



Making Up for Lost Time

By David Samuels

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

Today started out like any other day, well you think it did. For some reason you can't remember much about today. Something seems to be preventing you from remembering what happened earlier today. Can you figure out what that something is, and why? This is a combat intensive non-typical dungeon crawl. For heroes of levels 1-13

Updated June 2008

www.theshiningjewel.com/lcj

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Welcome to LSJ!

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

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

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

LSJ GM Empowerment Clause

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

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

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

Calculating ATL (Average Table Level)

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

A Note About ATLs and the Power of PCs

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

Adventure Background

The PCs have been captured by a band of Illudran worshippers that have been manipulated into serving a faceless entity. The entity is a powerful enemy that is using “representatives” to test the resolve of the city’s adventurers, starting with the PCs. In order to do so the adventurers will be captured and then drugged and placed into a dream state. In the dream-state they will find themselves in some dangerous scenarios from which they must extricate themselves. They will discover clues along the way that should lead them to discover what is going on. The PCs will be able to find a clue to who the Illudrans manipulator is.

As the PCs are being tested, the Illudrans are doing all that they can to make sure that the PCs stay alive. This will result in the expenditure of healing magic to heal any wounds, or damage, that the PCs might sustain.

As this scenario will be taking place in the PCs dreams, there are certain things that need to be addressed. In dreams the dreamer is usually portrayed as a stronger, more dexterous, heartier, more intelligent, wiser, and more charismatic individual. That is the case with this scenario as well. For simplicity’s sake, we are going to add 10 pts to all attributes, but don’t let the players know this. It is probably better to have the PCs give you a list of their attributes, armor class, and hit points so that you can add in the +5 modifier to each, (note that there are cases where this could break the rules, please allow it to do so). For skills and saving throws you can add the +5 modifier to whatever total that the players tell you.

Also, as the majority of this adventure will be taking place in a dream state where there is no chance of the PCs dying, the combats have been amped up, so please don’t pull your punches. The final combat, which occurs outside of the dream state, is also amped up because up until this point the PCs have not expended any resources.

Note that if a PC should die in the dream state, they will arise from the spot where they fell fully healed at the end of the following round.

The DC for disbelieving is listed under each encounter. If a PC successfully disbelieves they will wind up in Encounter 2.

Note on spell casting. As this will be taking place in their minds, they are not limited in terms of what spells they may cast and how many spells they may cast per day. They are limited in the fact that they cannot cast spells of a type that they couldn’t normally cast (i.e. a cleric can’t decide to cast *magic missile* and a wizard can’t decide to cast *cure moderate wounds*).

One other note, even though the module has the appearance of free will it is really quite linear. Whichever room they go to first will be room 1, the second room 2 and so forth.

The PCs will not be able to hear anything if they attempt a Listen check outside the door to any room.

Introduction: The Search For Freedom – The PCs will find themselves bound inside a large room with no doors which water will start pouring into. They will need to “escape” from the room at which point their journey will begin

Encounter 1: Exploration 101

The PCs will exit the room into a hallway with 5 doors. They will then choose which doors they wish to open and deal with the perils inside. Once the PCs have dealt with a room, a door will open leading to the next room.

Room 1: One Elf or Two: The PCs will battle some monsters to save the lives of some elves.

Room 2: Word Play: The PCs will meet a man who will give them a puzzle to solve as a way for them to avoid combat.

Room 3: Rescue Me: The PCs will come across a burning barn and a woman who needs their help to rescue her family.

Room 4: Get off My Mountain: The PCs will encounter a village that is being attacked by some

monsters. They will have a chance to battle the monsters and save the village.

Room 5: It's All Elemental To Me. The PCs will discover an arena and will be offered a chance to earn the freedom of a caged woman.

Encounter 2: Awaken My Pretty The PCs will awaken and have the chance to confront their captors.

Epilogue – There are 2 different conclusions based on whether the PCs were able to extricate themselves from their predicament on their own, or whether they needed help to do so. The PCs would then be summoned to Diamond Legion HQ where they would be debriefed.

Introduction – The Search for Freedom

You find yourself lying on the floor of a 30'x30'x30' room with (insert number of PCs -1) other individuals. Your hands are tied behind your back and your feet are tied as well. Other than the clothing that you are wearing, you don't seem to have any of your belongings, nor can you see them in this room. Glancing around the room you don't notice any exits, although you can't help but notice that water has begun trickling down the walls of this room.

As you try to search your memory you can't recall how you came to be in this room. In fact you can't seem to remember anything that happened before you found yourself in this room, other than your name, your abilities and what you normally carry with you. You do feel a sense of familiarity with the other people here, but you're not sure why.

Ask the PCs what their intentions are. Some possible options are listed below:

- The PCs might try to use the Use Rope skill to untie their hands. A Use Rope check DC 5 will succeed.
- The PCs might try to rip the rope. In order to do so they would need to make a

Strength check DC 20. If multiple individuals are working together on this, please allow them a +2 modifier for each additional PC working on this.

- If they attempt to disbelieve at this point the DC is 35+ATL. The drugs that have been keeping them in the dream state are quite powerful. During each subsequent encounter after the first, the drug's effects will diminish slightly resulting in a DC drop of 5 per encounter. A natural 20 will always make the disbelieve DC.
- As there is no immediate danger to their lives at this moment (the water is only trickling in at this point so it would be hours before the PCs are in danger of drowning) they may take 20 on their checks.
- PCs may also try to use spells to extricate themselves from this situation. The spellcasting PC will discover that their spells will still work even without the necessary material components.
- If the PCs should "wish" not to be tied up the ropes will loosen and slip off their hands and feet.
- If the PCs should wish for any supplies that can help them out of this predicament (like a knife, or shard of glass to cut the rope) that item will appear.
- A Search check DC 20+ ATL will locate the secret door.

It is possible that the PCs might come up with other ways to deal with this situation, so please be flexible in your judgment of whether they succeed or fail. Remember that this is a test of how the PCs deal with the situations and creativity will impress their captors.

Once the PCs have untied themselves, please read the following, remembering to modify the last line if the PCs wished for any or all of their items.

You've managed to free yourself from the ropes that were binding you, but you're still trapped in a room with no way out and water trickling down

the walls. As if that weren't enough you still don't have any of your equipment.

The PCs need to find a way out of this room, some possible solutions include:

- If the PCs look for a way out of the room they will be able to locate the secret door with a Search check DC 20+ATL. They will be able to open the door with a Strength check DC 15.
- A *knock* spell will open the door as well
- If the PCs should wish to be let out of the room, light will outline the secret door, which will then open
- If the PCs should wish for any of their belongings, as listed on their character sheet or in their certs, the item(s) wished for will appear in the room with them.

Once the PCs have found and opened the secret door they will find that it leads into a hallway. The hallway extends right and left before each direction ends with a corner turn.

Remember that while the module does have the appearance of being non-linear, the order of encounters will be linear. The first room that the PCs enter will be room 1, the second room 2 and so on.

Encounter 1: Exploration 101 **Room 1: One Elf or Two**

If the PCs will be fighting the manticores or hill giants, please use the following first line and then skip to the rest of the paragraph.

Opening the door to this room you notice a lush field.

If the PCs will be fighting the frost giants, please use the following first line and then skip to the rest of the paragraph.

Opening the door to this room you notice a snow-covered field.

If the PCs will be fighting the storm giants, please use the following first line and then skip to the rest of the paragraph.

Opening the door to this room you notice a lush green field and that it is raining.

You can hear the unmistakable sounds of combat coming from up ahead. Entering the room, it's easy to locate the source of the combat. Approximately 150 feet ahead 2 young elves are being attacked by (please insert appropriate # of monsters and type based on ATL). ***There are a group of elves of all ages lying on the ground along with some of their opponents.***

The opponents have not noticed the PCs at this point, so the PCs will have 1 round of surprise on their opponents

Once the PCs have defeated their opponents, the elves will thank them. The PCs will spot another door out of this room that will allow them entry into the next room or they can head back the way that they came and will find themselves back in the hallway outside this room.

If the PCs should attempt to disbelieve at this point the DC will be 35+ATL. Do not count the +5 bonus for being in the dream state in this check.

There are normal weapons and armor of all types from Core Rulebook II within reason in this room that the PCs can use to battle the monsters. If the PCs should wish for an item to help them deal with this situation it will appear in their hands provided that the item is not an artifact or relic.

If the PCs should defeat the monsters, the elves will thank them for their help. Before turning their attention to their fallen comrades, the elves will tell the PCs that they are welcome to any of their comrade's items.

ATL 1

⚔ **Manticore:** CR 5; Large Magical Beas;; HD 6d10+24; hp 57; Init +2 (+2 Dex); Spd 30 ft. (6 squares), fly 50 ft. (clumsy); AC 17 (+2 Dex, +6 natural, -1 size), touch 11, flat-footed 15; BAB/Grp +6/+15; Atk +10 melee (2d4+5 claw) or 6 spikes +8 ranged (1d8+2 19-20); Full Atk 2 claws +10 melee (2d4+5) and +8 melee (1d8+2 bite) or 6 spikes +8 ranged (1d8+2/19-20); Space/Reach: 10'/5'; SA Spikes; SQ Darkvision 60', low-light vision. scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multi-attack, Track, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Manticores have a +4 racial bonus on Spot checks.

ATL 3

⚔ **Manticore (3):** CR 5; Large Magical Beast ; HD 6d10+24; hp 57; Init +2 (+2 Dex); Spd 30 ft. (6 squares), fly 50 ft. (clumsy); AC 17 (+2 Dex, +6 natural, -1 size), touch 11, flat-footed 15; BAB/Grp +6/+15; Atk +10 melee (2d4+5 claw) or 6 spikes +8 ranged (1d8+2 19-20); Full Atk 2 claws +10 melee (2d4+5) and +8 melee (1d8+2 bite) or 6 spikes +8 ranged (1d8+2/19-20); Space/Reach: 10'/5'; SA Spikes; SQ Darkvision 60', low-light vision. scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multi-attack, Track, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action

(make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Manticores have a +4 racial bonus on Spot checks.

ATL 5

⚔ **Hill Giant (3):** CR 7; Large Giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30'; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; BAB/Grp +9/+20; ; Atk +16 melee (2d8+10 greatclub) or +15 melee (1d4+7 slam) or +8 ranged (2d6+7 rock); Full Atk +16/+11 melee (2d8+10 greatclub) or 2 slams +15 melee (1d4+7) or +8 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Listen +3, Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus greatclub.

Equipment: huge greatclub, 4 rocks, hide armor.

The range increment is 120 feet for a hill giant's thrown rocks.

ATL 7

⚔ **Hill Giant (6):** CR 7; Large Giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30'; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; BAB/Grp +9/+20; Atk +16 melee (2d8+10 greatclub) or +15 melee (1d4+7 slam) or +8 ranged (2d6+7 rock); Full Atk +16/+11 melee (2d8+10 greatclub) or 2 slams +15 melee (1d4+7) or +8 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Listen +3, Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Equipment: huge greatclub, 4 rocks, hide armor.

The range increment is 120' for a hill giant's thrown rocks.

ATL 9

⚔ **Frost Giant/Fighter 2 (3):** CR 11; Large Giant (Cold); HD 14d8+80+2d10; hp 157; Init +3 (-1 Dex, Improved Initiative); Spd 40'; AC 21 (-1 size, -1 Dex, +9 natural, +4 armor), touch 8, flat-footed 21; BAB/Grp +12/+25; Atk +20 melee (3d6+13 x3 greataxe) or +20 melee (1d4+9 slam) or +11 ranged (2d6+9 rock); Full Atk +20/+15 melee (3d6+13 x3 greataxe) or 2 slams +20 melee (1d4+9) or +11 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, immunity to cold, vulnerability to fire, rock catching; AL CE; SV Fort +17, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +18, Intimidate +8, Jump +17, Spot +12.

Feats: Cleave, Great Cleave, Improved Overrun, Power Attack, Improved Sunder, Improved Initiative, Skill Focus Intimidate, Point Blank Shot.

Equipment: huge greataxe, 4 rocks, chain shirt.

The range increment is 120' for a frost giant's thrown rocks.

Cold Immunity / Fire Vulnerability: Cold spells have no effect on frost giants. Fire spells do 50% more damage to frost giants.

ATL 11

Storm Giant (3): CR 13; Huge Giant; HD 19d8+114; hp 199; Init +2 (+2 Dex); Spd 35', swim 30'; AC 27 (-2 size, +2 Dex, +12 natural, +5 armor), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk +26 melee (4d6+21 19-20 greatsword) or +26 melee (1d6+14 slam) or +14 ranged (1d6+14 x3 composite longbow); Full Atk +26/+21/+16 melee (4d6+21 19-20 greatsword) or 2 slams +26 melee (1d6+14) or +14/+9/+4 ranged (1d6+14 x3 composite longbow); Space / Reach 15' / 15'; SA spell like abilities; SQ low light vision, freedom of movement, immunity to electricity, rock catching, water breathing; AL CE; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills: Climb +20, Concentration +26, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Sense Motive +15, Spot +25, Swim +18.

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Equipment: huge greatsword, huge composite longbow (+14 str), breastplate.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it

swims in a straight line. Storm giants ignore all weight penalties for gear carried when swimming.

ATL 13

Storm Giant/Fighter 2: (3) CR 15; Large Giant (21 ft tall); HD 19d8+138+2d10; hp 225; Init +2 (+2 Dex); Spd 35 ft, swim 30 ft breastplate; AC 21 (-2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk Greatsword +28 melee (4d6+21/19-20) or slam +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16 ranged (3d6+14/x3); Full Atk Huge Greatsword +28/+23/+18 melee (4d6+21/19-20 greatsword) or 2 slams +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16/+1/+6 ranged (3d6+14/x3); Space/Reach 15'/15'; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +22, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +14, Jump +26, Listen +15, Perform (sing) +12, Sense Motive +16, Spot +26, Swim +22*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Great Cleave, Point Blank Attack, Precise Shot

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or

avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

ATL 15

Storm Giant/Fighter 2: (4) CR 15; Large Giant (21 ft tall); HD 19d8+138+2d10; hp 225; Init +2 (+2 Dex); Spd 35 ft, swim 30 ft breastplate; AC 21 (-2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk Greatsword +28 melee (4d6+21/19-20) or slam +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16 ranged (3d6+14/x3); Full Atk Huge Greatsword +28/+23/+18 melee (4d6+21/19-20 greatsword) or 2 slams +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16/+1/+6 ranged (3d6+14/x3); Space/Reach 15'/15'; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +22, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +14, Jump +26, Listen +15, Perform (sing) +12, Sense Motive +16, Spot +26, Swim +22*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Great Cleave, Point Blank Attack, Precise Shot

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or

avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

As you are about to leave the room, a young girl appears. She is probably no older than seven years old. There is something vaguely familiar about her. The girl looks at you and then begins crying

“This is not fair. I’m dead and it’s your fault. You could have saved me but chose not to. My blood is on your hands.”

As the girl is speaking, please pass Player Handout 1 to the PCs

“You remember seeing this young girl before. She came up and asked your name, because she had something that she needed to deliver. After telling the girl your name, she handed you a rolled up piece of parchment. She then fell into your arms and it was at that moment that you noticed the gnome with the glistening dagger now visible behind her. The girl’s eyes pleaded with you for help.

Before you had a chance to take any action, you felt a forceful whack on the back of your head and then everything went black. The next thing you knew was that you were lying on the floor of a room with your hands and feet tied

The girl believes that the PCs didn’t do anything to prevent or avenge her death. It is up to the PCs to convince her otherwise. She will be hesitant to believe what they say, as she knows that she is dead. Once the PCs can convince her that they would have saved her given the opportunity to do so, she will tell them that they are being tested, and that the fate of the city could depend on how well they complete the tests. She will tell them that if they WISH she would be more than happy to return their items to them.

Room 2: Word Play

Opening the door to this room, you notice that the door leads out into a large field. You also spot a human man sitting off in the distance, at the limits of your vision. The aroma of freshly cooked food wafts in your direction. When you enter the room and proceed through the field towards the man and the food, the door you came through closes and disappears. It is at this point that the man begins speaking.

“Welcome to the final days of your life. I am your host “Bloody Death”, you can call me Bloody for short. You will be playing a game during your time here, the rules of which I’m about to explain to you. You are scheduled to have a fierce battle in the not so distant future, but being the good sport that I am, here’s what I’m going to do. I’m going to show you a series of words, words that contain other words. For every word of at least 5 letters that you find, I’m willing to tip the odds slightly in your favor. In fact, if you can find 5 words of at least 5 letters each, I will pre-empt your death. Now, just so we’re all clear the words can all come from the same original word, or from multiple words but each letter of the word you find must come from the same original word.

The words are:

- 1) Platinum
- 2) Spiked chain
- 3) Amthydoran
- 4) Hyperion
- 5) Artifact
- 6) Racial Faction

Please pass Player Handout 2 to the players. If the PCs have successfully come up with 5 words the man will speak.

If the PCs should wish for the 5 words, that will work as well.

If the PCs attempt to disbelieve the DC at this point is DC 30+ATL.

“Well done. You surprised me. I didn’t think you had it in you. You have delayed your death” He waves his hand and then a door appears leading out of this room. The door that you came through is also now visible.

If the PCs haven’t been able to come up with 5 words then they will face the same opponents that they faced in room 1, but the number faced will be reduced by 1 for each 5 letter word that they come up with. If they haven’t come up with 5 words they will face at least 1 opponent.

The PCs can exit through either door and will wind up in room 3

The man will attempt to answer some questions before he becomes bored and walks away from the PCs. He can give them the information that the girl had available about how they are being tested, as well as how to get their items back. He doesn’t know what sort of tests that they will be facing just that the fate of the city could depend on how they handle the tests.

If the PCs should attempt to attack him please run them through the combat from room 1 without reducing the number of monsters.

Room 3: Rescue Me

Opening the door to this room, a cloud of smoke accompanied by the usual acrid smoky smell greets your eyes and nostrils. You can barely make out a road leading onward from the hazy smoke, while cries for help reach your ears at the same time.

Investigating the screams and source of the smoke you find that you are on a farm. You find that a large barn is burning, and a woman is frantically trying to get inside the fiery inferno. Seeing you she pleads “Please help me! My husband and my two daughters went inside the barn to rescue our animals, but they haven’t come out. I’m afraid something might have happened to them. Please help me. I can’t live without them.”

If the PCs should attempt to enter the barn they would need to make a Fortitude save DC 12 to keep from choking on the smoke unless they take precautions (covering their mouth and nose with a dry cloth will reduce DC of the save to 5 while covering their mouth and nose with a wet cloth will negate the need for the check)

There is a well on the property which the PCs can use to get water to put out the fire or to wet some cloths to cover their mouths and noses.

If the PCs should attempt to head into the barn they will be able to open the door and enter the fiery structure. A Reflex save DC 12 will let them avoid the fiery falling debris. With a Spot check DC 5+ATL they will be able to find the woman's husband and her two children unconscious on the floor. They will also notice that the animals are panicking and that if something is not done they will die in the fire.

The PCs will be able to lift/and or drag the husband and children out of the barn. (Call for Dexterity checks to avoid falling flaming bits of barn. (This is to keep the PCs on their toes, although they will not fail.)

The PCs will be able to untie the animals or open the gates that have trapped the animals freeing them without any problem. The animals, while panicked, will gather at the end of the farmland.

A Heal check DC 5+ATL will reveal that the family will be okay once the smoke leaves their throats and lungs.

It is possible that the PCs might wish for the woman's family and animals to emerge from the barn unscathed or for a storm to quench the fire. If so, it will happen.

Once the PCs have rescued the woman's family (and the animals) she will thank them for their assistance and proclaim them her heroes. The woman's name is Rosalla, and she while she is thankful for the PCs actions to save her family, she isn't willing to answer questions as she wants to

keep her attention focused on her newly rescued family. She will give them Player Handout 3.

The door out of this room will appear at this time.

If the PCs attempt to disbelieve the DC at this point is DC 25+ATL.

Room 4: Get Off Of My Mountain

*Opening the door you see a large mountain, and at the base of the mountain is a small village. You hear screams and are quickly able to locate what caused the scream. A stream of boulders is raining down on this village from the top of the mountain. Straining your vision towards the top of the mountain, you notice the source behind this rain of boulders, (Please insert the number and type of monsters based on ATL. The creatures are hurling boulders down the mountain). **If something is not done soon the creature(s) will destroy this village, killing every man woman and child within it.. You do notice a path leading up the mountain that the monsters on top don't seem to be paying attention to.***

Ask the PCs what their intentions are. If they decide to head up the mountain, they will be able to do so and have 1 round of surprise actions as the creatures have been concentrating on destroying the village.

If the PCs attempt to disbelieve the DC at this point is DC 15+ATL.

There are normal weapons and armor of any and all types in this room that the PCs can use to battle the monsters. If the PCs wish for an item to help them deal with this situation it will appear in front of them provided it is not an artifact or relic.

ATL 1

⚔ **Troll:** CR 5; Large Giant; HD 6d8+16; hp 63; Init +2 (+2 Dex); Spd 30'; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +4/+14; Space / Reach 10' / 10'; Atk +9 melee (1d6+6 claw); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) SA rend 2d6+9; SQ Darkvision 90', low light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6.

Feats: Alertness, Iron Will, Track.

Equipment: None.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. All other attacks do nonlethal damage, which is healed at a rate of 5 points / round even if a troll is unconscious. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

ATL 3

⚔ **Troll (3):** CR 5; Large Giant; HD 6d8+16; hp 63; Init +2 (+2 Dex); Spd 30'; AC 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14; BAB/Grp +4/+14; Space / Reach 10' / 10'; Atk +9 melee (1d6+6 claw); Full Atk 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3) SA rend 2d6+9; SQ Darkvision 90', low light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +6.

Feats: Alertness, Iron Will, Track.

Equipment: None.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. All other attacks do nonlethal damage, which is healed at a rate of 5 points / round even if a troll is unconscious. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

ATL 5

⚔ **Hill Giant (3):** CR 7; Large Giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30'; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; BAB/Grp +9/+20; ; Atk +16 melee (2d8+10 greatclub) or +15 melee (1d4+7 slam) or +8 ranged (2d6+7 rock); Full Atk +16/+11 melee (2d8+10 greatclub) or 2 slams +15 melee (1d4+7) or +8 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Listen +3, Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Equipment: huge greatclub, 4 rocks, hide armor.

The range increment is 120' for a hill giant's thrown rocks.

ATL 7

⚔ **Hill Giant (6):** CR 7; Large Giant; HD 12d8+48; hp 102; Init -1 (-1 Dex); Spd 30'; AC 20 (-1 size, -1 Dex, +9 natural, +3 armor), touch 8, flat-footed 20; BAB/Grp +9/+20; Atk +16 melee (2d8+10 greatclub) or +15 melee (1d4+7 slam) or +8 ranged (2d6+7 rock); Full Atk +16/+11 melee (2d8+10 greatclub) or 2 slams +15 melee (1d4+7) or +8 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills: Climb +7, Jump +7, Listen +3, Spot +6

Feats: Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Equipment: huge greatclub, 4 rocks, hide armor.

The range increment is 120' for a hill giant's thrown rocks.

ATL 9

⚔ Frost Giant/Fighter 2 (3): CR 11; Large Giant (Cold); HD 14d8+80+2d10; hp 157; Init +3 (-1 Dex, Improved Initiative); Spd 40'; AC 21 (-1 size, -1 Dex, +9 natural, +4 armor), touch 8, flat-footed 21; BAB/Grp +12/+25; Atk +20 melee (3d6+13 x3 greataxe) or +20 melee (1d4+9 slam) or +11 ranged (2d6+9 rock); Full Atk +20/+15 melee (3d6+13 x3 greataxe) or 2 slams +20 melee (1d4+9) or +11 ranged (2d6+7 rock); Space / Reach 10' / 10'; SA rock throwing; SQ low light vision, immunity to cold, vulnerability to fire, rock catching; AL CE; SV Fort +17, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills: Climb +18, Intimidate +8, Jump +17, Spot +12.

Feats: Cleave, Great Cleave, Improved Overrun, Power Attack, Improved Sunder, Improved Initiative, Skill Focus Intimidate, Point Blank Shot.

Equipment: huge greataxe, 4 rocks, chain shirt.

The range increment is 120' for a frost giant's thrown rocks.

Cold Immunity / Fire Vulnerability: Cold spells have no effect on frost giants. Fire spells do 50% more damage to frost giants.

ATL 11

\ Storm Giant (3): CR 13; Huge Giant; HD 19d8+114; hp 199; Init +2 (+2 Dex); Spd 35', swim 30'; AC 27 (-2 size, +2 Dex, +12 natural, +5 armor), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk +26 melee (4d6+21 19-20 greatsword) or +26 melee (1d6+14 slam) or +14 ranged (1d6+14 x3 composite longbow); Full Atk +26/+21/+16 melee (4d6+21 19-20 greatsword) or 2 slams +26 melee (1d6+14) or +14/+9/+4 ranged (1d6+14 x3 composite longbow); Space / Reach 15' / 15'; SA spell like abilities; SQ low light vision, freedom of movement, immunity to electricity, rock catching, water breathing; AL CE; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills: Climb +20, Concentration +26, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Sense Motive +15, Spot +25, Swim +18.

Feats: Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Equipment: huge greatsword, huge composite longbow (+14 str), breastplate.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it

swims in a straight line. Storm giants ignore all weight penalties for gear carried when swimming.

ATL 13

Storm Giant/Fighter 2: (3) CR 15; Large Giant (21 ft tall); HD 19d8+138+2d10; hp 225; Init +2 (+2 Dex); Spd 35 ft, swim 30 ft breastplate; AC 21 (-2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk Greatsword +28 melee (4d6+21/19-20) or slam +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16 ranged (3d6+14/x3); Full Atk Huge Greatsword +28/+23/+18 melee (4d6+21/19-20 greatsword) or 2 slams +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16/+1/+6 ranged (3d6+14/x3); Space/Reach 15'/15'; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +22, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +14, Jump +26, Listen +15, Perform (sing) +12, Sense Motive +16, Spot +26, Swim +22*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Great Cleave, Point Blank Attack, Precise Shot

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or

avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

ATL 15

Storm Giant/Fighter 2: (4) CR 15; Large Giant (21 ft tall); HD 19d8+138+2d10; hp 225; Init +2 (+2 Dex); Spd 35 ft, swim 30 ft breastplate; AC 21 (-2 size, +2 Dex, +12 natural, +5 breastplate), touch 10, flat-footed 25; BAB/Grp +16/+38; Atk Greatsword +28 melee (4d6+21/19-20) or slam +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16 ranged (3d6+14/x3); Full Atk Huge Greatsword +28/+23/+18 melee (4d6+21/19-20 greatsword) or 2 slams +28 melee (1d6+14) or composite longbow (+14 Str bonus) +16/+1/+6 ranged (3d6+14/x3); Space/Reach 15'/15'; SA Spell-like abilities; SQ Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +22, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +14, Jump +26, Listen +15, Perform (sing) +12, Sense Motive +16, Spot +26, Swim +22*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Great Cleave, Point Blank Attack, Precise Shot

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or

avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming. low-light vision, rock catching, water breathing; AL CE; SV Fort +20, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +22, Concentration +26, Craft (any one) +13, Diplomacy +4, Intimidate +14, Jump +26, Listen +15, Perform (sing) +12, Sense Motive +16, Spot +26, Swim +22*; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack, Great Cleave, Point Blank Attack, Precise Shot

Storm giants use weapons and spell-like abilities instead of throwing rocks. Their composite longbows have a range increment of 180 feet.

Spell-Like Abilities: 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th. The save DCs are Charisma-based.

Freedom of Movement (Su): Storm giants have a continuous freedom of movement ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

Skills: A storm giant has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Storm giants ignore all weight penalties for gear carried when swimming.

Room 5: It's All Elemental to Me

Opening the door to this room, the sound of thunderous applause greets your ears. When you investigate the applause you find that there is an arena of some sort on a beach. As you approach you notice that the stands are full of spectators, while a young woman sits inside a cage in the center of the arena floor.

As you watch a man calls to you and asks if you're willing to battle for the woman's life. He tells you that the rules are simple, it's a no holds barred battle against elementals. He further explains that if you can hold out for 30 seconds you will win the woman's freedom, as well as a 10,000 gp prize. He looks at you awaiting your decision.

If the PCs should accept the challenge, the type and number of elementals that they would need to battle will depend on their ATL, and if they should ask he will tell them that information before they agree to the battle. If the PCs should defeat the elementals, the woman will be freed from the cage and given her freedom, at which point the PCs will find themselves in the hallway outside this door.

If the PCs should attempt to disbelieve at this point the DC for the check will be DC10+ATL. If the PC is successful they will wind up in encounter II.

There are normal weapons and armor in this room that the PCs can use to battle the monsters. If the PCs wish for an item to help them deal with this situation, it will appear in front of them provided it is not an artifact or relic.

ATL 1

⚡ Air Elemental, Large: CR 5; Large Elemental (Air, Extraplanar); HD 8d8+24; hp 60; Init +11 (+7 Dex, Improved Initiative); Spd 100 fly (perfect); AC 20 (+7 Dex, +4 natural, -1 size), touch 16, flat-footed 13; BAB/Grp +6/+12; Atk slam +12 melee (2d6+2); Full Atk 2 slams +12 melee (2d6+2); Space/Reach: 10'/10'; SA Air Mastery, Whirlwind; SQ Damage reduction 5/-, Darkvision 60', Elemental traits; AL N; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6, Survival +1; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B.

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, 30 feet wide at the top and 40 feet tall.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Small or medium sized creatures might take 2d6 damage and may be lifted into the air. An affected creature must succeed on a Reflex save DC 16 when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save DC 16 or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

ATL 3

∖ Air Elemental, Large (3): CR 5; Large Elemental (Air, Extraplanar); HD 8d8+24; hp 60; Init +11 (+7 Dex, Improved Initiative); Spd 100 fly (perfect); AC 20 (+7 Dex, +4 natural, -1 size), touch 16, flat-footed 13; BAB/Grp +6/+12; Atk Slam +12 melee (2d6+2); Full Atk 2 slams +12 melee (2d6+2); Space/Reach: 10'/10'; SA Air Mastery, Whirlwind; SQ Damage reduction 5/-, Darkvision 60', Elemental traits; AL N; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6, Survival +1; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Weapon Finesse^B.

Their rapid speed makes air elementals useful on vast battlefields or in extended aerial combat.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, 30 feet wide at the top and 40 feet tall.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Small or medium sized creatures might take 2d6 damage and may be lifted into the air. An affected creature must succeed on a Reflex save DC 16 when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save DC 16 or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

ATL 5

\ **Earth Elemental, Huge (3):** CR 7; Huge Elemental (Earth, Extraplanar); HD 16d8+80; hp 152; Init -1 (-1 Dex); Spd 30'; AC 18 (-2 Size, -1 Dex, +11 natural), touch 7 flat-footed 18; BAB/Grp +12/+29; Atk slam +19 melee (2d10+9); Full Atk 2 slams +19 melee (2d10+9); Space/Reach: 15'/15'; SA Earth Mastery, Push; SQ Damage reduction 5/-, earth glide, Darkvision 60', Elemental traits; AL N; SV Fort +15, Ref +4, Will +7; Str 29, Dex 8, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +10, Spot +9; Awesome blow, Great Cleave, Improved Bull Rush, Iron Will, Power Attack.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

ATL 7

\ **Earth Elemental, Greater (3):** CR 9; Huge Elemental (Earth, Extraplanar); HD 21d8+105; hp 199; Init -1 (-1 Dex); Spd 30'; AC 20 (-2 Size, -1 Dex, +13 natural), touch 7 flat-footed 20; BAB/Grp +15/+33; Atk slam +23 melee (2d10+10); Full Atk 2 slams +23 melee (2d10+10);

Space/Reach 15'/15'; SA Earth Mastery, Push; SQ Damage reduction 10/-, earth glide, Darkvision 60', Elemental traits; AL N; SV Fort +17, Ref +6, Will +9; Str 31, Dex 8, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Awesome Blow, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

ATL 9

⚔ **Fire Elemental Elder (3):** CR 11; Huge Elemental (Fire, Extraplanar); HD 24d8+96; hp 204; Init +13 (+9 Dex, Improved Initiative); Spd 60'; AC 25 (-2 Size, +9 Dex, +8 natural), touch 17 flat-footed 16; BAB/Grp +18/+32; Atk slam +26 melee (2d8+6); Full Atk 2 slams +26 melee (2d8+6); Space/Reach 15'/15'; SA Burn; SQ Damage reduction 10/-, Darkvision 60', Elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +28, Spot +29; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Great fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon focus (Slam).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save DC 22 or catch on fire. The flame burns for 1d4 rounds.. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

ATL 11

⚔ **Advanced Fire Elemental Elder (3):** CR 13; Huge Elemental (Fire, Extraplanar); HD 32d8+128; hp 272; Init +13 (+9 Dex, Improved Initiative); Spd 60'; AC 26 (-2 Size, +10 Dex, +8 natural), touch 18 flat-footed 16; BAB/Grp +24/+38; Atk slam +32 melee (2d8+6); Full Atk 2 slams +32 melee (2d8+6); Space/Reach 15'/15'; SA Burn; SQ Damage reduction 10/-, Darkvision 60', Elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +18, Ref +26, Will +12; Str 23, Dex 30, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +36, Spot +37; Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Great fortitude, Iron Will, Mobility,

Spring Attack, Weapon Finesse, Weapon focus (Slam), Power Attack, Cleave.

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save DC 22 or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

ATL 13

⚔ **Advanced Water Elemental Elder (3):** CR 15; Huge Elemental (Water, Extraplanar); HD 40d8+160; hp340 Init +13 (+9 Dex, Improved Initiative); Spd 60'; AC 26 (-2 Size, +10 Dex, +8 natural), touch 18 flat-footed 16; BAB/Grp +24/+38; Atk +32 melee (2d8+6 slam); Full Atk +32 melee (2d8+6 slam, x2); Space/Reach 15'/15'; SA Burn; SQ Damage reduction 10/-, Darkvision 60', Elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +20, Ref +26, Will +12; Str 23, Dex 30, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +37, Spot +37; Alertness, Cleave, Great cleave, Improved Critical (Slam), Improved Bull Rush, Improved sunder, Iron Will, Lightning Reflexes, Power Attack, Dodge, Mobility, Spring Attack, Great Fortitude

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (200 feet long) and stop larger vessels (400 feet long). Even large ships (800 feet long) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 40).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 20 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental, might take damage when caught in the vortex, and may be swept up by it. An affected creature must succeed on a Reflex save DC 31 when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex DC 31 save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save DC 31 each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

ATL 15

Advanced Water Elemental Elder (3): CR 17; Huge Elemental (Water, Extraplanar); HD 48d8+195; hp 411; Init +13 (+9 Dex, Improved Initiative); Spd 60'; AC 27 (-2 Size, +11 Dex, +8 natural), touch 19 flat-footed 16; BAB/Grp +30/+44; Atk +38 melee (2d8+6 slam); Full Atk +38 melee (2d8+6 slam, x2); Space/Reach 15'/15'; SA Burn; SQ Damage reduction 10/-, Darkvision 60', Elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +24, Ref +29, Will +14; Str 23, Dex 32, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +45, Spot +45 Alertness, Cleave, Great cleave, Improved Critical (Slam), Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Dodge, Mobility, Spring Attack, Great Fortitude, Combat Reflexes, Toughness

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (200 feet long) and stop larger vessels (400 feet long). Even large ships (800 feet long) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level 40).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 20 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and up to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental, might take damage when caught in the vortex, and may be swept up by it. An affected creature must succeed on a Reflex save DC 31 when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex DC 31 save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save DC 31 each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the

vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Skills: A water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

Encounter 2: Awaken My Pretty

When you open your eyes you notice that you are lying on a stone slab held down by rope. You also notice that you are not alone in this room, there are a (number of PCs -1) other people also tied to slabs.

There are (number of villains per ATL +2) other individuals in this room but they don't seem to have noticed that you have started to stir, in fact they seem to be arguing about something. You also notice your belongings in the corner of the room.

Ask the PC(s) what their intentions are:

- 1) If the PCs should check, the ropes tying them to the table are loose and they can easily slip out of them without anyone noticing.
- 2) They can get their belongings out of the corner, and don their armor, at which point they will have 1 free round before the villains notice that they're unbound and we roll initiative.
- 3) It is possible that some PCs might experience this encounter before others. If this occurs and they try to 'wake' the other PCs and take precautions they can do so without drawing attention to the fact that they have stirred. The PC being woken would need to make a Constitution check DC 10+ATL (with a +5 Circumstance

bonus applied to the roll for the person attempting to wake them)

- 4) If the PC(s) want to hear what the argument is about, they can make a Listen check DC 15+ATL. If successful they will hear that one of the individuals is berating another for not wanting to continue testing the PCs.

When you roll initiative, 2 of the villains, the ones not listed below, will always go first. A blond-haired blue-eyed bespectacled man will grab one of the other men who will then crumple to the ground. The first man will then vanish.

Note: If the PCs should have difficulty with this combat the Diamond Legion will arrive in time to prevent them from being killed and looted. If that should happen, go to Conclusion B

A Heal check DC 15 will reveal that the man is dead. There are claw marks on the man's body, and it's obvious that is what killed him.

A Knowledge Nature check DC 10 will reveal that the claw marks do not appear to be from any animal the PCs are familiar with.

The PCs can learn the following information from questioning the villains.

- They were hired by a man named Mialus to capture the PCs.
- Mialus promised that the PCs would not be harmed.
- He promised to make a donation to the shrine of Illudra in exchange for their help.
- He helped us come up with the drug that kept the PCs in an easily manipulated state.
- He said that the knowledge that he gained from experimenting on the PCs would be invaluable when it came time to take over the city.
- These villains did not trust their boss, and made sure that the PCs stayed healthy by constantly healing them.

ATL 1

⚔ Monk 2; CR 2; Medium humanoid (human); HD 2d8+4; hp 24; Init +7 (+3 Dex, Improved Initiative); Spd 30'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +1/+1; ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow)/Full ATK +1 (1d6/x2 unarmed strike) or +1 (1d6/x2 quarterstaff) or +4 (1d8/19-20 light crossbow) or flurry of blows (-1/-1) ; Space/Reach 5'/5'; SA Flurry of Blows, Stunning Fist (2x/day); SQ Deflect Arrows, Evasion; AL LE; SV: Fort +5, Ref +6, Will +6; Str 10, Dex 16, Con 14, Int 10, Wis 16, Cha 12

Skills and Feats: Balance +8, Diplomacy +5, Knowledge (religion) +5, Move Silently +8, Tumble +7; Dodge, Improved Initiative,

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 2; CR 2; Medium humanoid (human); HD 2d12+6; hp 30 (34 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 19; BAB/GRAP +2/+6 (8 when raging); ATK/Full ATK +6 (8 when raging) (1d8+4 (+6 when raging) longsword 18-20x2) or +5 (+7 when raging) (1d6 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 1/day (lasts 8 rounds), Uncanny Dodge; AL CE; SV: Fort +6 (+8 when raging) , Ref +2, Will +0 (+2 when raging); Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +4, Handle Animal +4, Jump +4, Swim +4; Point Blank Shot, Power Attack

Equipment: long sword, shortbow and 10 arrows, chainmail armor, heavy steel shield

⚔ **Rog 2:** CR 2; Medium humanoid (human male); HD 2d6+4; hp 16 Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 leather armor), touch AC 13, flatfooted 12; BAB/Grp +1/+2; Atk/Full Atk +2 melee (1d6+1 non-lethal sap), or +2 melee (1d4+1, 19-20x2 dagger), or +2 (1d6+1 shortsword 19-20/x2 shortsword), or +4 ranged (1d6 x3

shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 17, Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +6, Hide +8, Listen +8, Move Silently +8, Open Lock +8, Sleight of Hand +8, Search +5, Spot +5, Tumble +8, Use Rope +8; Dodge, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows

ATL 3

⚔ Monk 4; CR 4; Medium humanoid (human); HD 4d8+8; hp 36; Init +7 (+3 Dex, Improved Initiative); Spd 40'; AC 16 (+3 Dex, +3 Wis) Touch 16 FF 13; BAB/GRAP +3/+3; ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +3 (1d8/19-20x2 unarmed strike) or +3 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow) or flurry of blows (+1/+1); Space/Reach 5'/5'; SA Flurry of blows, Ki Strike (Magic), Stunning Fist (4x/day); SQ Deflect Arrows, Evasion, Slow Fall 20', Still Mind; AL LE; SV: Fort +6, Ref +7, Will +7; Str 10 (12 when raging), Dex 16, Con 14 (16 when raging), Int 10, Wis 17, Cha 12

Skills and Feats: Balance +10, Diplomacy +7, Knowledge (religion) +7, Move silently +10, Tumble +9; Dodge, Improved Initiative, Mobility

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 4; CR 4; Medium humanoid (human); HD 4d12+12; hp 54; (62 when raging) Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 FF 19; BAB/GRAP +4/+8 (10 when raging); ATK/Full ATK +8 (10 when raging) (1d8+4 (+6 when raging) longsword) or +7 (+9 when raging) (1d8 shortbow); Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +1, Uncanny Dodge; AL CE; SV: Fort +7, Ref +3, Will +1 (+3 when raging); Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Handle Animal +6, Jump +6, Swim +6; Point Blank Shot, Power Attack, Cleave

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ **Rog 4**; CR 4; Medium humanoid (human male); HD 4d6+8; hp 28 each; Init +10(+6 Dex*, Improved Initiative); Spd 30 ft.; AC 17 (+6* Dex, +2 leather armor), touch 16, FF 17; BAB/Grp +3/+4; Atk/Full Atk +3 melee (1d6+1 non-lethal

sap), or +3 melee (1d4+1, 19-20x2 dagger), or +3 (1d6+1 shortsword 19-20/x2 shortsword), or +7 ranged (1d6 x3 shortbow; Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6; SQ Evasion, trapfinding, trapsense +1, Uncanny Dodge; AL NE; SV Fort +3, Ref +8*, Will +2; Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +11, Listen +9, Move Silently +11, Open Lock +11, Sleight of Hand +11, Search +5, Spot +6, Tumble +11, Use Rope +10; Dodge, Improved Initiative, Mobility.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows ~~*potion of cat's grace**~~.

ATL 5

⚔ Monk 6; CR 6; Medium humanoid (human); HD 6d8+12; hp 52; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +4/+4; ATK +4 (1d8/19-20x2 unarmed strike) or +4 (1d6/x2 quarterstaff) or +6 (1d8/19-20 light crossbow); Full ATK +4 (1d8/19-20x2 unarmed strike) or +3 (1d6 /x2 quarterstaff) or +7 (1d8/19-20 light crossbow) or flurry of blows (+3/+3); Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (6x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind; AL LE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +12, Diplomacy +9, Knowledge (religion) +9, Move silently +12, Tumble +11; Dodge, Improved Initiative, Mobility, Spring Attack

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 6; CR 6; Medium humanoid (human); HD 6d12+18 hp 78 (90 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +6/+10 (12 when raging); ATK +11 (13 when raging) (1d8+4(+2 when raging) longsword) or +8 (1d8 shortbow) ; Full ATK +11/+6 (13/8 when raging) (1d8+4(+6 when raging) longsword) or +8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Nil; SQ Fast Movement, Illiteracy, Rage 2/day (lasts 8 rounds), Trapsense +2, Uncanny Dodge, Improved Uncanny Dodge;; AL CE; SV: Fort +8 (+10 when raging), Ref +4, Will +2 (+4 when raging); Str 19 (21 when raging), Dex 14, Con 16 (18 when raging), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +8, Handle Animal +8, Jump +8, Swim +8; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 6; CR 6; Medium humanoid (human male); HD 6d6+12; hp 40 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +4/+5; Atk/Full Atk +4 melee (1d6+1 non-lethal, sap), or +4 melee(1d4+1 19-20/x2 dagger), or +4 melee(1d6+1 19-20/x2 shortsword), or +9 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +3d6; SQ Evasion, trapfinding, trapsense +1, Uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3 Str 12, Dex 18 (22*), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +7, Hide +13, Listen +9, Move Silently +13, Open Lock +12, Sleight of Hand +12, Search +7, Spot +8 Tumble +13, Use Rope +13; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*.*

ATL 7

⚔ Monk 7; CR 7; Medium humanoid (human); HD 7d8+14; hp 60; Init +7 (+3 Dex, Improved Initiative); Spd 50'; AC 17 (+3 Dex, +3 Wis, +1 class bonus) Touch 17 FF 14; BAB/GRAP +5/+5; ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow); Full ATK +5 (1d8/19-20x2 unarmed strike) or +5 (1d6/x2 quarterstaff) or +8 (1d8/19-20 light crossbow) or Flurry Of blows (+4/+4); Space/Reach 5'/5'; SA Flurry of blows, Improved Disarm, Ki Strike (Magic), Stunning Fist (7x/day); SQ Deflect Arrows, Evasion, Purity of Body, Slow Fall 30', Still Mind, Wholeness of Body; AL LE; SV: Fort +7, Ref +8, Will +8; Str 10, Dex 16, Con 14, Int 10, Wis 17, Cha 12

Skills and Feats: Balance +13, Diplomacy +10, Knowledge (religion) +10, Move silently +13, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack

⚔ Barbarian 7 ; CR 7; Medium humanoid (human); HD 7d12+21 hp 90 (104 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +7/+11(+12 when raging); ATK +12 (14 when raging) (1d8+4 longsword) or +9 (1d8 shortbow) ; Full ATK +12/+7/ (+14/+9 when raging)(1d8+4(+6 when raging) longsword) or +9/+4 (1d8 shortbow) ; Space/Reach 5'/5'; SA Rage 2/day (lasts 8 rounds); SQ Fast Movement, Illiteracy, Trapsense +2. Damage Reduction 1/-; AL CE; SV: Fort +8, Ref +4, Will +2; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +9, Handle Animal +9, Jump +9, Swim +9; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword)

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 7: CR 7; Medium humanoid (human male); HD 7d6+14; hp 46 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex,

+2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +5/+6; Atk/Full Atk +6 melee (1d6+1 19-20/x2 non-lethal sap), or +6 melee (1d4+1 19-20/x2 dagger), or +6 melee (1d6+1 shortsword), or +11 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +4d6; SQ Evasion, trapfinding, trapsense +2, uncanny dodge; AL NE; SV Fort +4, Ref +11, Will +3; Str 12, Dex 18 (22), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +15, Listen +11, Move Silently +15, Open Lock +14, Sleight of Hand +14, Search +9 Spot +9 Tumble +15, Use Rope +15; Dodge, Improved Initiative, Mobility, Spring Attack.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*

⚔ Ftr 7 (2): CR 7; Medium humanoid (human female); HD 7d10+28; hp 83 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +7/+12; Atk +13 melee/ (1d8+7 19-20/x2 longsword) or +12 melee (1d4+5, 19-20/x2 dagger) or +8 ranged (1d6x3 shortbow); Full Atk +11/+6(1d8+7 19-20/x2 longsword), or +10/+5 (1d4+5 19-20/x2 dagger) or +8/+3 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Cleave, Power Attack; SQ Nil; AL NE; SV Fort +9, Ref +5, Will +5; Str 16 (20), Dex 12, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Climb +11, Handle Animal +7, Jump +7, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, heavy steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

ATL 9

⚔ Monk 9; CR 9; Medium humanoid (human); HD 9d8+18; hp 76; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 18 (+3 Dex, +4 Wis, +1 class bonus) Touch 18 FF 14; BAB/GRAP +6/+6; ATK +6 (1d10/19-20x2 unarmed strike) or +6 (1d6/x2 quarterstaff) or +9 (1d10/20 shortbow); Full ATK +6/+1 (1d10/19-20x2 unarmed strike) or +6/+1 (1d6/x2 quarterstaff) or +9/+4 (1d8/19-20 light crossbow); or Flurry Of blows (+6/+6+1)Space/Reach 5'/5'; SA Flurry of blows Improved Disarm, Ki Strike (Magic), Stunning Fist (9x/day); SQ Deflect Arrows, Evasion, Improved Evasion, Purity of Body, Slow Fall 40', Still Mind, Wholeness of Body; AL LE; SV: Fort +8, Ref +9, Will +10; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +15, Diplomacy +12, Knowledge (religion) +12, Move silently +15, Tumble +14; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 9; CR 9; Medium humanoid (human); HD 9d12+27 hp 114 (132 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging) ; BAB/GRAP +9/+14 (+16 when raging); ATK +15 (17 when raging) (1d8+5 (+7 when raging) 19-20/x2 longsword) or +11 (1d6x3 shortbow) ; Full ATK +15/+10/(17/12 when raging) (1d8+5 (7 when raging) longsword) or +11/+6 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 1/-; AL CE; SV: Fort +9, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Precise Shot

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 9; CR 9; Medium humanoid (human male); HD 9d6+18; hp 58 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +6/+7; Atk +12 melee (1d6+1 19-20/x2 non-lethal sap), or +12 melee (1d6+1 19-20/x2 shortsword)or +12 melee (1d4+1 19-20/x2) or + 12 ranged (1d6x3 shortbow); Full Atk +12/+7 sap (1d6+1 non-lethal), or +12/+7 (1d4+1 dagger) or +16/+11 (1d6+1 shortsword) or +12/+7 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +5d6; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +12, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +8, Hide +17, Listen +15, Move Silently +17, Open Lock +16, Sleight of Hand +16, Search +13 Spot +11 Tumble +17, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows, 100 gp, *potion of cat's grace*.

⚔ Ftr 9; CR 9; Medium humanoid (human female); HD 9d10+36; hp 105 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +9/+14; Atk;+15 (1d8+7 longsword 19-20/x2) , or +14 (1d4+7 19-20/x2 dagger) or +10 (1d6x3 shortbow); Full Atk +13/+8(1d8+7 longsword 19-20/x2), or +12/+7 (1d4+5 19-20/x2 dagger) or +10/+5 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +10 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Improved Critical (longsword) Great Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow and 12 arrows, 100 gp, *potion of bull's strength*.

ATL 11

⚔ Monk 11; CR 11; Medium humanoid (human); HD 11d8+22; hp 92; Init +7 (+3 Dex, Improved Initiative); Spd 60'; AC 19 (+3 Dex, +4 Wis, +2 class bonus) Touch 19 FF 16; BAB/GRAP +8/+8; ATK +8 melee (1d10 unarmed strike) or +8 (1d6/x2 quarterstaff) or +11 (1d10 shortbow); Full ATK +8/+3 (1d10 unarmed strike) or +8/+3 (1d6/x2 quarterstaff) or +11/+6 (1d8/19-20 light crossbow) or Flurry of blows (+8/+8/+8/+3); Space/Reach 5'/5'; SA Flurry of Blows, Greater Flurry of blows, Improved Disarm, Ki Strike (Lawful, Magic), Stunning Fist (11x/day); SQ Deflect Arrows, Diamond Body, Evasion, Improved Evasion, Purity of Body, Slow Fall 50', Still Mind, Wholeness of Body; AL LE; SV: Fort +9, Ref +10, Will +11; Str 10, Dex 16, Con 14, Int 10, Wis 18, Cha 12

Skills and Feats: Balance +17, Diplomacy +14, Knowledge (religion) +14, Move silently +17, Tumble +16; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload

Equipment: robe, quarterstaff, light crossbow

⚔ Barbarian 11; CR 11; Medium humanoid (human); HD 11d12+33 hp 138 (160 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17; BAB/GRAP +11/+16; ATK +16 (18 when raging) (1d8+6(8) when raging) longsword) or +13 (1d8 shortbow) ; Full ATK +16/+11/+6/(18/13/8) (1d8+6 (8 when raging) longsword) or +13/+8/+3 (1d8 shortbow) ; Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 3/day (lasts 8 rounds), Greater Rage, Trapsense +3, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 2/-; AL CE; SV: Fort +10, Ref +5, Will +3; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +11, Handle Animal +11, Jump +11, Swim +11; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⚔ Rog 11 (1): CR 11; Medium humanoid (human male); HD 11d6+22; hp 70 each; Init +10 (+6 Dex, Improved Initiative); Spd 30 ft.; AC 18 (+6 Dex, +2 leather armor), touch AC 16, flatfooted 18; BAB/Grp +8/+9; Atk +14 melee (1d6+1 19-20/x2 non-lethal sap), or +14 (1d6+1 shortsword); Full Atk +14/+9 melee (1d6+1 19-20/x2 non-lethal sap), or +14/+9 (1d4+1 dagger) or +14/+9 (1d6+1 shortsword) or +14/+9 (1d6 shortsword); Space/Reach 5 ft./5 ft.; SA Sneak attack +6d6, crippling strike; SQ Evasion, improved uncanny dodge, trapfinding, trapsense +3, uncanny dodge; AL NE; SV Fort +5, Ref +13, Will +4; Str 12, Dex 19 (23), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +12, Hide +19, Listen +17, Move Silently +19, Open Lock +18, Sleight of Hand +18, Search +15 Spot +13 Tumble +19, Use Rope +17; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows *potion of cat's grace*.

⚔ Ftr 11: CR 11; Medium humanoid (human female); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+16; Atk;+17 (1d8+7 longsword 17-20/x2) or +16 (1d4+5 dagger) or +12 (1d6 shortbow); Full Atk +17/+12/+7 (1d8+7 longsword 17-20/x2), or +16/+11/+6 (1d4+5 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack,

Weapon Focus (longsword), Weapon
Specialization (longsword).

Equipment: Chainmail armor, large steel shield,
dagger, longsword, shortbow & 12 arrows, 100 gp,
potion of bull's strength.

ATL 13

⌘ Monk 13; CR 13; Medium humanoid (human); HD 13d8+26; hp 108; Init +7 (+3 Dex, Improved Initiative); Spd 70'; AC 19 (+3 Dex, +4 Wis, +2 class bonus) Touch 19 FF 16; BAB/GRAP +9/+9; ATK +9 (2d6 19-20/x2 unarmed strike) or +9 (1d6/x2 quarterstaff) or +12 (1d8 19-20/x2/ light crossbow); Full ATK +9/+4 (1d10/19-20x2 unarmed strike) or +9/+4 (1d6/x2 quarterstaff) or +12/+7 (1d8 19-20/x2 light crossbow) or Flurry of Blows (+9/+9/+9/+4), Space/Reach 5'/5'; SA Abundant Step, Flurry of Blows Greater Flurry of blows, , Ki Strike (Lawful, Magic), Stunning Fist (13x/day); SQ Improved Disarm Deflect Arrows, Diamond Body, Diamond Soul (SR 23), Evasion, Improved Evasion, Purity of Body, Slow Fall 60', Still Mind, Wholeness of Body; AL LE; SV: Fort +10, Ref +11, Will +12; Str 10, Dex 16, Con 14, Int 10, Wis 19, Cha 12

Skills and Feats: Balance +19, Diplomacy +16, Knowledge (religion) +16, Move silently +19, Tumble +18; Dodge, Improved Initiative, Mobility, Spring Attack, Rapid Reload, Improved critical (unarmed strike)

Equipment: robe, quarterstaff, light crossbow

⌘ Barbarian 13; CR 13; Medium humanoid (human); HD 13d12+39 hp 162 (188 when raging); Init +2 (+2 Dex); Spd 40'; AC 19 (17 when raging)(+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17; BAB/GRAP +13/+18 (20 when raging); ATK +19 (21 when raging) (1d8+6 (8 when raging) longsword) or +15 (1d8 shortbow); Full ATK +19/+14/+9/ (21/26/4 when raging) (1d8+6 (8 when raging) longsword) or +15/+10/+5 (1d8 shortbow); Space/Reach 5'/5'; SA Fast Movement, Illiteracy, Rage 4/day (lasts 8 rounds), Greater Rage, Trapsense +4, Uncanny dodge, Improved Uncanny Dodge; SQ Damage Reduction 3/-; AL CE; SV: Fort +10, Ref +5, Will +3; Str 21 (25 when raging), Dex 14, Con 16,(20 when raging) Int 8, Wis 10, Cha 8

Skills and Feats: Climb +13, Handle Animal +13, Jump +13, Swim +12; Point Blank Shot, Power

Attack, Cleave, Great Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⌘ Rog 13: CR 13; Medium humanoid (human male); HD 13d6+26; hp 82 each; Init +11 (+7 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+7 Dex, +2 leather armor), touch AC 17, flatfooted 19; BAB/Grp +9/+10; Atk +16 melee (1d6+1 19-20/x2 non-lethal sap), or +15 melee (1d6+1 shortsword); Full Atk +16/+11 melee (1d6+1 19-20/2 non-lethal sap), or +16/+11 melee (1d4+1 19-20/x2 dagger) or +16/+12 melee (1d6+1 19-20/x shortsword) or +16/+11 ranged (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +7d6, special ability (crippling strike); SQ Defensive roll, evasion, improved uncanny dodge, trapfinding, trapsense +4, uncanny dodge; AL NE; SV Fort +6, Ref +15, Will +5; Str 12, Dex 20 (24), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +14, Hide +22, Listen +19, Move Silently +22, Open Lock +21, Sleight of Hand +21, Search +17 Spot +15, Tumble +22, Use Rope +20; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows *potion-of-eat's-grace*.

⌘ Ftr 11 (3): CR 11; Medium humanoid (human female); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+16; Atk:+17 (1d8+7 longsword 17-20/x2) or +16 (1d4+5 dagger) or +12 (1d6 shortbow); Full Atk +17/+12/+7 (1d8+7 longsword 17-20/x2), or +16/+11/+6 (1d4+5 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +13 Ref +6, Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow & 12 arrows, 100 gp, *potion of bull's strength*.

ATL 15

⌘ Monk 15; CR 15; Medium humanoid (human); HD 15d8+30; hp 124; Init +7 (+3 Dex, Improved Initiative); Spd 80'; AC 20 (+3 Dex, +4 Wis, +3 class bonus) Touch 20 FF 17; BAB/GRAP +11/+11; ATK +11 (2d6/19-20x2 unarmed strike) or +11 (1d6/x2 quarterstaff) or +14 (1d8 19-20/x2 light cross bow); Full ATK +11/+6/+1 (2d6/19-20x2 unarmed strike) or +11/+6/+1 (1d6/x2 quarterstaff) or +14/+9/+4 (1d8/19-20 light crossbow) or Flurry of blows (+11/+11/+11/+6/+1); Space/Reach 5'/5'; SA Abundant Step, Flurry of Blows, Greater Flurry of blows, Ki Strike (Lawful, Magic), Quivering Palm, Stunning Fist (15x/day), Unarmed Strike, Improved Unarmed Strike; SQ Deflect Arrows, Diamond Body, Diamond Soul (SR 25), Evasion, Improved Disarm, Improved Evasion, Purity of Body, Slow Fall 70', Still Mind, Wholeness of Body; AL LE; SV: Fort +10, Ref +11, Will +13; Str 10, Dex 16, Con 14, Int 10, Wis 19, Cha 12

Skills and Feats: Balance +21, Diplomacy +17, Knowledge (religion) +17, Move silently +21, Tumble +20; Dodge, Improved Initiative, Mobility, Spring Attack, Skill Focus (Tumble, Rapid reload, improved critical (unarmed strike))

Equipment: robe, quarterstaff, light crossbow

⌘ Barbarian 15 (2); CR 15; Medium humanoid (human); HD 15d12+45; hp 186; Init +6 (+2 Dex, Improved Initiative); Spd 40'; AC 19 (17 when raging) (+2 Dex, +5 Chainmail, +2 Shield) Touch 12 (10 when raging) FF 17 (15 when raging); BAB/GRAP +15/+20 (22 when raging); ATK +21 (23 when raging) (1d8+6(8 when raging) longsword) or +17 (1d8 shortbow) ; Full ATK +21/+16/+11/ (1d8+6 longsword) or +17/+12/+7 (1d8 shortbow) ; Space/Reach 5'/5'; SA, Rage 4/day (lasts 8 rounds), Greater Rage,; SQ Fast Movement, Illiteracy, Damage Reduction 3/-, Indomitable Will, Trapsense +5, Uncanny dodge, Improved Uncanny Dodge; AL CE; SV: Fort +12 (14 when raging), Ref +7, Will +5 (7 when raging); Str 21 (25 when raging), Dex 14, Con 16 (20 when raging), Int 8, Wis 10, Cha 8

Skills and Feats: Climb +15, Handle Animal +15, Jump +15, Swim +15; Improved Initiative, Point Blank Shot, Power Attack, Cleave, Great Cleave, Weapon Focus (longsword) Weapon Specialization

Equipment: long sword, shortbow and 10 arrows, chainmail armor, shield

⌘ Rog 15: CR 15; Medium humanoid (human male); HD 15d6+30; hp 94 each; Init +11 (+7 Dex, Improved Initiative); Spd 30 ft.; AC 19 (+7 Dex, +2 leather armor), touch AC 17, flatfooted 19; BAB/Grp +11/+12; Atk +18 melee (1d6+1 19-20/x2 non-lethal sap), or +18 melee (1d6+1 19-20/x2 shortsword) or +18 melee (1d4+1 19-20/x2) or +18 ranged (1d6x3 shortbow); Full Atk +18/+13/+8 melee (1d6+1 19-20/x2 non-lethal sap), or +18/+13/+8 (1d4+1 dagger) or +18/+13/+8 (1d6+1 shortsword) or +18/+13/+8 (1d6x3 shortbow); Space/Reach 5 ft./5 ft.; SA Sneak attack +8d6, special ability (crippling strike); SQ Defensive roll, evasion, improved uncanny dodge, trapfinding, trapsense +5, uncanny dodge; AL NE; SV Fort +7, Ref +16, Will +6; Str 12, Dex 20 (24), Con 14, Int 12, Wis 12, Cha 11.

Skills and Feats: Forgery +14, Hide +24, Listen +21, Move Silently +24, Open Lock +23, Sleight of Hand +26, Search +19 Spot +17, Tumble +24, Use Rope +22; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse., Skill Focus (Sleight of Hand)

Equipment: Leather armor, sap, dagger, shortsword, shortbow and 10 arrows *potion of cat's grace.*

⌘ Ftr 11 (2): CR 11; Medium humanoid (human female); HD 11d10+44; hp 127 each; Init +1 (+1 Dex); Spd 20 ft.; AC 18 (+1 Dex, +5 chainmail armor, +2 shield), touch AC 11, flatfooted 17; BAB/Grp +11/+16; Atk;+17 (1d8+7 longsword 17-20/x2) or +16 (1d4+5 dagger) or +12 (1d6 shortbow); Full Atk +17/+12/+7 (1d8+7 longsword 17-20/x2), or +16/+11/+6 (1d4+5 dagger) or +12/+7/+2 (1d6 shortbow); Space/Reach 5 ft./5 ft.; SA None; SQ Nil; AL NE; SV Fort +13 Ref +6,

Will +7; Str 16 (20), Dex 12, Con 18, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +13, Handle Animal +9, Jump +9, Profession (weaponsmith) +2, Ride +5; Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (longsword) Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: Chainmail armor, large steel shield, dagger, longsword, shortbow & 12 arrows, 100 gp, *potion of bull's strength*.

Conclusion A

As you defeat the last villain several members of the Diamond Legion burst in and immediately begin taking charge of the situation. The officers further explain that they learned that you were kidnapped to be used as pawns in an experiment and have spent the last 2 days looking for you. The legionnaires tell you that from what they hear, your kidnappers were interested to see how you react to certain situations. The legionnaires take statements from you and then ask you to report to Diamond Legion Headquarters as Acting High Warrior Morgan Uxbridge needs to speak with you.

Conclusion B

If only your companions were awake you might have a chance of defeating these villains. You will need to draw upon all your abilities to hold these people off until help arrives. As the villains move in for the kill, there is a loud crash as the door to the room is flung aside and a contingent of heavily armored Diamond Legionnaires quickly enter the room. The villains quickly surrender to the legionnaires who take them into custody and begin administering healing to those who need it.

The officers further explain that they learned that you were kidnapped to be used as pawns in an

experiment and have spent the last 2 days looking for you. The legionnaires tell you that from what they heard your kidnappers were interested to see how you would react to certain situations. The legionnaires take statements from you and then ask you to report to Diamond Legion Headquarters as Acting High Warrior Morgan Uxbridge needs to speak with you.

Conclusion C

If only your companions were still on their feet you might have a chance of defeating these villains. You will need to draw upon all your abilities to hold these people off until help arrives. As the villains move in for the kill, there is a loud crash as the door to the room is flung aside and a contingent of heavily armored Diamond Legionnaires quickly enter the room. The villains quickly surrender to the legionnaires who take them into custody and begin administering healing to those who need it.

The officers further explain that they learned that you were kidnapped to be used as pawns in an experiment and have spent the last 2 days looking for you. The legionnaires tell you that from what they heard your kidnappers were interested to see how you react to certain situations. The legionnaires take statements from you and then ask you to report to Diamond Legion Headquarters as Acting High Warrior Morgan Uxbridge needs to speak with you.

Epilogue

You arrive at DL HQ and are immediately ushered in to see Acting High Warrior Morgan Uxbridge, who instructs you to be seated and then begins speaking in a solemn tone.

“We've been searching the city for you. We heard that you were kidnapped and wanted to locate you. It took us two days to check out every secret room, basement, or other good hideouts. I know that you've been through a terrible ordeal and I wish that we could have prevented that. Unfortunately you were not the only ones to be

accosted these past 2 days.

An attempt was made to kill High Warrior Breng. Don't worry, he is fine. The details of the attack must be kept secret as the attack is still being investigated, but the attack left Captain Ardent Vestra, Lt Bailey Collins and Sgt Ashton Kenness dead. At this point we're not sure how their deaths tie into the attack on High Warrior Breng, other than the fact that he went to the location of the attack because he was supposed to be meeting with Captain Vestra. You'll probably hear rumors about Vestra, Collins and Kenness attacking Breng, but that's all they are at this point, rumors. Nothing has been substantiated at this point.

High Warrior Breng wanted to take some time to reflect on some things so he has taken a leave of absence. He assigned me to cover things in his absence.

I am sorry to be the one to tell you the tragic news but after all that you've done for the city I thought you should be told personally.

THUS ENDS "MAKING UP FOR
LOST TIME"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

	ATL1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Encounters 1-5								
25xp for each “test” the PCs complete. Maximum of 100	100	100	100	100	100	100	100	100
Defeat the villains on their own	300	500	700	900	1100	1300	1500	1700
Or								
Defeat the villains with the Diamond Legions help	200	400	600	800	1000	1200	1400	1600
Discretionary Role Playing Award	100	100	100	100	100	100	100	100
Maximum Possible XP	500	700	900	1,100	1,300	1,500	1700	1900

TREASURE SUMMARY

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

Conclusion

An Anonymous gift. As a show of appreciation for the valuable information you provided me, I have arranged with the city's merchants for you to receive a magical item. You will be able to choose the item from a list that the merchant has provided. If you prefer, you may elect to receive coin from the merchant in place of the item, but may not receive both coin and an item. Again thank you for your assistance, the knowledge will be invaluable.

ATL 1 (choice of 1 of these items ATL or 1000 gp)

Bracers of armor +1 (1,000)

Cloak of Resistance +1 (1,000)

Phylactery of faithfulness (1,000)

ATL 3 (choice of 1 of these items or 1400 gp)

Dust of illusion (1,200)

Goggles of minute seeing (1,250)

Pipe of the sewers (1,150)

ATL 5 (choice of 1 of these items or 1800 gp)

Broach of shielding (1,500)

Hat of Disguise (1,800)

Necklace of Fireballs Type I (1,650)

Pipes of sounding (1,800)

ATL 7 (choice of 1 of these items or 3100 gp)

Bag of Tricks, rust (3,000)

Bead of Force (3,000)

Cloak of Elvenkind (2,500)

Stone of Alarm (2,700)

ATL 9 (choice of 1 of these items or 4500 gp)

Circlet of Persuasion (4,500)

Gauntlets of ogre power (4,000)

Gloves of arrow snaring (4,000)

Keoghtom's ointment (4,000)

Stone salve (4,000)

ATL 11 (choice of 1 of these items or 7300 gp)

Bag of Tricks tan (6,300)

Folding Boat (7,200)

Gloves of swimming and Climbing (6,250)

Horn of goodness (6,500)

Robe of Useful items (7,000)

ATL 13 (choice of 1 of these items or 12,500 gp)
Blessed book (12,500)
Boots of speed (12,000)
Glove of storing (10,000)
Goggles of night (12,000)

ATL 15 (choice of 1 of these items or 18,000 gp)
Amulet of Health +4 (16,000)
Amulet of Natural Armor +3 (18,000)
Broom of Flying (17,000)
Gloves of Dex +4 (16,000)

Value: Varies *Tradable:* No
Size: Varies *Rarity:*
Common
Legality: Legal

Illudra's Gift. In recognition at the trouble you went through due to the actions of one of Illudra's faithful, Illudra has chosen to "reward" you. As your reward, you may choose one of the spell effects from the list below. This effect must be chosen when the cert is received and may not be changed.

Once per day, as an innate spell-like ability, you may invoke this effect at the spell's minimum caster level (3). The effect lasts for three minutes, and acts in all ways as if the spell had been cast on you by a third-level caster.

- _ Bear's Endurance
- _ Bull's Strength
- _ Cat's Grace
- _ Eagle's Spendor
- _ Fox's Cunning
- _ Owl's Wisdom

Date this gift expires: _____ (current date + 1 year)

Tradeable: No
Legality: Legal
Value: N/A"

Player Handout 1

“You remember seeing this young girl before. She came up to you and asked your name, because she had something that she needed to deliver. After telling the girl your name, she handed you a rolled up piece of parchment. She then fell into your arms and it was then that you noticed the gnome with the glistening dagger now visible behind her. The girl’s eyes pleaded with you for help.

Before you had a chance to take any action, you felt a forceful whack on the back of your head and then everything went black. The next thing you knew was that you were lying on the floor of a room with your hands and feet tied

Player Handout 2

- 1) *Platinum*
- 2) *Spiked chain*
- 3) *Amthydoran*
- 4) *Hyperion*
- 5) *Artifact*
- 6) *Racial Faction*

Player Handout 3

There's a saying that good will triumph in the end
Now this is the real world, so let's not pretend
Through your concern you were easily snared
And the knowledge I've learned will definitely be shared

A dark cloud of trouble is brewing my friend
And whether it claims you we'll see in the end
Knowledge is power and you were a key
Now that I've got it they'll all respect me

Sins of the past influence what we do
Now those old debts have all come due
Alliances once thought to be secure
Have unraveled and now there is no cure

GM Aid 1

This is not a complete list.

Platinum – plant, paint, multi, plait, plain, Latin

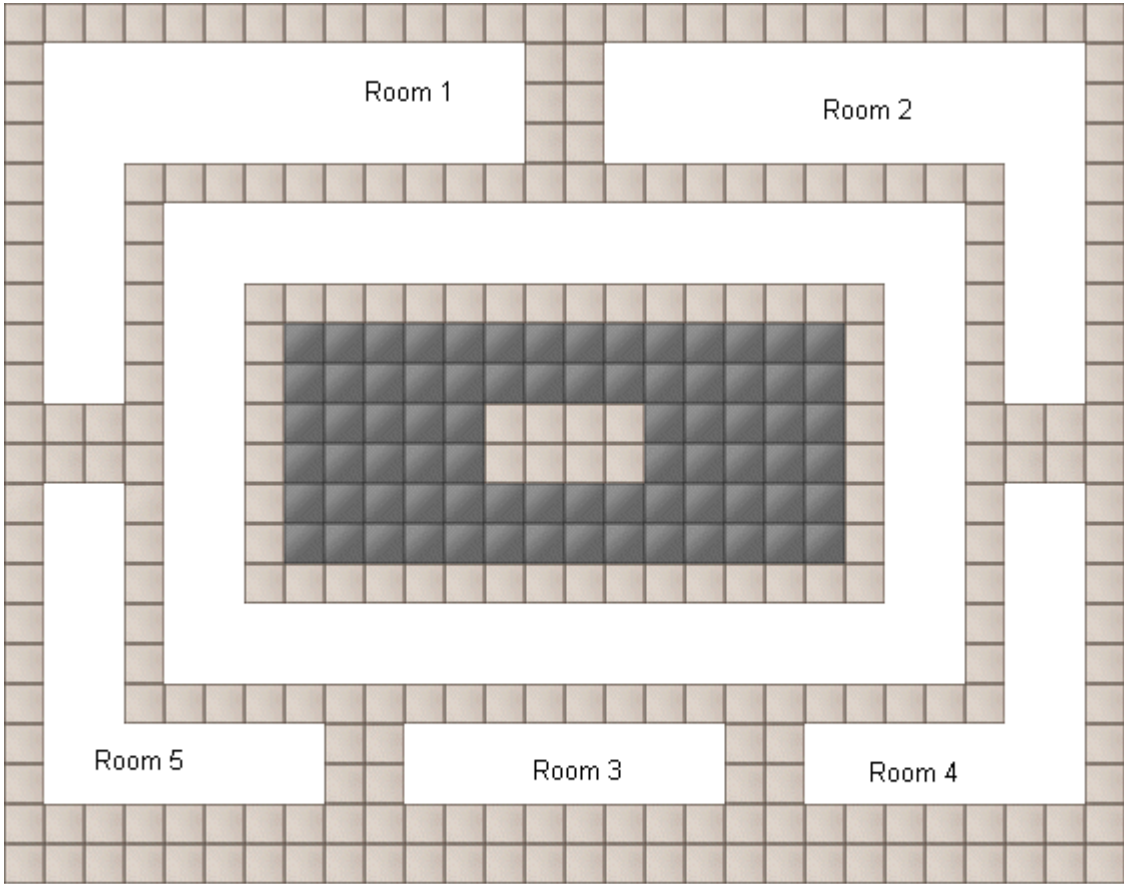
Spiked chain – spike, chain, pikes, pines, spine, spice, picks, packs, shake, chads, chink, pinks, pains, spank, Spain, skein, dines, chase, dikes, chins

Amthydoran - handy, randy, Mandy, horny, adorn)

Hyperion prone, opine, hyper, ripen, horny, prone, phone

Artifact tacit. Tract, trait, craft, tacit

Racial Faction faint, action, trial, trail, train, focal, ironic, carton, facial, fraction, frail,



Critical Event Summary: Mind's Eye

Convention: _____ Date: _____

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

- | | | |
|---|-----|----|
| 1. Did the PCs save the elves? | Yes | No |
| 2. Were the PCs able to come up with 5 words? | Yes | No |
| If no, how many words were they able to come up with? | | |
| 3. Did the PCS save the woman's husband and children? | Yes | No |
| 4. Did the PCS save the animals in the barn? | Yes | No |
| 5. Did the PCS fight the elementals for the woman's freedom? | Yes | No |
| 6. Did the PCS defeat the elementals? | Yes | No |
| If not were they able to last 5 rounds (30 seconds) | | |
| 7. Were the PCs able to defeat the villains holding them on their own | Yes | No |

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

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



Roster of Heroes: Mind's Eye

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):

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.

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