: Charm, Destiny

Spells Prepared (Clr 6/5+1/4+1/4+1/2+1):

0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Charm Person (d), Comprehend Languages, Detect Evil, Shield of Faith, Summon Monster I*; 2nd - *Aid (d), Consecrate, Hold Person, Restoration, Lesser, Silence*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment, Searing Light, Suggestion (d)*; 4th - *Divination, Divine Power (d), Restoration*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate; +1 Shield, heavy steel.

Jade and Jewel will primarily protect Constance and Zander Grimm. Should any of the PCs need healing, they will jump in and heal as/if necessary.

Side Note: Yes, it appears that demons and devils are working together. This is not a mistake. ☺

ATL 2

Devil, Bearded (Barbazu): CR 5; Medium Outsider; HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19 (+2 Dex, +7 natural), touch AC 12, flatfooted AC 17; BAB/Grp +6/+8; Atk: Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2); Full Atk: Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA: Infernal Wound, beard, battle frenzy, summon devil, Spell-like Abilities; SQ: See in Darkness, Immunity: Fire, Immunity: Poison, Damage Reduction: 5/Good, Damage Reduction: 5/Silver, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Spell Resistance: 17, Telepathy: 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5;

Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +11, Diplomacy +4, Hide +11, Jump +6, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus: Glaive.

Possessions: Glaive (8 gp).

Description: Barbazu serve as elite shock troops, spearheading attacks by masses of lemures. Every barbazu carries a saw-toothed glaive. A barbazu is a foul, humanoid creature about 6 feet tall, with a long tail, clawed hands and feet, pointed ears, and a snaky, disgusting beard. Its skin is moist, though scaly like a reptile's.

Combat: Barbazu are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes. A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—animate dead, charm person, command, desecrate, magic weapon, major image, produce flame, and suggestion. Barbazu also can induce fear by touch as the spell, except it affects only the creature touched. These abilities are as cast by an 8th-level sorcerer (save DC 10 + spell level).

At will—greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Barbazu are immune to fire and poison.

Resistances (Ex): Barbazu have cold and acid resistance 20.

See in Darkness (Su): Barbazu can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Barbazu can communicate telepathically with any creature within 100 feet that has a language.

⚔ Demon, Dretch (2): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 3

Devil, Bearded (Barbazu): CR 5; Medium Outsider; HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19 (+2 Dex, +7 natural), touch AC 12, flatfooted AC 17; BAB/Grp +6/+8; Atk: Glaive +9 melee (1d10+3 plus infernal wound) or claw +8 melee (1d6+2); Full Atk: Glaive +9/+4 melee (1d10+3 plus infernal wound) or 2 claws +8 melee (1d6+2); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA: Infernal Wound, beard, battle frenzy, summon devil, Spell-like Abilities; SQ: See in Darkness, Immunity: Fire, Immunity: Poison, Damage Reduction: 5/Good, Damage Reduction: 5/Silver, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Spell Resistance: 17, Telepathy: 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5;

Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10.

Skills and Feats: Climb +11, Diplomacy +4, Hide +11, Jump +6, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus: Glaive.

Possessions: Glaive (8 gp).

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Combat: Barbazu are aggressive and love to fight. They revel in their battle frenzy, spreading mayhem among their foes. A bearded devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—animate dead, charm person, command, desecrate, magic weapon, major image, produce flame, and suggestion. Barbazu also can induce fear by touch as the spell, except it affects only the creature touched. These abilities are as cast by an 8th-level sorcerer (save DC 10 + spell level).

At will—greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured character.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

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See in Darkness (Su): Barbazu can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Barbazu can communicate telepathically with any creature within 100 feet that has a language.

⚔ Demon, Dretch (6): CR 2; Small Outsider; HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16 (+1 size, +5 natural), touch AC 11, flatfooted AC 16; BAB/Grp +2/-1; Atk: Claw +4 melee (1d6+1); Full Atk: 2 Claws +4 melee (1d6+1) and bite +2 melee (1d4); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities, summon demon; SQ: Immunity: Electricity, Immunity: Poison, Damage Reduction: 5/Cold Iron, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Telepathy: 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3;

Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Search +2, Spot +5; Multi-attack.

Description: Dretches are pathetic but wicked creatures that spend most of their time milling about in massive hordes or serving as rank-and-file troops in demon armies. Dretches look like squat humanoids with blubbery, almost hairless bodies. Their skin is pale white to beige, giving way to sickly blue in some areas. They have slack and slobbery mouths with many small fangs, and their hair is sparse and bristly. Dretches are about 4 feet tall. Dretches cannot speak but can communicate telepathically.

Combat: Dretches are slow, stupid, and not very effective combatants. They depend on sheer numbers to overcome foes and immediately summon other dretches to improve the odds in battle. They flee at the first sign of adversity unless more powerful demons are present to intimidate them into fighting. Dretches' fear of their greater kin is stronger than even their fear of death.

Spell-Like Abilities: 1/day *scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Immunities (Ex): Dretches are immune to poison and electricity.

Resistances (Ex): Dretches have cold, fire, and acid resistance 10.

ATL 5

⚔ **Devil, Chain (Kyton):** CR 6; Medium Outsider; HD 8d8+16; hp 52; Init +6; Spd 30ft.; AC 20 (+2 Dex, +8 natural), touch AC 12, flatfooted AC 18; BAB/Grp: +8/+10; Atk: Chain +10 melee (2d4+2, 19-20/x2); Full Atk: 2 chains +10 melee (2d4+2, 19-20/x2); Space/Reach: 5 ft./5 ft. (10 ft. with chains); SA: Dancing Chains, Unnerving Gaze; SQ: Immunity: Cold, Damage Reduction: 5/Good, Damage Reduction: 5/Silver, Darkvision: 60 ft., Regeneration: 2, Spell Resistance: 18; AL LE; SV Fort +8, Ref +8, Will +6;

Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +13, Craft (Blacksmithing) +15, Escape Artist +13, Intimidate +12, Listen +13, Spot +13; Alertness, Improved Critical: Chain, Improved Initiative.

Description: Many people mistakenly believe the chain-shrouded kytons to be undead, likening them to the traditional shackle-rattling spirit. In fact, they are devils resembling humans, wrapped in chains instead of clothing. Kytons speak Infernal and Common.

Combat: A kyton attacks by flailing away with the spiked chains that serve as clothing, armor, and weapons. Kytons savor fear and terror so much that they may stalk victims for hours, building dread and panic prior to attacking.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a -2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

⚔ **Demon, Babau (2):** CR 6; Medium Outsider; HD 7d8+35; hp 66; Init +1; Spd 30ft.; AC 19 (+1 Dex, +8 natural), touch AC 11, flatfooted AC 18; BAB/Grp: +7/+12; Atk: Claw +12 melee (1d6+5); Full Atk: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2); Space/reach: 5 ft./5 ft.; SA: Spell-like Abilities, Summon Demon, Sneak Attack +2d6; SQ: Immunity: Electricity, Immunity: Poison, Resistance: Cold: 10, Resistance: Fire: 10, Resistance: Acid: 10, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Spell Resistance: 14, Telepathy: 100 ft., Protective Slime; AL CE; SV Fort +10, Ref +6, Will +6;

Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11; Cleave, Multiattack, Power Attack.

Description: Babaus serve as assassins that strike with sudden ferocity. They are devious, forming careful plans before going into fights. Always making sure that they do not have to engage in a fair fight. Almost every demon lord has a number of babaus employed as spies and killers. A babau is about 6ft tall and weighs about 140 pounds.

Combat: Babaus are sneaky and sly. They attack the most powerful foe first hoping to eliminate the true threat quickly and then toy with the rest.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

ATL 7

⚔ **Devil, Erinyes:** CR 8; Medium Outsider; HD 9d8+45; hp 85; Init +5; Spd 30 ft., Fly 50 ft. (average); AC 23 (+5 Dex, +8 natural), touch AC 15, flatfooted 18; BAB/Grp: +9/+14; Atk: Longsword +14 melee (1d8+5, 19-20/x2) or +1 flaming composite longbow (+5 Str bonus) +15 ranged (1d8+6, x3 plus 1d6 fire) or rope +14 ranged (entangle); Full Atk: Longsword +14/+9 melee (1d8+5, 19-20/x2) or +1 flaming composite longbow (+5 Str bonus) +15 ranged (1d8+6, x3 plus 1d6 fire) or rope +14 ranged (entangle); Space/reach: 5 ft./5 ft.; SA: Entangle, Summon Devil, Spell-like Abilities; SQ: Immunity: Fire, Immunity: Poison, See in Darkness, Damage Reduction: 5/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Spell Resistance: 20, Telepathy: 100 ft., True Seeing; AL LE; SV Fort +11, Ref +11, Will +10;

Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +17, Diplomacy +7, Escape Artist +17, Hide +17, Knowledge (Dungeoneering) +14, Knowledge (The Planes) +14, Listen +16, Move Silently +17, Search +14, Sense Motive +16, Spot +16, Survival +4 (+6 following tracks), Use Rope +5 (+7 with bindings); Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Possessions: Longsword; +1 Longbow, composite (+5 Str Bonus): Flaming.

Description: Like their demonic counterparts, the succubi, erinyes seek to tempt mortals into depravity. Unlike other devils, erinyes appear attractive to humans, resembling very comely women except for their huge, feathery wings and sinister eyes. They are about 6 feet tall.

Combat: Erinyes prefer to avoid combat when they can. They use charm monster to distract or disorganize their opponents, then rain down fiery arrows from above.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range

penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only), charm monster (DC 19), minor image (DC 17), unholy blight (DC 19). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (caster level 14th).

Tongues (Su): An erinyes has a permanent tongues ability as the spell cast by a 12th-level sorcerer. Erinyes usually use verbal communication when dealing with mortals and save telepathic communication for conversing with other fiends.

Immunities (Ex): Erinyes are immune to fire and poison.

Resistances (Ex): Erinyes have cold and acid resistance 20.

See in Darkness (Su): Erinyes can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Erinyes can communicate telepathically with any creature within 100 feet that has a language.

⚔ **Demon, Succubus (2):** CR 7; Medium Outsider; HD 6d8+6; hp 33; Init +1; Spd 30 ft., Fly 50 ft. (average); AC 20 (+1 Dex, +9 natural), touch AC 11, flatfooted AC 19; BAB/Grp: +6/+7; Atk: Claw +7 melee (1d6+1); Full Atk: 2 claws +7 melee (1d6+1); Space/reach: 5 ft./5 ft.; SA: Energy Drain, Summon Demon, Spell-like Abilities; SQ: Tongues, Immunity: Electricity, Immunity: Poison, Damage Reduction: 10/Cold Iron, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Resistance: Fire: 10, Spell Resistance: 18, Telepathy: 100 ft.; AL CE; SV Fort +6, Ref +6, Will +7;

Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (The Planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive.

Description: Succubi are the most comely of the demons (perhaps of all demons), and they live to tempt mortals. A succubus usually appears as a stunningly beautiful humanoid, with perfect build and flawless skin. Succubi usually take a female form but occasionally appear as males (called incubi). Their natural appearance is decidedly demonic: statuesque humanoid bodies, large bat wings, and sinister, glowing eyes. Succubi are about 6 feet tall in its natural form and weigh about 125 pounds.

Combat: Succubi are not warriors and flee combat whenever they can. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their change shape ability to assume a humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will: *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only),

suggestion (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Change Shape (Su): A succubus can assume the form of any Small or Medium humanoid.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Immunities (Ex): Succubi are immune to poison and electricity.

Resistances (Ex): Succubi have cold, fire, and acid resistance 10.

Telepathy (Su): Succubi can communicate telepathically with any creature within 100 feet that has a language.

ATL 9

☞ Devil, Bone (Osyluth): CR 9; Large Outsider; HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25 (-1 size, +5 Dex, +11 natural), touch AC 14, flatfooted AC 20; BAB/Grp: +10/+19; Atk Bite +14 melee (1d8+5); Full Atk: Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison); Space/Reach: 10 ft./10 ft.; SA: Spell-like Abilities, Fear Aura, Poison, Summon Devil; SQ: Immunity: Fire, Immunity: Poison, See in Darkness, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Spell Resistance: 21, Telepathy: 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11;

Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Hide +14, Intimidate +17, Jump +9, Knowledge (The Planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17; Alertness, Improved Initiative, Iron Will, Multiattack.

Description: An osyluth looks bony and wretched, almost a husk of a humanoid form, topped with a fearsome skull whose sickly, dried skin is stretched tight. It has a tail like a scorpion's and exudes a foul odor of decay. Osyluths stand about 9 feet tall.

Combat: Osyluths hate all other creatures and attack ruthlessly. They freely use wall of ice to keep the enemy divided.

Spell-Like Abilities: At will – *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same osyluth's aura for 24 hours. Other Devil are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Summon Devil (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success. This ability is equivalent of a 4th-level spell.

Immunities (Ex): Osyluths are immune to fire and poison.

Resistances (Ex): Osyluths have cold and acid resistance 20.

See in Darkness (Su): Osyluths can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Osyluths can communicate telepathically with any creature within 100 feet that has a language.

☞ Demon, Vrock: CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs

covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day – *heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 11

☞ **Devil, Bone (Osyluth) (2):** CR 9; Large Outsider; HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25 (-1 size, +5 Dex, +11 natural), touch AC 14, flatfooted AC 20; BAB/Grp: +10/+19; Atk Bite +14 melee (1d8+5); Full Atk: Bite +14 melee (1d8+5) and 2 claws +12 melee (1d4+2) and sting +12 melee (3d4+2 plus poison); Space/Reach: 10 ft./10 ft.; SA: Spell-like Abilities, Fear Aura, Poison, Summon Devil; SQ: Immunity: Fire, Immunity: Poison, See in Darkness, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Spell Resistance: 21, Telepathy: 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11;

Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Hide +14, Intimidate +17, Jump +9, Knowledge (The Planes) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17; Alertness, Improved Initiative, Iron Will, Multiattack.

Description: An osyluth looks bony and wretched, almost a husk of a humanoid form, topped with a fearsome skull whose sickly, dried skin is stretched tight. It has a tail like a scorpion's and exudes a foul odor of decay. Osyluths stand about 9 feet tall.

Combat: Osyluths hate all other creatures and attack ruthlessly. They freely use wall of ice to keep the enemy divided.

Spell-Like Abilities: At will – *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Fear Aura (Su): Osyluths can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a *fear* spell (caster level 7th). A creature that successfully saves cannot be affected again by the same osyluth's aura for 24 hours. Other Devil are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Summon Devil (Sp): Once per day an osyluth can attempt to summon 2d10 lemures with a 50% chance of success, or another osyluth with a 35% chance of success. This ability is equivalent of a 4th-level spell.

Immunities (Ex): Osyluths are immune to fire and poison.

Resistances (Ex): Osyluths have cold and acid resistance 20.

See in Darkness (Su): Osyluths can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Osyluths can communicate telepathically with any creature within 100 feet that has a language.

☞ **Demon, Vrock (2):** CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs

covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day – *heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 13

⚔ **Devil, Ice (Gelugon):** CR 13; Large Outsider; HD 14d8+84; hp 147; Init +5; Spd 40 ft.; AC 32 (-1 size, +5 Dex, +18 natural), touch AC 14, flatfooted AC 27; BAB/Grp: +14/+24; Atk Spear +20 melee (2d6+9, 20/x3 plus slow) or claw +19 melee (1d10+6); Full Atk: Spear +20/+15/+10 melee (2d6+9, 20/x3 plus slow) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); or 2 claws +19 melee (1d10+6) and bite +14 melee (2d6+3) and tail +14 melee (3d6+3 plus slow); Space/Reach: 10 ft./10 ft.; SA: Spell-like Abilities, Fear Aura, Summon Devil, Slow; SQ: Immunity: Fire, Immunity: Poison, See in Darkness, Damage Reduction: 10/Good, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Regeneration: 5, Spell Resistance: 25, Telepathy: 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus: Spear.

Possessions: Spear.

Description: Gelugons serve almost exclusively as superelite guards and spies. They look like tall, alien insects. A gelugon has clawed hands and feet, powerful mandibles, and a long, thick tail covered in razor-sharp spikes. Gelugons are about 12 feet tall.

Combat: Gelugons prefer to fight only when it serves their mission but never hesitate to attack when they deem it necessary.

Spell-Like Abilities: At will – *cone of cold* (DC 20), *fly*, *ice storm* (DC 19) *greater teleport* (self plus 50 pounds of objects only), *persistent image* (DC 20), *unholy aura* (DC 23) *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Fear Aura (Su): As a free action, a gelugon can create an aura of fear in a 10-foot radius. A creature in the areamust succeed on a DC 22 Will

save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from a gelugon's tail or spear attack induces numbing cold. The opponent must succeed at a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Summon Devil (Sp): Once per day a gelugon can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is equivalent of a 4th-level spell.

Regeneration (Ex): Gelugons take normal damage from holy and blessed weapons of at least +2 enchantment.

Immunities (Ex): Gelugons are immune to fire and poison.

Resistances (Ex): Gelugons have cold and acid resistance 20.

See in Darkness (Su): Gelugons can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Gelugons can communicate telepathically with any creature within 100 feet that has a language.

⚔ **Demon, Vrock (2):** CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day – *heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

ATL 15

⚔ Devil, Horned (Cornugon): CR 16; Large Outsider; HD 15d8+105; hp 172; Init +7; Spd 20 ft., Fly 50 ft. (average); AC 35 (-1 size, +7 Dex, +19 natural), touch AC 16, flatfooted AC 28; BAB/Grp: +5/+29; Atk: Spiked chain +25 melee (2d6+15 plus stun) or claw +24 melee (2d6+10) or tail +24 melee (2d6+10 plus infernal wound); Full Atk: Spiked chain +25/+20/+15 melee (2d6+15 plus stun) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); or 2 claws +24 melee (2d6+10) and bite +22 melee (2d8+5) and tail +22 melee (2d6+5 plus infernal wound); Space/Reach: 10 ft./10 ft. (20 ft. with spiked chain); SA: Spell-like Abilities, Fear Aura, Stun, Summon Devil, Infernal Wound; SQ: Immunity: Fire, Immunity: Poison, See in Darkness, Damage Reduction: 10/Good, Damage Reduction: 10/Silver, Darkvision: 60 ft., Resistance: Acid: 10, Resistance: Cold: 10, Regeneration: 5, Spell Resistance: 28, Telepathy: 100 ft.; AL LE; SV Fort +16, Ref +16, Will +15;

Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22.

Skills and Feats: Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6(+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Possessions: Spiked Chain,.

Description: Cornugons serve as elite defense forces and are terrible to look upon—even for devils. A cornugon is 9 feet tall, only vaguely humanoid, and covered with hideous scales. Its huge wings and snaking, prehensile tail adds to its intimidating appearance.

Combat: Cornugons are bold fighters. They rarely retreat, even against overwhelming odds. They love to fight with their whips, usually singling out the most powerful foes to stun and eliminate quickly.

Spell-Like Abilities: At will – *dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of

objects only); *persistent image* (DC 21) 3/day—*fireball* (DC19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A cornugon can radiate a 5-foot radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a cornugon hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a cornugon can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is equivalent of a 6th-level spell.

Regeneration (Ex): Cornugons take normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Immunities (Ex): Cornugons are immune to fire and poison.

Resistances (Ex): Cornugons have cold and acid resistance 20.

See in Darkness (Su): Cornugons can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Telepathy (Su): Cornugons can communicate telepathically with any creature within 100 feet that has a language.

⚔ Demon, Vrock (3): CR 9; Large Outsider; HD 10d8+70; hp 115; Init +2; Spd 30 ft., Fly 50 ft. (average); AC 22 (-1 size, +2 Dex, +11 natural), touch AC 11, flatfooted AC 20; BAB/Grp: +10/+20; Atk Claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); Space/Reach: 10 ft./10 ft.; SA: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ: Damage reduction 10/good, Darkvision: 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +10, Ref +9, Will +8;

Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (the planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Description: Vrocks look like crosses between large humans and vultures. They serve as guards to more powerful demons and as elite troops. A vrock is about 8 feet tall, with strong, sinewy limbs covered in fine gray feathers and a long neck topped with a vulture's head. Vrocks have wickedly sharp claws and beaks.

Combat: Vrocks are vicious fighters who like to wade into the enemy and cause as much damage as possible. They prance about in battle, taking briefly to the air and bringing their clawed feet into play. They make sparing use of darkness, since this nullifies mirror image.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy

flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day – *heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Immunities (Ex): Vrocks are immune to poison and electricity.

Resistances (Ex): Vrocks have cold, fire, and acid resistance 10.

Telepathy (Su): Vrocks can communicate telepathically with any creature within 100 feet that has a language.

Once the battle is over, the young woman will approach the PCs.

“Thank you very much. My name is Constance and this is Zander. If you hadn’t have been here, they could have taken Zander away. I am sure they would have killed him. And I bet that witch at the devil shrine sent them, too. I don’t know what we will do when they attack again and again...”

During a reading at the Shrine of Destine, it was prophesized that Zander would be “useless to the affairs of this city.” The key word here being “this,” although Harvinder, his father, only heard the keyword “useless.” So Harvinder’s eldest brother, Lord Consul Alaric Grimm, had sentenced his nephew to death. If not for Harvinder’s wife Lanora and his sister Constance, Zander would have already been killed.

The PCs can offer suggestions to Constance on possible solutions. No solution will seem satisfactory until the PCs offer that Zander (or both of them) can come with them to their own Amthydor.

- **To Jade & Jewel: We might need some help at LoTS. Could you meet us there and help us?**

“I think we can clear our schedules to be there when you need us. From the way you fight, you probably need all the help you can get.” They say in unison with obvious smiles.

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Temple of Dymora, **GOTO Encounter 6 (page 35).**
- If the PCs wish to visit the Diamond Legion HQ, **GO TO Encounter 7 (page 38).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 5 – The Riot Act (Optional)

This is a timed encounter. It should take place after the first encounter beyond the PCs’ visit to the Shrine of Destine or 45 (real time) minutes have passed after they have arrived in the alternate city (whichever comes first). Of course, if things are running long, this encounter can be skipped. It is not integral to the overall plot of the module, but does provide sufficient amount of flavor to reinforce that the PCs are not in Kansas anymore. ☺

This encounter takes place in the Royal Way, the grand avenue that connects many of the inner districts together. Along the district walls are several kiosks with items (mostly food-stuff) for sale.

Returning to the Royal Way on your way to your next destination, you see a gathering of people. Shouts can be heard and you can easily see that the crowd outnumbers those working at the kiosk stand.

A riot is about to ensue. While Amthydor (this one at least) is heralded as the second capital of the Chaldean Empire, it is very tight on its rationing of food and supplies ... especially to the poor. Those that have gathered have finally developed enough of a backbone (out of either courage or desperation) to do something about their predicament.

- The PCs can do one of the following three options:
1. If the PCs do nothing, the homeless and starving people will subdue the merchants and take their wares;
 2. The PCs can attack the crown and defend the merchants. Unless there are Diamond Legion PCs in the party, it would be considered an unprovoked attack and any deaths that the PCs incur would bring the law down on their heads;
 3. The PCs (each) have three weeks of rations with them. They can use a **Diplomacy check of DC 20 (DC 15 if**

they offer food) to calm the crowd and disperse them.

If the PCs disperse the crowd without incident, the Merchant will award the each PC a piece of enspelled (Cure) Fruit (the amount of cure is determined by ATL).

If a battle ensues, a Diamond Legion patrol (**Encounter 8A** minus the dogs) will respond and arrive at the end of the third combat round.

ALL ATLS

‡ **Commoners:** Male/Female Human Com1: CR 1; Medium Humanoid; HD 1d6+1; hp 7; Init +6; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted AC 10; BAB/Grp +0/+1; Atk: Club +1 melee (1d6+1, 20/x2); Space/Reach: 5 ft./5 ft.; AL N; SV Fort +1, Ref +4, Will +0;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +1, Climb +3, Disable Device +4, Gather Information +3, Intimidate +3, Move Silently +6, Open Lock +4, Sense Motive +4, Spot +4, Tumble +6, Use Magic Device +3, Use Rope +6; Dodge, Improved Initiative.

Possessions: Club.

ATL 2

‡ **Commoners (10)**

ATL 3

‡ **Commoners (15)**

ATL 5

‡ **Commoners (25)**

ATL 7

‡ **Commoners (35)**

ATL 9

‡ **Commoners (45)**

ATL 11

‡ **Commoners (55)**

ATL 13

‡ **Commoners (65)**

ATL 15

‡ **Commoners (75)**

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GOTO Encounter 6 (page 35).**
- If the PCs wish to visit the Diamond Legion HQ, **GO TO Encounter 7 (page 38).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 6 – Temple of Dymora (Optional)

Please Note: GMs and players can get a little “overboard” when describing and/or acting out the activity that goes on in this type of setting. If there are children present, please take them into consideration and tone down the encounter to a PG or PG-13. Of course on the flip side, if everyone is “game”, then the sky’s the limit. ☺

This is an optional encounter. The PCs aren’t specifically directed to this location, but could visit it if they have Dymora-friendly PCs in the group.

Heading east, you leave the Royal Way and enter the Port District. The Gilded Cage is located about halfway to the Southgate entrance. With the many things strange and different seen in the city so far, those you have been to the Gilded Cage before wonder what changes will be evident past the main doors.

Upon reaching the front door, nothing seems different. But upon opening the doors, the differences can plainly be seen. The decadent décor and the tasteful artwork are nowhere to be seen. The walls are black as night and there are

many paintings depicting different aspects of both pleasure and pain. The theme throughout is the lure of temptation as both men and women succumb to their carnal desires. In the center of the room, there are two sets of stairs. One goes up to the second floor while the other goes down below. The stairs going up has a sign labeled "Heaven" while the other stairs has a sign labeled "Hell." Once in a while and man or a woman is led onto one of the two stairs going to a desired destination.

Your attention is suddenly diverted to a young woman that seemed to almost magically appear. Her long blonde hair cascades down past her shoulders. Her attire, what little there is of it, consists of leather straps and chain links. She smiles and gazes at you with her deep brown eyes.

"Good day and welcome to the Temple of Dymora. My name is Kat. How may I tempt you today?"

Kat's full name is Katerina Georgiana DeVargio. She is a big believer in the "no pain, no gain" method of achievement. If asked any questions she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. Nothing is without cost, and she will readily remind the PCs of that fact. While money will loosen her tongue a little, she will almost seem bored. Kat thrives on imagination and wit of those around her. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her.

➤ **Is the Mistress of the house available?**

"Why, yes. Mistress Alissa is here today. Are you expected?"

➤ **Mistress Alissa? What about Mistress Jade?**

"There is no Mistress Jade in the temple. Only Mistress Alissa."

➤ **Do you know where ... is?**

"Sigh. Bored now. What do I look like, a missing persons secretary? I think not! How

about I direct you to the Mistress of the House. She can determine if your inquiries warrant my attention."

With a smile on her painted lips, she says, "Follow me." Kat takes her time as she walks in the direction of the two sets of stairs. Her walk is almost hypnotic when you realize that she had already by-passed the stairs and maneuvered around to a set of double-doors located on the back wall of the large room. She knocks twice and stands silently until a faint feminine voice calls out, "Enter."

Opening the doors she stands aside, allowing you the opportunity to pass.

Kat will not enter the room with the PCs. When all the PCs have passed the door's threshold, she will close the door behind them.

Entering the room, you almost gape at the woman standing in front an ornate black desk. It is difficult to look away from the Mistress standing there in all of her glory. Compared to the woman standing before you, Kat could have been considered as "fully clothed." And to top it all off, a pair of eagle-like wings can be seen unfurled for all to see. She smiles demurely to all of you.

"My name is Alissa. How may I serve?"

While sounding accommodating, Alissa will primarily accommodate her own needs. Alissa will not acknowledge anyone that doesn't preface her name with the title of Mistress. A successful **Knowledge (nobility) check of DC 10** allows the PCs to remember that Alissa is the wife of the Lord Monarch Rafe Torestyn (if they don't remember on their own). The same holds true in this reality as well.

If Alissa is asked about Mistress Jade (the Dymoran High Priestess in their home city), she will look at them with slight confusion and say that she is the only Mistress of the temple. If the PCs continue to describe Jade, she will recognize the description and laugh.

“You mean Jade Tezriine? She and her twin sister have always been of Elianna. Now why would you think she was a Mistress of Dymora?”

The PCs will need to be very careful at this point. Alissa, while she might play the part otherwise, is a very smart woman and her instincts are telling her that something is out of place here. She will sense motive on the PCs to see if she can determine the truth. Consider Alissa as having a WIS 19 and a +15 to her sense motive check.

In any event, she will mention her experience to her husband and an official “welcoming committee” will be sent to LoTS in wait for the PCs’ return.

- **We are looking for Sterlamin the Sage.**
- **We are looking for Zander Grimm.**

“I can tell you what you need to know, but the information will cost you. Sterlamin is a renowned sage and his time is very valuable. I think a donation to the church may be in order...”

Only donations of ATL*100gp or more will loosen her tongue.

“As for the child ... what do you want with my nephew?” she asks without any hint of expression on her face.

Alissa will continue to sense motive on any and every PC that tries to explain. Whether they lie to her or tell the truth, she will continue on.

“So, I will sell my own nephew out or not. Now what would tempt me to do such a horrible and terrible act?”

Alissa is quite aware of Lord Alaric Grimm’s edict to have his own nephew killed. And Alissa is being sarcastic here as well. She will take ATL*1,000gp in donations to disclose the location of her nephew.

➤ **How do you know where they are?**

“I make it my business to know important details ... like where someone is going and where they are from...”

This revelation may or may not cause the PCs some trepidation. Alissa may or may not know their true origins, but she will let on she knows more than she says.

NOTE: If the PCs don’t have sufficient amount of gold or items to donate for the necessary information, then each of the PCs will owe a Debt to Dymora. (And if the PCs think that they can get away without owing a debt simply because they are in an alternate Amthydor, they have another thing coming.) ☺

➤ **Where can we find Sterlamin the Sage?**

“He spends a lot of his time either at his home in the Upper Class District or at the Shrine of Elianna.”

➤ **Where is the child Zander Grimm?**

“He could be in one of three places: at the Shrine of Elianna, the House Slidell Estate, or the House Tezriine Estate.”

➤ **Can you tell us where these locations are?**

“No I can’t. I am very busy. However Kat can do so. You may return to her very capable hands...” You can certainly tell a dismissal when you hear one.

Questions Kat can answer:

➤ **Where is the Shrine of Elianna?**

“It is in the Temple District. Follow main the road to its end... past the Temple of Belatrix. The shrine is located there.”

➤ **Where does Sterlamin the Sage live?**

“He lives in the Upper Class District. Leave the Port District through the west gate. Go through the Academy District to its south most gate. The Upper Class District is directly across the South Avenue.”

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Diamond Legion HQ, **GO TO Encounter 7 (page 38).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 7 – Diamond Legion HQ (Semi-Optional)

This is an semi-optional encounter. The PCs may be directed here if they are looking for Captain J. L. Latimir, or be captured in one of the Diamond Legion Patrol encounters. If the latter, then the PCs will simply wake up in a jail cell (**GO TO Encounter 7A).**

Taking a short cut through the Temple District, you reach the Diamond District in a reasonable amount of time. The sentry at the gate eyes you as you approach.

“Halt and state your business.”

Only one person needs to state his or her name. When told that the PCs wish to see Captain Latimir, the sentry will ask if he is expecting them. Whether the PCs say yes or not, he will check anyway by calling him up. A couple of minutes later he will reemerge from his alcove.

“You may pass. His office is in the Legion HQ main building. Head north past the training field and it will be the building north of the field.”

The training field has several Legionnaire members doing various exercises. The field itself is about the size of a football field. There are soldiers mounted on horse practicing attacking stationary dummies, lots of sparring going on, and

anything else that you (the GM) deem interesting for the PCs to see.

Passing the training field, you enter the building as directed. A Legion private directs you to Captain Latimir’s office. Within minutes, you arrive at a closed door.

Knocking on the door will get the immediate response of, *“Enter.”* If the PCs simply open the door without knocking, Latimir will have a bemused expression on his face while asking, *“Don’t you people knock on doors where you come from?”* Either way, Latimir will invite the PCs in and ask the last person in to close the door.

If the PCs lied and said that Latimir was expecting them, he will say this: *“I told you to be careful. You are quite lucky that I covered for you from that lie you told the sentry. You could have found yourselves in the stockade or something.”*

“How are your tasks coming along? I assume this isn’t a social call.”

- **Do you know where Sterlamin the Sage is?**

“He spends a lot of his time either at his home in the Upper Class District or at the Shrine of Elianna.”

- **Do you know where Zander Grimm is?**

“While I don’t profess in knowing his exact location, I do know he is on the run. He could be in one of three places: at the Shrine of Elianna, the House Slidell Estate, or the House Tezriine Estate. Other than that, your guess is as good as mine.”

- **We have spoken to Sterlamin the Sage and he says that when we escape back home, there is a chance that we could be followed. That is, unless someone disrupts the field to prevent further entry. The result if such disruption will make the person in question crazy. Now knowing your counterpart and knowing your eventual destiny, would you do this for us?**

Latimir gives you a sad smile. "I knew this day would come. Trust me, I don't look forward to 'loosing my marbles,' but there is a sense of relief knowing that the wait is over."

➤ **Then you will do it?**

"Yes, of course. I know how important this is to you."

Before the PCs leave, Latimir will speak up.

"One more thing. There have been some unusual rumblings about a squad of troops being sent over to LoTS HQ at sundown. I will be there leading the group and will help at the proper moment, but you need to be prepared to face them."

➤ **How many troops?**

"An entire squad." (Give the troop strength from Encounter 10 based on the ATL being played.)

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 7A – Nobody Knows the Trouble I've Seen...

The battle with the Legionnaires took its toll. You wake up in a dark cell, feeling sore all over. Quickly coming to your senses, you realize that all of your possessions have been removed. The moans of your fellow party members make you realized that you weren't destined to die... at least not yet.

All the PCs are in the same cell without any of their possessions. If there was a High Elf/Kailin Elf in disguise, the disguise has been removed and

the truth revealed. The PCs are at half hit points (as they have been healed for questioning). Let the PCs stew for a bit as they contemplate their predicament. After a sufficient amount of time, continue onward.

You hear steps echo down the hall. You quickly determine that whoever is causing the sounds is getting closer to your position. Within a few moments, you see a familiar face. Captain J. L. Latimir has a bemused expression on his face as he twirls a keyring on his finger.

"I thought I told you to stay out of trouble."

Latimir will release the PCs and take them to their possessions.

"I can see how your tasks are coming along. I hope the information you have gained this far exceeds your troublemaking ability."

➤ **Do you know where Sterlamin the Sage is?**

"He spends a lot of his time either at his home in the Upper Class District or at the Shrine of Elianna."

➤ **Do you know where Zander Grimm is?**

"While I don't profess in knowing his exact location, I do know he is on the run. He could be in one of three places: at the Shrine of Elianna, the House Slidell Estate, or the House Tezriine Estate. Other than that, your guess is as good as mine."

- **We have spoken to Sterlamin the Sage and he says that when we escape back home, there is a chance that we could be followed. That is, unless someone disrupts the field to prevent further entry. The result if such disruption will make the person in question crazy. Now knowing your counterpart and knowing your eventual destiny, would you do this for us?**

Latimir gives you a sad smile. "I knew this day would come. Trust me, I don't look forward to 'loosing my marbles,' but there is a sense of relief knowing that the wait is over."

➤ **Then you will do it?**

“Yes, of course. I know how important this is to you.”

Before the PCs leave, Latimir will speak up.

“One more thing. There have been some unusual rumblings about a squad of troops being sent over to LoTS HQ at sundown. I will be there leading the group and will help at the proper moment, but you need to be prepared to face them.”

➤ **How many troops?**

“An entire squad.” (Give the troop strength from Encounter 10 based on the ATL being played.)

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 8 – Diamond Legion Patrol

This is a timed encounter. Run this encounter after 3-4 encounters beyond the PCs leaving the Shrine of Destine. If the Riot (**Encounter 5**) results in a fight, it will be this patrol (**Encounter 8A** minus the dogs) that will respond.

Traveling to your next destination, you turn back onto the Royal Way. In doing so, you nearly run into a Diamond Legion patrol that was about to enter the gate you just exited. Before you can nonchalantly get away, you hear a strong, commanding voice break the silence.

“Hold it right there.”

Lt. Alistair Webster is a no-nonsense, by-the-book kind of soldier. He has most likely already seen the PCs and had planned to inspect them the next time he saw them. While the Legion does indeed keep order, their overwhelming presence, no matter where go in the city should instill a sense of paranoia.

Lt. Webster will look each PC over. Any elven PC that looks him (or his men) straight in the eye will draw his attention. While he may be by-the book, he also likes to intimidate those that are supposed to be beneath his station.

He will question the PCs on who they are, what they are doing, where they are going, where they have been ... the whole nine yards.

If the PCs cooperate without a fuss, he will let them go on their way when he is finished with his questioning.

If the PCs balk at the questions, he will insist they answer ... unless they wish to answer the same questions at Legion HQ. (If one or more of the PCs is a member of the Diamond Legion, then Lt. Webster won't try to intimidate. In fact, the DL PC may have the Patrol go on its merry way if he or she makes a successful **Diplomacy check of DC 25.**)

If the PCs have a disguised High Elf or Kailin Noble, the longer they remain in questioning, the more of a chance he (she or they) will be discovered. Allow Lt. Webster to make a **Spot Check** against the PC's **Disguise Check**. For every five questions thereafter, give the Lieutenant an additional +2 bonus for each additional check. This will give the PCs an incentive to make it quick when they see he's looking at some of them funny. If he notices the elf/noble, then **GO TO Encounter 8A.**

If the PCs continue to be trouble, then the Patrol will attempt to forcibly take them in. See **Encounter 8A** for Legion Patrol strength (minus the dogs).

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 8A – Stop, Elf!

As you move from one place to another, you realize that many eyes from the people seem to be watching you. As you turn onto the next street, you realize that halfway down your way is blocked by a number of Legionnaires. As you turn around, another group of Legionnaires cut off your path. The look of hatred is very pronounced as their eyes bore into you ... no, onto the High Elf (or Kailin Noble) in your midst. The Legion Lieutenant speaks out to you.

“Halt! By order of the Emperor ... the High Elf (or Kailin Noble) is to be taken into custody. He (or she) will be executed for the crimes of his/her people. The rest of you stand aside and nothing will become of you!”

Give the PCs a chance to react to the order. The Lieutenant will answer two questions (beyond his name) before he insists once again for the PCs to stand aside.

- **And you are?**

“Lieutenant Alistair Webster.”

- **What are the charges?**

“They are enemies of Raia.”

- **That isn’t a charge, but a declaration.**

“Mass murder throughout the Chaldean Empire. Is that enough of a charge for you?”

- **What of a trial?**

“The trial has already taken place as you well know.”

- **Not for the accused here and now.**

“It matters not. Their entire race was condemned. Now stand aside.”

If the PCs do not allow the Legionnaires to take the High Elf/Kailin Noble PC, the Lieutenant will order his quad to take the entire party.

If the PCs allow the capture (or if the whole party is beaten) the captured party members will end up in **Encounter 7A (page 38)**.

If this encounter comes to a combat, it happens as the PCs are in the city between locations. Make up a battle map of any type of city streets or courtyards you wish to use.

The Diamond Legion squad will be adjacent to the PCs or very close, so the map need not be large.

If the PCs emerge victorious from the attack, allow them to continue to their next destination.

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**
- If the PCs wish to visit the Nobles District, **GO TO Encounter 9 (page 63).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

ATL 2

✂ **Lt. Alistair Webster, Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 20; BAB/Grp: +3/+5; Atk: Bastard Sword +6 melee (1d10+2, 19-20/x2) or Heavy Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +2, Will +2;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Handle Animal +2, Intimidate +2, Jump -9, Ride +4, Swim -18; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

✂ **Corporal Josse Vinge, Male Human Wiz3:** CR 3; Medium Humanoid; HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted AC 10; BAB/Grp: +1/+1; Atk: Quarterstaff +1 melee (1d6, 20/x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +4;

Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (The Planes) +8, Spellcraft +10; Combat Casting, Enlarge Spell, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/3+1/2+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue* (s); 1st - *Burning Hands, Magic Missile x2, Ray of Enfeeblement* (s); 2nd - *Knock, Spectral Hand* (s), *Spectral Hand*.

Possessions: Masterwork Light Crossbow; Quarterstaff

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 3d8; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +4;

Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +7, Hide +16, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

✂ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr3:** CR 3; Medium Humanoid; HD 3d8+3; hp 22; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 Studded Leather), touch AC 13, flatfooted AC13; BAB/Grp: +3/+6; Atk: Longsword +6 melee (1d8+3, 19-20/x2) or Longbow +6 ranged (1d8, 20/x3); Space/Reach: 5ft./5ft.; SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; AL LN; SV Fort +4, Ref +6, Will +3;

Str 16, Dex 17, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +4, Heal +4, Hide +8, Jump +6, Listen +10, Move Silently +9, Ride +5, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Possessions: Longbow, Masterwork; Longsword, Masterwork; Studded leather, Masterwork.

✂ **Corporal Justin, Male Human Clr3:** CR 3; Medium Humanoid; HD 3d8+6; hp 23; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC19; BAB/Grp: +2/+3; Atk: Flail +4 melee (1d8+1, 20/x2), Crossbow +1 ranged (1d8, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +0, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +4, Heal +5, Knowledge (Religion) +6; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 4/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Hold Person, Restoration, Lesser,*

Spiritual Weapon (d).

Possessions: Masterwork Flail; Light Crossbow; Crossbow Bolts (20); Full plate; Heavy Steel Shield.

⚔ **Animal, Dog (4):** CR 1/3; Small Animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3, Dex, +1 natural), touch AC 14, flatfooted AC 12; BAB/Grp: +0/-3; Atk: Bite +2 melee (1d4+1); Full Atk: Bite +2 melee (1d4+1); Space/Reach: 5 ft./5 ft.; SQ: Scent, Low-light Vision; AL N; SV Fort +4, Ref +5, Will +1;

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track.

ATL 3

⚔ **Lt. Alistair Webster, Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 20; BAB/Grp: +3/+5; Atk: Bastard Sword +6 melee (1d10+2, 19-20/x2) or Heavy Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +2, Will +2;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Handle Animal +2, Intimidate +2, Jump -9, Ride +4, Swim -18; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

⚔ **Corporal Josse Vinge, Male Human Wiz3:** CR 3; Medium Humanoid; HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted AC 10; BAB/Grp: +1/+1; Atk: Quarterstaff +1 melee (1d6, 20/x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +4;

Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (The Planes) +8, Spellcraft +10; Combat Casting, Enlarge Spell, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/3+1/2+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue* (s); 1st - *Burning Hands, Magic Missile x2, Ray of Enfeeblement* (s); 2nd - *Knock, Spectral Hand* (s), *Spectral Hand*.

Possessions: Masterwork Light Crossbow; Quarterstaff

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 3d8; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +4;

Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +7, Hide +16, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr3:** CR 3; Medium Humanoid; HD 3d8+3; hp 22; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 Studded Leather), touch AC 13, flatfooted AC13; BAB/Grp: +3/+6; Atk: Longsword +6 melee (1d8+3, 19-20/x2), Longbow +6 ranged (1d8, 20/x3); Space/Reach: 5ft./5ft.; SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; AL LN; SV Fort +4, Ref +6, Will +3;

Str 16, Dex 17, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +4, Heal +4, Hide +8, Jump +6, Listen +10, Move Silently +9, Ride +5, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Possessions: Longbow, Masterwork; Longsword, Masterwork; Studded leather, Masterwork.

⚔ **Corporal Justin, Male Human Clr3:** CR 3; Medium Humanoid; HD 3d8+6; hp 23; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC19; BAB/Grp: +2/+3; Atk: Flail +4 melee (1d8+1), Crossbow +1 ranged (1d8, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +0, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +4, Heal +5, Knowledge (Religion) +6; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 4/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Magic Weapon* (d), *Shield of Faith, Summon Monster I*; 2nd - *Hold Person, Restoration, Lesser, Spiritual Weapon* (d).

Possessions: Masterwork Flail; Light Crossbow; Crossbow Bolts (20); Full plate; Heavy Steel Shield.

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track.

✂ **Sergeant Shirloh, Male Human Mnk3:** CR 3; Medium Humanoid; HD 3d8+3 hp 20; Init +5; Spd 40 ft.; AC 13 (+1 Dex, +2 Leather Armor), touch AC 13, flatfooted AC 12; BAB/Grp: +2/+4; Atk: Siangham +5 melee (1d6+3, 20/x2), Shuriken +3 ranged (1d2+2, 20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +4, Ref +4, Will +5;

Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +9, Escape Artist +7, Jump +8, Listen +8, Spot +8, Tumble +7; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Masterwork Shuriken (10).

✂ **Private Telon, Male Human Rog3:** CR 3; Medium Humanoid; HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +3 Studded Leather, +1 Buckler), touch AC 12, flatfooted AC 14; BAB/Grp: +2/+3; Atk: Rapier +3 melee (1d6+1, 18-20/x2), Light Crossbow +4 ranged; +4 (1d8, 19-20/x2); Space/Reach: 5ft./5ft.; AL CN; SV Fort +2, Ref +5, Will +1;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +3, Gather Information +4, Intimidate +6, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Dodge, Improved Initiative, Mobility.

Possessions: Masterwork Rapier; Masterwork Light Crossbow; Masterwork Studded leather; Masterwork Buckler.

✂ **Animal, Dog (6):** CR1/3; Small Animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch AC 14, flatfooted AC 12; BAB/Grp: +0/-3; Atk: Bite +2 melee (1d4+1); Full Atk: Bite +2 melee (1d4+1); Space/Reach: 5 ft./5 ft.; SQ: Scent, Low-light Vision; AL N; SV Fort +4, Ref +5, Will +1;

ATL 5

✂ **Lt. Alistair Webster, Male Human Ftr5:** CR 5; Medium Humanoid; HD 5d10+10; hp 39; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Sheild), touch AC 11, flatfooted AC 20; BAB/Grp: +5/+8; Atk: Bastard Sword +9 melee (1d10+3, 19-20/x2) or Heavy Crossbow +6 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +6, Ref +2, Will +2;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Intimidate +3, Jump -7, Ride +5, Swim -16; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

✂ **Corporal Josse Vinge, Male Human Wiz5:** CR 5; Medium Humanoid; HD 5d4+5; hp 19; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 Bracers of Armor), touch AC12, flatfooted AC 11; BAB/Grp: +2/+2; Atk: Quarterstaff +2 melee (1d6), Light Crossbow +4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +5;

Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +11, Knowledge (Arcana) +11, Knowledge (History) +5, Knowledge (The Planes) +11, Spellcraft +13; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/4+1/3+1/2+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern, Knock, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt*.

Possessions: Masterwork Light Crossbow; Quarterstaff; Bracers of Armor (+1).

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 5d8; hp 9; Init +2; Spd 30 ft; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and

bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +5;

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

Skills and Feats: Balance +10, Climb +6, Concentration +9, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

✂ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr5:** CR 5; Medium Humanoid; HD 5d8+5; hp 40; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted 14; BAB/Grp: +5/+7; Atk: Longsword +8 melee (1d8+3,19-20/x2), Longbow +9 ranged (1d6,x2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +8, Will +3;

Str 16, Dex 18, Con 12, Int 8, Wis 15, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Heal +10, Hide +9, Jump +6, Listen +11, Move Silently +10, Ride +12, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/1): 1st - *Calm Animals*.

Possessions: Masterwork Longbow, Masterwork Longsword; +1 Studded leather.

Animal, Wolf: CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3, Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✂ **Sergeant Shirloh, Male Human Mnk5:** CR 5; Medium Humanoid; HD 5d8+5; hp 31; Init +5; Spd 40 ft.; AC 14 (+2 Dex, +2 Leather), touch AC 14, flatfooted AC 13; BAB/Grp: +3/+5; Siangham +5 melee (1d6+3, 20/x2), Shuriken +4 ranged (1d2+2, 20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +5, Will +7;

Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +11, Escape Artist +9, Jump +8, Listen +11, Spot +11, Tumble +9; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Masterwork Shuriken (10).

✂ **Corporal Justin, Male Human Clr5:** CR 5; Medium Humanoid; HD 5d8+10; hp 36; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 19; BAB/Grp: +3/+4; Atk: Flail +5 melee (1d8+1, 20/x2), Crossbow +2 ranged (1d8, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +0, Will +7;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +6, Heal +6, Knowledge (Religion) +8; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 5/4+1/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Spiritual Weapon (d)*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d)*.

Possessions: Masterwork Flail, Light Crossbow, Crossbow Bolts (20); Full plate Armor; Heavy Steel Shield.

✂ **Private Telon, Male Human Rog5:** CR 5; Medium Humanoid; HD 5d6+5; hp 23; Init +7;

Spd 30 ft.; AC 17 (+3 Dex, +3 Studded Leather, +1 Blucker), touch AC 13, flatfooted AC 17; BAB/Grp: +3/+4; Atk: Rapier +4 melee (1d6+1) or Light Crossbow +6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +2, Ref +7, Will +1;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +8, Escape Artist +4, Gather Information +4, Intimidate +6, Move Silently +8, Open Lock +9, Search +10, Sense Motive +7, Spot +8, Tumble +11, Use Magic Device +4, Use Rope +8; Dodge, Improved Initiative, Mobility.

Possessions: Masterwork Rapier; Masterwork Light Crossbow; Masterwork Studded Leather Armor; Masterwork Buckler.

✂ **Animal, Dog (6):** CR1/3; Small Animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch AC 14, flatfooted AC 12; BAB/Grp: +0/-3; Atk: Bite +2 melee (1d4+1); Full Atk: Bite +2 melee (1d4+1); Space/Reach: 5 ft./5 ft.; SQ: Scent, Low-light Vision; AL N; SV Fort +4, Ref +5, Will +1;

Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track.

ATL 7

⚔ **Lt. Alistair Webster, Male Human Ftr7:** CR 7; Medium Humanoid; HD 7d10+14; hp 57; Init +5; Spd 20 ft.; AC 22 (+1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 21; BAB/Grp: +7/+10; Atk: Bastard Sword +11 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +11/+6 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8/+3 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LG; SV Fort +7, Ref +3, Will +3;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +4, Jump -5, Ride +8, Swim -14; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate; Shield, heavy steel.

⚔ **Corporal Josse Vinge, Male Human Wiz7:** CR 7; Medium Humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +1 Bracers of Armor, +1 Ring of Prot), touch AC 13, flatfooted AC 13; BAB/Grp: +3/+3; Atk: Quarterstaff +3 melee (1d6), Light Crossbow +5 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +3, Ref +4, Will +6;

Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +7, Knowledge (The Planes) +13, Spellcraft +15; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/4+1/3+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt x2*; 4th - *Animate Dead (s), Invisibility, Greater*.

Possessions: Crossbow, light, Masterwork;

Quarterstaff; Bracers of Armor (+1); Ring of Protection +1.

Bailey, Male Animal, Cat : CR 1/4; Tiny Animal ; HD 7d8; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +6;

Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +11, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr7:** CR 7; Medium Humanoid; HD 7d8+7; hp 44; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted AC 14; BAB/Grp: +7/+10; Atk: Longsword +10 melee (1d8+4, 19-20/x2) or Longbow +11 ranged (1d6+1); Full Attack: Longsword +10/+5 melee (1d8+4, 19-20/x2) or Longbow +11/+6 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +9, Will +4;

Str 16, Dex 18, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +10, Heal +10, Hide +13, Jump +6, Listen +11, Move Silently +12, Ride +12, Search +10, Spot +10, Survival +8; Alertness, Animal Affinity, Blind-Fight, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2): 1st - *Calm Animals, Charm Animal*.

Possessions: +1 Longbow; +1 Longsword; +1 Studded leather.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✂ **Sergeant Shirloh, Male Human Mnk7:** CR 7; Medium Humanoid; HD 7d8+7; hp 42; Init +5; Spd 50 ft.; AC 16 (+2 Dex, +2 Leather, +1 Bracers of Armor, +1 class ability), touch AC 14, flatfooted AC 13; BAB/Grp: +5/+7; Siangham +7 melee (1d6+3), Shuriken +6 ranged (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +6, Will +8;

Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +13, Escape Artist +11, Jump +12, Listen +13, Spot +13, Tumble +11; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Shuriken (10), Masterwork; Bracers of Armor (+1); Ring: Protection +1.

✂ **Corporal Justin, Male Human Clr7:** CR 7; Medium Humanoid; HD 7d8+14; hp 49; Init +3; Spd 20 ft.; AC 20 (-1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 20; BAB/Grp: +5/+6; Atk: Flail +6 melee (1d8+1), Crossbow +4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +1, Will +8;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +7, Heal +7, Knowledge (Religion) +10; Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/5/4/3/1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st -

Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d)*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d), Searing Light*; 4th - *Divination, Spell Immunity (d)*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; Shield, heavy steel (20 gp).

✂ **Private Telon, Male Human Rog7:** CR 7; Medium Humanoid; HD 7d6+7; hp 34; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +4 Studded Leather, +2 Blucker), touch AC 13, flatfooted AC 19; BAB/Grp: +5/+6; Atk: Rapier +6 melee (1d6+1) or Light Crossbow +8 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +3, Ref +8, Will +2;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +10, Escape Artist +4, Gather Information +5, Intimidate +8, Move Silently +10, Open Lock +11, Search +12, Sense Motive +10, Spot +10, Tumble +13, Use Magic Device +6, Use Rope +10; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: Rapier, Masterwork; Crossbow, light, Masterwork; +1 Studded leather armor; +1 Buckler.

✂ **Animal, Dog, War (6):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (+2 De, +4 natural), touch AC 12, flatfooted AC 14; BAB/Grp: +1/+3; Atk: Bite +3 melee (1d6+3); Full Atk: Bite +3 melee (1d6+3); SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3. Survival +1; Alertness, Track.

Combat: If trained for war, these animals can make trip attacks just as wolves do.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent as a free action

(see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the war dog.

ATL 9

✞ **Lt. Alistair Webster, Male Human Ftr9:** CR 9; Medium Humanoid; HD 9d10+18; hp 72; Init +5; Spd 20 ft.; AC 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +9/+12; Atk: Bastard Sword +13 melee (1d10+6, 19-20/x2) or Heavy Crossbow +11 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +13/+8 melee (1d10+6, 19-20/x2) or Heavy Crossbow +11/+6 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL NG; SV Fort +8, Ref +4, Will +4;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +1 Full plate; +1 Shield, heavy steel.

✞ **Corporal Josse Vinge, Male Human Wiz9:** CR 9; Medium Humanoid; HD 9d4+9; hp 33; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot), touch AC 14, flatfooted AC 13; BAB/Grp: +4/+4; Atk: Quarterstaff +4 melee (1d6), Light Crossbow +6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL N; SV Fort +4, Ref +5, Will +7;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (History) +9, Knowledge (The Planes) +15, Spellcraft +17; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/4+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt*

x3; 4th - Animate Dead (s), Invisibility, Greater x2; 5th - Feeblemind, Magic Jar (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff; Bracers of Armor (+2); Ring of Protection +1.

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 9d8; hp 16; Init + 2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort + 3, Ref + 5, Will + 7;

Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +13, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

✞ **Sergeant Jeanuea Fletcher, Female Elf, Forest Rgr9:** CR 9; Medium Humanoid; HD 9d8+9; hp 56; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted AC 14; BAB/Grp: +9/+12; Atk: Longsword +12 melee (1d8+4, 19-20/x2) or Longbow +13 ranged (1d6+1); Full Attack: Longsword +12/+7 melee (1d8+4, 19-20/x2) or Longbow +13/+8 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +10, Will +5;

Str 16, Dex 19, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +11, Handle Animal +10, Heal +10, Hide +13, Jump +6, Listen +13, Move Silently +12, Ride +12, Search +12, Spot +13, Survival +11; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/1): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal*.

Possessions: +1 Longbow; +1 Longsword; +1 Studded leather.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3

melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

⚔ **Sergeant Shirloh, Male Human Mnk9:** CR 9; Medium Humanoid; HD 9d8+9; hp 53; Init +6; Spd 60 ft.; AC 18 (+2 Dex, +2 leather armor, +1 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +1 Class skill), touch AC 16, flatfooted AC 16; BAB/Grp: +6/+8; Atk: Siangham +9 melee (1d6+3) or Shuriken +9 ranged (1d2+3); Full Atk: Siangham +9/+4 melee (1d6+3) or Shuriken +9/+4 ranged (1d2+3); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +8, Will +9;

Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +4, Jump +18, Listen +13, Move Silently +4, Spot +15, Tumble +14; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; +1 Shuriken (10); Bracers of Armor (+1); Ring of Protection +1; Amulet of Natural Armor (+1).

⚔ **Corporal Justin, Male Human Clr9:** CR 9; Medium Humanoid; HD 9d8+18; hp 62; Init +3; Spd 20 ft.; AC 22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22; BAB/Grp: +6/+7; Atk: Flail +8 melee (1d8+1), Crossbow +5 ranged (1d8); Full Atk: Flail +8/+3 melee (1d8+1), Crossbow +5/+0 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +2, Will +9;

Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +8, Heal +8, Knowledge (Religion) +12; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Restoration, Spell Immunity (d)*; 5th - *Flame Strike (d), Raise Dead*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1.

⚔ **Private Telon, Male Human Rog9:** CR 9; Medium Humanoid; HD 9d6+9; hp 43; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +4 Studded Leather, +2 Buckler), touch AC 13, flatfooted 19; BAB/Grp: +6/+7; Atk: Rapier +8 melee (1d6+2) or Light Crossbow +9 ranged (1d8); Full Atk: Rapier +8/+3 melee (1d6+2) or Light Crossbow +9/+4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +4, Ref +9, Will +3;

Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +8, Disable Device +12, Escape Artist +4, Gather Information +6, Intimidate +10, Move Silently +12, Open Lock +13, Search +14, Sense Motive +12, Spot +12, Tumble +15, Use Magic Device +8, Use Rope +12; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 Rapier; +1 Crossbow, light; +1 Studded leather; +1 Buckler.

⚔ **Animal, Dog, War (6):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (+2 De, +4 natural), touch AC 12, flatfooted AC 14;

BAB/Grasp: +1/+3; Atk: Bite +3 melee (1d6+3); Full Atk: Bite +3 melee (1d6+3); SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3. Survival +1; Alertness, Track.

Combat: If trained for war, these animals can make trip attacks just as wolves do.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the war dog.

ATL 11

✠ **Lt. Alistair Webster, Male Human Ftr11:** CR 11; Medium Humanoid; HD 11d10+22; hp 87; Init +5; Spd 20 ft.; AC 25 (+1 Dex, +10 Full Plate Armor, +4 Heavy Steel Shield), touch AC 11, flatfooted AC 24; BAB/Grp: +11/+14; Atk: Bastard Sword +16 melee (1d10+6, 17-20/x2) or Heavy Crossbow +13 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +16/+11/+6 melee (1d10+6, 17-20/x2) or Heavy Crossbow +13/+8/+3 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +4, Will +4;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +6, Intimidate +6, Jump -2, Ride +10, Swim -11; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +2 Full plate armor; +2 Shield, heavy steel.

✠ **Corporal Josse Vinge, Male Human Wiz11:** CR 11; Medium Humanoid; HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Prot), touch AC 13, flatfooted AC 14; BAB/Grp: +5/+5; Atk: Quarterstaff +5 melee (1d6) or Light Crossbow +7 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +4, Ref +5, Will +8;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +11, Knowledge (The Planes) +17, Spellcraft +19; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/5+1/3+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Invisibility*

Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x2, Scrying; 5th - Feeblemind, Magic Jar (s), Symbol of Pain; 6th -- Disintegrate, Eyebite (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff; Bracers of Armor (+2); Ring: Protection +1; Amulet of Natural Armor (+1).

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 11d8; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +8;

Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +15, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.; Weapon Finesse.

✠ **Sergeant Jeanuea Fletcher, Female Elf, Forest Rgr11:** CR 11; Medium Humanoid; HD 11d8+11; hp 69; Init +5; Spd 30 ft.; AC 20 (+5 Dex, +5 Studded Leather), touch AC 15, flatfooted AC 15; BAB/Grp: +11/+14; Atk: Longsword +15 melee (1d8+4, 19-20/x2) or Longbow +17 ranged (1d6+1); Full Attack: Longsword +15/+10/+5 melee (1d8+4, 19-20/x2) or Longbow +17/+12/+7 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +12, Will +5;

Str 16, Dex 21, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Handle Animal +10, Heal +11, Hide +14, Jump +6, Listen +13, Move Silently +13, Ride +13, Search +12, Spot +13, Survival +11, Swim +10, Use Rope +10; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/2): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal, Speak with Plants*.

Possessions: +1 Longbow; +1 Longsword; +2 Studded leather; Gloves of Dexterity +2.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ **Sergeant Shirloh, Male Human Mnk11:** CR 11; Medium Humanoid; HD 11d8+11; hp 64; Init +6; Spd 60 ft.; AC 19 (+2 Dex, +2 leather armor, +1 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +2 Class skill), touch AC 16, flatfooted AC 16; BAB/Grp: +8/+10; Atk: Siangham +12 melee (1d6+4) or Shuriken +11 ranged (1d2+3); Full Atk: Siangham +12/+7 melee (1d6+4) or Shuriken +11/+6 ranged (1d2+3); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +9, Will +10;

Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +6, Jump +20, Listen +13, Move Silently +6, Spot +17, Tumble +16; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +2 Siangham; +1 Shuriken (10); Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1).

✠ **Corporal Justin, Male Human Clr11:** CR 11; Medium Humanoid; HD 11d8+22; hp 75; Init +3; Spd 20 ft.; AC 22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22; BAB/Grp: +8/+9; Atk: Flail +10 melee (1d8+1), Crossbow +7 ranged (1d8); Full Atk: Flail +10/+5 melee (1d8+1), Crossbow

+7/+2 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +2, Will +11;

Str 13, Dex 8, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +16, Diplomacy +9, Heal +10, Knowledge (Religion) +14; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/6+1/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Daylight, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Neutralize Poison, Restoration x2, Spell Immunity (d)*; 5th - *Flame Strike (d), Raise Dead, Wall of Stone*; 6th -- *Stoneskin (d), Symbol of Fear*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+2).

✠ **Private Telon, Male Human Rog11:** CR 11; Medium Humanoid; HD 11d6+11; hp 52; Init +7; Spd 30 ft.; AC 20 (+3 Dex, +4 Studded Leather, +3 Blucker), touch AC 14, flatfooted AC 17; BAB/Grp: +8/+9; Atk: Rapier +10 melee (1d6+2) or Light Crossbow +11 ranged (1d8); Full Atk: Rapier +10/+5 melee (1d6+2) or Light Crossbow +11/+6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +4, Ref +10, Will +3;

Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +6, Decipher Script +8, Disable Device +14, Escape Artist +4, Gather Information +7, Intimidate +12, Move Silently +14, Open Lock +15, Search +16, Sense Motive +14, Spot +14, Tumble +17, Use Magic Device +10, Use Rope +14; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 Rapier; +1 Crossbow, light; +1 Studded Leather; +2 Buckler.

⚔ Animal, Dog, War (6): CR 1;Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (+2 De, +4 natural), touch AC 12, flatfooted AC 14; BAB/Grp: +1/+3; Atk: Bite +3 melee (1d6+3); Full Atk: Bite +3 melee (1d6+3); SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3. Survival +1; Alertness, Track.

Combat: If trained for war, these animals can make trip attacks just as wolves do.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the war dog.

ATL 13

⚔ **Lt. Alistair Webster, Male Human Ftr13:** CR 13; Medium Humanoid; HD 13d10+26; hp 102; Init +5; Spd 20 ft.; AC 25 (+1 Dex, +10 Full Plate Armor, +4 Heavy Steel Shield), touch AC 11, flatfooted AC 24; BAB/Grp: +13/+17; Atk: Bastard Sword +19 melee (1d10+9, 17-20/x2) or Heavy Crossbow +15 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +19/+14/+9 melee (1d10+9, 17-20/x2) or Heavy Crossbow +15/+10/+5 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +5, Will +5;

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +7, Intimidate +7, Jump +0, Ride +11, Swim -9; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical: Sword, bastard, Improved Initiative, Improved Shield Bash, Improved Sunder, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +2 Full plate armor; +2 Shield, heavy steel.

⚔ **Corporal Josse Vinge, Male Human Wiz13:** CR 13; Medium Humanoid; HD 13d4+13; hp 47; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +3 Bracers of Armor, +2 Ring of Prot, +1 Amulet of Prot), touch AC 14, flatfooted AC 16; BAB/Grp: +6/+6; Atk: Quarterstaff +7 melee (1d6+1) or Light Crossbow +8 ranged (1d8); Full Atk: Quarterstaff +7/+2 melee (1d6+1) or Light Crossbow +8/+3 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +5, Ref +6, Will +9;

Str 10, Dex 14, Con 13, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +17, Decipher Script +21, Knowledge (Arcana) +21, Knowledge (History) +17, Knowledge (The Planes) +21, Spellcraft +23; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/6+1/5+1/5+1/5+1/4+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt*

Undead, Ray of Frost, Touch of Fatigue (s); 1st - Burning Hands, Detect Secret Doors, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s); 2nd - Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand; 3rd - Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x3, Scrying, Solid Fog; 5th - Feeblemind, Magic Jar (s), Symbol of Pain x3; 6th -- Disintegrate, Eyebite (s), Otiluke's Freezing Sphere; 7th - Finger of Death (s), Reverse Gravity.

Possessions: Crossbow, light, Masterwork; +1 Quarterstaff; Wondrous: Bracers of Armor (+3); Ring of Protection +2; Amulet of Natural Armor (+1); Wondrous: Headband of Intellect (+2).

⚔ **Bailey, Male Animal, Cat:** CR 1/4; Tiny Animal; HD 13d8; hp 23; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +4, Ref +6, Will +9;

Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +17, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Elf, Forest Rgr13:** CR 13; Medium Humanoid; HD 13d8+13; hp 70; Init +6; Spd 30 ft.; AC 22 (+6 Dex, +5 Studded Leather, +1 Ring of Prot), touch AC 16, flatfooted AC 17; BAB/Grp: +13/+16; Atk: Longsword +17 melee (1d8+4, 19-20/x2) or Longbow +21 ranged (1d6+2); Full Attack: Longsword +17/+12/+7 melee (1d8+4, 19-20/x2) or Longbow +21/+16/+11 ranged (1d6+2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +14, Will +6;

Str 16, Dex 22, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Concentration +8, Handle Animal +15, Heal +11, Hide +15, Jump +8, Listen +13, Move Silently +14, Ride +14, Search +12, Spot +13, Survival +11, Swim +10, Use Rope +11; Alertness, Animal Affinity, Blind-

Fight, Combat Reflexes, Diehard, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/2/1): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal, Speak with Plants*; 3rd - *Neutralize Poison*.

Possessions: +2 Longbow; +1 Longsword; +2 Studded leather; Gloves of Dexterity +2; Amulet of Natural Armor +1; Ring: Protection +1.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +7, Ref +8, Will +3;

Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ **Sergeant Shirloh, Male Human Mnk13**: CR 13; Medium Humanoid; HD 13d8+13; hp 75; Init +6; Spd 70 ft.; AC 19 (+2 Dex, +2 leather armor, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +2 Class skill), touch AC 16, flatfooted AC 17; BAB/Grp: +9/+11; Atk: Siangham +13 melee (1d6+4) or Shuriken +13 ranged (1d2+4); Full Atk: Siangham +13/+8 melee (1d6+4) or Shuriken +13/+8 ranged (1d2+4); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +10, Will +11;

Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Balance +14, Diplomacy +1, Escape Artist +12, Hide +8, Jump +26, Listen +13, Move Silently +8, Spot +18, Tumble +19; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +2 Siangham; +2 Shuriken (10);

Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1).

✠ **Corporal Justin, Male Human Clr13**: CR 13; Medium Humanoid; HD 13d8+26; hp 88; Init +4; Spd 20 ft.; AC 23 (+9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 11, flatfooted AC 23; BAB/Grp: +9/+10; Atk: Flail +12 melee (1d10+1), Crossbow +9 ranged (1d8); Full Atk: Flail +12/+7 melee (1d10+1), Crossbow +9/+4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +4, Will +13;

Str 13, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +18, Diplomacy +11, Heal +11, Knowledge (Religion) +16; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Scribe Scroll, Weapon Focus: Flail.

Deity: Galvandt; *Domains*: Law, War.

Spells Prepared (Clr 6/7+1/6+1/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Chaos, Detect Evil, Detect Undead, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Calm Emotions, Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Daylight, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Divine Power, Neutralize Poison, Restoration x2, Spell Immunity (d)*; 5th - *Disrupting Weapon, Flame Strike (d), Flame Strike, Raise Dead, Wall of Stone*; 6th -- *Blade Barrier, Stoneskin (d), Symbol of Fear*; 7th - *Power Word, Blind (d), Regenerate*.

Possessions: +1 Flail, heavy; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+2); Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

✠ **Private Telon, Male Human Rog13**: CR 13; Medium Humanoid; HD 13d6+13; hp 61; Init +9; Spd 30 ft.; AC 22 (+5 Dex, +2 Bracers of Armor, +3 Blucker, +1 Ring of Prot, +1 Amulet of Nat

Armor), touch AC 16, flatfooted AC 22; BAB/Grp: +9/+10; Atk: Rapier +16 melee (1d6+2) or Light Crossbow +15 ranged (1d8); Full Atk: Rapier +16/+11 melee (1d6+2) or Light Crossbow +15/+10 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +5, Ref +13, Will +4;

Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +6, Decipher Script +8, Disable Device +16, Escape Artist +6, Gather Information +7, Intimidate +13, Move Silently +18, Open Lock +19, Search +18, Sense Motive +16, Spot +16, Tumble +21, Use Magic Device +13, Use Rope +19; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +2 Rapier; +1 Crossbow, light; +2 Buckler; Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

⚔ **Animal, Dog, War (6):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (+2 De, +4 natural), touch AC 12, flatfooted AC 14; BAB/Grp: +1/+3; Atk: Bite +3 melee (1d6+3); Full Atk: Bite +3 melee (1d6+3); SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3. Survival +1; Alertness, Track.

Combat: If trained for war, these animals can make trip attacks just as wolves do.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the war dog.

ATL 15

⚔ **Lt. Alistair Webster, Male Human Ftr15:** CR 15; Medium Humanoid; HD 15d10+30; hp 117; Init +5; Spd 20; AC 28 25 (+1 Dex, +11 Full Plate Armor, +5 Heavy Steel Shield, +1 Ring of Prot), touch AC 12, flatfooted AC 27; BAB/Grp: +15/+19; Atk: Bastard Sword +24 melee (1d10+11, 17-20/x2) or Heavy Crossbow +17 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +24/+19/+14 melee (1d10+11, 17-20/x2) or Heavy Crossbow +17/+12/+7 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +11, Ref +6, Will +6;

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +8, Intimidate +8, Jump +1, Ride +12, Swim -8; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical: Sword, bastard, Improved Initiative, Improved Overrun, Improved Shield Bash, Improved Sunder, Mobility, Point Blank Shot, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +3 Sword, bastard; +1 Crossbow, heavy; +3 Full plate armor; +3 Heavy Steel Shield; Ring of Protection +1.

⚔ **Corporal Josse Vinge, Male Human Wiz15:** CR 15; Medium Humanoid; HD 15d4+15; hp 54; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +3 Bracers of Armor, +2 Ring of Prot, +2 Amulet of Nat Armor), touch AC 15, flatfooted AC 17; BAB/Grp: +7/+7; Atk: Quarterstaff +8 melee (1d6+1) or Light Crossbow +10 ranged (1d8); Full Atk: Quarterstaff +8/+3 melee (1d6+1) or Light Crossbow +10/+5 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +6, Ref +8, Will +10;

Str 10, Dex 16, Con 13, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +19, Decipher Script +24, Knowledge (Arcana) +24, Knowledge (History) +22, Knowledge (The Planes) +24, Spellcraft +26; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy, Spell Mastery(1).

Spells Prepared (Wiz 4/6+1/6+1/5+1/5+1/5+1/4+1/2+1/1+1):
0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Detect Secret Doors, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand x2*; 3rd - *Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3*; 4th - *Animate Dead (s), Invisibility, Greater x3, Scrying, Solid Fog*; 5th - *Feeblemind, Magic Jar (s), Summon Monster V, Symbol of Pain x3*; 6th -- *Circle of Death, Disintegrate, Eyebite (s), Otiluke's Freezing Sphere*; 7th - *Finger of Death (s), Reverse Gravity, Teleport, Greater*; 8th - *Clone, Create Greater Undead (s)*.

Possessions: Crossbow, light, Masterwork; +1 Quarterstaff; Gloves of Dexterity (+2); Bracers of Armor (+3); Ring of Protection +2; Headband of Intellect (+4); Amulet of Natural Armor (+2).

⚔ **Bailey, Male Animal, Cat:** CR 1/4; Tiny Animal; HD 15d8 (Animal); hp 27; Init +2; Spd 30; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +5, Ref +7, Will +10;

Str 3, Dex 15, Con 10, Int 13, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +19, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Elf, Forest Rgr15:** CR 15; Medium Humanoid; HD 15d8+15; hp 84; Init +6; Spd 30 ft.; AC 23 (+6 Dex, +6 Studded Leather, +1 Ring of Prot), touch AC 16, flatfooted AC 18; BAB/Grp: +15/+18; Atk: Longsword +20 melee (1d8+4, 17-20/x2) or Longbow +23 ranged (1d6+2); Full Attack: Longsword +20/+15/+10 melee (1d8+4, 17-20/x2) or Longbow +23/+18/+13 ranged (1d6+2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +15, Will +7;

Str 16, Dex 22, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Concentration +8,

Handle Animal +15, Heal +11, Hide +15, Jump +8, Listen +13, Move Silently +14, Ride +14, Search +12, Spot +20, Survival +18, Swim +10, Use Rope +11; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Diehard, Endurance, Improved Critical: Longsword, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/3/2/1/1): 1st - *Calm Animals, Charm Animal, Speak with Animals*; 2nd - *Hold Animal, Speak with Plants*; 3rd - *Neutralize Poison*; 4th - *Commune with Nature*.

Possessions: +2 Longbow; +2 Longsword; +3 Studded leather; Gloves of Dexterity +2; Amulet of Natural Armor +1; Ring of Protection +1; Periapt of Wisdom +2.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +7, Ref +8, Will +3;

Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent

✠ **Sergeant Shirloh, Male Human Mnk15:** CR 15; Medium Humanoid; HD 15d8+15; hp 86; Init +7; Spd 80 ft.; AC 21 (+3 Dex, +3 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +3 Class skill), touch AC 18, flatfooted AC 18; BAB/Grp: +11/+13; Atk: Siangham +16 melee (1d6+5) or Shuriken +15 ranged (1d2+4); Full Atk: Siangham +16/+11/+6 melee (1d6+5) or Shuriken +15/+10/+5 ranged (1d2+4); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +12, Will +13;

Str 14, Dex 16, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +15, Diplomacy +5, Escape Artist +13, Hide +11, Jump +32, Listen

+14, Move Silently +11, Spot +19, Tumble +20; Deflect Arrows, Improved Critical: Unarmed strike, Improved Grapple, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +3 Siangham; +2 Shuriken (10); Bracers of Armor (+3); Ring of Protection +1; Amulet of Natural Armor (+1); Gloves of Dexterity (+2); Periapt of Wisdom (+2).

✠ **Corporal Justin, Male Human Clr15:** CR 15; Medium Humanoid; HD 15d8+30; hp 101; Init +4; Spd 20 ft.; AC 23 (+9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 11, flatfooted AC 23; BAB/Grp: +11/+12; Atk: Flail +14 melee (1d10+1), Crossbow +11 ranged (1d8); Full Atk: Flail +14/+9/+4 melee (1d10+1), Crossbow +11/+6/+1 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +11, Ref +5, Will +15; Str 13, Dex 10, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +20, Diplomacy +13, Heal +12, Knowledge (Religion) +18; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Scribe Scroll, Spell Penetration, Weapon Focus: Flail.

Deity: Galvandt; *Domains*: Law, War.

Spells Prepared (Clr 6/7+1/7+1/6+1/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Chaos, Detect Evil, Detect Undead, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Calm Emotions, Consecrate, Hold Person x2, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Daylight, Dispel Magic, Glyph of Warding, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Divine Power, Neutralize Poison, Restoration x2, Spell Immunity (d)*; 5th - *Disrupting Weapon, Flame Strike (d), Flame Strike, Hallow, Raise Dead, Wall of Stone*; 6th -- *Blade Barrier, Stoneskin (d), Symbol of Fear, Undeath to Death, Word of Recall*; 7th - *Power Word, Blind (d), Regenerate, Resurrection*; 8th - *Fire Storm, Power Word, Stun (d)*.

Possessions: +1 Flail, heavy; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+4); Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

✂ **Private Telon, Male Human Rog15:** CR 15; Medium Humanoid; HD 15d6+15; hp 70; Init +9; Spd 30 ft.; AC 25 (+5 Dex, +4 Bracers of Armor, +3 Buckler, +1 Ring of Prot, +2 Amulet of Nat Armor), touch AC 17, flatfooted AC 25; BAB/Grp: +11/+12; Atk: Rapier +19 melee (1d6+3) or Light Crossbow +17 ranged (1d8+1); Full Atk: Rapier +19/+14/+9 melee (1d6+3) or Light Crossbow +17/+12/+7 ranged (1d8+1); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +6, Ref +14, Will +5;

Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +6, Decipher Script +8, Disable Device +18, Escape Artist +6, Gather Information +7, Intimidate +17, Move Silently +21, Open Lock +21, Search +20, Sense Motive +18, Spot +18, Tumble +23, Use Magic Device +15, Use Rope +20; Combat Reflexes, Dodge, Improved Critical: Rapier, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +2 Rapier; +1 Crossbow, light; +2 Buckler; Bracers of Armor (+4); Ring of Protection +2; Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

✂ **Animal, Dog, War (6):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16 (+2 De, +4 natural), touch AC 12, flatfooted AC 14; BAB/Grp: +1/+3; Atk: Bite +3 melee (1d6+3); Full Atk: Bite +3 melee (1d6+3); SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Swim +3. Survival +1; Alertness, Track.

Combat: If trained for war, these animals can make trip attacks just as wolves do.

Trip (Ex): A war dog that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the war dog.

Encounter 9 – The Nobles District

Only run this section if it is the first time the PCs enter the Nobles District.

Making your way along the Royal Way, you reach the gate that separates you from the Nobles District. The sentries in front of the closed gate eye you as you approach... ready for anything. Both sentries are impeccably dressed and while roughly the same height, they still manage to look down upon you (it must be a noble thing). In spite of his alertness, his tone sounds rather bored. He doesn't even dignify you with a complete sentence.

“Yes?”

Even outnumbered 2-to-1 (or even 3-to-1), the sentries will not be intimidated. A Noble PC (except from House Kailin) will elicit some respect from the sentries. Either way, a writ (or the presence of the Noble PC) will allow the PCs into the district. Otherwise, the PCs will stay on the closed side of the gate.

Only read the following once:

As you near your intended destination, you cannot help but notice the obvious hole in the ground where a mansion used to stand. While there seems to be overgrowth of grass and weeds along the fences, wisps of smoke can be seen rising from the crater.

PC Nobles of House Kailin would know that this is where their house stood in their home city. The same holds true for this city as well. PC Nobles from other Houses that make a successful **Knowledge (nobility) check of DC 15** will know this information as well. All other PCs that make a successful **Knowledge (nobility) check of DC 25** will know that this is where House Kailin once stood.

While the destruction of House Kailin happened years ago, magicks have been applied to the crater to make it appear to continuously smolder ... as a

constant reminder that treasonous acts will not be tolerated.

- If the PCs wish to visit House Tezriine, **GO TO Encounter 9A (page 63).**
- If the PCs wish to visit House Slidell, **GO TO Encounter 9B (page 66).**

Please Note: Overall, the same information can be learned at both House Tezriine and House Slidell. If the PCs go to both encounters, try to vary the answers so they don't sound so “cookie-cutterish.”

Encounter 9A – House Tezriine

Passing the smoldering crater, you turn the path and enter through the fence of the House Tezriine Estate. Its magical nature is quite obvious, as conventional building materials couldn't possibly support the many sections of the building. To say that the architect of the house is “eccentric” would be an understatement. The shape of the building could easily be compared to an inverted triangle.

Reaching the door, you see no knocker.

A **Spot check of DC 10** will reveal a small button to the right of the doorframe about at the door's midsection. It is slightly illuminated. If checked for traps, none will be found. If the button is pressed, the sound of chimes can be heard beyond the door. Within about a minute, a young lady in a maid's uniform opens the door.

The young maid name is Angela. She is Jade's chambermaid. The PCs will probably not know whom to speak to concerning the Grimm child. Angela will invite the PCs into the manor and show them to the sitting room. After several moments, an older woman (but still young) enters the room. The Tezriine family resemblance is quite evident, as she stands before the PCs in her regal attire.

“Angela says you have an interest in the Grimm child. House Tezriine doesn’t normally associate itself with the Grimms. Why would you come here?”

Patricia is one of Jade/Jewel’s older sisters. Her explanation of the relations between House Grimm and House Tezriine is the truth. Although if the PCs mention that Jade/Jewel said that the child might be here, then Patricia will warm up to the PCs and be more cooperative.

➤ **What happened outside / what is that smoldering hole?**

“That was where the House Kailin Estate used to be.”

➤ **What happened to them?**

“Let us just say that the punishment for treason is hard and swift.”

➤ **Treason? What did they do?**

“I’m afraid that I cannot say.”

➤ **Cannot or will not?**

“Cannot. It is a forbidden subject. And I will not speak any more of it.”

➤ **Is the Grimm child here?**

If this is the second location in which the PCs have inquired about the child, there is a 50% chance that Zander Grimm is here. If this is the third place in which the PCs have gone to locate the child, then there is 100% chance that Zander is here.

➤ **If no:**

“I am sorry, he is not here at the moment. It is my understanding that he is presently at House Slidell. You will find him and his aunt there.”

➤ If the PCs wish to visit House Slidell, **GO TO Encounter 9B (page 65).**

➤ **If the answer is yes:**

“You are in luck. He is here. If you will follow me, I shall take you to him.”

Patricia will lead the PCs out of the sitting room and through a secret door. After going about forty feet down a simply lit descending hallway, the passage opens up into a large room. The room is sparsely decorated and doesn’t have much furniture. You see a bed in the corner with a nightstand and an oil lamp. There is a small table with chairs in which a small child (about 2-3 years old) is drawing. About ten feet away sitting in a cushioned chair is a young woman. She has a regal stature about her, though her face seems kind. There are obvious worry lines etched into her forehead. She seems relieved when she sees Patricia.

Before any introductions are made, creatures suddenly appear. You hear the low, guttural voice of the infernal.

“Take the child. Kill the rest.”

The infernals will fight to their fullest, but they are under orders to not deliver any killing blows. If the PCs are defeated, they will take the child (and he will be unrecoverable).

ALL ATLS

✂ **Patricia Tezriine, Female Human, Wiz11:** CR 11; Medium Humanoid; HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Prot), touch AC 13, flatfooted AC 14; BAB/Grp: +5/+5; Atk: Quarterstaff +5 melee (1d6) or Light Crossbow +7 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +4, Ref +5, Will +8;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +11, Knowledge (The Planes) +17, Spellcraft +19; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/5+1/3+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2,*

Ray of Enfeeblement (s); 2nd - Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand; 3rd - Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x2, Scrying; 5th - Feeblemind, Magic Jar (s), Symbol of Pain; 6th -- Disintegrate, Eyebite (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff (0 gp); Bracers of Armor (+2); Ring: Protection +1; Amulet of Natural Armor (+1).

Lucky, Male Animal, Cat: CR 1/4; Tiny Animal; HD 11d8; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +8;

Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +15, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.; Weapon Finesse.

Patricia will primarily protect Constance and Zander Grimm. Should any of the PCs need help, she will join the fray knowing that if they fall to the infernals all of their lives would be lost.

ATL 2

✂ [GO TO Page 18](#)

ATL 3

✂ [GO TO Page 20](#)

ATL 5

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ATL 7

✂ [GO TO Page 24](#)

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ATL 11

✂ [GO TO Page 28](#)

ATL 13

✂ [GO TO Page 30](#)

ATL 15

✂ [GO TO Page 32](#)

Once the battle is over, the young woman will approach the PCs.

“Thank you very much. My name is Constance and this is Zander. If you hadn’t have been here, they could have taken Zander away. I am sure they would have killed him. And I bet that witch at the devil shrine sent them, too. I don’t know what we will do when they attack again and again...”

During a reading at the Shrine of Destine, it was prophesized that Zander would be “useless to the affairs of this city.” The key word here being “this,” although Harvinder, his father, only heard the keyword “useless.” So Harvinder’s eldest brother, Lord Consul Alaric Grimm, had sentenced his nephew to death. If not for Harvinder’s wife Lanora and his sister Constance, Zander would have already been killed.

The PCs can offer suggestions to Constance on possible solutions. No solution will seem satisfactory until the PCs offer that Zander (or both of them) can come with them to their own Amthydor.

➤ **To Patricia: We might need some help at LoTS. Could you meet us there and help us?**

“I think I can clear my schedule to be there when you need me. From the way you fight, you probably need all the help you can get.” She says with an obvious smile.

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**

- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 9B – House Slidell

Passing the smoldering crater, you turn the path and enter through the fence of the House Slidell Estate. The influence of Hyperion is quite evident throughout the architecture. While you figure nobles to be pompous and arrogant, the design is unexpectedly tasteful and subdued.

Reaching the door, there is a polished silver knocker.

The butler, Cedric, will answer the door. The PCs will probably not know whom to speak to concerning the Grimm child. Cedric will invite the PCs into the manor and show them to the drawing room. After a few minutes, the Lord Consul of the manor enters the room. He will introduce himself as Lafayette Slidell.

“Cedric says you have an interest in the Grimm child. What, may I ask, is your interest in this child?”

House Slidell is a huge supporter of the church of Hyperion. (Hyperion is the Intermediate god of Nobles.) Lord Consul Slidell is very patient and understanding of the PCs. Unlike the reputation that most nobles have earned, Lord Slidell is a very open and personable person. He will listen to the PCs and sense motive to determine their motives. When Lord Slidell is satisfied that the PCs have no harmful intent to Zander Grimm, he will be open to answer a few of their questions.

- **What happened outside / what is that smoldering hole?**

“That was where the House Kailin Estate used to be.”

- **What happened to them?**

“Let us just say that the punishment for treason is hard and swift.”

- **Treason? What did they do?**

“I’m afraid that I cannot say.”

- **Cannot or will not?**

“Cannot. It is a forbidden subject. And I will not speak any more of it.”

PCs that participated in the initial *Sleeping with the Enemy* trilogy (*Merchants, Temples, and Nobles*), will know that the original Zander Grimm had no noble blood at all.

- **Is Zander Grimm of noble birth?**

“The blood in his veins is indeed of noble quality. Hyperion would never allow one not as such to wear his symbol.”

- **Is the Grimm child here?**

If this is the second location in which the PCs have inquired about the child, there is a 50% chance that Zander Grimm is here. If this is the third place in which the PCs have gone to locate the child, then there is 100% chance that Zander is here.

- **If no:**

“I am sorry, he is not here at the moment. It is my understanding that he is presently at House Tezriine. You will find him and his aunt there.”

- If the PCs wish to visit House Tezriine, **GO TO Encounter 9A (page 62).**

- **If the answer is yes:**

“You are in luck. He is here. If you will follow me, I shall take you to him.”

Lord Slidell will lead the PCs out of the sitting room and through a secret door. After going about forty feet down a simply lit descending hallway, the passage opens up into a large room. The room is sparsely decorated and doesn’t have much furniture. You see a bed in the corner with a nightstand and an oil lamp. There is a small table with chairs in which a small child (about 2-3 years

old) is drawing. About ten feet away sitting in a cushioned chair is a young woman. She has a regal stature about her, though her face seems kind. There are obvious worry lines etched into her forehead. She seems relieved when she sees the Lord Consul's face.

Before any introductions are made, creatures suddenly appear. You hear the low, guttural voice of the infernal.

"Take the child. Kill the rest."

The infernals will fight to their fullest, but they are under orders to not deliver any killing blows. If the PCs are defeated, they will take the child (and he will be unrecoverable).

ALL ATLS

⚔ Lord Consul Lafayette Slidell, Male Human, Pal11: CR 11; Medium Humanoid; HD 11d10+11; hp 76; Init +3; Spd 20 ft.; AC 22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22); BAB/Grp: +11/+13; Atk: Longsword +15 melee (1d8+4, 19-20/x2) or Light Crossbow +10 ranged (1d8); Full Atk: Longsword +15/+10/+5 melee (1d8+4, 19-20/x2) or Light Crossbow +10/+5/+0 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LG; SV Fort +11, Ref +5, Will +8;

Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +13, Handle Animal +7, Heal +6, Ride +9, Sense Motive +6; Combat Casting, Improved Critical: Longsword, Improved Initiative, Improved Shield Bash, Weapon Focus: Longsword.

Spells Prepared (Pal --/2/2): 1st - *Cure Light Wounds, Magic Weapon*; 2nd - *Remove Paralysis, Zone of Truth*.

Possessions: +2 Longsword; Crossbow, light; +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1.

Lord Slidell will primarily protect Constance and Zander Grimm. Should any of the PCs need healing, they will jump in and heal as/if necessary.

Side Note: Yes, it appears that demons and devils are working together. This is not a mistake. ☺

ATL 2

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ATL 3

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ATL 15

⚔ GO TO Page 32

Once the battle is over, the young woman will approach the PCs.

"Thank you very much. My name is Constance and this is Zander. If you hadn't have been here, they could have taken Zander away. I am sure they would have killed him. And I bet that witch at the devil shrine sent them, too. I don't know what we will do when they attack again and again..."

During a reading at the Shrine of Destine, it was prophesized that Zander would be "useless to the affairs of this city." The key word here being "this," although Harvinder, his father, only heard the keyword "useless." So Harvinder's eldest brother, Lord Consul Alaric Grimm, had sentenced

his nephew to death. If not for Harvinder's wife Lanora and his sister Constance, Zander would have already been killed.

The PCs can offer suggestions to Constance on possible solutions. No solution will seem satisfactory until the PCs offer that Zander (or both of them) can come with them to their own Amthydor.

- **To Lord Slidell: We might need some help at LoTS. Could you meet us there and help us?**

"I think I can clear my schedule to be there when you need me. From the way you fight, you probably need all the help you can get." He says with an obvious smile.

- If the PCs wish to visit Sterlamin the Sage, **GO TO Encounter 3 (page 11).**
- If the PCs wish to visit the Shrine of Elianna, **GO TO Encounter 4 (page 13).**
- If the PCs wish to visit the Temple of Dymora, **GO TO Encounter 7 (page 35).**
- If the PCs wish to return to the League, **GO TO Encounter 10 (page 68).**

Encounter 10 – Return to LoTS

With this encounter, everything comes to a head. Sterlamin will meet the PCs (as well as Constance and Zander Grimm) first. Allow Sterlamin to explain his findings before the Legion (led by Captain Latimir) bursts in to attack.

As the sun sets, you make your way back to the League spell-casting chamber. The room is empty save for the presence of Sterlamin. He breathes a sigh of relief as you pass through the door.

"Well it is about time! For people wanting to go home, I expected you early."

Sterlamin has discovered the proper resonance that will allow the PCs to travel back home. In spite of the tremendous discovery, he will be nervous as hell, especially if he isn't going with the PCs and is about to betray them. Next to the portal is an iron case. If the PCs agreed to take Sterlamin with them, the case holds all of his notes on portal magic. If Sterlamin is not going with the PCs, then this case will be empty.

As you get ready for Sterlamin to begin the incantation, you have a strange feeling of déjà vu as Captain Latimir bursts into the room with a squad of Diamond Legion troops!

"Here they are! Detain them and don't let them escape!"

Except for the initial part of leading the troops into the room, Latimir will side with the PCs when the fight ensues. Constance Grimm will also fight (whether she is leaving with the PCs or not) in an attempt to give Zander his only chance of living.

For ATLS 7+: If Sterlamin is going with the PCs, he will fight as well. If he isn't, he will stand to the side out of harm's way. If the PCs managed to recruit extra help (Jade & Jewel Tezriine, Partrictia Tezriine, or Lord Consul Lafayette Slidell) only one additional NPC will be present to help the PCs as well.

ALL ATLS

‡ **Captain J. L. Latimir, human male, Ftr9:** CR 9; Medium Humanoid; HD 9d10+18; hp 72; Init +5; Spd 20 ft.; AC 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +9/+12; Atk: Bastard Sword +13 melee (1d10+6, 19-20/x2) or Heavy Crossbow +10 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +13/+8 melee (1d10+6, 19-20/x2) or Heavy Crossbow +10/+5 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL NG; SV Fort +8, Ref +4, Will +4;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +1 Full plate; +1 Shield, heavy steel.

‡ **Constance Grimm, human female, Ftr7:** CR 7; Medium Humanoid; HD 7d10+14; hp 57; Init +5; Spd 20 ft.; AC 22 (+1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 21; BAB/Grp: +7/+10; Atk: Bastard Sword +11 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +11/+6 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8/+3 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LG; SV Fort +7, Ref +3, Will +3;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +4, Jump -5, Ride +8, Swim -14; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate; Shield, heavy steel.

ATL 7+

⚔ **Sterlamin the Sage, human male, Wiz9:** CR 9; Medium Humanoid; HD 9d4+9; hp 33; Init +2; Spd 30 ft.; AC 15 (Flatfooted:13 Touch:13); Atk +4 base melee, +6 base ranged; +2 (1d6, Quarterstaff); +3 (1d8, Crossbow, light, Masterwork); AL N; SV Fort +4, Ref +5, Will +7;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (History) +9, Knowledge (The Planes) +15, Spellcraft +17; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/4+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt x3*; 4th - *Animate Dead (s), Invisibility, Greater x2*; 5th - *Feeblemind, Magic Jar (s)*.

Possessions: Crossbow, light, Masterwork; Quarterstaff; Bracers of Armor (+2); Ring of Protection +1.

Scampers, Male Animal, Cat: CR 1/4; Tiny Animal; HD 9d8; hp 16; Init + 2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort + 3, Ref + 5, Will + 7;

Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +13, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

AND (MAYBE) ONE OF THE FOLLOWING:

⚔ **Lord Consul Lafayette Slidell, Male Human, Pal11:** CR 11; Medium Humanoid; HD 11d10+11; hp 76; Init +3; Spd 20 ft.; AC 22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22); BAB/Grp: +11/+13; Atk: Longsword +15 melee (1d8+4, 19-20/x2) or Light Crossbow +10 ranged (1d8); Full Atk: Longsword +15/+10/+5 melee (1d8+4, 19-20/x2) or Light Crossbow +10/+5/+0 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LG; SV Fort +11, Ref +5, Will +8;

Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +13, Handle Animal +7, Heal +6, Ride +9, Sense Motive +6; Combat Casting, Improved Critical: Longsword, Improved Initiative, Improved Shield Bash, Weapon Focus: Longsword.

Spells Prepared (Pal --/2/2): 1st - *Cure Light Wounds, Magic Weapon*; 2nd - *Remove Paralysis, Zone of Truth*.

Possessions: +2 Longsword; Crossbow, light; +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1.

⚔ **Patricia Tezriine, Female Human, Wiz11:** CR 11; Medium Humanoid; HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Prot), touch AC 13, flatfooted AC 14; BAB/Grp: +5/+5; Atk: Quarterstaff +5 melee (1d6) or Light Crossbow +7 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +4, Ref +5, Will +8;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +11, Knowledge (The Planes) +17, Spellcraft +19; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/5+1/3+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern*

x2, Knock x2, Spectral Hand (s), Spectral Hand; 3rd - Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x2, Scrying; 5th - Feeblemind, Magic Jar (s), Symbol of Pain; 6th -- Disintegrate, Eyebite (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff (0 gp); Bracers of Armor (+2); Ring: Protection +1; Amulet of Natural Armor (+1).

Lucky, Male Animal, Cat: CR 1/4; Tiny Animal; HD 11d8; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +8;

Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +15, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.; Weapon Finesse.

✠ Jade & Jewel Tezriine, Female Human, Clr8: CR 8; Medium Humanoid; HD 8d8+16, hp 68; Init +3; Spd 20 ft; AC 21 (+9 armor (full plate +1), +3 shield (heavy steel shield +1), -1 Dex), touch AC 9, Flatfooted AC 21; BAB/Grp +6/+7; Atk +9 melee (masterwork flail, 1d8+1) or +5 ranged (light crossbow, 1d8, 19-20/x2); Full Atk +9/+4 melee (masterwork flail, 1d8+1) or +5 ranged (light crossbow, 1d8, 19-20/x2); AL CG; SV Fort +8, Ref +1, Will +9

Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 17.

Skills and Feats: Concentration +13, Diplomacy +10, Heal +7, Knowledge (Religion) +11; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Flail.

Deity: Elianna; *Domains:* Charm, Destiny

Spells Prepared (Clr 6/5+1/4+1/4+1/2+1):

0 - Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending; 1st - Bless, Charm Person (d), Comprehend Languages,

Detect Evil, Shield of Faith, Summon Monster I; 2nd - Aid (d), Consecrate, Hold Person, Restoration, Lesser, Silence; 3rd - Continual Flame, Dispel Magic, Magic Vestment, Searing Light, Suggestion (d); 4th - Divination, Divine Power (d), Restoration.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate; +1 Shield, heavy steel.

ATL 2

⚔ **Lt. Alistair Webster, Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 20; BAB/Grp: +3/+5; Atk: Bastard Sword +5 melee (1d10+2, 19-20/x2) or Heavy Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +2, Will +2;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Handle Animal +2, Intimidate +2, Jump -9, Ride +4, Swim -18; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

⚔ **Corporal Josse Vinge, Male Human Wiz3:** CR 3; Medium Humanoid; HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted AC 10; BAB/Grp: +1/+1; Atk: Quarterstaff +1 melee (1d6, x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Full Atk: Quarterstaff +1 melee (1d6, x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +4;

Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (The Planes) +8, Spellcraft +10; Combat Casting, Enlarge Spell, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/3/2): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue* (s); 1st - *Burning Hands, Magic Missile x2, Ray of Enfeeblement* (s); 2nd - *Knock, Spectral Hand* (s), *Spectral Hand*.

Possessions: Masterwork Light Crossbow; Quarterstaff

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 3d8; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +4;

Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +7, Hide +16, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr3:** CR 3; Medium Humanoid; HD 3d8+3; hp 22; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 Studded Leather), touch AC 13, flatfooted AC 13; BAB/Grp: +3/+6; Atk: Longsword +6 melee (1d8+3, 19-20/x2), Longbow +6 ranged (1d6, x2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +4, Ref +6, Will +3;

Str 16, Dex 17, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +4, Heal +4, Hide +8, Jump +6, Listen +10, Move Silently +9, Ride +5, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Possessions: Longbow, Masterwork; Longsword, Masterwork; Studded leather, Masterwork.

⚔ **Corporal Justin, Male Human Clr3:** CR 3; Medium Humanoid; HD 3d8+6; hp 23; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 19; BAB/Grp: +2/+3; Atk: Flail +3 melee (1d8+1), Crossbow +1 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +0, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +4, Heal +5, Knowledge (Religion) +6; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 4/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Hold Person, Restoration, Lesser, Spiritual Weapon (d)*.

Possessions: Masterwork Flail; Light Crossbow; Crossbow Bolts (20); Full plate; Heavy Steel Shield.

⚔ **Legionnaire Soldiers, Male Human Ftr2 (4):**
CR 2; Medium Humanoid; HD 2d10+4; hp 19; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 Half Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 19; BAB/Grp: +2/+4; Atk: Bastard Sword +5 melee (1d10+2, 19-20/x2) or Heavy Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +1, Will +1;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -4, Handle Animal +2, Intimidate +2, Jump -11, Ride +3, Swim -20; Dodge, Improved Initiative, Power Attack, Shield Proficiency, Weapon Focus: Sword, bastard.

Possessions: Masterwork Bastard Sword; Heavy Crossbow; Half-plate Armor; Heavy Steel Shield.

ATL 3

✂ **Lt. Alistair Webster, Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+6; hp 27; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 20; BAB/Grp: +3/+5; Atk: Bastard Sword +5 melee (1d10+2, 19-20/x2) or Heavy Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +2, Will +2;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Handle Animal +2, Intimidate +2, Jump -9, Ride +4, Swim -18; Cleave, Dodge, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

✂ **Corporal Josse Vinge, Male Human Wiz3:** CR 3; Medium Humanoid; HD 3d4+3; hp 12; Init +2; Spd 30 ft.; AC 12 (+2 Dex), touch AC 12, flatfooted AC 10; BAB/Grp: +1/+1; Atk: Quarterstaff +1 melee (1d6, x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Full Atk: Quarterstaff +1 melee (1d6, x2) or Light Crossbow +3 ranged (1d8, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +4;

Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8.

Skills and Feats: Concentration +7, Decipher Script +8, Knowledge (Arcana) +8, Knowledge (The Planes) +8, Spellcraft +10; Combat Casting, Enlarge Spell, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/3/2): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue* (s); 1st - *Burning Hands, Magic Missile x2, Ray of Enfeeblement* (s); 2nd - *Knock, Spectral Hand* (s), *Spectral Hand*.

Possessions: Masterwork Light Crossbow; Quarterstaff

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 3d8; hp 6; Init +2; Spd 30 ft.; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2,

Ref +4, Will +4;

Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +7, Hide +16, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

✂ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr3:** CR 3; Medium Humanoid; HD 3d8+3; hp 22; Init +3; Spd 30 ft.; AC 16 (+3 Dex, +3 Studded Leather), touch AC 13, flatfooted AC 13; BAB/Grp: +3/+6; Atk: Longsword +6 melee (1d8+3, 19-20/x2), Longbow +6 ranged (1d6, x2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +4, Ref +6, Will +3;

Str 16, Dex 17, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +4, Heal +4, Hide +8, Jump +6, Listen +10, Move Silently +9, Ride +5, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Possessions: Longbow, Masterwork; Longsword, Masterwork; Studded leather, Masterwork.

✂ **Corporal Justin, Male Human Clr3:** CR 3; Medium Humanoid; HD 3d8+6; hp 23; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 19; BAB/Grp: +2/+3; Atk: Flail +3 melee (1d8+1), Crossbow +1 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +0, Will +5;

Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +8, Diplomacy +4, Heal +5, Knowledge (Religion) +6; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 4/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Hold Person, Restoration, Lesser,*

Spiritual Weapon (d).

Possessions: Masterwork Flail; Light Crossbow; Crossbow Bolts (20); Full plate; Heavy Steel Shield.

✂ **Sergeant Shirloh, Male Human Mnk3:** CR 3; Medium Humanoid; HD 3d8+3 hp 20; Init +5; Spd 40 ft.; AC 13 (+1 Dex, +2 Leather Armor), touch AC 13, flatfooted AC 12; BAB/Grp: +2/+4; Atk: Siangham +5 melee (1d6+3), Shuriken +3 ranged (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +4, Ref +4, Will +5;

Str 14, Dex 13, Con 12, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +9, Escape Artist +7, Jump +8, Listen +8, Spot +8, Tumble +7; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Masterwork Shuriken (10).

✂ **Private Telon, Male Human Rog3:** CR 3; Medium Humanoid; HD 3d6+3; hp 16; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +3 Studded Leather, +1 Buckler), touch AC 12, flatfooted AC 14; BAB/Grp: +2/+3; Atk: Rapier +3 melee (1d6+1) or Light Crossbow +4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +2, Ref +5, Will +1;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +5, Escape Artist +3, Gather Information +4, Intimidate +6, Move Silently +7, Open Lock +5, Sense Motive +5, Spot +5, Tumble +7, Use Magic Device +4, Use Rope +7; Dodge, Improved Initiative, Mobility.

Possessions: Masterwork Rapier; Masterwork Light Crossbow; Masterwork Studded leather; Masterwork Buckler.

✂ **Legionnaire Soldiers, Male Human Ftr2 (4):** CR 2; Medium Humanoid; HD 2d10+4; hp 19; Init +5; Spd 20 ft.; AC 20 (+1 Dex, +7 Half Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 19; BAB/Grp: +2/+4; Atk: Bastard Sword +5 melee (1d10+2, 19-20/x2) or Heavy

Crossbow +4 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +5, Ref +1, Will +1;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -4, Handle Animal +2, Intimidate +2, Jump -11, Ride +3, Swim -20; Dodge, Improved Initiative, Power Attack, Shield Proficiency, Weapon Focus: Sword, bastard.

Possessions: Masterwork Bastard Sword; Heavy Crossbow; Half-plate Armor; Heavy Steel Shield.

ATL 5

✂ **Lt. Alistair Webster, Male Human Ftr5:** CR 5; Medium Humanoid; HD 5d10+10; hp 39; Init +5; Spd 20 ft.; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Sheild), touch AC 11, flatfooted AC 20; BAB/Grp: +5/+8; Atk: Bastard Sword +8 melee (1d10+3, 19-20/x2) or Heavy Crossbow +6 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +6, Ref +2, Will +2;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Intimidate +3, Jump -7, Ride +5, Swim -16; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Sword, bastard, Masterwork.

✂ **Corporal Josse Vinge, Male Human Wiz5:** CR 5; Medium Humanoid; HD 5d4+5; hp 19; Init +2; Spd 30 ft.; AC 13 (+2 Dex, +1 Bracers of Armor), touch AC12, flatfooted AC 11; BAB/Grp: +2/+2; Atk: Quarterstaff +2 melee (1d6), Light Crossbow +4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +2, Ref +3, Will +5;

Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Decipher Script +11, Knowledge (Arcana) +11, Knowledge (History) +5, Knowledge (The Planes) +11, Spellcraft +13; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/4/3/2): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern, Knock, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt*.

Possessions: Masterwork Light Crossbow; Quarterstaff; Bracers of Armor (+1).

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 5d8; hp 9; Init +2; Spd 30 ft; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and

bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +5;

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

Skills and Feats: Balance +10, Climb +6, Concentration +9, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

✂ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr5:** CR 5; Medium Humanoid; HD 5d8+5; hp 40; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted 14; BAB/Grp: +5/+7; Atk: Longsword +8 melee (1d8+3,19-20/x2), Longbow +9 ranged (1d6,x2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +8, Will +3;

Str 16, Dex 18, Con 12, Int 8, Wis 15, Cha 8.

Skills and Feats: Climb +7, Handle Animal +7, Heal +10, Hide +9, Jump +6, Listen +11, Move Silently +10, Ride +12, Search +5, Spot +10, Survival +8; Alertness, Animal Affinity, Endurance, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/1): 1st - *Calm Animals*.

Possessions: Masterwork Longbow, Masterwork Longsword; +1 Studded leather.

Animal, Wolf: CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +5, Ref +5, Will +1;

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3, Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ Sergeant Shirloh, Male Human Mnk5: CR 5; Medium Humanoid; HD 5d8+5; hp 31; Init +5; Spd 40 ft.; AC 14 (+2 Dex, +2 Leather), touch AC 14, flatfooted AC 13; BAB/Grp: +3/+5; Siangham +5 melee (1d6+3), Shuriken +4 ranged (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +5, Ref +5, Will +7;

Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +11, Escape Artist +9, Jump +8, Listen +11, Spot +11, Tumble +9; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Masterwork Shuriken (10).

✠ Corporal Justin, Male Human Clr5: CR 5; Medium Humanoid; HD 5d8+10; hp 36; Init +3; Spd 20 ft.; AC 19 (-1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 19; BAB/Grp: +3/+4; Atk: Flail +4 melee (1d8+1), Crossbow +2 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +0, Will +7;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +6, Heal +6, Knowledge (Religion) +8; Combat Casting, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 5/4+1/3+1/2+1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st - *Bless, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Spiritual Weapon (d)*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d)*.

Possessions: Masterwork Flail, Light Crossbow, Crossbow Bolts (20); Full plate Armor; Heavy Steel Shield.

✠ Private Telon, Male Human Rog5: CR 5; Medium Humanoid; HD 5d6+5; hp 23; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +3 Studded Leather, +1

Blucker), touch AC 13, flatfooted AC 17; BAB/Grp: +3/+4; Atk: Rapier +4 melee (1d6+1) or Light Crossbow +6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +2, Ref +7, Will +1;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +8, Escape Artist +4, Gather Information +4, Intimidate +6, Move Silently +8, Open Lock +9, Search +10, Sense Motive +7, Spot +8, Tumble +11, Use Magic Device +4, Use Rope +8; Dodge, Improved Initiative, Mobility.

Possessions: Masterwork Rapier; Masterwork Light Crossbow; Masterwork Studded Leather Armor; Masterwork Buckler.

✠ Legionnaire Soldiers, Male Human Ftr4 (4): CR 4; Medium Humanoid; HD 4d10+8; hp 34; Init +5; Spd 20; AC 21 (+1 Dex, +8 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 20; BAB/Grp: +4/+7; Atk: Bastard Sword +7 melee (1d10+3, 19-20/x2) or Heavy Crossbow +5 range (1d10+2, 19-20/x2); Space/Reach: 5ft./5ft.; AL LN; SV Fort +6, Ref +2, Will +2;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -1, Handle Animal +3, Intimidate +3, Jump -8, Ride +4, Swim -17; Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Weapon Focus: Sword, bastard.

Possessions: Masterwork Bastard Sword; Heavy Crossbow; Full Plate Armor; Heavy Steel Shield.

ATL 7

⚔ **Lt. Alistair Webster, Male Human Ftr7:** CR 7; Medium Humanoid; HD 7d10+14; hp 57; Init +5; Spd 20 ft.; AC 22 (+1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 21; BAB/Grp: +7/+10; Atk: Bastard Sword +11 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +10/+5 melee (1d10+6, 19-20/x2) or Heavy Crossbow +8/+3 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LG; SV Fort +7, Ref +3, Will +3;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +4, Jump -5, Ride +8, Swim -14; Cleave, Dodge, Great Cleave, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate; Shield, heavy steel.

⚔ **Corporal Josse Vinge, Male Human Wiz7:** CR 7; Medium Humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +1 Bracers of Armor, +1 Ring of Prot), touch AC 13, flatfooted AC 13; BAB/Grp: +3/+3; Atk: Quarterstaff +3 melee (1d6), Light Crossbow +5 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +3, Ref +4, Will +6;

Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +7, Knowledge (The Planes) +13, Spellcraft +15; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5/4/3/1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt x2*; 4th - *Animate Dead (s), Invisibility, Greater*.

Possessions: Crossbow, light, Masterwork;

Quarterstaff; Bracers of Armor (+1); Ring of Protection +1.

Bailey, Male Animal, Cat : CR 1/4; Tiny Animal ; HD 7d8; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 size, +2 Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +2, Ref +4, Will +6;

Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +11, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr7:** CR 7; Medium Humanoid; HD 7d8+7; hp 44; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted AC 14; BAB/Grp: +7/+10; Atk: Longsword +10 melee (1d8+4, 19-20/x2) or Longbow +11 ranged (1d6+1); Full Attack: Longsword +10/+5 melee (1d8+4, 19-20/x2) or Longbow +11/+6 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +9, Will +4;

Str 16, Dex 18, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +7, Handle Animal +10, Heal +10, Hide +13, Jump +6, Listen +11, Move Silently +12, Ride +12, Search +10, Spot +10, Survival +8; Alertness, Animal Affinity, Blind-Fight, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2): 1st - *Calm Animals, Charm Animal*.

Possessions: +1 Longbow; +1 Longsword; +1 Studded leather.

Animal, Wolf : CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; AL N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ **Sergeant Shirloh, Male Human Mnk7:** CR 7; Medium Humanoid; HD 7d8+7; hp 42; Init +5; Spd 50; AC 16 (+2 Dex, +2 Leather, +1 Bracers of Armor, +1 class ability), touch AC 14, flatfooted AC 13; BAB/Grp: +5/+7; Siangham +7 melee (1d6+3), Shuriken +6 ranged (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +6, Ref +6, Will +8;

Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +13, Escape Artist +11, Jump +12, Listen +13, Spot +13, Tumble +11; Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; Shuriken (10), Masterwork; Bracers of Armor (+1); Ring: Protection +1.

✠ **Corporal Justin, Male Human Clr7:** CR 7; Medium Humanoid; HD 7d8+14; hp 49; Init +3; Spd 20 ft.; AC 20 (-1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 9, flatfooted AC 20; BAB/Grp: +5/+6; Atk: Flail +6 melee (1d8+1), Crossbow +4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +1, Will +8;

Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +7, Heal +7, Knowledge (Religion) +10; Combat Casting, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/5/4/3/1): 0 - *Cure Minor Wounds, Detect Magic, Guidance, Light*; 1st -

Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d)*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d), Searing Light*; 4th - *Divination, Spell Immunity (d)*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; Shield, heavy steel (20 gp).

✠ **Private Telon, Male Human Rog7:** CR 7; Medium Humanoid; HD 7d6+7; hp 34; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +4 Studded Leather, +2 Buckler), touch AC 13, flatfooted AC 19; BAB/Grp: +5/+6; Atk: Rapier +6 melee (1d6+1) or Light Crossbow +8 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +3, Ref +8, Will +2;

Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +7, Disable Device +10, Escape Artist +4, Gather Information +5, Intimidate +8, Move Silently +10, Open Lock +11, Search +12, Sense Motive +10, Spot +10, Tumble +13, Use Magic Device +6, Use Rope +10; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: Rapier, Masterwork; Crossbow, light, Masterwork; +1 Studded leather armor; +1 Buckler.

✠ **Legionnaire Soldiers, Male Human Ftr6 (4):** CR 6; Medium Humanoid; HD 6d10+12; hp 49; Init +5; Spd 20; AC 22 (+1 Dex, +9 Full Plate Armor, +2 Heavy Steel Shield), touch AC 11, flatfooted AC 21; BAB/Grp: +6/+9; Atk: Bastard Sword +10 melee (1d10+5, 19-20/x2) or Heavy Crossbow +7 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +9/+4 melee (1d10+6, 19-20/x2) or Heavy Crossbow +7/+2 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +3, Will +3;

Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +4, Jump -6, Ride +7, Swim -15; Cleave, Dodge, Great Cleave, Improved Initiative,

Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: Sword, bastard, Masterwork; Crossbow, heavy; +1 Full plate armor; Shield, heavy steel.

ATL 9

✞ **Lt. Alistair Webster, Male Human Ftr9:** CR 9; Medium Humanoid; HD 9d10+18; hp 72; Init +5; Spd 20 ft.; AC 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +9/+12; Atk: Bastard Sword +13 melee (1d10+6, 19-20/x2) or Heavy Crossbow +10 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +13/+8 melee (1d10+6, 19-20/x2) or Heavy Crossbow +10/+5 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +4, Will +4;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -3, Ride +9, Swim -12; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +1 Full plate; +1 Shield, heavy steel.

✞ **Corporal Josse Vinge, Male Human Wiz9:** CR 9; Medium Humanoid; HD 9d4+9; hp 33; Init +2; Spd 30 ft.; AC 15 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot), touch AC 14, flatfooted AC 13; BAB/Grp: +4/+4; Atk: Quarterstaff +4 melee (1d6), Light Crossbow +6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL N; SV Fort +4, Ref +5, Will +7;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +13, Decipher Script +15, Knowledge (Arcana) +15, Knowledge (History) +9, Knowledge (The Planes) +15, Spellcraft +17; Combat Casting, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/4+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Lightning Bolt*

x3; 4th - Animate Dead (s), Invisibility, Greater x2; 5th - Feeblemind, Magic Jar (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff; Bracers of Armor (+2); Ring of Protection +1.

Bailey, Male Animal, Cat: CR 1/4; Tiny Animal; HD 9d8; hp 16; Init + 2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +7;

Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +13, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3, Weapon Finesse.

✞ **Sergeant Jeanuea Fletcher, Female Forest Elf, Rgr9:** CR 9; Medium Humanoid; HD 9d8+9; hp 56; Init +4; Spd 30 ft.; AC 18 (+4 Dex, +4 Studded Leather), touch AC 14, flatfooted AC 14; BAB/Grp: +9/+12; Atk: Longsword +12 melee (1d8+4, 19-20/x2) or Longbow +13 ranged (1d6+1); Full Attack: Longsword +12/+7 melee (1d8+4, 19-20/x2) or Longbow +13/+8 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +10, Will +5;

Str 16, Dex 19, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +11, Handle Animal +10, Heal +10, Hide +13, Jump +6, Listen +13, Move Silently +12, Ride +12, Search +12, Spot +13, Survival +11; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/1): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal*.

Possessions: +1 Longbow; +1 Longsword; +1 Studded leather.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3

melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

⚔ **Sergeant Shirloh, Male Human Mnk9:** CR 9; Medium Humanoid; HD 9d8+9; hp 53; Init +6; Spd 60 ft.; AC 18 (+2 Dex, +2 Leather armor, +1 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +1 Class skill), touch AC 16, flatfooted AC 16; BAB/Grp: +6/+8; Atk: Siangham +9 melee (1d6+3) or Shuriken +9 ranged (1d2+3); Full Atk: Siangham +9/+4 melee (1d6+3) or Shuriken +9/+4 ranged (1d2+3); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +8, Will +9;

Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +4, Jump +18, Listen +13, Move Silently +4, Spot +15, Tumble +14; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +1 Siangham; +1 Shuriken (10); Bracers of Armor (+1); Ring of Protection +1; Amulet of Natural Armor (+1).

⚔ **Corporal Justin, Male Human Clr9:** CR 9; Medium Humanoid; HD 9d8+18; hp 62; Init +3; Spd 20 ft.; AC 22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22; BAB/Grp: +6/+7; Atk: Flail +8 melee (1d8+1), Crossbow +5 ranged (1d8); Full Atk: Flail +8/+3 melee (1d8+1), Crossbow +5/+0 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +2, Will +9;

Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +8, Heal +8, Knowledge (Religion) +12; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Restoration, Spell Immunity (d)*; 5th - *Flame Strike (d), Raise Dead*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1.

⚔ **Private Telon, Male Human Rog9:** CR 9; Medium Humanoid; HD 9d6+9; hp 43; Init +7; Spd 30 ft.; AC 19 (+3 Dex, +4 Studded Leather, +2 Buckler), touch AC 13, flatfooted 19; BAB/Grp: +6/+7; Atk: Rapier +8 melee (1d6+2) or Light Crossbow +9 ranged (1d8); Full Atk: Rapier +8/+3 melee (1d6+2) or Light Crossbow +9/+4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +4, Ref +9, Will +3;

Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Climb +6, Decipher Script +8, Disable Device +12, Escape Artist +4, Gather Information +6, Intimidate +10, Move Silently +12, Open Lock +13, Search +14, Sense Motive +12, Spot +12, Tumble +15, Use Magic Device +8, Use Rope +12; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 Rapier; +1 Crossbow, light; +1 Studded leather; +1 Buckler.

⚔ **Legionnaire Soldiers, Male Human Ftr8 (4):** CR 8; Medium Humanoid; HD 8d10+16; hp 64; Init +5; Spd 20 ft.; AC: 23 (+1 Dex, +9 Full Plate

Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +8/+11; Atk: Bastard Sword +12 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +12/+7 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9/+4 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +3, Will +3;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -4, Ride +8, Swim -13; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate armor; +1 Shield, heavy steel.

ATL 11

✠ **Lt. Alistair Webster, Male Human Ftr11:** CR 11; Medium Humanoid; HD 11d10+22; hp 87; Init +5; Spd 20 ft.; AC 25 (+1 Dex, +10 Full Plate Armor, +4 Heavy Steel Shield), touch AC 11, flatfooted AC 24; BAB/Grp: +11/+14; Atk: Bastard Sword +16 melee (1d10+6, 17-20/x2) or Heavy Crossbow +13 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +16/+11/+6 melee (1d10+6, 17-20/x2) or Heavy Crossbow +13/+8/+3 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +4, Will +4;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Handle Animal +6, Intimidate +6, Jump -2, Ride +10, Swim -11; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +2 Full plate armor; +2 Shield, heavy steel..

✠ **Corporal Josse Vinge, Male Human Wiz11:** CR 11; Medium Humanoid; HD 11d4+11; hp 40; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Prot), touch AC 13, flatfooted AC 14; BAB/Grp: +5/+5; Atk: Quarterstaff +5 melee (1d6) or Light Crossbow +7 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +4, Ref +5, Will +8;

Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +15, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +11, Knowledge (The Planes) +17, Spellcraft +19; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/5+1/5+1/5+1/3+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand*; 3rd - *Gentle Repose (s), Gentle Repose, Invisibility*

Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x2, Scrying; 5th - Feeblemind, Magic Jar (s), Symbol of Pain; 6th -- Disintegrate, Eyebite (s).

Possessions: Crossbow, light, Masterwork; Quarterstaff (0 gp); Bracers of Armor (+2); Ring: Protection +1; Amulet of Natural Armor (+1).

✠ **Bailey, Male Animal, Cat:** CR 1/4; Tiny Animal; HD 11d8; hp 20; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +3, Ref +5, Will +8;

Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +15, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3.; Weapon Finesse.

✠ **Sergeant Jeanuea Fletcher, Female Forest Rgr11:** CR 11; Medium Humanoid; HD 11d8+11; hp 69; Init +5; Spd 30 ft.; AC 20 (+5 Dex, +5 Studded Leather), touch AC 15, flatfooted AC 15; BAB/Grp: +11/+14; Atk: Longsword +15 melee (1d8+4, 19-20/x2) or Longbow +17 ranged (1d6+1); Full Attack: Longsword +15/+10/+5 melee (1d8+4, 19-20/x2) or Longbow +17/+12/+7 ranged (1d6+1); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +12, Will +5;

Str 16, Dex 21, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Handle Animal +10, Heal +11, Hide +14, Jump +6, Listen +13, Move Silently +13, Ride +13, Search +12, Spot +13, Survival +11, Swim +10, Use Rope +10; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/2): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal, Speak with Plants*.

Possessions: +1 Longbow; +1 Longsword; +2 Studded leather; Gloves of Dexterity +2.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +6, Ref +7, Will +2;

Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ **Sergeant Shirloh, Male Human Mnk11:** CR 11; Medium Humanoid; HD 11d8+11; hp 64; Init +6; Spd 60 ft.; AC 19 (+2 Dex, +2 leather armor, +1 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +2 Class skill), touch AC 16, flatfooted AC 16; BAB/Grp: +8/+10; Atk: Siangham +12 melee (1d6+4) or Shuriken +11 ranged (1d2+3); Full Atk: Siangham +12/+7 melee (1d6+4) or Shuriken +11/+6 ranged (1d2+3); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +9, Will +10;

Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Balance +14, Escape Artist +12, Hide +6, Jump +20, Listen +13, Move Silently +6, Spot +17, Tumble +16; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +2 Siangham; +1 Shuriken (10); Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1).

✠ **Corporal Justin, Male Human Clr11:** CR 11; Medium Humanoid; HD 11d8+22; hp 75; Init +3; Spd 20 ft.; AC:22 (-1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 10, flatfooted AC 22; BAB/Grp: +8/+9; Atk: Flail +10 melee (1d8+1), Crossbow +7 ranged (1d8); Full Atk: Flail +10/+5 melee (1d8+1), Crossbow

+7/+2 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +2, Will +11;

Str 13, Dex 8, Con 14, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +16, Diplomacy +9, Heal +10, Knowledge (Religion) +14; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Weapon Focus: Flail.

Deity: Galvandt; *Domains:* Law, War.

Spells Prepared (Clr 6/6+1/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Evil, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Daylight, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Neutralize Poison, Restoration x2, Spell Immunity (d)*; 5th - *Flame Strike (d), Raise Dead, Wall of Stone*; 6th -- *Stoneskin (d), Symbol of Fear*.

Possessions: Flail, Masterwork; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+2).

✠ **Private Telon, Male Human Rog11:** CR 11; Medium Humanoid; HD 11d6+11; hp 52; Init +7; Spd 30 ft.; AC 20 (+3 Dex, +4 Studded Leather, +3 Blucker), touch AC 14, flatfooted AC 17; BAB/Grp: +8/+9; Atk: Rapier +10 melee (1d6+2) or Light Crossbow +11 ranged (1d8); Full Atk: Rapier +10/+5 melee (1d6+2) or Light Crossbow +11/+6 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +4, Ref +10, Will +3;

Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +5, Climb +6, Decipher Script +8, Disable Device +14, Escape Artist +4, Gather Information +7, Intimidate +12, Move Silently +14, Open Lock +15, Search +16, Sense Motive +14, Spot +14, Tumble +17, Use Magic Device +10, Use Rope +14; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +1 Rapier; +1 Crossbow, light; +1 Studded Leather; +2 Buckler.

⚔ Legionnaire Soldiers, Male Human Ftr8 (4):
CR 8; Medium Humanoid; HD 8d10+16; hp 64; Init +5; Spd 20 ft.; AC: 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +8/+11; Atk: Bastard Sword +12 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +12/+7 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9/+4 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +3, Will +3;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -4, Ride +8, Swim -13; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate armor; +1 Shield, heavy steel.

ATL 13

⚔ **Lt. Alistair Webster, Male Human Ftr13:** CR 13; Medium Humanoid; HD 13d10+26; hp 102; Init +5; Spd 20 ft.; AC 25 (+1 Dex, +10 Full Plate Armor, +4 Heavy Steel Shield), touch AC 11, flatfooted AC 24; BAB/Grp: +13/+17; Atk: Bastard Sword +19 melee (1d10+9, 17-20/x2) or Heavy Crossbow +15 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +19/+14/+9 melee (1d10+9, 17-20/x2) or Heavy Crossbow +15/+10/+5 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +5, Will +5;

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +7, Intimidate +7, Jump +0, Ride +11, Swim -9; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical: Sword, bastard, Improved Initiative, Improved Shield Bash, Improved Sunder, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; +1 Crossbow, heavy; +2 Full plate armor; +2 Shield, heavy steel.

⚔ **Corporal Josse Vinge, Male Human Wiz13:** CR 13; Medium Humanoid; HD 13d4+13; hp 47; Init +2; Spd 30 ft.; AC 18 (+2 Dex, +3 Bracers of Armor, +2 Ring of Prot, +1 Amulet of Prot), touch AC 14, flatfooted AC 16; BAB/Grp: +6/+6; Atk: Quarterstaff +7 melee (1d6+1) or Light Crossbow +8 ranged (1d8); Full Atk: Quarterstaff +7/+2 melee (1d6+1) or Light Crossbow +8/+3 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +5, Ref +6, Will +9;

Str 10, Dex 14, Con 13, Int 20, Wis 12, Cha 8.

Skills and Feats: Concentration +17, Decipher Script +21, Knowledge (Arcana) +21, Knowledge (History) +17, Knowledge (The Planes) +21, Spellcraft +23; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy.

Spells Prepared (Wiz 4/6+1/5+1/5+1/5+1/4+1/2+1/1+1): 0 - *Dancing Lights, Detect Magic, Disrupt*

Undead, Ray of Frost, Touch of Fatigue (s); 1st - Burning Hands, Detect Secret Doors, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s); 2nd - Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand; 3rd - Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3; 4th - Animate Dead (s), Invisibility, Greater x3, Scrying, Solid Fog; 5th - Feeblemind, Magic Jar (s), Symbol of Pain x3; 6th -- Disintegrate, Eyebite (s), Otiluke's Freezing Sphere; 7th - Finger of Death (s), Reverse Gravity.

Possessions: Crossbow, light, Masterwork; +1 Quarterstaff; Wondrous: Bracers of Armor (+3); Ring of Protection +2; Amulet of Natural Armor (+1); Wondrous: Headband of Intellect (+2).

⚔ **Bailey, Male Animal, Cat:** CR 1/4; Tiny Animal; HD 13d8; hp 23; Init +2; Spd 30 ft.; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +4, Ref +6, Will +9;

Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +17, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

⚔ **Sergeant Jeanuea Fletcher, Female Elf, Forest Rgr13:** CR 13; Medium Humanoid; HD 13d8+13; hp 70; Init +6; Spd 30 ft.; AC 22 (+6 Dex, +5 Studded Leather, +1 Ring of Prot), touch AC 16, flatfooted AC 17; BAB/Grp: +13/+16; Atk: Longsword +17 melee (1d8+4, 19-20/x2) or Longbow +21 ranged (1d6+2); Full Attack: Longsword +17/+12/+7 melee (1d8+4, 19-20/x2) or Longbow +21/+16/+11 ranged (1d6+2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +14, Will +6;

Str 16, Dex 22, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Concentration +8, Handle Animal +15, Heal +11, Hide +15, Jump +8, Listen +13, Move Silently +14, Ride +14, Search +12, Spot +13, Survival +11, Swim +10, Use Rope +11; Alertness, Animal Affinity, Blind-

Fight, Combat Reflexes, Diehard, Endurance, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/2/2/1): 1st - *Calm Animals, Charm Animal*; 2nd - *Hold Animal, Speak with Plants*; 3rd - *Neutralize Poison*.

Possessions: +2 Longbow; +1 Longsword; +2 Studded leather; Gloves of Dexterity +2; Amulet of Natural Armor +1; Ring: Protection +1.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +7, Ref +8, Will +3;

Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

✠ **Sergeant Shirloh, Male Human Mnk13**: CR 13; Medium Humanoid; HD 13d8+13; hp 75; Init +6; Spd 70 ft.; AC 19 (+2 Dex, +2 leather armor, +2 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +2 Class skill), touch AC 16, flatfooted AC 17; BAB/Grp: +9/+11; Atk: Siangham +13 melee (1d6+4) or Shuriken +13 ranged (1d2+4); Full Atk: Siangham +13/+8 melee (1d6+4) or Shuriken +13/+8 ranged (1d2+4); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +9, Ref +10, Will +11;

Str 14, Dex 14, Con 12, Int 10, Wis 17, Cha 8.

Skills and Feats: Balance +14, Diplomacy +1, Escape Artist +12, Hide +8, Jump +26, Listen +13, Move Silently +8, Spot +18, Tumble +19; Deflect Arrows, Improved Grapple, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +2 Siangham; +2 Shuriken (10);

Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1).

✠ **Corporal Justin, Male Human Clr13**: CR 13; Medium Humanoid; HD 13d8+26; hp 88; Init +4; Spd 20 ft.; AC 23 (+9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 11, flatfooted AC 23; BAB/Grp: +9/+10; Atk: Flail +12 melee (1d10+1), Crossbow +9 ranged (1d8); Full Atk: Flail +12/+7 melee (1d10+1), Crossbow +9/+4 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +4, Will +13;

Str 13, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +18, Diplomacy +11, Heal +11, Knowledge (Religion) +16; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Scribe Scroll, Weapon Focus: Flail.

Deity: Galvandt; *Domains*: Law, War.

Spells Prepared (Clr 6/7+1/6+1/5+1/5+1/4+1/2+1/1+1): 0 - *Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Mending*; 1st - *Bless, Comprehend Languages, Detect Chaos, Detect Evil, Detect Undead, Magic Weapon (d), Shield of Faith, Summon Monster I*; 2nd - *Calm Emotions, Consecrate, Hold Person, Restoration, Lesser, Silence, Spiritual Weapon (d), Zone of Truth*; 3rd - *Continual Flame, Daylight, Dispel Magic, Magic Vestment (d), Magic Vestment, Searing Light*; 4th - *Divination, Divine Power, Neutralize Poison, Restoration x2, Spell Immunity (d)*; 5th - *Disrupting Weapon, Flame Strike (d), Flame Strike, Raise Dead, Wall of Stone*; 6th -- *Blade Barrier, Stoneskin (d), Symbol of Fear*; 7th - *Power Word, Blind (d), Regenerate*.

Possessions: +1 Flail, heavy; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+2); Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

✠ **Private Telon, Male Human Rog13**: CR 13; Medium Humanoid; HD 13d6+13; hp 61; Init +9; Spd 30 ft.; AC 20 (+5 Dex, +2 Bracers of Armor, +3 Blucker, +1 Ring of Prot, +1 Amulet of Nat

Armor), touch AC 16, flatfooted AC 20; BAB/Grp: +9/+10; Atk: Rapier +16 melee (1d6+2) or Light Crossbow +15 ranged (1d8); Full Atk: Rapier +16/+11 melee (1d6+2) or Light Crossbow +15/+10 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +5, Ref +13, Will +4;

Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +6, Decipher Script +8, Disable Device +16, Escape Artist +6, Gather Information +7, Intimidate +13, Move Silently +18, Open Lock +19, Search +18, Sense Motive +16, Spot +16, Tumble +21, Use Magic Device +13, Use Rope +19; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +2 Rapier; +1 Crossbow, light; +2 Buckler; Bracers of Armor (+2); Ring of Protection +1; Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

⚔ Legionnaire Soldiers, Male Human Ftr8 (4):

CR 8; Medium Humanoid; HD 8d10+16; hp 64; Init +5; Spd 20 ft.; AC: 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +8/+11; Atk: Bastard Sword +12 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +12/+7 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9/+4 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +3, Will +3;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5, Intimidate +5, Jump -4, Ride +8, Swim -13; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate armor; +1 Shield, heavy steel.

ATL 15

✠ **Lt. Alistair Webster, Male Human Ftr15:** CR 15; Medium Humanoid; HD 15d10+30; hp 117; Init +5; Spd 20; AC 28 25 (+1 Dex, +11 Full Plate Armor, +5 Heavy Steel Shield, +1 Ring of Prot), touch AC 12, flatfooted AC 27; BAB/Grp: +15/+19; Atk: Bastard Sword +24 melee (1d10+11, 17-20/x2) or Heavy Crossbow +17 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +24/+19/+14 melee (1d10+11, 17-20/x2) or Heavy Crossbow +17/+12/+7 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +11, Ref +6, Will +6;

Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Handle Animal +8, Intimidate +8, Jump +1, Ride +12, Swim -8; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical: Sword, bastard, Improved Initiative, Improved Overrun, Improved Shield Bash, Improved Sunder, Mobility, Point Blank Shot, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +3 Sword, bastard; +1 Crossbow, heavy; +3 Full plate armor; +3 Heavy Steel Shield; Ring of Protection +1.

✠ **Corporal Josse Vinge, Male Human Wiz15:** CR 15; Medium Humanoid; HD 15d4+15; hp 54; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +3 Bracers of Armor, +2 Ring of Prot, +2 Amulet of Nat Armor), touch AC 15, flatfooted AC 17; BAB/Grp: +7/+7; Atk: Quarterstaff +8 melee (1d6+1) or Light Crossbow +10 ranged (1d8); Full Atk: Quarterstaff +8/+3 melee (1d6+1) or Light Crossbow +10/+5 ranged (1d8); Space/Reach: 5 ft./5ft.; AL LN; SV Fort +6, Ref +8, Will +10;

Str 10, Dex 16, Con 13, Int 22, Wis 12, Cha 8.

Skills and Feats: Concentration +19, Decipher Script +24, Knowledge (Arcana) +24, Knowledge (History) +22, Knowledge (The Planes) +24, Spellcraft +26; Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Heighten Spell, Scribe Scroll, Spell Focus: Evocation, Spell Focus: Necromancy, Spell Mastery(1).

Spells Prepared (Wiz 4/6+1/6+1/5+1/5+1/5+1/4+1/2+1/1+1):
0 - *Dancing Lights, Detect Magic, Disrupt Undead, Ray of Frost, Touch of Fatigue (s)*; 1st - *Burning Hands, Detect Secret Doors, Feather Fall x2, Magic Missile x2, Ray of Enfeeblement (s)*; 2nd - *Hypnotic Pattern x2, Knock x2, Spectral Hand (s), Spectral Hand x2*; 3rd - *Gentle Repose (s), Gentle Repose, Invisibility Sphere, Lightning Bolt x3*; 4th - *Animate Dead (s), Invisibility, Greater x3, Scrying, Solid Fog*; 5th - *Feeblemind, Magic Jar (s), Summon Monster V, Symbol of Pain x3*; 6th -- *Circle of Death, Disintegrate, Eyebite (s), Otiluke's Freezing Sphere*; 7th - *Finger of Death (s), Reverse Gravity, Teleport, Greater*; 8th - *Clone, Create Greater Undead (s)*.

Possessions: Crossbow, light, Masterwork; +1 Quarterstaff; Gloves of Dexterity (+2); Bracers of Armor (+3); Ring of Protection +2; Headband of Intellect (+4); Amulet of Natural Armor (+2).

✠ **Bailey, Male Animal, Cat:** CR 1/4; Tiny Animal; HD 15d8 (Animal); hp 27; Init +2; Spd 30; AC 14 (+2 size, +2Dex); BAB/Grp: +0/-12; Atk: Claw +4 melee (1d2-4); Full Atk: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4); Space/Reach: 2 ½ ft./0 ft.; SQ: Low-light Vision, Scent; AL N; SV Fort +5, Ref +7, Will +10;

Str 3, Dex 15, Con 10, Int 13, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Concentration +19, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

✠ **Sergeant Jeanuea Fletcher, Male Elf, Forest Forest Rgr15:** CR 15; Medium Humanoid; HD 15d8+15; hp 84; Init +6; Spd 30 ft.; AC 23 (+6 Dex, +6 Studded Leather, +1 Ring of Prot), touch AC 16, flatfooted AC 18; BAB/Grp: +15/+18; Atk: Longsword +20 melee (1d8+4, 17-20/x2) or Longbow +23 ranged (1d6+2); Full Attack: Longsword +20/+15/+10 melee (1d8+4, 17-20/x2) or Longbow +23/+18/+13 ranged (1d6+2); SQ: Immunity: Sleep Effects, Low-light Vision, +2 Saves vs. Enchantment Spells and Effects; Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +15, Will +7;

Str 16, Dex 22, Con 12, Int 8, Wis 15, Cha 6.

Skills and Feats: Climb +12, Concentration +8,

Handle Animal +15, Heal +11, Hide +15, Jump +8, Listen +13, Move Silently +14, Ride +14, Search +12, Spot +20, Survival +18, Swim +10, Use Rope +11; Alertness, Animal Affinity, Blind-Fight, Combat Reflexes, Diehard, Endurance, Improved Critical: Longsword, Improved Two-Weapon Fighting, Quick Draw, Track, Two-Weapon Fighting.

Spells Prepared (Rgr --/3/2/1/1): 1st - *Calm Animals*, *Charm Animal*, *Speak with Animals*; 2nd - *Hold Animal*, *Speak with Plants*; 3rd - *Neutralize Poison*; 4th - *Commune with Nature*.

Possessions: +2 Longbow; +2 Longsword; +3 Studded leather; Gloves of Dexterity +2; Amulet of Natural Armor +1; Ring of Protection +1; Periapt of Wisdom +2.

Animal, Wolf: CR 1; Medium Animal; HD 4d8+8; hp 13; Init +3; Spd 50 ft.; AC 14 (+2 natural, +2 Dex); BAB/Grp: +1/+2; Atk: Bite +3 melee (1d6+1); Space/Reach: 5 ft./5 ft.; SA: Trip; SQ: Scent, Low-light Vision; N; SV Fort +7, Ref +8, Will +3;

Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +9, Listen +3, Move Silently +3, Spot +3; Track, Weapon Focus: Bite.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

⚔ **Sergeant Shirloh, Male Human Mnk15:** CR 15; Medium Humanoid; HD 15d8+15; hp 86; Init +7; Spd 80 ft.; AC 21 (+2 Dex, +3 Bracers of Armor, +1 Ring of Prot, +1 Amulet of Nat Armor; +3 Class skill), touch AC 18, flatfooted AC 18; BAB/Grp: +11/+13; Atk: Siangham +16 melee (1d6+5) or Shuriken +15 ranged (1d2+4); Full Atk: Siangham +16/+11/+6 melee (1d6+5) or Shuriken +15/+10/+5 ranged (1d2+4); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +10, Ref +12, Will +13;

Str 14, Dex 16, Con 12, Int 10, Wis 19, Cha 8.

Skills and Feats: Balance +15, Diplomacy +5, Escape Artist +13, Hide +11, Jump +32, Listen

+14, Move Silently +11, Spot +19, Tumble +20; Deflect Arrows, Improved Critical: Unarmed strike, Improved Grapple, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Power Attack, Weapon Focus: Unarmed strike.

Possessions: +3 Siangham; +2 Shuriken (10); Bracers of Armor (+3); Ring of Protection +1; Amulet of Natural Armor (+1); Gloves of Dexterity (+2); Periapt of Wisdom (+2).

⚔ **Corporal Justin, Male Human Clr15:** CR 15; Medium Humanoid; HD 15d8+30; hp 101; Init +4; Spd 20 ft.; AC 23 (+9 Full Plate Armor, +3 Heavy Steel Shield, +1 Ring of Prot), touch AC 11, flatfooted AC 23; BAB/Grp: +11/+12; Atk: Flail +14 melee (1d10+1), Crossbow +11 ranged (1d8); Full Atk: Flail +14/+9/+4 melee (1d10+1), Crossbow +11/+6/+1 ranged (1d8); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +11, Ref +5, Will +15; Str 13, Dex 10, Con 14, Int 10, Wis 22, Cha 12.

Skills and Feats: Concentration +20, Diplomacy +13, Heal +12, Knowledge (Religion) +18; Combat Casting, Extend Spell, Extra Turning, Improved Initiative, Improved Turning, Martial Weapon Proficiency: Flail, Scribe Scroll, Spell Penetration, Weapon Focus: Flail.

Deity: Galvandt; *Domains*: Law, War.

Spells Prepared (Clr $\frac{6}{7}+\frac{1}{7}+\frac{1}{6}+\frac{1}{5}+\frac{1}{5}+\frac{1}{4}+\frac{1}{2}+\frac{1}{1}+\frac{1}{1}$): 0 - *Cure Minor Wounds*, *Detect Magic*, *Detect Poison*, *Guidance*, *Light*, *Mending*; 1st - *Bless*, *Comprehend Languages*, *Detect Chaos*, *Detect Evil*, *Detect Undead*, *Magic Weapon (d)*, *Shield of Faith*, *Summon Monster I*; 2nd - *Calm Emotions*, *Consecrate*, *Hold Person x2*, *Restoration*, *Lesser Silence*, *Spiritual Weapon (d)*, *Zone of Truth*; 3rd - *Continual Flame*, *Daylight*, *Dispel Magic*, *Glyph of Warding*, *Magic Vestment (d)*, *Magic Vestment*, *Searing Light*; 4th - *Divination*, *Divine Power*, *Neutralize Poison*, *Restoration x2*, *Spell Immunity (d)*; 5th - *Disrupting Weapon*, *Flame Strike (d)*, *Flame Strike*, *Hallow*, *Raise Dead*, *Wall of Stone*; 6th -- *Blade Barrier*, *Stoneskin (d)*, *Symbol of Fear*, *Undeath to Death*, *Word of Recall*; 7th - *Power Word*, *Blind (d)*, *Regenerate*, *Resurrection*; 8th - *Fire Storm*, *Power Word*, *Stun (d)*.

Possessions: +1 Flail, heavy; Crossbow, light; Bolts, crossbow (20); +1 Full plate armor; +1 Shield, heavy steel; Ring of Protection +1; Periapt of Wisdom (+4); Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

⚔ Private Telon, Male Human Rog15: CR 15; Medium Humanoid; HD 15d6+15; hp 70; Init +9; Spd 30 ft.; AC 25 (+5 Dex, +4 Bracers of Armor, +3 Blucker, +1 Ring of Prot, +2 Amulet of Nat Armor), touch AC 17, flatfooted AC 25; BAB/Grp: +11/+12; Atk: Rapier +19 melee (1d6+3) or Light Crossbow +17 ranged (1d8+1); Full Atk: Rapier +19/+14/+9 melee (1d6+3) or Light Crossbow +17/+12/+7 ranged (1d8+1); Space/Reach: 5 ft./5 ft.; AL CN; SV Fort +6, Ref +14, Will +5;

Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Climb +6, Decipher Script +8, Disable Device +18, Escape Artist +6, Gather Information +7, Intimidate +17, Move Silently +21, Open Lock +21, Search +20, Sense Motive +18, Spot +18, Tumble +23, Use Magic Device +15, Use Rope +20; Combat Reflexes, Dodge, Improved Critical: Rapier, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Possessions: +2 Rapier; +1 Crossbow, light; +2 Buckler; Bracers of Armor (+4); Ring of Protection +2; Amulet of Natural Armor (+1); Gloves of Dexterity (+2).

⚔ Legionnaire Soldiers, Male Human Ftr8 (4): CR 8; Medium Humanoid; HD 8d10+16; hp 64; Init +5; Spd 20 ft.; AC: 23 (+1 Dex, +9 Full Plate Armor, +3 Heavy Steel Shield), touch AC 11, flatfooted AC 22; BAB/Grp: +8/+11; Atk: Bastard Sword +12 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9 ranged (1d10+1, 19-20/x2); Full Atk: Bastard Sword +12/+7 melee (1d10+6, 19-20/x2) or Heavy Crossbow +9/+4 ranged (1d10+1, 19-20/x2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +8, Ref +3, Will +3;

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5,

Intimidate +5, Jump -4, Ride +8, Swim -13; Cleave, Dodge, Great Cleave, Greater Weapon Focus, Improved Initiative, Mobility, Power Attack, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

Possessions: +1 Sword, bastard; Crossbow, heavy; +1 Full plate armor; +1 Shield, heavy steel.

Win or lose, the PCs should survive. The results of their efforts will determine which conclusion the PCs will end on.

If the PCs are victorious and bring Zander Grimm, Constance Grimm, and Sterlamin the Sage back to Amthydor, go to **Conclusion A**.

If the PCs are victorious and only bring back Zander Grimm and Constance Grimm to Amthydor, go to **Conclusion B**.

If the PCs are victorious and only bring back Zander Grimm, go to **Conclusion C**.

If the PCs are victorious and make it back to Amthydor, go to **Conclusion D**.

If the PCs are defeated, go to **Conclusion E**.

Conclusion A

Victorious, you make it back through the portal more or less in one piece. Salandy Stonesmith and a squad of Legionnaires await your arrival. After a series of questions to ascertain your true identities, you are welcomed home with great enthusiasm. You tell your tale of the alternate Amthydor and the differences between the two cities. Salandy hangs on every word and is quiet for several moments after you have finished.

“It is wonderful that you not only brought back the tomes and scrolls from Sterlamin, but brought back the man himself! His notes will be invaluable to our efforts in bringing back Portal Magic. We will finally be able to unlock its long-time secrets! Thank you very much for your efforts. You may speak to the League accountant for your payment. And have a very wonderful day!”

Word also gets out that you have brought someone back with you through the Portal. Harvinder Grimm, Lord Consul Augustus Grimm, and High Priest Taneron Slidell of

Hyperion arrive at the League spell casting chambers while you are being interviewed. After a few tests and divinations, it is determined that Zander and Constance Grimm, even if displaced from another realm, are indeed blood-kin of the Grimm family. Both Harvinder and Augustus Grimm are elated at the fact.

“You have done a great service to the House of Grimm. If you need anything (within reason of course) we will be of service to you.”

While getting home is definitely a relief, it is also slightly triumphant! A path is made of several choices: go left or right, attack or retreat, live or die. You have lived this day and your path will continue on ... and so will the Grimms that you helped. But will you have what it takes in the future when your jeopardy is doubled?

Getting home was obviously the PCs’ main goal. Which is a good thing. Salandy Stonesmith will give the PCs the maximum amount of gold for their troubles (hazard pay). Salandy will be estatic that the PCs were able to bring tomes or scrolls with them on their return home. She will grant a boon to the PCs for their valuable information and experiences relayed to the chapter leader. Sterlamin the Sage will also give the PCs a token of his appreciation. Lord Augustus Grimm will grant each PC a favor for the return of Zander and Constance Grimm.

THUS ENDS
“DOUBLE JEOPARDY”

TIME UNIT COST: 5 TU

Conclusion B

Victorious, you make it back through the portal more or less in one piece. Salandy Stonesmith and a squad of Legionnaires await your arrival. After a series of questions to ascertain your true

identities, you are welcomed home with great enthusiasm. You tell your tale of the alternate Amthydor and the differences between the two cities. Salandy hangs on every word and is quiet for several moments after you have finished.

“It is a shame that you didn’t get a chance to bring anything back from Sterlamin. His notes would have been invaluable to our efforts in bringing back Portal Magic. Ah well. We will learn the secrets in time. Thank you very much for your efforts. You may speak to the League accountant for your payment. Have a nice day.”

Word also gets out that you have brought someone back with you through the Portal. Harvinder Grimm, Lord Consul Augustus Grimm, and High Priest Taneron Slidell of Hyperion arrive at the League spell casting chambers while you are being interviewed. After a few tests and divinations, it is determined that Zander and Constance Grimm, even if displaced from another realm, are indeed blood-kin of the Grimm family. Both Harvinder and Augustus Grimm are elated at the fact.

“You have done a great service to the House of Grimm. If you need anything (within reason of course) we will be of service to you.”

While getting home is definitely a relief, it is also slightly triumphant! A path is made of several choices: go left or right, attack or retreat, live or die. You have lived this day and your path will continue on ... and so will the Grimms that you helped. But will you have what it takes in the future when your jeopardy is doubled?

Getting home was obviously the PCs’ main goal. Which is a good thing. Salandy Stonesmith will give the PCs the maximum amount of gold for their troubles (hazard pay). Salandy will be disappointed that the PCs weren’t able to bring any tomes or scrolls with them on their return home, but she understands the circumstances. She will grant a limited boon to the PCs for their valuable information and experiences relayed to the chapter leader. Lord Augustus Grimm will grant each PC a favor for the return of Zander Grimm.

THUS ENDS “DOUBLE JEOPARDY”

TIME UNIT COST: 5 TU

Conclusion C

Victorious, you make it back through the portal more or less in one piece. Salandy Stonesmith and a squad of Legionnaires await your arrival. After a series of questions to ascertain your true identities, you are welcomed home with great enthusiasm. You tell your tale of the alternate Amthydor and the differences between the two cities. Salandy hangs on every word and is quiet for several moments after you have finished.

“It is a shame that you didn’t get a chance to bring anything back from Sterlamin. His notes would have been invaluable to our efforts in bringing back Portal Magic. Ah well. We will learn the secrets in time. Thank you very much for your efforts. You may speak to the League accountant for your payment. Have a nice day.”

Word also gets out that you have brought someone back with you through the Portal. Harvinder Grimm, Lord Consul Augustus Grimm, and High Priest Taneron Slidell of Hyperion arrive at the League spell casting chambers while you are being interviewed. After a few tests and divinations, it is determined that Zander Grimm, even if displaced from another realm, is indeed a blood-kin of the Grimm and is directly related to Harvinder and Lanora Grimm. Both Harvinder and Augustus Grimm are elated at the fact.

“You have done a great service to the House of Grimm. If you need anything (within reason of course) we will be of service to you.”

While getting home is definitely a relief, it is also slightly bittersweet. A path is made of several

choices: go left or right, attack or retreat, live or die. You have lived this day and your path will continue on ... and so will the child that you helped. But will you have what it takes in the future when your jeopardy is doubled?

Getting home was obviously the PCs' main goal. Which is a good thing. Salandy Stonesmith will give the PCs the maximum amount of gold for their troubles (hazard pay). Salandy will be disappointed that the PCs weren't able to bring any tomes or scrolls with them on their return home, but she understands the circumstances. She will grant a limited boon to the PCs for their valuable information and experiences relayed to the chapter leader. Lord Augustus Grimm will grant each PC a favor for the return of Zander Grimm. He will seem disappointed that Constance Grimm didn't make it with Zander (if told), but he will still be happy nonetheless.

THUS ENDS

"DOUBLE JEOPARDY"

TIME UNIT COST: 5 TU

Conclusion D

Victorious, you make it back through the portal more or less in one piece. Salandy Stonesmith and a squad of Legionnaires await your arrival. After a series of questions to ascertain your true identities, you are welcomed home with great enthusiasm. You tell your tale of the alternate Amthydor and the differences between the two cities. Salandy hangs on every word and is quiet for several moments after you have finished.

"It is a shame that you didn't get a chance to bring anything back from Sterlamin. His notes would have been invaluable to our efforts in bringing back Portal Magic. Ah well. We will learn the secrets in time. Thank you very much for your efforts. You may speak to the League accountant for your payment. Have a nice day."

While getting home is definitely a relief, it is also bittersweet. A path is made of several choices: go left or right, attack or retreat, live or die. You have lived this day and your path will continue on. But will you have what it takes in the future when your jeopardy is doubled?

Getting home was obviously the PCs' main goal. Which is a good thing. Salandy Stonesmith will give the PCs the maximum amount of gold for their troubles (hazard pay). Salandy will be disappointed that the PCs weren't able to bring any tomes or scrolls with them on their return home, but she understands the circumstances. She will grant a limited boon to the PCs for their valuable information and experiences relayed to the chapter leader.

THUS ENDS

"DOUBLE JEOPARDY"

TIME UNIT COST: 5 TU

Conclusion E

In spite of the extra help, the Diamond Legion squad defeats you. You are hauled away to the Diamond District, unconscious and bleeding. Surprisingly, you awake days later, surprised that you're still alive. Each and every day, one of you is removed from the cell and interrogated. That person comes back with several bruises and cuts. On the tenth day, High Warrior Alaric Grimm comes before you.

"It has been determined that you are not actually from our Amthydor. Which, in a way, explains your odd behavior. After all, you have had long and distinguished record in service of this city. It was a shock to hear of the possibility that you have turned traitor.

“Even with Sterlamin’s death, we have determined his secrets to return you home. I am sure your people are as anxious for your return as I am for my people. We will let you return with your items... and with our gratitude. If it hadn’t been for you, we would never had been able to capture and execute Zander and Constance Grimm and the other traitors that were aiding your cause. So you can hold your heads high as you head for home knowing that even in your defeat, you have done a service to the Empire,” he says with a saccharine smile.

While getting home is definitely a relief, it is also bittersweet. A path is made of several choices: go left or right, attack or retreat, live or die. You have lived this day and your path will continue on. But will you have what it takes in the future when your jeopardy is doubled?

Unfortunately, with the PCs losing the final battle, they won’t get much as a reward. They will return to their own city and get the fees that Salandy Stonesmith had promised, but that is about it. Because of the interrogation in the alternate Amthydor, the TU cost normally spent for this type of adventure is doubled.

THUS ENDS
“DOUBLE JEOPARDY”

TIME UNIT COST: 10 TU

Conclusion F

Listening intently to Salandy Stonesmith, you realize that this mission isn’t for you. Giving her your regrets, you decline her invitation to be involved in this grand experiment with Portal Magic. Perhaps you will accept this mission at a later date when the League has a better idea at what they are doing, but not at this moment in time.

While disappointed, Salandy Stonesmith understands. A path is made of several choices: go left or right, attack or retreat, live or die. You have chose to go a different path today and will continue on. But will you have what it takes in the future when your jeopardy is doubled?

Obviously, the PCs will get nothing for declining the mission.

THUS ENDS
“DOUBLE JEOPARDY”

TIME UNIT COST: 0 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 2	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Encounter 4, 9A, or 9B								
Win Combat with Infernals	100	150	250	350	450	550	650	750
Defeated by the Infernals	50	75	125	175	225	275	325	375
Encounter 10								
Win Final Combat	100	150	250	350	450	550	650	750
Defeated in Final Combat	50	75	125	175	225	275	325	375
Recover Portal Tome/Scroll Materials	75	75	75	75	75	75	75	75
Bring Zander Grimm to Amthydor	75	75	75	75	75	75	75	75
Bring Constance Grimm to Amthydor	75	75	75	75	75	75	75	75
Bring Sterlamin the Sage to Amthydor	75	75	75	75	75	75	75	75
Discretionary Role Playing Award	100	100	100	100	100	100	100	100
Maximum Possible XP	600	700	900	1,100	1,300	1,500	1,700	1,900

TREASURE SUMMARY

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

Introduction

- **Rations (three weeks)**, per PC. (15 gp)

Encounter 5

- **Enspelled Fruit: 1 for each PC**
 - ATL 2-5 – Cherry (*Cure Light Wounds*) (50 gp)
 - ATL 7-9 – Plum (*Cure Moderate Wounds*) (300 gp)
 - ATL 11-13 – Orange (*Cure Serious Wounds*) (750 gp)
 - ATL 15 – Grapefruit (*Cure Critical Wound*) (1,400 gp)

Encounter 6

- **Debt to Dymora**

Encounter 10

- **Armor: Full Plate Armor**

- ATL 2-5 – Full Plate Armor (1,500 gp)
- ATL 7-9 – +1 Full Plate Armor (2,650 gp)
- ATL 11-13 – +2 Full Plate Armor (5,650 gp)
- ATL 15 – +3 Full Plate Armor (10,650 gp)
- **Sword: (there is only one of these items)**
 - ATL 2-5 – Masterwork Bastard Sword (335 gp)
 - ATL 7-9 – +1 Bastard Sword (2,335 gp)
 - ATL 11-13 – +2 Bastard Sword (8,335 gp)
 - ATL 15 – +3 Bastard Sword (18,335 gp)
- **Longbow: (there is only one of these items)**
 - ATL 2-5 – Masterwork Composite Longbow (375 gp)
 - ATL 7-9 – +1 Composite Longbow (2,375 gp)
 - ATL 11-13 – +2 Composite Longbow (8,375 gp)
 - ATL 15 – +3 Composite Longbow (18,375 gp)

- **Ring: (there is only one of these items)**
ATL 2-5 – **of Shuriken** (2,000 gp)
ATL 7-9 – **of Force Shield** (8,500 gp)
ATL 11-13 – **of Water Walking** (15,000 gp)
ATL 15 – **of Blinking** (30,000 gp)
- **Shield: (there is only one of these items)**
ATL 2-5 – Masterwork Heavy Steel Shield (170 gp)
ATL 7-9 – +1 Heavy Steel Shield (1,170 gp)
ATL 11-13 – +2 Heavy Steel Shield (4,170 gp)
ATL 15 – +3 Heavy Steel Shield (9,170 gp)
- **Wondrous Magic: Ioun Stone**
ATL 2-5 – **Dull Gray** (25 gp)
ATL 7-9 – **Dusty Rose** (4,000 gp)
ATL 11-13 – **Deep Red & Black** (8,000 gp)
ATL 15 – **Deep Green** (10,000 gp)

Conclusion A

- **Gold:** 100 * ATL gp payment.
- **Greater Boon of LoTS**
- **Greater Favor of House Grimm**
- **Tome from Sterlamin the Sage**

Conclusion B

- **Gold:** 100 * ATL gp payment.
- **Lesser Boon of LoTS**
- **Greater Favor of House Grimm**

Conclusion C

- **Gold:** 100 * ATL gp payment.
- **Lesser Boon of LoTS**
- **Lesser Favor of House Grimm**

Conclusion D

- **Gold:** 100 * ATL gp payment.
- **Lesser Boon of LoTS**

Conclusion E

- **Gold:** 75 * ATL gp payment.

Conclusion F

- **Gold:** 0 gp payment.

Cert Detail:

➤ **Debt to Dymora**

The above named PC agreed to do a small favor for Dymora when asked in exchange for information rendered in the alternate Amthydor. This favor will be called in during a future *Legends of the Shining Jewel* module.

➤ **Favor of House Grimm**

Greater: This certificate can be used to enter the Diamond Legion using only 30 TUs instead of 60. If the PC is already in the Diamond Legion, then it can be used to cut in half any time requirement for moving into an elite unit. It may instead be used to gain admission into the family guard units of the following Noble Families: Grimm, Harquith, Kailin, Mour and Reilly. However, showing this letter to members of the following Noble families: Bailey, Eriks, Sahdein and Tezriine will automatically change the family's reaction to the character to Hostile and they will never be allowed to join their family guards. The PC also gains the benefits of having the **Lesser Favor of House Grimm** as well.

Lesser: The above named PC gets a +1 favor bonus to all Charisma and Charisma based skill checks. As House Grimm is very well placed in the Diamond Legion, this bonus also applies to the Diamond Legion.

➤ **Boon of LoTS**

Greater: This certificate can be used to enter the League of Thaumaturgical Studies using only half the TUs required for each rank of admission. The PCs also gains the benefits of having the **Lesser Boon of LoTS** as well.

Lesser: The above named PC may craft a magical item at a gp cost of 10% less than normal, due to easier access to materials and supplies (if the PC is a LoTS member, then the discount is 15%). The PC must still expend the same amount of XP and TUs for these activities (See Mystical Marketplace).

Player's Handout #1: The Chaldean Empire

Founded in 11245 ER, the empire of Chaldea covered the entirety of a continent, and spread its influence southeast to build cities on the small continent of Mennier and west to the island continents of Ellora and Tressyn. A wealthy empire, rich in natural resources, Chaldea attracted master craftsmen, skilled artisans, powerful mages and learned scholars from around the world. Its cities were architectural wonders of graceful arches, elegant gardens and sky-reaching towers. Its roads did not suffer the depredations of weather and use, defying the jungle to link the cities of an entire continent. The Imperial Capital of Ylsidra was carved from the jungles central to the continent.

Agrin, the first emperor, was a wise and charismatic man who brought life to his vision of a land where all of the people served the community and their empire, and were served in return. What benefited one benefited all. In 11245, Agrin I united the petty and warring people of Hur'Resa into a unified empire, bringing an end to almost a century of struggle over land, crops, livestock and natural resources. Enlightened in concept and intention, the early days of the empire were marked by social awareness and a sense of purpose that all citizens should aspire to improve themselves to the benefit of their families, their community and the empire. Education and basic health care were provided to all citizens, regardless of rank or station. Poverty was minimal, with the basic necessities of life provided to those in true need. The reign of Agrin I, called 'Agrin the Just', was long and prosperous, marked by the construction of 4 great cities and peace across the continent. A citizen of Chaldea could travel in safety across the continent, without fear or concern, for the full force of imperial justice would fall upon any who harmed a single hair upon his head.

The reign of his son, Beragil I, was no less bright. From the moment of his coronation in 11312, Beragil I continued to pursue the goals laid down by his father. The Imperial University and Library in Ylsidra were completed in 11319 and made available to all citizens. In 11322 the Imperial Menagerie and Preserve was created, to study, understand and preserve the exotic creatures of the world in a semblance of their natural habitat. Over 3000 species of bird, beast, insect and fish, and countless species of plants, were gathered and lovingly cared for in elaborate exhibits. Beragil's reign as emperor saw the expansion of his domain, first to the neighboring continent of Mennier, then west to the island of Tressyn. Like his father, Beragil I was loved and respected by his people, and they thrived under his rule. Even the poorest citizens of the empire do not lack for food, shelter and the opportunity to work for an honest and reasonable wage.

A third generation would take the imperial throne in 11369, when Beragil's son was crowned Teppes I. Raised to rule wisely, Teppes did not disappoint his people. Further expansion of the empire to include the continents of Ellora and Tressyn brought new wealth in the form of trade, knowledge and resources. Ships sailing under the Chaldean imperial flag did not suffer from pirates, and explorers from other lands avoided the shores of Chaldea and her colonies as already claimed.

For over 2000 years there would be peace and prosperity for the empire and her colonies. A fleet of imperial ships brought trade to every corner of the realm. While not every ruler was a paragon of virtue, those truly unfit to rule were few and far between. Each generation was raised to understand the heavy weight of tradition and duty, and most accepted the burden with a sincere desire to live up to the example of their ancestors. In 13740 the empire expanded to the east, with the establishment of the city of Amthydor. Nestled at the western end of the Tasman Sea, Amthydor was Chaldea on a small scale. The highest ideals of her parent empire were represented in the new city. Though distant

from the main holdings of the Empire, Amthydor was a shining jewel in the Imperial crown.

In 13877 Sennet II would come to the sit upon the throne of his forefathers, continuing the practices that had helped the empire to flourish for thousands of years. Sennet died in 13889, when an unexplained fire raced through the family wing of the imperial palace. Also killed were Sennet's wife and two of their three children. Only his youngest son, 6-year-old Roeber, survived. Sennet's nearest relative, a well-meaning but aged uncle named Tilsen, became the boy-emperor's Regent. Upon Tilsen's death only a year later, the task of Regent fell to his son, Maldren.

Maldren was not content merely to be Regent. An arrogant, petty and selfish man, he craved the power that came only to the one who sat upon the throne. Always a healthy and active child, under his cousin's care Roeber became a withdrawn and sickly boy. Servants close to the boy were certain that his illness was not natural, and even once made an attempt to spirit him away from the palace to safety, but were summarily executed for their attempt 'to kidnap a royal personage for purpose of ransom'. The prolonged and mysterious illness, the result of gradual poisoning by Maldren, claimed young Roeber's life only weeks before his 11th birthday. The long era of the empire's benevolent rulers was over.

The people who had flourished under the leadership of Agrin and his heirs became little more than prisoners and slaves of their new emperor, Maldren I, who claimed the throne in 13894. Maldren quickly bankrupted the treasury in the pursuit of an extravagant and wasteful lifestyle, ignoring the needs of his subjects in favor of his own pleasures. Demands placed upon Chaldea's colonies increased, as the government sought additional funds to maintain the rapidly dwindling treasury. Where Maldren's reign was corrupt, his descendants were even more so. Taxes that had been reasonable in the past were raised to prohibitive levels, and those who could not pay were stripped of all possessions to pay their 'debt'. The poor who had once been offered education and the chance of employment became slaves, sold into servitude when they were unable to provide for themselves. Education, previously encouraged for all citizens, was restricted only to the wealthy. Religion, previously encouraged as a path to self-improvement through spiritual development, became suppressed. Troubled by reports of events at home, colonies began to withdraw from under the Imperial 'wing', and contact between the capital city of Ylsidra and the more distant colonies became sporadic at best. In 13926, Maldren's son Crayden claimed the imperial throne. Faced with empty coffers and fewer ships bringing tithe from the colonies, Crayden sent messengers in 13931 to command obedience from the increasingly independent colonies. Crayden also sent out many of his royal mages to delve deep into the lost arcane arts to see if any forgotten magic could help him retain control of his Empire. In 13940, the first of many portals were discovered in and around all of Raia. With the magicks discovered as well, Crayden was able to surprise city after city to enforce his rule and to demand tribute to the capital city. Amthydor ended up supporting Crayden and his rule without the use of force. So instead of being subjugated, Amthydor ended up to be the second capital city to the Empire and enforced Crayden's rule in the Tasman Sea area.

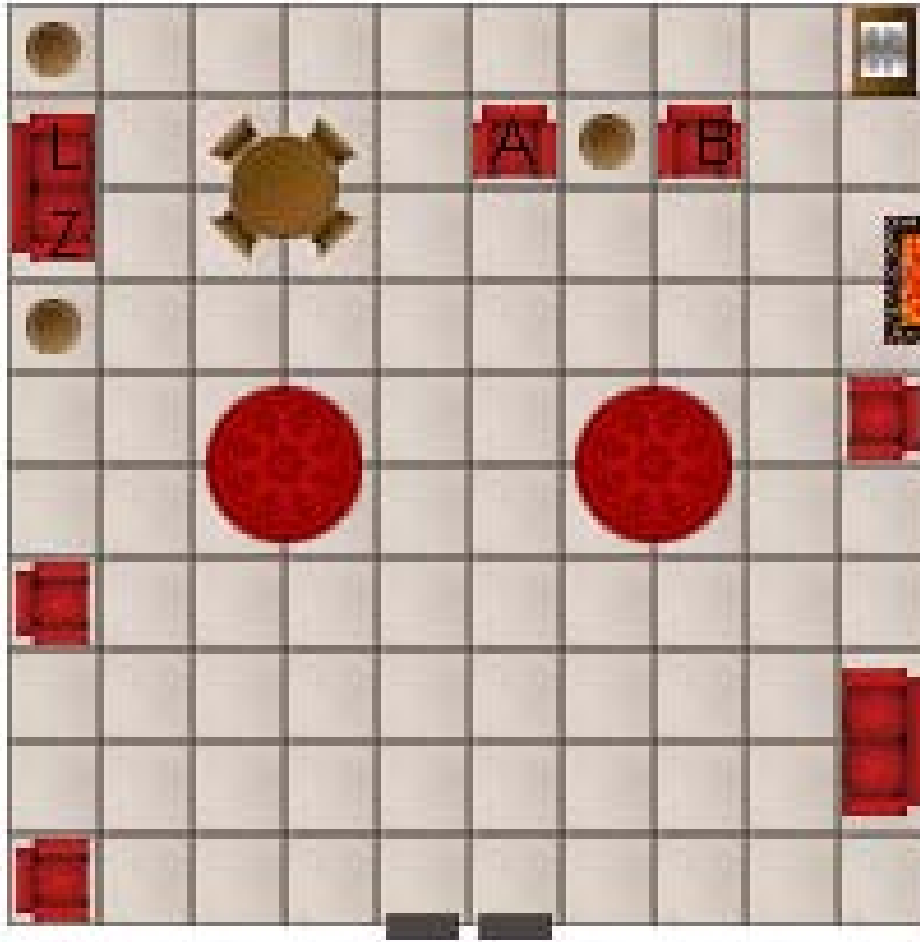
Any who dared to speak out against the regime were silenced, often brutally. In time, no one dared oppose the power of the emperor. And the Empire has grown to encompass just about all of Raia.

Player's Handout #2: The Prophecy

Grim is the child who faces Despair,
Darkness if foretold for the one-time heir.
Shrouded from sight by the love of his kin,
No time to think of what could have been.

Running from his fate there is a fork in his road,
The choice ahead is to stay or to go.
Should the child stay he'd be known only through lore,
Or go beyond the realm and live in Amthydor.

Map 1 – Shrine of Elianna / House Terziine / House Slidell



Each square = 5'

A / B = NPC helper starting positions

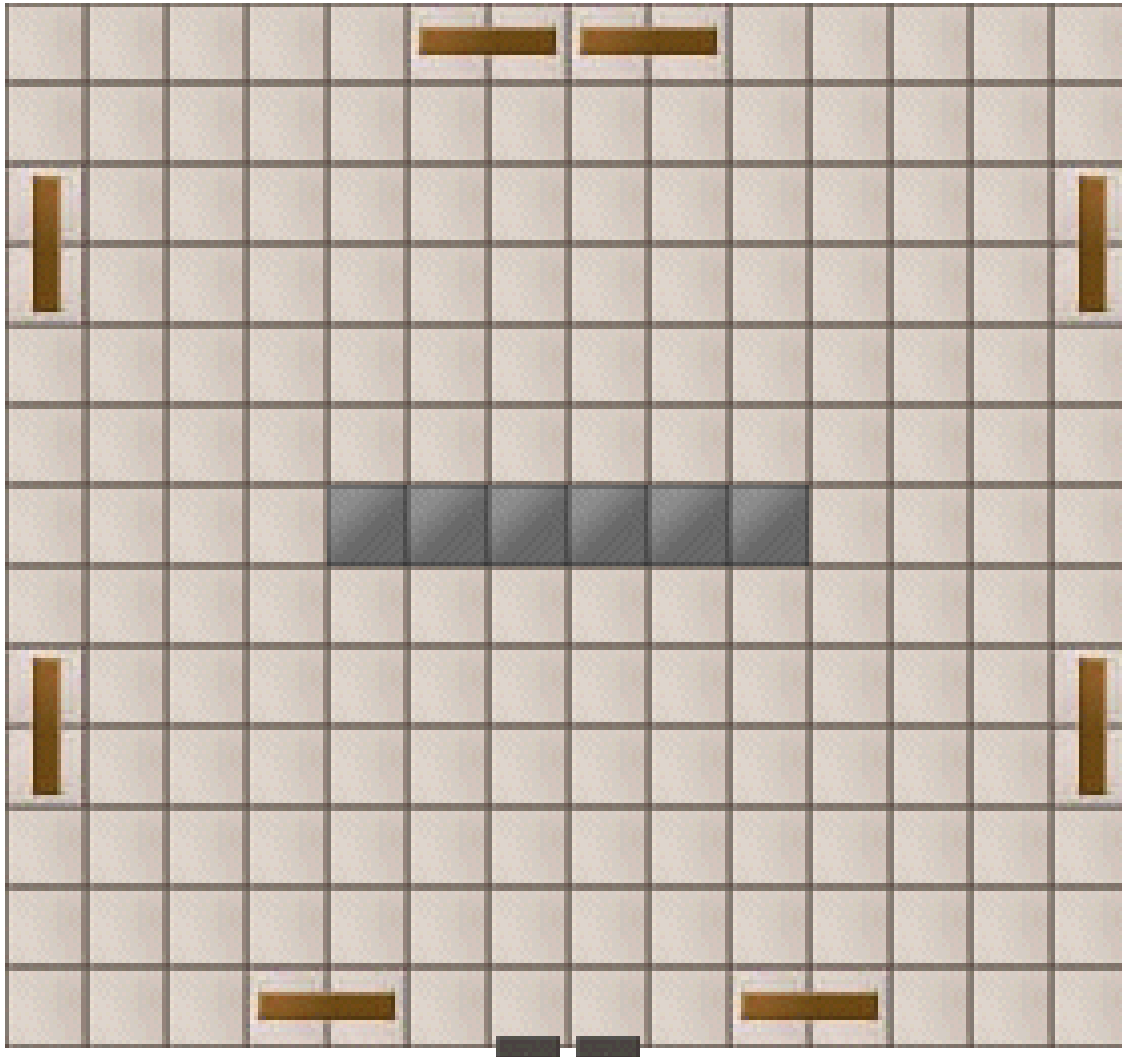
L = Constance Grimm

Z = Zander Grimm

PCs will start in the area near the chairs / couch where the NPCs are sitting.

Creatures will appear in the area near the door when combat starts.

Map 2 – Portal Room



Each square = 5'

Dark gray squares are the space taken up by the Portal.

PCs and any NPCs with them will start in the area near the Portal

Diamond Legion squad will come in the doors.

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from Core Rulebook 2.

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

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

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

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

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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



Roster of Heroes: Double Jeopardy

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):

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