



Be Careful What You Wish for

By David Samuels

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

Sometimes wishes do come true, but not always as they're expected to. It seems as if someone's wish for Amthydor is about to come true, or is it? Inquiring minds want to know and the fate of at least 1 prominent person hangs in the balance. For heroes of levels 1-15.

(Updated October 2009)

www.theshiningjewel.com/ljsj

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



CREDITS

Author David Samuels
Editor(s) Jay Fisher
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com

LEGAL TEXT

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

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2009 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

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).

LIFESTYLES IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

The war in Amthydor took its toll on many of her citizens, and class was not a reason for exemption. The city's noble families suffered losses just like the rest of the city's population and it's those losses that motivated one of the city's noble houses to action. House Bailey believes that part of the reason that the war was so taxing on Amthydor citizens was due to High Warrior Breng. The high Warrior was a non-factor for most of the war due to the ease with which he was captured and incapacitated for most of the war.

Rather than reassure citizens that he had their best interests in mind by replacing Breng, the Lord Monarch put his confidence behind the high warrior and allowed him to keep his job. To make matters worse, neither the Lord Monarch nor high Warrior Breng would accept the resignation of Inspector Uxbridge whose manipulation by enemy operatives allowed the High Warrior's capture. That was inexcusable because citizens need to feel safe and the confidence in the high warrior demonstrates the Lord Monarch's lack of concern for the city's noble families or her lower class inhabitants

House Bailey wants High Warrior Breng removed from office, but they know that they can't be seen as having an active part in this. The Lord Monarch and several of the city's other noble families would love to find evidence linking house Bailey to any crimes. The lord Monarch and those houses feel that evidence such as that would validate their feelings that house Bailey was responsible for attempts to kill Alissa Torestyn before she married the Lord Monarch. The Lord Monarch and those houses seem to feel that the fact that House Bailey doesn't like Alissa Torestyn means that House Bailey tried to kill her.

House Bailey discovered that there was information out there that could be used against them. House Bailey did manage to see that the evidence against them could never be used against them. In doing so they managed to acquire information that could be used against several of the other families. Some of the information gained concerned Noble houses Eisner, Burkeley and

Sahdein. House Bailey figured that if they used this information correctly they could get High Warrior Breng removed from office would be removed from office, weakening the Lord Monarch's stranglehold on Amthydor.

Lord Consul Bailey acquired the information mentioned above but wanting keep others from obtaining the same information had the messenger killed. Lord Consul Bailey then hired some villains and had the villains "leak" the information he had on the three houses that he needed to manipulate to the respective houses. The most important aspect of the plan being put into place was that regardless of whether the plan succeeded or failed it could not be traced back to house Bailey. It was okay if one of the other 3 houses was implicated as they are expendable.

What sort of crime could the high warrior be accused of that the Lord Monarch would have no choice but to remove him from office? House Bailey figured that if High Warrior Breng was charged with a serious crime and that there was irrefutable evidence that he committed the crime the Lord Monarch, with egg on his face, would have no choice but to oust the High Warrior from his position and appoint a new high Warrior. It was decided tat each of the "blackmailed" houses would need to come up with a plan where the High Warrior was accused of 2 crimes one of which would be treason. It would not matter what the second crime was since treason was the charge that they wished him convicted of.

House Bailey knew that both the Lord Monarch and the Diamond Legion would not sit idly by and let High Warrior Breng be convicted of treason without doing all that they could to try and clear him. House Bailey arranged a diversion to keep the Lord Monarch busy. The Baileys knew that the Legion would need to hire investigators to investigate this because if the legion carried out the investigation themselves and found evidence or testimony that cleared the High Warrior people would believe that the evidence was manufactured or the information coerced. Lord Bailey knew that there was no way that he could anticipate which adventurers would answer the Legions call for assistance would add a level of challenge to this situation, although he came up with a way to turn

that challenge into an advantage. While it was true that they couldn't predict which adventurers would be undertaking this quest he knew that he still had a chance to succeed in his plans if he could "track" the adventurer's progress and impede their progress or have them eliminated if needed. He would arrange for them to receive an item which would enable one of his lackeys to magically follow its path

The three noble houses were contacted and told the information that house Bailey had on them and instructed what they needed to do to prevent that information from being leaked. The Houses realizing that they couldn't afford to allow that information to be leaked reluctantly agreed to those demands. They also knew that if details of their involvement came to light, the consequences could be worse than having this information leaked. Each of these houses contacted people loyal to them and gave them this assignment. They also instructed those operatives that once their plans were put into play that they needed to leave Amthydor which the operatives agreed to after realizing how much trouble they could be in if they stayed.

Unbeknownst to the operatives for the three houses, house Bailey arranged for them to be contacted by the same individual, an elf named Isador Phlouellan. Isador recruited 3 sets of accomplices to help him carry out this brilliant but evil plan. Each set of accomplices was responsible for framing High Warrior Breng in an airtight case of treason and a lesser charge. Isador appointed an additional accomplice, a human male named Marneore to act as a liaison between the three groups as everything needed to be coordinated so that it would be reasonable that High Warrior Breng could have committed these crimes. The operatives all knew that since treason was the most important crime that that was where they needed to focus most of their energy. Isador also knew that for his plan to succeed he was going to need divine help and reached out to underground representatives of the gods Kohr, Krayve and Oblivion to maximize the success chances.

Isador had contacts in Vanyr, Pyrroth and the Kassanor Isles and asked them to send operatives that could help the groups succeed. Isador and

Marneore realized that they needed to add a few additional elements to their plan. First they would need someone to act the part of High Warrior Breng. Luckily, for them, they happened to attend performances at the Amthydor Opera house as well as the Amdaktur Gardens and discovered 3 bards that could easily pass for High Warrior Breng with the use of a *hat of disguise*. They contacted Kitimer Ellwood, the bard from the Amdaktur Gardens and made him an offer that he couldn't refuse, and then suggested that he make similar offers to the other 2 bards. Second, they needed to find a way to keep High Warrior Breng detained so that he "couldn't" be seen in 2 places at one time and ruin their hard work. They decided that High Warrior Breng would be incapacitated by a powerful poison that would put him in a catatonic state that could later be "cured".

Marneore managed to gain entry to High Warrior Breng's house and poisoned his wine. Since he couldn't be sure which bottle High Warrior Breng might take his nightcap from he poisoned all of them. It would then be a simple matter to make sure that the 3 women drank from these bottles as well. They could then position the women and have them "wake up" from their catatonic state and discover the other women. They would then confront Kitimer dressed as High Warrior Breng and he would assault them and knock them out. The bards posing as High Warrior Breng would be instructed to "nurse" their drinks while the women would be encouraged to drink theirs. They were also instructed to take the wine bottle when they left so that there wouldn't be any evidence of the poisoning.

When the operatives from Vanyr, Pyrroth and the Kassanor Isles arrived Isador discovered that they were all female, and came up with a plan to put that unexpected development to good use. They arranged for Kitimer Ellwood, the singer that they recruited from the Proeskamplar Garden to use a hat of disguise to pose as members of the Legion so that he could observe the High Warrior and memorize his actions and mannerisms in different situations. This observation allowed him to learn the names of the legionnaires High Warrior Breng was most likely to come in contact with, so that he could actively portray High Warrior Breng. The

hat of disguise also gave the “opera singer” the opportunity to enter the legion war room, where documents on the legion and its strength, weaknesses and tactics were kept. Those plans would be vital for their plan to frame the High Warrior of treason.

The followers of the evil triumvirate Kohr, Krayve and Oblivion thought that Isador’s plan had a good chance of success and could also cause chaos and confusion so they prayed to their respective deities for divine help with this plan. The deception involved in this plan appealed to those three deities as well as to Illudra who happened to discover the true plan. With Illudra’s help the evil deities were able to block all divination spells, while Illudra kept the other gods from noticing this. This blocking of the illusion spells would last for just a few hours but if timed right would convince priests in the city’s temples that divination spells were not effective so that they wouldn’t pray for them today.

Now Lord Consul Bailey knew that there was a chance that the city’s adventurers might find a way to clear High Warrior Breng because no matter how well you plan for it adventurers have a way of doing the unexpected. That was part of the reason that he had multiple counts of treason brought against High Warrior Breng. Lord Consul Bailey knew that people are fickle and that even if the adventurers managed to clear High Warrior Breng, the people were more likely to remember that High Warrior Breng was accused of these crimes rather than the fact that he was cleared of the charges.

Kitimer knew that once High Warrior Breng was arrested he needed to begin tying up the loose ends to help make sure that the charges stick. He killed the other 2 bards this morning and took their hats of disguise. He knew that if the adventurers were successful that they would bring the evidence collected to the prison to present to High Warrior Breng’s lawyer. He and some of his men then used the *hats of disguise* to pose as guards in the prison, while the rest of his men would pretend to be other prisoners.

Introduction – The PCs will be recruited to look into charges of treason levied against High Warrior Breng.

Encounter 1: Legion of One: The PCs can visit Legion HQ to gain the information that the Legion knows about what has happened to High Warrior Breng.

Encounter 2: Armed and Dangerous: After the PCs have either been to Legion On their way to the prison the PCs will encounter some villains attacking legionnaires.

Encounter 3: Interrogation 101: The PCs can head to the prison to speak with High Warrior Breng and three women that were arrested with him.

Encounter 4: I got the Music in me. The PCs can head to the Society of Entertainers and Providers to learn about anyone capable of impersonating High Warrior Breng.

Encounter 5: The Beat Goes On. The PCs head to the Amthydor Opera House to inquire about 2 of the bards that they learned about from the society of Entertainers and Providers.

Encounter 5A: The Day the Music Died. The PCs head to the Silver Swan inn to inspect the homes of the 2 bards that didn’t show up at the opera House.

Encounter 6: That’s where the music takes me. The PCs head to the Amdaktur Gardens to learn about Kitimer Elwood, one of the bards suspecting of posing as High Warrior Breng.

Encounter 7: Dinner and Drinks. The PCs can visit the establishments Breng was supposed to have visited in the hopes of finding answers.

Encounter 8: Death takes a holiday. The PCs will encounter villains attacking some legionnaires

Encounter 9: Prisoner Be Ware: The PCs return to the prison and discover that the villains have attacked High Warrior Breng. The PCs have a chance to capture the villains responsible for framing the High Warrior.

Conclusions There are 2 conclusions based on how successful the PCs are.

INTRODUCTION

It's the start of another fine day in Amthydor, commonly referred to as the shining Jewel. Today started out like any other day until you received that message. The message said that your help was needed and that you should report to the Rusty Nail for an important meeting. It also said that you should dress appropriately for the area so that you wouldn't stand out.

Reporting to the Port District you can easily locate the dilapidated building where the Rusty Nail is located. Most of the people that you see on the street are shabbily dressed and do their best to avoid your gaze. Entering the Rusty Nail you notice that it is surprisingly empty except for the bartender, a middle-aged human male, and a shabbily dressed gnome. The bartender heads into a back room and the gnome begins speaking.

"Thank you for coming. I've asked you here to help deal with a matter of the utmost importance. My name is Regurgitate, my friends and acquaintance's call me Gurge, and I was asked to summon you to help with this most dire situation. High Warrior Breng has been accused of treason and several other crimes. My friends A.V., B.C., E.K. and A.K. wish this looked into. Because of the serious nature of the charges against High Warrior Breng the Diamond Legion needs to be careful to avoid the appearance of impropriety. If the Legion were to investigate this themselves and uncovered evidence or testimony exonerating High Warrior Breng there would be people thinking that the Legion either manufactured the evidence or coerced the testimony to clear their leader. I'm hoping that you would be able to help me, but before I can tell you anything specific I need your promise that what I'm about to tell you will stay between us."

Gurge will wait for the PCs to promise that they will keep the secret.

"High Warrior Breng was found in the company of 3 young women from Vanyr, Pyrroth and the Kassenor Isles. The women each had a copy of information on the Diamond Legion's strengths and weaknesses. The women all claimed that

they were given the information by High Warrior Breng himself last night and either had dinner or a drink with him. Zone of truth and discern lie spells confirmed that the women were telling the truth.

"High Warrior Breng denied seeing the women before this morning and said that he has no idea how they got the information on the Legion that they were found with. Zone of truth and discern lie spells confirmed that he was telling the truth as well. Legionnaires reported seeing High Warrior Breng take some papers out last night but they don't know what the papers were. High Warrior Breng denied this as well and spells confirmed that he was telling the truth.

"Now I'm sure that you have some questions so feel free to ask them and I'll do my best to answer them."

☞ **How can the women and the High Warrior both be telling the truth?**

"I'm not sure. It's a mystery, one that my friends and I would like you to look into."

(He scratches his head)

"I seem to recall one of my adventuring companions once saying that if a person strongly believes something than statements that person makes about that thing would register as true. So if the women were led to believe that they were spending time with High Warrior Breng their statements about that would detect as truthful."

☞ **What happens if he is convicted?**

"That would be devastating for Amthydor. The penalty for treason is death. If the High Warrior is convicted of treason or any of the lesser crimes that he's been accused of the Lord Monarch's judgment would be called into question. A guilty verdict would also demoralize the men and women of the Diamond Legion that look up to the high warrior, as well as the residents of this city that consider him a hero."

☞ **Is it possible that high Warrior Breng did this?**

"Absolutely not! The High Warrior is a man of impeccable honor and character. There is no way that he could do something like this."

☛ **Who would benefit from the High Warrior being convicted?**

"All of Amthydor's enemies would benefit. The morale of our defenders would be severely weakened leaving Amthydor vulnerable to attack. Enemies of the Lord Monarch would also benefit as his judgment would be called into question by Amthydor's allies."

☛ **What does this pay?**

"I can't give you an exact figure, but I can tell you that if you succeed you'll be adequately compensated for your efforts."

☛ **Where did the information on the Legion come from?**

"According to my sources all of the information was contained in files in Diamond Legion Headquarters, which could be accessed by the high Warrior or any other legionnaire of sufficient rank."

☛ **What would be considered sufficient rank?**

"Captain or above was the rank required to be able to access the information that High Warrior Breng is accused of passing on."

☛ **Could that information have been learned when High Warrior Breng was held captive during the past year?**

"Yes and no. At the end of the war a number of legionnaires and others came back to life changing the legions dynamics. The information that the women had was based on those new numbers."

☛ **Is it possible that when High Warrior Breng was held captive or Inspector Uxbridge magically influenced that those holding High Warrior Breng/controlling Uxbridge could have learned where this information was kept?**

"Yes, that is possible."

☛ **Who was the last person in the area where the information was held?**

"It was High Warrior Breng according to my legion contacts."

☛ **You mentioned the Lord Monarch's enemies could benefit from Breng being accused and convicted of treason. Does that include any of the city's noble houses?**

"While the Lord Monarch and the city's noble houses don't always see eye to eye on every matter I don't think that any of them would do something to risk the safety and security of Amthydor and her people."

☛ **So you can't say for certain that a noble house isn't involved?**

"Right now we have more questions than answers. Hopefully your investigation will provide answers for those questions and reveal to us culpability for this frame up."

☛ **Can we talk to High Warrior Breng?**

"I can talk to Breng's lawyer and let him know that you want to speak with the high Warrior. Once the lawyer gets to the prison it shouldn't be a problem for you to speak with Breng."

"The High Warrior is currently in protective custody for his own safety he can't be put with any of the other criminals. While that might seem like favorable treatment, Breng is considered a symbol of Amthydor's judicial system and there are plenty of criminals in our jails that would relish the chance to try to kill him."

☛ **Can we have a writ to say that we're working on this for you?**

"Yes and no. I'm not an official of the legion, but I did manage to secure one for you if you think that it might help. I'm just a little concerned that if you mention that you're working for the legion people might believe that you'll manufacture the evidence to exonerate Breng, or coerce any testimony. The overall decision on whether to use the writ is in your hands."

Note: If the PCs still want the writ Gurge will give it to them but he will warn them that they should treat people with respect and not break any laws or the Legion will not think Kindly of them.

🗣 **What do you want us to do?**

"I want you to find proof that he didn't do it. High Warrior Breng is accused of 3 counts of treason and 3 counts of assaulting the women, essentially one count of treason and assault for each woman. If you can find proof that he didn't commit the crimes involving one of those women that should be enough to cast doubt on the other 2 sets of charges."

🗣 **Do you have any leads?**

"The three women that were arrested with the high Warrior are waiting at the prison. Sgt. Forgefury has them separated. The legion might also have some information."

🗣 **What are their names?**

"Engvelyn Darvoder from Vanyr, Morika Colbrighter from Pyrroth and Synby Torkinwood from the Kassenor Isles."

Are the 3 women in protective custody since they're foreign operatives of nations that are hostile to us?

"No."

🗣 **Where do we find you to report what we've learned?**

"You should report to the prison. Sgt. Forgefury will know how to find High Warrior Breng's lawyer, as he's the one that needs the information you find to clear High Warrior Breng."

🗣 **Can you give us something to present to Sgt. Forgefury to verify our story?**

"Sgt Forgefury is expecting me to hire people to look into this. We agreed that if you tell him that Gurge sent you he will know that you are the ones he's expecting."

When the PCs are ready to head out please read the following

"Good Luck. May the gods guide and keep you safe during this mission and may you prove victorious. High Warrior Breng needs to be exonerated or it could be devastating for Amthydor."

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8).**
- If the PCs want to head to the prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28).**

ENCOUNTER 1: LEGION OF ONE

You arrive at Legion HQ and notice that the mood is extremely somber and subdued. All of the legionnaires you see seem to be going through the motions while doing their best to avoid discussing the fate that has befallen their leader. As soon as you state your reason for being here, they direct you a room where Inspector Uxbridge, commander Vestra and Captain Collins are trying to make sense of these developments.

Opening the door to the room that you were instructed to you see the three Legionnaires that you sought. After explaining why you're here, they instruct you to have a seat. Inspector Uxbridge looks at you and says "Please let us know how we can help you. We know that High Warrior Breng couldn't have done what they're accusing him of."

Note unless specifically noted the questions will all be answered by Inspector Uxbridge as he is the ranking legionnaire here.

🗣 **When was the last time that High Warrior Breng was seen?**

"High Warrior Breng left Legion HQ last night and said that he was heading home. He returned about 2 hours later."

🗣 **Was High Warrior Breng acting unusual when he returned?**

"No. He was acting normal. He said that he was at home when he realized that there were some documents that he wanted to look over at home last night before he had to meet with the Lord Monarch this morning to discuss them. The Lord Monarch occasionally took work home with him so it wasn't unusual for him to return to pick up files that he needed to review."

☛ **Do you have any idea what the documents were?**

"I don't specifically know what reports were taken, but if they're the ones that were found at his home this morning they dealt with the strengths and weaknesses of the legion."

☛ **How did you find out that the High Warrior was "consorting" with enemy operatives?**

"We received an anonymous tip that high Warrior Breng was involved with emissaries from Vanyr, Pyrroth and the Kassenor Isles."

(Vestra) "The 3 women that were arrested with him were from those nations."

☛ **Did you investigate the tip before you went to the high Warriors home?**

"Yes, because the tip involved an allegation of treason by the High Warrior we took it seriously. During this investigation we discovered that "High Warrior Breng" did have some public meetings with emissaries from those countries, and that all of the emissaries were women."

☛ **Where did they meet?**

"He met with them at the Dauntless Dolphin, Verlaine's and the Granite Chalice. "

☛ **What sort of places are the Granite Chalice and Verlaine's?**

"They are both taverns. "

☛ **Are you sure that your confirmation about the meetings was accurate?**

"The proprietors at each of those establishments remember seeing High Warrior Breng with those women."

☛ **Wouldn't it be unusual for someone, much less High Warrior Breng, to have dinner and drinks in more than one tavern?**

"It depends on the person. I do not know where High Warrior Breng meets with people on his own time. I do know that during the course of a regular day it's not unusual for the high warrior to have a lunch meeting at a specific inn and then have additional meetings scheduled for other inns or taverns. "

☛ **What is your take on this situation?**

"We know that High Warrior Breng is innocent of these charges and that someone is setting him up but we can't prove it. We don't know who would set him up, but any one of Amthydor's enemies could potentially benefit from High Warrior Breng being found guilty of treason."

☛ **Do you have any leads?**

"The three women that were arrested with the high Warrior are waiting at the prison. Sgt. Forgefury has them separated. The legion might also have some information."

☛ **What are their names?**

"Engvelyn Darvoder from Vanyr, Morika Colbrighter from Pyrroth and Synby Torkinwood from the Kassenor Isles."

☛ **Are the 3 women in protective custody since they're foreign operatives of nations that are hostile to us?**

"No."

☛ **Was this the first time High Warrior Breng was accused of treason?**

"Yes, but during times of conflict its not uncommon for the High Warrior to help the Lord Monarch contact potential allies and adversaries to try to garner support or non-aggression towards Amthydor."

☛ **What sort of impact would the Lord Monarch being found guilty have?**

"If High Warrior Breng were found guilty of treason the Lord Monarch would have no choice but to remove him from office, and appoint a new High Warrior."

"We realize that a new High Warrior also means that there would be a period of adjustment in the Legion as we got to know our new leader. The Legion knows high Warrior Breng and what he expects from them, and he knows that he can ask anything of us and we'll comply without hesitation."

"It seems like too much of a coincidence that the High Warrior was found in the company of emissaries from Vanyr, Pyrroth and the Kassenor Isles at the same time. Especially since all 3 of

those nations are enemies of Amthydor. It seems to me that someone went to an awful lot of trouble to try to get the High Warrior convicted of treason because in order for him to be exonerated he would need to be found innocent of all three of the counts of treason. If one of the charges wasn't able to be disproven then the high Warrior could be found guilty and executed for treason."

☛ **Have you spoke with High Warrior Breng's guards?**

<Vestra> "Yes, I spoke with his guards and they said that they were diverted from their posts several times by crimes committed in their view. Each time after they returned from taking the suspects in and booking them they checked on High Warrior Breng and he was sound asleep."

☛ **What sort of crimes?**

<Vestra> "Murders and robberies mostly. Several legionnaires living in the diamond District were found murdered, while the homes of others were broken into. We thought that there might be a connection, but each of those perps was interrogated under zone of truth spells and they knew nothing of this plot against the High Warrior."

"Figuring that those incidents were successful diversions to draw High Warrior Breng's guards from their posts I checked with the Diamond District's gate guards. The High Warrior was sighted leaving and entering the district on 6 different occasions, 3 entering and 3 leaving but was alone on each occasion. The guards stories were also verified using discern lie and zone of truth spells. If someone did impersonate high Warrior Breng on those occasions, it's possible that they could have used magic spells to hide the women's presence."

☛ **We understand that the statements of the 3 women as well as those of the High Warrior were proven truthful by zone of truth and discern lie spells?**

"You are correct."

☛ **How is that possible?**

"I'm not sure how both of those things could be true."

(Collins) "I guess someone could have posed as "High Warrior Breng" under normal circumstances. I'd like to think that Legionnaires would've noticed an imposter but perhaps not if he were properly prepared."

(Vestra) "I'm not the most knowledgeable when it comes to the use of magic but I have heard that if someone strongly believes something without reservation that their statements about this would detect as true."

☛ **What do you mean by properly prepared?**

"It's possible that someone could have studied High Warrior Breng and memorized his mannerisms. I think that in order to pull something like that off the impersonator would need to be a professional. That level of impersonation isn't something that an amateur could pull off."

☛ **Do you know anyone that could pull this off?**

"No, but the Society of Entertainers and Providers might know of someone that could pull this off."

☛ **Did you find anything at High Warrior Breng's home that could help?**

"Yes, and no. We found evidence that the wine that the women drank was poisoned with a powerful poison that would induce a catatonic state. The problem is that while we did find that evidence we didn't find the bottle of wine that was used. Without anything to substantiate this claim, people will think that we're just saying this in an attempt to clear the High Warrior."

☛ **Can you think of anything else?**

"Yes. Earlier today there was a break-in at the legion armory. Several suits of armor and weapons were stolen. Eyewitnesses said that the culprits were wearing holy symbols which the legion's priests identified as belonging to Kohr, Krayve, and Oblivion. If you run into any of those worshippers be careful."

(Vestra) "Please do what you can to correct this situation."

(Collins) "This needs to be rectified so that people realize that you can't frame a legionnaire and get away with it."

A *Sense Motive* (DC 5+ATL) check will reveal that Commander Vestra, Captain Collins and Inspector Uxbridge are being totally truthful and sincere. There is concern for the High Warrior in their voices.

- If the PCs haven't done Encounter 2 **GO TO Encounter 2 (page 11).**
- If the PCs want to head to the prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28).**
- If the PCs want to head to the places where "Breg" took the women **GO TO Encounter 7 (page 33).**

ENCOUNTER 2 – ARMED AND DANGEROUS

This encounter will be run after the PCs leave Legion HQ and are on their way to their next destination, whatever that may be.

As you are heading towards your next destination you notice a disturbing sight. A group of villains is beating up on some legionnaires. There are 4 legionnaires lying on the ground at the villains feet as a lone legionnaire tries to fend off these villains. Before you can act the villains drop him and turn their attention to the fallen legionnaires.

The PCs will have one free round of attacks on the villains as they are concentrating on coup de grace the legionnaires. After that the villains' attention will turn towards the PCs.

ATL 1**⚔ Human fighter 2**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)**AC** 22 (+2 Dex, , +2 natural armor, +7 chainmail armor +1, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor +1, +1 light steel shield)**hp** 26 (2d10+6)**Fort** +6, **Ref** +2, **Will** +1 (2)***Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.**Melee** longsword +8 (1d8+5, 19-20/x2)**Ranged** longbow +4 (1d6)**Full Atk** longsword +8 (1d8+5, 19-20/x2) or longbow +4 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +2; **CMB** +6; **CMD** +18**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight**Skills** Climb +6; Handle animal +2, Ride +4;**Languages** common,**SQ** nil**Gear** chainmail armor +1, longsword +1, longbow, light steel shield, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)**Special Abilities** bravery +1***⚔ Water elem cleric (Oblivion) 2**

NE Medium humanoid

Init +2; **Senses** Perception +4**AC** 22 (+2 Dex, +2 natural armor, +6 scalemail armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 20 (+2 natural armor, +6 scalemail armor, +2 heavy steel shield)**hp** 20 (2d8+4)**Fort** +5, **Ref** +2, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** scimitar +1 (1d6, 18-20/x2)**Ranged** longbow +3 (1d8, 20/x3)**Full Atk** scimitar +1 (1d6, 18-20/x2) or longbow +3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 1d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 14+spell level)** 0 level – *bleed, create water, resistance, virtue*; 1st level – *bane, cure light wounds, cure light wounds, protection from good (D-E)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16**Base Atk** +1; **CMB** +0; **CMD** +12**Feats** Additional domain (vengeance)**Skills** Heal +6, knowledge (history) +4, knowledge (religion) +4, spellcraft +4**Languages** common, aquan**SQ** nil**Gear** scalemail armor +1, scimitar +1, longbow, quiver with 10 arrows, , heavy steel shield, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)**Special Abilities** cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 1 round – usable 7/day), touch of evil (E) (lasts 1 round – usable 7/day), vengeful blow (V) (DC 16 Will save, or attacker can take the damage instead. - usable 7/day)

ATL 3**⚔ Human fighter 3 (x3)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)**AC** 22 (+2 Dex, +2 natural armor, +7 chainmail armor +1, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor +1, +1 light steel shield)**hp** 37 (3d10+9)**Fort** +6, **Ref** +2, **Will** +2 (3)***Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +9 (1d8+5, 19-20/x2)**Ranged** longbow +5 (1d6)**Full Atk** longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +7; **CMD** +19**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave**Skills** Climb +7; Handle animal +3, Ride +5;**Languages** common,**SQ** nil**Gear** chainmail armor +1, longsword +1, longbow, light steel shield, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)**Special Abilities** bravery +1*; armor training 1**⚔ Water elem cleric (Oblivion) 3**

NE Medium humanoid

Init +2; **Senses** Perception +4**AC** 23 (+2 Dex, +2 natural armor, +7 breastplate armor +1, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 21 (+2 natural armor, +7 breastplate armor +1, +2 heavy steel shield)**hp** 28 (3d8+6)**Fort** +5, **Ref** +3, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** scimitar +2 (1d6, 18-20/x2)**Ranged** longbow +4 (1d8, 20/x3)**Full Atk** scimitar +2 (1d6, 18-20/x2) or longbow +4 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 2d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 14+spell level)** 0 level – *bleed, create water, resistance, virtue*; 1st level – *bane, cure light wounds, cure light wounds, protection from good (D-E)*; 2nd level – *cure moderate wounds, hold person, blindness/deafness (blindness only) (D-D)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16**Base Atk** +2; **CMB** +1; **CMD** +13**Feats** Additional domain (vengeance), combat casting**Skills** Heal +7, knowledge (history) +5, knowledge (religion) +5, spellcraft +5**Languages** common, aquan**SQ** nil**Gear** breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)**Special Abilities** cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 1 round – usable 7/day), touch of evil (E) (lasts 1 round – usable 7/day), vengeful blow (V) (DC 17 Will save, or attacker can take the damage instead. – usable 7/day)

ATL 5**⚔ Human fighter 3 (x4)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)**AC** 22 (+2 Dex, +2 natural armor, +7 chainmail armor +1, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor +1, +1 light steel shield)**hp** 37 (3d10+9)**Fort** +6, **Ref** +2, **Will** +2 (3)***Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +9 (1d8+5, 19-20/x2)**Ranged** longbow +5 (1d6)**Full Atk** longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d6)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +7; **CMD** +19**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave**Skills** Climb +7; Handle animal +3, Ride +5;**Languages** common,**SQ** nil**Gear** chainmail armor +1, longsword +1, longbow, light steel shield, *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*, holy symbol of Oblivion (full solar eclipse)**Special Abilities** bravery +1*; armor training 1**⚔ Water elem cleric (Oblivion) 5**

NE Medium humanoid

Init +2; **Senses** Perception +4**AC** 23 (+2 Dex, +2 natural armor, +7 breastplate armor +1, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 21 (+2 natural armor, +7 breastplate armor +1, +2 heavy steel shield)**hp** 44 (5d8+10)**Fort** +6, **Ref** +3, **Will** +8**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** scimitar +4 (1d6, 18-20/x2)**Ranged** longbow +5 (1d8, 20/x3)**Full Atk** scimitar +4 (1d6, 18-20/x2) or longbow +5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 3d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 14+spell level)** **0 level** – *bleed*, *create water*, *resistance*, *virtue*; **1st level** – *bane*, *cure light wounds*, *cure light wounds*, *magic weapon*, *protection from good (D-E)*; **2nd level** – *cure moderate wounds*, *hold person*, *resist energy*, *blindness/deafness (blindness only) (D-E)*; **3rd level** – *magic vestment*, *summon monster III*, *bestow curse (D-V)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** +14**Feats** Additional domain (vengeance), combat casting, domain focus (evil)**Skills** Heal +9, knowledge (history) +7, knowledge (religion) +7, spellcraft +7**Languages** common, aquan**SQ** nil**Gear** breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*, holy symbol of Oblivion (full solar eclipse)**Special Abilities** cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 2 rounds – usable 7/day), touch of evil (E) (lasts 2 rounds – usable 7/day), vengeful blow (V) (DC 19 Will save, or attacker can take the damage instead. – usable 7/day)

ATL 7

⚔ Human fighter 5 (x4)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 22 (+2 Dex, +2 natural armor, +7 chainmail armor +1, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor +1, +1 light steel shield)

hp 59 (5d10+15)

Fort +7, **Ref** +2, **Will** +2 (3)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)**

Ranged longbow +7 (1d6)

Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)** or longbow +7 (1d6)

Space 5 ft.; **Reach** 5 ft (20 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** +21

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword)

Skills Climb +9; Handle animal +5, Ride +7

Languages common,

SQ nil

Gear chainmail armor +1, longsword +1, longbow, light steel shield; shortspear, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)

Special Abilities bravery +1*; armor training 1; weapon training (spears) **

⚔ Water elem cleric (Oblivion) 7

NE Medium humanoid

Init +2; **Senses** Perception +4

AC 23 (+2 Dex, +2 natural armor, +7 breastplate armor +1, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 21 (+2 natural armor, +7 breastplate armor +1, +2 heavy steel shield)

hp 60 (7d8+14)

Fort +7, **Ref** +4, **Will** +9

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee scimitar +6(1d6, 18-20/x2)

Ranged longbow +7 (1d8, 20/x3)

Full Atk scimitar +6(1d6, 18-20/x2) or longbow +7 (1d8, 20/x3)

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

Special Attacks channel negative energy 4d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – bleed, create water, resistance, virtue; **1st level** – bane, cure light wounds, cure light wounds, divine favor,

magic weapon, protection from good (D-E) ; **2nd level** – cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar)

blindness/deafness (blindness only) (D-D) ; **3rd level** – bestow curse, magic vestment, summon monster III, bestow curse (D-V) ; **4th level** –

spell immunity, unholy blight, , unholy blight (D-E)

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** +16

Feats Additional domain (vengeance), combat casting, domain focus (evil) , skill focus (spell craft)

Skills Heal +11, knowledge (history) +9,

knowledge (religion) +9, spellcraft +12

Languages common, aquan

SQ nil

Gear breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, , heavy steel shield, ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~, holy symbol of Oblivion (full solar eclipse)

Special Abilities cast darkness 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 3 rounds – usable 7/day), touch of evil (E) (lasts 3 rounds – usable 7/day), vengeful blow (V) (DC 21 Will save, or attacker can take the damage instead. - usable 7/day)

ATL 9

⚔ Human fighter 7 (x4)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 21 (+2 Dex, +2 natural armor, +8 splint mail armor +1, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 19 (+7 splint mail armor +1, +2 heavy steel shield)

hp 81 (7d10+21)

Fort +8, **Ref** +4, **Will** +3 (5)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)**

Ranged longbow +9 (1d6)

Full Atk longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)** or longbow +9/+4 (1d6)

Space 5 ft.; **Reach** 5 ft (20 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +7/+2; **CMB** +11; **CMD** +23

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot

Skills Climb +11; Handle animal +7, Ride +9

Languages common,

SQ nil

Gear splint mail armor +1, longsword +1, longbow, heavy steel shield; shortspear, *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*, holy symbol of Oblivion (full solar eclipse)

Special Abilities bravery +2*; armor training 2; weapon training (spears)**

⚔ Water elem cleric (Oblivion) 9

NE Medium humanoid

Init +2; **Senses** Perception +4

AC 25 (+2 Dex, +3 natural armor, +8 breastplate armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 23 (+3 natural armor, +8 breastplate, +2 heavy steel shield)

hp 76 (9d8+18)

Fort +8, **Ref** +5, **Will** +11

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee scimitar +8(1d6+1, 18-20/x2)

Ranged longbow +8 (1d8, 20/x3)

Full Atk scimitar +8/+3 (1d6+1, 18-20/x2) or longbow +8/+3 (1d8, 20/x3)

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

Special Attacks channel negative energy 5d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, protection from good (D-E)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) blindness/deafness (blindness only) (D-D)*; **3rd level** – *bestow curse, magic vestment, prayer, summon monster III, bestow curse (D-V)*; **4th level** – *magic weapon - greater spell immunity, unholy blight, , unholy blight (D-E)*; **5th level** – *cure light wounds – mass, flame strike, mark of justice (D - V)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16

Base Atk +6/+1; **CMB** +5; **CMD** +17

Feats Additional domain (vengeance), combat casting, domain focus (evil), skill focus (spellcraft), domain focus (vengeance)

Skills Heal +13, knowledge (history) +11, knowledge (religion) +11, spellcraft +14

Languages common, aquan

SQ nil

Gear breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, , heavy steel shield, *oil of greater magic weapon*, *potion of magic vestment*, *potion of barkskin (CL 9)*, holy symbol of Oblivion (full solar eclipse)

Special Abilities cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 4 rounds – usable 8/day), touch of evil (E) (lasts 4 rounds – usable 8/day), vengeful blow (V) (DC 24 Will save, or attacker can take the damage instead. - usable 8/day), eye of darkness (D) (usable 1/day), scythe of evil (E) (usable 1/day), aura of vengeance (V) (usable 1/day)

ATL 11

⚔ Human fighter 9 (x4)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 26 (+2 Dex, +3 natural armor, +9 splint mail armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 24 (+3 natural armor, +9 splint mail armor, +2 heavy steel shield)

hp 103 (9d10+27)

Fort +9, **Ref** +5, **Will** +4 (6)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +17 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Ranged longbow +12 (1d6+1)***

Full Atk longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2) or longbow +12/+7 (1d6+1)***

Space 5 ft.; **Reach** 5 ft (20 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +9/+4; **CMB** +14; **CMD** +26

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear)

Skills Climb +13; Handle animal +9, Ride +11

Languages common,

SQ nil

Gear splint mail armor +1, longsword +1, longbow, heavy steel shield; shortspear, *oil of greater magic weapon*, *potion of magic vestment*, *potion of barkskin (CL 9)*, holy symbol of Oblivion (full solar eclipse)

Special Abilities bravery +2*; armor training 2; weapon training (spears) ** ; weapon training (bows) ***

⚔ Water elem cleric (Oblivion) 11

NE Medium humanoid

Init +2; **Senses** Perception +4

AC 26 (+2 Dex, +4 natural armor, +8 breastplate armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 24 (+4 natural armor, +8 breastplate

armor, +2 heavy steel shield)

hp 92 (11d8+22)

Fort +9, **Ref** +5, **Will** +12

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee scimitar +10 (1d6+1, 18-20/x2)

Ranged longbow +10 (1d8, 20/x3)

Full Atk scimitar +10/+5 (1d6+1, 18-20/x2) or longbow +10/+5 (1d8, 20/x3)

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

Special Attacks channel negative energy 6d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 15+spell level) **0 level** – *bleed*, *create water*, *resistance*, *virtue*; **1st level** – *bane*, *cure light wounds*, *cure light wounds*, *divine favor*, *magic weapon*, *protection from good (D-E)*; **2nd level** – *align weapon*, *cure moderate wounds*, *hold person*, *resist energy*, *spiritual weapon (scimitar)*, *blindness/deafness (blindness only) (D-D)*; **3rd level** – *bestow curse x2*, *magic vestment*, *prayer*, *summon monster III*, *bestow curse (D-V)*; **4th level** – *magic weapon – greater x2*, *spell immunity*, *unholy blight*, *unholy blight (D-E)*; **5th level** – *cure light wounds – mass*, *flame strike*, *inflict light wounds – mass*, *mark of justice (D - V)*; **6th level** – *blade barrier*, *disintegrate (D - V)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16

Base Atk +8/+3; **CMB** +7; **CMD** +19

Feats Additional domain (vengeance), combat casting, domain focus (evil), skill focus (spellcraft), domain focus (vengeance), brew potion,

Skills Heal +16, knowledge (history) +13, knowledge (religion) +13, spellcraft +19

Languages common, aquan

SQ nil

Gear breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)*, holy symbol of Oblivion (full solar eclipse)

Special Abilities cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 5 rounds – usable 8/day), touch of evil (E) (lasts 5 rounds – usable 8/day), vengeful blow (V) (DC 24 Will save, or attacker can take the damage instead. - usable 8/day), eye of darkness (D) (usable 5 rounds), scythe of evil (E) (usable 2/day), aura of vengeance (V) (usable 2/day)

ATL 13

⚔ Human fighter 11 (x4)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)
AC 27 (+2 Dex, +4 natural armor, +9 half plate armor, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 25 (+4 natural armor, +9 half plate armor, +2 heavy steel shield)

hp 125 (11d10+33)

Fort +10, **Ref** +5, **Will** +4 (7)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +18 (1d8+7, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Ranged longbow +14 (1d6+1)***

Full Atk longsword +18/+13/+7 (1d8+7, 17-20/x2) or shortspear +17/+12/+7 (1d6+6, 19-20/x2) or longbow +14/+9/+4 (1d6+1)***

Space 5 ft.; **Reach** 5 ft (20 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +11/+6/+1; **CMB** +16; **CMD** +28

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits)

Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear splint mail armor +1, longsword +1, longbow, heavy steel shield; shortspear, *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)*, holy symbol of Oblivion (full solar eclipse)

Special Abilities bravery +3*; armor training 3; weapon training (spears) ** ; weapon training (bows)***

⚔ Water elem cleric (Oblivion) 13

NE Medium humanoid

Init +2; **Senses** Perception +4

AC 28 (+2 Dex, +5 natural armor, +9 breastplate armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 26 (+5 natural armor, +9 breastplate armor, +2 heavy steel shield)

hp 108 (13d8+26)

Fort +10, **Ref** +6, **Will** +13

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee scimitar +12(1d6+3, 18-20/x2)

Ranged longbow +11 (1d8, 20/x3)

Full Atk scimitar +12/+7 (1d6+3, 18-20/x2) or longbow +11/+6 (1d8, 20/x3)

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

Special Attacks channel negative energy 7d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 15+spell level) **0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, protection from good (D-E)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) blindness/deafness (blindness only) (D-D)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, bestow curse (D-V)*; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, , unholy blight (D-E)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living, mark of justice (D - V)*; **6th level** – *blade barrier, cure moderate wounds – mass, disintegrate (D - V)*; **7th level** – *blasphemy, blasphemy(D - E)*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16

Base Atk +9/+4; **CMB** +9; **CMD** +21

Feats Additional domain (vengeance), combat casting, domain focus (evil), skill focus (spellcraft) domain focus (vengeance), brew potion, greater domain focus (evil)

Skills Heal +18, knowledge (history) +15, knowledge (religion) +15, spellcraft +21

Languages common, aquan

SQ nil

Gear breastplate armor, scimitar, longbow, quiver with 10 arrows, , heavy steel shield, *oil of greater magic weapon (CL12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)* holy symbol of Oblivion (full solar eclipse)

Special Abilities cast *darkness* 1/day as the spell (you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness (D) (lasts 6 rounds – usable 8/day)), touch of evil (E) (lasts 6 rounds – usable 8/day)), vengeful blow (V) (DC 24 Will save, or attacker can take the damage instead. - usable 8/day), eye of darkness (D) (usable 4 rounds), scythe of evil (E) (usable 2/day)), aura of vengeance (V) (usable 2/day)

ATL 15**⚔ Human fighter 13 (x4)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)**AC** 30 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 28 (+5 natural armor, +11 half plate armor, +2 heavy steel shield)**hp** 147 (13d10+39)**Fort** +11, **Ref** +6, **Will** +5 (8)***Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +20 (1d8+7, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)**Ranged** longbow +17 (1d6+2)*****Full Atk** longsword +23/+18/+13 (1d8+7, 17-20/x2) or shortspear +21/+16/+11 (1d6+8, 19-20/x2) or longbow +17/+12/+7 (1d6+2)*****Space** 5 ft.; **Reach** 5 ft (20 ft with shortspear).**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +13/+8/+3; **CMB** +18; **CMD** +30**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits); vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)**Skills** Climb +15; Handle animal +11, Ride +13**Languages** common,**SQ** nil**Gear** half plate armor +1, longsword +1, longbow, heavy steel shield; shortspear, *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)* holy symbol of Oblivion (full solar eclipse)**Special Abilities** bravery +3*; armor training 3; weapon training (spears)**; weapon training (bows)***; weapon training (natural)******⚔ Water elem cleric (Oblivion) 15 (x2)**

NE Medium humanoid

Init +2; **Senses** Perception +4**AC** 28 (+2 Dex, +5 natural armor, +9 breastplate

armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 26 (+5 natural armor, +9 breastplate armor +1, +2 heavy steel shield)

hp 124 (15d8+30)**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** scimitar +14 (1d6+3, 18-20/x2)**Ranged** longbow +13 (1d8, 20/x3)**Full Atk** scimitar +14/+9/+4 (1d6+3, 18-20/x2) or longbow +13/+8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, protection from good (D-E)* ; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) blindness/deafness (blindness only) (D-D)* ; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, bestow curse (D-V)* ; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, , unholy blight (D-E)* ; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, mark of justice (D - V)* ; **6th level** – *blade barrier x2, cure moderate wounds – mass, disintegrate (D - V)*; **7th level** – *blasphemy, word of chaos, blasphemy(D - E)* ; **8th level** – *inflict critical wounds - mass, unholy aura (D - E)***Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +11/+6; +1 **CMB** +11; **CMD** +23**Feats** Additional domain (vengeance), combat casting, domain focus (evil) , skill focus (spellcraft) domain focus (vengeance), brew potion, greater domain focus (evil)**Skills** Heal +20, knowledge (history) +17, knowledge (religion) +17, spellcraft +23**Languages** common, aquan**SQ** nil**Gear** breastplate armor +1, scimitar +1, longbow, quiver with 10 arrows, , heavy steel shield, *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*, holy symbol of Oblivion (full solar eclipse)**Special Abilities** cast *darkness* 1/day as the spell

(you are unaffected by your own darkness), +1 CL when casting water spells +2 to save vs. water spells, touch of darkness

(D) (lasts 7 rounds – usable 8/day)), touch of evil (E) (lasts 7 rounds – usable 8/day)), vengeful blow (V) (DC 24 Will save, or attacker can take the damage instead. - usable 8/day), eye of darkness (D) (usable 7 rounds), scythe of evil (E) (usable 3/day)), aura of vengeance (V) (usable 3/day)

The PCs can get the following information from the villains:

- Their employer expected the city to hire adventurers to try to clear High Warrior Breng so there are patrols throughout the city prepared to take down all of the adventurers.
- They worship Oblivion the true god of Amthydor, and as followers of Amthydor jumped at the chance to help remake the city.
- They don't know who hired them the man was a master of disguises. He wanted to make sure that no one was able to clear High Warrior Breng of the charges against him.
- Whoever hired them is either rich or well connected to money. Each of the groups hired was offered 15,000gp to take out as many groups of adventurers as possible.
- They were paid the money in advance and used that to pay for better equipment for themselves. The equipment would be crafted in the name of Oblivion the one true god. Those items weren't going to be ready for this mission so they had to break into the Legion's armory to steal these. (They will not reveal the name of the person that they paid to craft their items).

If the PCs heal the legionnaires they will be able to get the following information from them:

- Thank you for saving us.
- We were on routine patrol when this band of villains set upon us.
- We tried to hold the villains off but our minds were a little distracted by what's going on with High Warrior Breng.

- The weapons and armor that the villains were using were stolen from the Legion Armory, we heard reports that followers of Kohr, Krayve and Oblivion were responsible and this just proves it.
- It's obvious that someone is trying to frame the High Warrior. It seems as if evil is just jumping at the chance to capitalize on the High Warriors problems.
- Those responsible for framing the High Warrior need to be brought to justice before enemies of Amthydor try to take advantage of this situation.
- We don't have any idea who would profit from High Warrior Breng being found guilty other than the city's criminal element and Amthydor's enemies.
- None of the city's noble families would do something like this.

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8).**
- If the PCs want to head to the Prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28).**
- If the PCs want to head to the locations "Breng" took the women to **GO TO Encounter 7 (page 33).**

ENCOUNTER 3 – INTERROGATION 101

Having made your way to the city jail of Amthydor, you're ushered into an office by a nonsense pair of Diamond Legion guards. The office in which you find yourselves has walls that are adorned with axes... lots and lots of axes. You're not waiting long before a red-faced shield dwarf enters the room. He gives a curt nod to your group before rumbling, "I'm Sergeant Skobus Forgefury, the warden o' this fine institution. What brings ye to me doorstep?"

Once the PCs mention Gurge's name, Sgt Forgefury will have them brought to an interview room to speak with one of the 3 ladies.

The PCs will get similar information when they speak with the 3 ladies with the exception of their contact, where they met their contact and where they met with Breng. This means that it is only necessary to run one of the encounters with the 3 women and then tell them the differences that they earn from the other 2 women.

Encounter 3a – Engvelyn Darvoder

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a beautiful blond haired human woman in her late twenties dressed in plain robes with manacles on her hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

☛ **What is your name?**

"Engvelyn Darvoder."

☛ **When did you meet High Warrior Breng?**

"I met him last night at the Dauntless Dolphin. We had dinner and then we returned to his house for an after dinner drink."

☛ **Where did you get the information that you had on you?**

"High Warrior Breng gave it to me."

Why did he give it to you?

"He said that the recent war with the elves caused him to re-evaluate some things in his life."

☛ **What sort of things?**

"He said that Amthydor, more precisely the Lord Monarch, had an air of smugness after winning the war. The Lord Monarch took all of the credit for the victory instead of acknowledging the contributions of the city's fine military forces. The lord Monarch further told him that now that the war was over Amthydor should conquer Vanyr in recognition for Vanyrs' support of the elves. Breng said that he didn't agree with that stance and said that he wanted to give Vanyr a fighting chance."

☛ **That doesn't make sense he's the commander of Amthydor's forces:**

"I'm not one to look a gift horse in the mouth. He gave me the plans so of course I accepted them."

☛ **Why should we believe you?**

"Why should I lie to you, it's not like your city is going to give me a reduced sentence."

☛ **How did you meet?**

"I was sent o the Dauntless Dolphin to meet with High Warrior Breng. My contact told me that he was contacted by Breng and that Breng was planning to meet me at the Dauntless Dolphin for dinner. My contact told me what to wear so that Breng would be able to find me since we had never met before."

☛ **What was the name of your contact? / Where did you meet your contact?**

"Monreck Dalimour at the Rusty Nail."

☛ **So when did Breng give you this information?**

"As I said before we had dinner last night at the Dauntless Dolphin and then afterwards headed back to his home for a nightcap. Before we had the nightcap Breng presented me with the information and then we had the nightcap. When I awoke this morning I discovered that my clothes were gone, my body had unexplained bruises and that I was in Breng's bed. There were 2 other women in the bed with us and they were also unclothed and had bruises on their bodies. I do not recall anything that happened between the time I had the night cap and when I woke up this morning."

☛ **What did Breng say when you asked him what happened?**

"He told me that I got what I wanted and that no one would believe me if I said anything. I was extremely upset and then the diamond Legion showed up and took us all into custody."

☛ **Do you know where the other girls were from?**

"I think the legionnaires said that they were from Pyrroth and the Kassenor Isles."

☛ You were upset with Breng is it possible that you're saying these things to get back at him?

"No, but I can understand your thinking that as Breng is an important person in your city. While he should pay for what he did to me revenge is not what motivates me. The fact that I am here in Amthydor and in possession of the information that I was found with, regardless of how I got it will not bode well for relations between Vanyr and Amthydor."

☛ Is there anything else that you can tell us?

"No."

A *Sense Motive* (DC5+ATL) check will reveal that she's telling the truth. Remember that divination spells aren't working so they will not provide the PCs with any answers.

Encounter 3b – Morika Colbrighter

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a beautiful brown haired human woman in her late twenties dressed in plain robes with manacles on her hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

☛ What is your name?

"Morika Colbrighter."

☛ When did you meet High Warrior Breng?

"I met him last night at Verlaine's. We had a drink there before returning to his house for a nightcap."

☛ Where did you get the information that you had on you?

"High Warrior Breng gave it to me."

☛ Why did he give it to you?

"He said that the recent war with the elves caused him to re-evaluate some things in his life."

☛ What sort of things?

"He said that Amthydor, more precisely the Lord Monarch, had an air of smugness after winning the war. The Lord Monarch took all of the credit for the victory instead of acknowledging the contributions of the city's fine military forces. The lord Monarch further told him that now that the war was over Amthydor should conquer Pyrroth in recognition for Pyrroth's support of the elves. Breng said that he didn't agree with that stance and said that he wanted to give Pyrroth a fighting chance."

☛ That doesn't make sense he's the commander of Amthydor's forces:

"I'm not one to look a gift horse in the mouth. He gave me the plans so of course I accepted them."

☛ Why should we believe you?

"Why should I lie to you, it's not like your city is going to give me a reduced sentence."

☛ How did you meet?

"I was sent to Verlaine's to meet with High Warrior Breng. My contact told me that he was contacted by Breng and that Breng was planning to meet me at Verlaine's for drinks. My contact told me what to wear so that Breng would be able to find me since we had never met before."

☛ What was the name of your contact? / Where did you meet your contact?

"Smaquila Zyrfrick at the Sailor's Refuge."

☛ So when did Breng give you this information?

"As I said before we had drinks last night at Verlaine's and then afterwards headed back to his home for a nightcap. Before we had the nightcap Breng presented me with the information and then we had the nightcap. When I awoke this morning I discovered that my clothes were gone, my body had unexplained bruises and that I was in Breng's bed. There were 2 other women in the bed with us and they were also unclothed and had bruises on their bodies. I do not recall anything that happened between the time I had the night cap and when I woke up this morning."

☛ **What did Breng say when you asked him what happened?**

"He told me that I got what I wanted and that no one would believe me if I said anything. I was extremely upset and then the diamond Legion showed up and took us all into custody."

☛ **Do you know where the other girls were from?**

"I think the legionnaires said that they were from Vanyr and the Kassenor Isles."

☛ **You were upset with Breng is it possible that you're saying these things to get back at him?**

"No, but I can understand your thinking that as Breng is an important person in your city. While he should pay for what he did to me revenge is not what motivates me. The fact that I am here in Amthydor and in possession of the information that I was found with, regardless of how I got it will not bode well for relations between Pyrroth and Amthydor."

☛ **Is there anything else that you can tell us?**

"No."

A *Sense Motive* (DC5+ATL) check will reveal that she's telling the truth. Remember that divination spells aren't working so they will not provide the PCs with any answers

Encounter 3c – Synby Torkinwood

Sgt. Forgefury has you brought into a small room with a table and 7 chairs. The door at the far end of the room opens and a beautiful red haired human woman in her late twenties dressed in plain robes with manacles on her hands enters followed by a guard. The guard attaches the manacle to the table before taking his place next to the door that he entered from. "I understand that you wish to talk to me?"

☛ **What is your name?**

"Synby Torkinwood."

☛ **When did you meet High Warrior Breng?**

"I met him last night at the Granite Chalice. We had drinks and then we returned to his house for an after drinks drink."

☛ **Where did you get the information that you had on you?**

"High Warrior Breng gave it to me."

☛ **Why did he give it to you?**

"He said that the recent war with the elves caused him to re-evaluate some things in his life."

☛ **What sort of things?**

"He said that Amthydor, more precisely the Lord Monarch, had an air of smugness after winning the war. The Lord Monarch took all of the credit for the victory instead of acknowledging the contributions of the city's fine military forces. The lord Monarch further told him that now that the war was over Amthydor should conquer Kassenor Isles in recognition for Kassenor Isles' support of the elves. Breng said that he didn't agree with that stance and said that he wanted to give Kassenor Isles a fighting chance."

☛ **That doesn't make sense he's the commander of Amthydor's forces:**

"I'm not one to look a gift horse in the mouth. He gave me the plans so of course I accepted them."

☛ **Why should we believe you?**

"Why should I lie to you, it's not like your city is going to give me a reduced sentence."

☛ **How did you meet?**

"I was sent o the Granite Chalice to meet with High Warrior Breng. My contact told me that he was contacted by Breng and that Breng was planning to meet me at the Granite Chalice for drinks. My contact told me what to wear so that Breng would be able to find me since we had never met before."

☛ **What was the name of your contact? / Where did you meet your contact?**

"Emwoond Milxen at the Jade Palace."

☛ **So when did Breng give you this information?**

"As I said before we had drinks last night at the Granite Chalice and then afterwards headed back to his home for a nightcap. Before we had the nightcap Breng presented me with the information and then we had the nightcap. When

I awoke this morning I discovered that my clothes were gone, my body had unexplained bruises and that I was in Breng's bed. There were 2 other women in the bed with us and they were also unclothed and had bruises on their bodies. I do not recall anything that happened between the time I had the night cap and when I woke up this morning."

☛ **What did Breng say when you asked him what happened?**

"He told me that I got what I wanted and that no one would believe me if I said anything. I was extremely upset and then the diamond Legion showed up and took us all into custody."

☛ **Do you know where the other girls were from?**

"I think the legionnaires said that they were from Pyroth and the Kassenor Isles."

☛ **You were upset with Breng is it possible that you're saying these things to get back at him?**

"No, but I can understand your thinking that as Breng is an important person in your city. While he should pay for what he did to me revenge is not what motivates me. The fact that I am here in Amthydor and in possession of the information that I was found with, regardless of how I got it will not bode well for relations between Kassenor Isles and Amthydor."

☛ **Is there anything else that you can tell us?**

"No."

A *Sense Motive* (DC5+ATL) check will reveal that she's telling the truth. Remember that divination spells aren't working so they will not provide the PCs with any answers

Encounter 3d – High Warrior Breng

Sgt. Forgefury has you brought into a small room with a table and 10 chairs. The door at the far end of the room opens and a Diamond Legion private escorts High Warrior Breng who is dressed in prison garb, and a well dressed gnome into the room. After you are all seated High Warrior Breng sits down as does Sgt. Forgefury.

The gnome places some books on the last chair and then climbs onto the table before beginning to speak.

"First I want to apologize if there are any nobles here because I get very passionate when defending my clients. If my tone becomes disrespectful to you I am sorry, and it is not intentional. I need to do whatever is necessary to make sure that my client gets the best defense that they can. "

"Where are my manners, I should have introduced myself first. I am Darvox from the law offices of "Gnome, Gnome, and Gnome, and I am representing High Warrior Breng. " I understand that you wish to speak with my client. I will allow it but if you don't show my client the proper respect I will end this session. Also if you ask inappropriate questions, or questions I deem harmful for my client to answer I will say next question. My client is innocent of these charges and I will not allow him to be railroaded to the executioner. Is that understood?"

Once the PCs agree please continue with the information available below. Note that because there are 3 NPCs here the one speaking will be indicated.

☛ **Why do you say High Warrior Breng is innocent?**

<Breng> "Because I am innocent."

<Forgefury> "Because he is innocent."

<Darvox> "Because he is innocent."

☛ **Why don't you tell us what happened in your on words high Warrior Breng?**

"I had a meeting with several of the city's noble families at the Dauntless Dolphin to discuss their concerns. After the meeting I went home to think about ways to deal with the nobles concerns. I poured myself a drink and the next thing I knew I was in my bed with 3 young ladies whom I'd never seen before and a squadron of legionnaires standing over us."

"The legionnaires said that they received a tip that I was consorting with enemy operatives and had to check it out. It turns out that the 3 women were agents of Vanyr, Pyroth and the Kassenor

Isles. As if that wasn't bad enough each of the women had bruises on their bodies which they said I gave them, as well as written details on the strengths and weaknesses of the Legions forces. "

"The Legionnaires had no choice but to arrest me on those charges based on the evidence. Someone went to a lot of trouble to try to frame me."

☛ **Did the wine taste funny or unusual?/ Did it smell funny or unusual?/Did it look funny or unusual?**

"It looked, smelled and tasted perfectly normal."

☛ **Which noble families did you meet with?**

"I met with the heads of Houses: Bailey, Eisner, Erikas, Grimm, Reilly, and Seabury. It's definitely not the most agreeable gathering of families. Each of the families is concerned that the legions response time for incidents involving their family was considerably more than compared to those involving other noble houses. After assuring them that I would do my utmost to make sure that the response time to all noble houses would be the same, the meeting ended and I went home."

☛ **Why would anyone want to frame you?**

<Breng> "If I am found guilty of those charges I will be executed. Even though I'm innocent, until I'm actually found innocent of these charges I can't do my job. This will all reflect badly on the Lord Monarch who appointed me to this position, and who would need to appoint my successor."

<Forgefury> "This situation is demoralizing to the legion. If the Lord Monarch has to replace high Warrior Breng the legionnaires will be devastated. We know that Breng would NEVER commit treason or any of the other crimes he's charged with."

☛ **Who would benefit from High Warrior Breng being framed?**

<Breng> "Anyone with a grudge against myself, the Lord Monarch, or Amthydor would benefit. Vanyyr, Pyrroth and the Kassanor Isles are 3 nations that would benefit. The three women from those nations that are in custody are

probably considered heroes back in their homelands."

<Forgefury> "Don't forget the elves from the Mystwood that are now known as draw. You can bet that we haven't seen the last of them."

<Breng> "True, and the accusations against me have cast a stain on Amthydor and the Lord Monarch which was something those elves would be interested in."

☛ **How can we help you?**

<Breng> "If you can find any evidence to indicate that I was framed would definitely help."

<Forgefury> "If you could also bring someone to justice for this frame up that would definitely help."

<Darvox> "Anything that you can find that would cast any doubt that High Warrior Breng did this would definitely help. However, he is accused of three sets of charges, one relating to each of the women. If you can find evidence to prove one of those charges false that should be enough to cast doubt on the other two sets of charges."

☛ **So you haven't had any contact with operatives from Vanyr, Pyrroth or the Kassanor Isles?**

<Breng> "Each of those nations was contacted during the war and asked to refrain from entering the war. We did what was necessary to keep Amthydor safe and help her be victorious in the war. I would NEVER, I repeat NEVER do anything to violate the trust that the Lord Monarch and Amthydor have placed in me. That's what upsets me most about this, as it will cause people to lose faith in the Lord Monarch because he put his trust in me."

☛ **What happened to your guards?**

<Breng> "They escorted me home and were intending to take their posts outside my home when they saw a man breaking into one of the other homes here. They investigated and captured those responsible for the break-ins. Since I was already home I told them that I would be fine and that they should take the villains in for booking. They did not come inside to check up

on me so I don't know when they returned, just that they were there this morning when their fellow legionnaires arrived to investigate those allegations."

☛ **Do you think that the break-in was a diversion?**

<Brenge> "It could have been, but I can't say for sure. I'm sure that Commander Vestra has already interviewed the guards, so if you want answers on that you should probably talk to her."

☛ **Do you think a noble family would do this?**

<Brenge> "I don't believe so but since I don't have any idea who would want to do this I can't rule anyone out. Please take care before accusing one of the city's noble families."

<Forgefury> "You need to have irrefutable evidence of their involvement before accusing a noble because these are serious charges."

<Darvox> "Remember that if you tip your hand too soon evidence might disappear. In order to clear my client, please don't risk that."

☛ **What sort of evidence do you need?**

<Darvox> "Unfortunately the circumstantial evidence in this case, the prosecutions flaming sword, already points to my client. Any testimony that you get, while good, needs to be corroborated, otherwise it's just the word of one individual against the mountain of evidence against my client."

☛ **We heard that the High Warriors statements all detected as true?**

<Darvox> "That is correct."

☛ **We heard that the statements of the three women all detected as true?**

<Darvox> "I heard that as well."

☛ **How is it possible that all of the statements made by the high Warrior and the women all detected as true?**

<Darvox> "From what I've heard if someone believes without hesitation what they are saying then their statements will register as true."

<Forgefury> "I think what he's trying to say is that if someone pretended to be the High Warrior,

people that he came in contact with could believe that they were interacting with the real High Warrior."

☛ **Are you saying that someone posed as the High Warrior?**

<Forgefury> "I think it would explain things. If someone pretended to be the High Warrior they could do and say things that would be attributed to High Warrior Brenge. That way Brenge could take the fall if something like this happened."

<Brenge> "I would never do the things that I'm accused of doing, I'd sooner die, but if someone pretended to be me and did them it would look as if I did them. It would be a perfect frame up."

<Darvox> "Its one thing to say this but without proof its all just speculation."

☛ **Who could portray the High Warrior?**

<Brenge> "I'm not sure who could do that, although it would probably need to be a professional performer."

<Forgefury> "Perhaps the Society of Entertainers and Providers might now who could pull that off."

☛ **How could someone pass as the High Warrior?**

<Brenge> "I was held captive during most of the war. Perhaps someone used that time to gain the information necessary to pull this off."

<Forgefury> "What the high Warrior said could explain how someone could duplicate the high Warriors mannerisms and gait, as well as how they knew where to find the info that the high Warrior had in Legion HQ."

<Darvox> "Again this is just speculation. Even if someone did pose as high Warrior Brenge, unless we knew who did it and how it was done it won't mean anything. It wasn't uncommon for my client to bring work home with him where he could deal with it without interruption, so when "Brenge" returned to Legion HQ to pick up some work to review no one thought anything of it."

☛ **Wouldn't someone posing as the High Warrior be detected by the legionnaires that he oversees?**

<Brengr> "Deception is not always easy to detect normally. If it was aided by magic it would be that much more difficult."

☛ **Have you ever left for home and returned to get files to review?**

<Brengr> "Yes. Sometimes when I get home and start working I realize that I need a file that's back at Legion HQ so I return to get it."

☛ **What can we offer to witnesses to get them to come forward?**

<Brengr> "I'm not in a position to offer anything right now, nor can I promise anything if I'm cleared."

<Darvox> "If you promise anything to gain testimony it's the same as bribing them for the information. The courts would discredit it so fast it would make your head spin."

<Forgefury> "We'd prefer that you try to get the information without making any promises."

☛ **What if people don't want to get involved?**

<Darvox> "You should point out to them that if someone could do this so easily to the High Warrior, who is a very well respected individual, think how easy would it be to do that to a regular citizen."

☛ **Do you always take work home with you?**

<Brengr> "I've found that there are times when I can get more work done at home without interruptions. When I'm at Legion HQ or out in the field I'm totally accessible to anyone that wishes to speak with me."

☛ **Do you think that the elves from Mystwood could be involved?**

<Brengr> "Well they did lose the war and just about everything they hold dear. I could see them do something like this out of revenge, and while it hasn't been proven it wouldn't surprise me if the elves were responsible for my abduction."

☛ **Is there anything else you can tell us?**

<Brengr> "Unfortunately not."

<Forgefury> "Just make sure that your actions are above reproach."

<Darvox> "Please do your best to find the evidence that will clear my client. I know that he's innocent and everyone else needs to know that as well."

☛ **What can we offer to witnesses to get them to come forward?**

<Brengr> "I'm not in a position to offer anything right now, nor can I promise anything if I'm cleared."

<Darvox> "If you promise anything to gain testimony it's the same as bribing them for the information. The courts would discredit it so fast it would make your head spin."

<Forgefury> "We'd prefer that you try to get the information without making any promises."

☛ **What if people don't want to get involved?**

<Darvox> "You should point out to them that if someone could do this so easily to the High Warrior, who is a very well respected individual, think how easy would it be to do that to a regular citizen."

☛ **Do you always take work home with you?**

<Brengr> "I've found that there are times when I can get more work done at home without interruptions. When I'm at Legion HQ or out in the field I'm totally accessible to anyone that wishes to speak with me."

☛ **Do you think that the elves from Mystwood could be involved?**

<Brengr> "Well they did lose the war and just about everything they hold dear. I could see them do something like this out of revenge, and while it hasn't been proven it wouldn't surprise me if the elves were responsible for my abduction."

☛ **Is there anything else you can tell us?**

<Brengr> "Unfortunately not."

<Forgefury> "Just make sure that your actions are above reproach."

<Darvox> "Please do your best to find the evidence that will clear my client. I know that

he's innocent and everyone else needs to know that as well."

A *Sense Motive* (DC 5+ATL) check will reveal that Breng and the others are being truthful.

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8)**.
- If the PCs haven't been to Encounter 2 yet **GO TO Encounter 2 (page 11)**.
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28)**.
- If the PCs want to head to the locations "Breng" took the women to **GO TO Encounter 7 (page 33)**.

ENCOUNTER 4 – I GOT THE MUSIC **IN ME**

You arrive at the Society of Entertainers and Providers and are immediately ushered into an ornately decorated room. There is a sofa in the room as well as 6 chairs. A buxom raven-haired human woman in her mid 30's dressed in a tight fitting leather dress enters the room and asks you to be seated.

"Hello. My name is Cinnamon. How can I help you?"

- ☛ **Do you know any of your members capable of passing as High Warrior Breng?**

"Are you accusing one of our members of doing something illegal?"

- ☛ **It is possible that one of your members played the part of High Warrior Breng/ Whoever played the part of High Warrior Breng was really good, Can you think of anyone good enough to do that**

"There are 3 people I know of that could possibly do this. Valarus Juxas, Brolius Donlough and Kitimer Ellwood are those that come to mind.

- ☛ **Do you know where we can find them?**

"Each of them is involved in hit shows within the city. The first two are performing in 'A Fair to Remember' at the Opera House and can probably

be found there rehearsing for tonight's performance. The third is involved in the benefit concert 'Altruistic Voices Lead the Call for Change.' The concert is being held to help people affected by the recent war that the city just went through. Performers are always there honing their performances."

- ☛ **What can you tell us about those 2 events, the play and the concert?**

"The performers are all top rate. The play has been running for almost a year. The concert as I mentioned previously is a benefit concert to help people that have suffered losses due to the war. All money raised is being donated to the cause, and none of the performers are being paid."

- ☛ **Have any of these 3 performers ever missed a performance? Did any of the 3 not perform last night?**

"None of them performed last night. In fact it's the first time I can ever recall where any of those three missed a performance."

- ☛ **Do you know why they missed their performances?**

"No, for that information you would need to check with the people involved with their shows."

- ☛ **Do you know where they live?**

"Yes and no. While I do have that I can't guarantee its accuracy. For the latest information you would need to check with the people involved with their shows."

- ☛ **Is there anything else that you can tell us?**

"Unfortunately not, but when you figure everything out can you come back here and tell me the details. It definitely seems like there's a story here."

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8)**.
- If the PCs haven't been to Encounter 2 yet **GO TO Encounter 2 (page 11)**.
- If the PCs want to head to the Prison **GO TO Encounter 3 (page 20)**.
- If the PCs want to head to the Amthydor Opera House to look for Valarus Juxas and Brolius Donlough **GO TO Encounter 5 (page 29)**.

- If the PCs want to head to the Amdaktur Gardens looking for Kitimer Ellwood **GO TO Encounter 6 (page 32)**.
- If the PCs want to head to the locations “Brengr” took the women to **GO TO Encounter 7 (page 33)**.

ENCOUNTER 5 – THE BEAT GOES ON

You arrive at the Amthydor Opera House, the site of 'A Fair to Remember,' and after entering the opera house notice a bustle of activity on the stage. You manage to find someone that points you to the plays director a gnome named Argril Burneish.

The gnome looks at you and says “Hello. How can I help you?”

After satisfying the gnome’s curiosity he instructs one of his assistants a human woman in her late teens to take over for him and then he asks you to have a seat so that you can talk.

☞ **Are Velarus Juxas or Brolius Donlough here?**

“No. Neither of them is here today.”

☞ **Were they here last night?**

“Unfortunately not. It was the first time in three months that the understudies needed to go on.”

☞ **Understudies?/ What do you mean understudies?**

“Understudies are individuals that know the play inside out and can step in when a performer is unable to perform their role. It sounds rather cliché, but the show must go on.”

☞ **Have those 2 performers missed shows before?**

“No.”

☞ **Did they give you a reason for their absence?**

“No. We haven’t seen them and the rest of the cast hasn’t heard from them either.”

☞ **Did anyone check their residences?**

“I sent people to their houses to knock on those doors but there was no answer so the people left.”

☞ **They didn’t check inside the residences?**

“No. They did not break in to check the residences.”

☞ **Did you report them missing to the Diamond Legion?**

“No. The Legion wouldn’t do anything and if word got out it could impact attendance for the show. If people that had already purchased tickets knew that some of the stars of the show wouldn’t be performing they’d want their money back.”

☞ **So you didn’t report them missing to the Diamond Legion because you didn’t want to lose money?**

“It sounds so cold when you put it that way, The play has backers as well as a cast that needs to be paid. I needed to consider their needs as well.”

☞ **Where do they live?**

“They both have suites at the Silver Swan.”

She will give directions to the Silver Swan an upscale inn

☞ **Do they have any family here?**

“None that I’m aware of.”

☞ **Are the understudies here?**

“Yes. Both understudies were here last night and this morning.”

☞ **Can we talk with them?**

“They’re rehearsing right now. Can you come back later?”

☞ **It’s important that we talk with them now. It concerns a matter for the Diamond Legion (or they show the writ if they got one)**

“I’ll have someone get them for you.”

Argril Burneish calls a woman over and asks them to bring over the 2 understudies in question.

☛ Do you think that Velarus or Brolius are good enough to pass for high Warrior Breng?

“Yes.”

☛ Do you think that the understudies are good enough to pass for high Warrior Breng?

“No.”

The woman returns with two muscular young human men in their early twenties. Speaking with the two understudies the PCs can learn the following information.

☛ What are your names?

“Sylvan Darthein and Montrag Zilwa.”

☛ How long have you been performers

(Sylvan) "5 years."

(Montrag) "7 years."

☛ We understand that last night 2 of the leads didn't show up and that you had to perform in their place.

(Sylvan) "That is correct. While every performer hopes for their big break they're both nice people and we wouldn't wish anything bad to happen to them. No performer ever wants there big break to come at the expense of a fellow performer."

(Montrag) "Last night was the first time in three months that they didn't show up for a performance."

☛ How did they get along with you and the rest of the cast?

(Sylvan) "We like them and hope that they're okay."

(Montrag) "They get along with everyone. The fans love them, and the cast loves them. In fact everyone that meets them likes them."

☛ Is there anything else you can tell us?

“We hope that you find them and that they're okay.”

If the PCs should do a *sense motive* (DC 5) check they will find that the statements of all three NPCs are totally truthful.

➤ If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8)**.

➤ If the PCs want to head to the Prison **GO TO Encounter 3 (page 20)**.

➤ If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28)**.

➤ If the PCs want to head to the Amdaktur Gardens looking for Kitimer Ellwood **GO TO Encounter 6 (page 32)**.

➤ If the PCs want to head to the locations “Breng” took the women to **GO TO Encounter 7 (page 33)**.

ENCOUNTER 5A – THE DAY THE MUSIC DIED

“Following the directions that you were given, you find yourself at the Silver Swan, one of the city’s upscale inns. You see an exquisitely dressed man at the front desk. As you enter the building you notice that The man looks at you and says “Oh no! This will never do. It’s obvious that you don’t belong here. If you leave now I’m willing to forget that you were here. It’s my best offer, I suggest that you take it.”

☛ We’re worried about 2 of your guests, may we please see them?

“Which two guests are you referring to.”

☛ Valarus Juxas and Brolius Donlough. Both of them missed performances last night and neither of them has reported for rehearsals today. The crew is worried about them

“That is terrible. Normally I wouldn’t allow anyone else into a guests room, but if there’s a chance that one of my guests is hurt I’m willing to make an exception.”

☛ So you’re saying that we can see them?

“Yes, but on one condition. I’m going with you to check on them so that I can make sure that you don’t do anything wrong.”

The PCs will get the same information regardless of whether they go to Valarus’s or Brolius’s room.

“The clerk leads you to (Valarus Juxas’s/Brolius Donlough’s) room, and then knocks on the door. “Mr. (Juxpas/Donlough) is everything alright in there? After a few moments of silence the clerk inserts the key in the door and turns the handle of the door. He enters the room and shouts Oh My! Mr. (Juxpas/Donlough) what happened to you? Who would do this to you and why?”

Entering the room you notice that the room has been ransacked. There is torn clothing throughout the room as well as the body of a well dressed man lies on the floor in a pool of blood.

If the PCs have access to a *Speak with Dead* spell or the ability to raise dead they can learn the information below. The PCs will get basically the same information regardless of which of the 2 men they speak with. The information listed below is for Valarus, the differences which would apply to Juxpas is in parentheses.

If the PCs can make a *Search* (DC 20+ATL) check they will find fragments of a wine bottle. The fragments have some sort of foreign substance on them. A *Craft (alchemy)* (DC 15+ATL) check will reveal that it is a powerful sleep poison.

☛ **Why were you killed?**

“I was killed because I was a loose end.”

☛ **Who killed you?**

“Kitimer Ellwood killed me.”

☛ **What did you do that you were a loose end?**

“I was contacted by Kitimer Ellwood a fellow member of the Society of Entertainers and Providers. He told me of a way that I could earn a considerable amount of money.”

☛ **What did you need to do that you were a loose end?**

“I was to meet with a young woman while posing as High Warrior Breng. I was supposed to have dinner (drinks) with this woman at the Dauntless Dolphin (Verlaine’s), give her some papers and then take her back to High Warrior Breng’s home for a drink.”

☛ **What did you steal from Legion HQ?**

“I didn’t take anything from Legion HQ. I’ve never been to Legion HQ either as High Warrior Breng or as anyone else including myself. I don’t know who might’ve taken something from Legion HQ, but the papers that I gave the young woman were given to me by Kitimer Ellwood.”

☛ **Who hired you?**

“I was hired by Kitimer Ellwood. He said that he was going to pay me 20,000gps for my portraying Breng for one evening.”

☛ **You do realize that impersonating someone like high Warrior Breng is a serious crime?**

“I know that impersonating High Warrior Breng is a crime, but it was a challenging role. One I would have been paid well enough to be able to leave Amthydor and settle down elsewhere.”

☛ **Why did you attack the woman?**

“I didn’t attack the woman or anyone else. I don’t know who did, but I’m guessing it was either Kitimer or one of his minions. Apparently there was more to their plans than just my playing the part of high Warrior Breng for a few hours.”

“The last I saw the young woman was when I escorted her back to Breng’s home and had a drink with her. The woman passed out so I covered her on the sofa and left.”

☛ **Why did she pass out?**

“The wine I gave her was drugged. I was told to give it to her but to not drink any of it myself. I nursed my drink while she had 2 glasses.”

☛ **What did you do with the wine bottle that the woman drank from?**

“I brought it back to my home. Kitimer told me that I should nurse my drink while encouraging the woman to drink the wine. He said that the drink would knock her out long enough for him to proceed with his plans.”

☛ **What did he have planned?**

"I don't know. Kitimer didn't tell me that."

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8).**
- If the PCs want to head to the Prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Amdaktur Gardens looking for Kitimer Ellwood **GO TO Encounter 6 (page 32).**
- If the PCs want to head to the locations "Breg" took the women to **GO TO Encounter 7 (page 33).**

ENCOUNTER 6 – THAT'S WHERE THE MUSIC TAKES ME

You head to the location of the concert, the Amdaktur Gardens, and notice a bustle of activity in this area. You are able to locate the concert director, a half elf named Miratha Nithors. How can I help you?" he asks.

☛ **Have you seen Kite mar Ellwood today?**

"No. I hope that he shows up tonight."

☛ **Why are you concerned/Was he here last night?**

"He didn't show up last night."

☛ **Did he give you a reason for not making last night's concert?**

"He sent a messenger with a note saying that he had lost his voice."

☛ **Did you use a understudy?**

"No. Each of the performers is singing their own songs. It's a benefit concert trying to help families that suffered losses during the recent war."

☛ **Can you tell us where we can find Kitimer Ellwood?**

"He has a room at the Dauntless Dolphin."

☛ **What time is tonight's show?**

"It's in two hours. I hope that Kitimer is feeling better"

☛ **Do you think that Kitimer is a good enough performer to pass for High Warrior Breg?**

"Yes. He's a very talented performer and could easily mimic High Warrior Breg. Why are you asking?"

☛ **Is there anything else that you can tell us?**

"Nothing that could help you. If you do happen to find anything out about him please let me know."

☛ **We think someone posed as High Warrior Breg to frame him for a crime?**

"How awful. I hope that Kitimer isn't involved in this."

☛ **Do you think that he would do something like that?**

"I hope not, but I can't say for sure. Every performer likes a challenge and impersonating High Warrior Breg would definitely be a challenge."

☛ **So you're saying that it's possible that Kitimer could do this?**

"I'm not saying that, because while I do think that he's good enough to impersonate the High Warrior, I don't know that he'd do something like that."

☛ **Can you think of some reason why he might do something like this?**

"If he considered it a challenge he might do this but it's also a role that he couldn't admit to playing since impersonating the High Warrior is a serious crime."

ENCOUNTER 6B – DAUNTLESS DOLPHIN

You arrive at the Dauntless Dolphin Inn and head over to see Bialtor Doogan the bartender. Bialtor asks "How can I help you?"

If the PCs should ask, he will let them check out Kitimer's room. When the PCs go to check it out they will find that the room appears to have been completely emptied out. If the PCs should make a

Search (DC 15+ATL) check they will find a piece of parchment behind the bureau. The parchment is Player Handout 2 and says

“Everything is going according to plan. By the end of the week High Warrior Breng should be executed for treason. The evidence against him is both insurmountable and irrefutable. Isador was right, it was child’s play to put the plan in motion to bring about Breng’s demise. The best part of this is that besides Breng’s demise that smug Lord Monarch will be left with egg on his face. That should make the people that hired Isador happy as they’re paying him a lot of money. Luckily he’s paying me a lot of money as well.

If the PCs should ask, Bialtor knows the following information:

- He hasn’t seen Kitimer in about 2 days. There’s nothing unusual about that. Kitimer pays for his room in advance, and sometimes gets jobs outside of Amthydor.
- He saw High Warrior Breng in here last night with a very pretty young blond-haired woman. The woman didn’t look like an Amthydorran citizen

When they came in the High Warrior was carrying a piece of parchment, but when they left the young woman was the one carrying that piece of parchment.

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8).**
- If the PCs want to head to the Prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Amthydor Opera House to look for Valarus Juxas and Brolius Donlough **GO TO Encounter 5 (page 29).**
- If the PCs want to head to the locations “Breng” took the women to **GO TO Encounter 7 (page 33).**

Encounter 7 – DINNER AND DRINKS

GM Note: After the PCs have been to one of the locations in Encounter 7, please run Encounter 8.

ENCOUNTER 7A – RUSTY NAIL

You enter the Rusty Nail and all eyes turn in your direction. The customers satisfied that you’re not legionnaires return to what they were doing. The bartender motions for you to approach. “How can I help you?”

Once the PCs mention that they are looking for Monreck Dalimour the bartender will point them to his table. If the PCs should approach him continue

“You’re finally here. Good! Lets get this over with I’m a busy man and don’t have time to waste. Now what would you like to know?”

☞ **What is your name?**

“Monreck Dalimour.”

☞ **Why did you frame Breng?**

“I didn’t frame Breng.”

A *Sense Motive* (DC 10+ATL) check, or discern lie spell will reveal that he’s lying. If called on it he will admit that he is lying an

☞ **How did you frame Breng?**

“I already told you that I didn’t frame Breng.”

☞ **Did you tell Engvelyn Darvoder that Breng wanted to meet with her at the Dauntless Dolphin?**

“Yes. Breng came to me and asked me to arrange a meeting between himself and an emissary from Vanyr. He didn’t say what the meeting was about just that it was important. I discretely put word out that I was looking for someone from Vanyr and that they should meet me here.”

☞ **Where did you find Engvelyn Darvoder?**

“She found me. She came to me at the Rusty Nail and told me that she was from Vanyr and that she

was interested in meeting with me to see what I needed a Vanyran for."

☞ **Why should we believe you?**

"Why should I lie to you, it's not like your city is going to give me a reduced sentence."

A *Sense Motive* (DC 10+ATL) check will reveal that he's being truthful.

ENCOUNTER 7B – SAILOR'S REFUGE

"You enter the Sailor's Refuge and have no problem making your way to the bar. The bartender The bartender wipes the inside of a glass and then asks. "How can I help you?"

Once the PCs mention that they are looking for Smaquila Zyrfrick the bartender will point them to his table. If the PCs should approach him continue

"You're finally here. Good! Lets get this over with I'm a busy man and don't have time to waste. Now what would you like to know?"

☞ **What is your name?**

"Smaquila Zyrfrick."

☞ **Why did you frame Breng?**

"I didn't frame Breng."

A *Sense Motive* (DC 10+ATL) check, or discern lie spell will reveal that he's lying. If called on it he will admit that he is lying an

☞ **How did you frame Breng?**

"I already told you that I didn't frame Breng."

☞ **Did you tell Morika Colbrighter that Breng wanted to meet with her at the Verlaine's?**

"Yes. Breng came to me and asked me to arrange a meeting between himself and an emissary from Pyrroth. He didn't say what the meeting was about just that it was important. I discretely put word out that I was looking for someone from Pyrroth and that they should meet me here."

☞ **Where did you find Morika Colbrighter?**

"She found me. She came to me at the Sailor's Refuge and told me that she was from Pyrroth and that she was interested in meeting with me to see what I needed a Pyrrothian for."

☞ **Why should we believe you?**

"Why should I lie to you, it's not like your city is going to give me a reduced sentence. They'll find me guilty and execute me to make an example of what happens to foreign emissaries that have been caught with classified material."

A *Sense Motive* (DC 10+ATL) check will reveal that he's being truthful.

ENCOUNTER 7C – JADE PALACE

The Jade Palace is run by a Daiguon man named Fan Ye Wu and is quite popular, serving meals native to Daiguon.

You arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguon, it is very popular due to the exotic meals offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties makes your stomach growl and your mouth water.

All food prices are 25% higher than those listed in the *Pathfinder RPG Core Rulebook* due to the excellent service and the exotic food.

A Daiguon man comes up to you and introduces himself.

"I am Fan Ye Wu. Welcome to the Jade Palace. How may I help you?"

Once the PCs mention that they are looking for Emwoond Milxen, Fan Ye Wu will point them to his table. If the PCs should approach him, continue on:

"You're finally here. Good! Lets get this over with I'm a busy man and don't have time to waste. Now what would you like to know?"

☞ **What is your name?**

"Emwoond Milxen."

☞ **Why did you frame Breng?**

"I didn't frame Breng."

A *Sense Motive* (DC 10+ATL) check, or discern lie spell will reveal that he's lying. If called on it he will admit that he is lying an

🗣️ **How did you frame Breng?**

"I already told you that I didn't frame Breng."

🗣️ **Did you tell Synby Torkinwood that Breng wanted to meet with her at the Verlaine's?**

"Yes. Breng came to me and asked me to arrange a meeting between himself and an emissary from Kassanor Isles. He didn't say what the meeting was about just that it was important. I discretely put word out that I was looking for someone from Kassanor Isles and that they should meet me here."

🗣️ **Where did you find Synby Torkinwood?**

"She found me. She came to me at the Sailor's Refuge and told me that she was from Kassanor Isles and that she was interested in meeting with me to see what I needed someone from the Kassanor Isles for."

🗣️ **Why should we believe you?**

"Why should I lie to you, it's not like your city is going to give me a reduced sentence. They'll find me guilty and execute me to make an example of what happens to foreign emissaries that have been caught with classified material."

A sense motive (DC 10+ATL) check will reveal that he's being truthful.

ENCOUNTER 7D – VERLAINE'S

You arrive at Verlaine's tavern in the Services District. The tavern has a reputation for bad food, but its cheap prices help it stay in business. As you enter its boisterous atmosphere shows just how popular its cuisine could be. It doesn't take you long to locate Illirette the human woman that owns Verlaine's. "How may I help you?"

🗣️ **Were you here last night??**

"Yes, why do you ask?"

🗣️ **We heard that high Warrior Breng came here last night.**

"He did. He was here with a beautiful young woman. They had a drink here and then left."

🗣️ **Are you sure that it was Breng?**

"Yes. When he came in here he was carrying some papers, and when they left the young woman was carrying them."

🗣️ **Did they say where they were going?**

"If they did I didn't hear them do so. The tavern was busy last night so I wasn't able to spend too much time with them. Is there a reason that you're asking all these questions?"

If the PCs should mention the reason behind their inquiries, Illirette will say that she can't believe that the High Warrior would do something like that. She hopes that the PCs are able to prove that he didn't.

ENCOUNTER 7E – GRANITE CHALICE

You arrive at the Granite Chalice, a middle class tavern in the Services District. The tavern has a reputation for a mostly dwarven clientele which makes sense as it is run by a dwarven woman. When you enter you notice a dwarven woman and two identical looking human women taking food to the customers. One of the human women comes over to you and inquires how many people are in your party?"

🗣️ **What is your name?**

"I am Melend?"

🗣️ **We heard that high Warrior Breng came here last night.**

"He stopped by here last night for a drink I believe. My sister Melsal waited on him. Do you want to speak with her."

If the PCs say yes she will call her sister over to talk to them. "Melend says that you want to talk to me? What is this about?"

🗣️ **Melend said that high Warrior Breng was in here last night and that you waited on him?**

"That is correct. He came in here with a beautiful young woman, they had a drink and then they left."

🗣️ **Are you sure that it was Breng?**

"Yes. I was surprised to see him in here but I guess he just wanted to take his lady friend someplace different."

☛ **Was e acting unusual?**

“I wouldn’t know. That was the first time I’d ever seen him in here in the five years I’ve been here. I will say that he’s a nice tipper, he gave me a 30 gold tip on a 5 gp bill. I don’t know if that’s unusual for him or not.”

☛ **Was Breng carrying anything when they came in?**

“Yes. When he came in here he was carrying some papers, and when they left the young woman was carrying them.”

☛ **Did they say where they were going?**

“If they did I didn’t hear them do so. The tavern was busy last night so I wasn’t able to spend too much time with them. Is there a reason that you’re asking all these questions?”

If the PCs should mention the reason behind their inquiries, Melsal will say that she can’t believe that the High Warrior would do something like that. She hopes that the PCs are able to prove that he didn’t.

- If the PCs want to head to Legion HQ **GO TO Encounter 1 (page 8).**
- If the PCs want to head to the Prison **GO TO Encounter 3 (page 20).**
- If the PCs want to head to the Society of Entertainers and Providers **GO TO Encounter 4 (page 28).**
- If the PCs want to head to the Amthydor Opera House to look for Valarus Juxas and Brolius Donlough **GO TO Encounter 5 (page 29).**
- If the PCs want to head to the Amdaktur Gardens looking for Kitimer Ellwood **GO TO Encounter 6 (page 32).**
- If the PCs have been to 2 of the places in Encounter 7 **GO TO Encounter 8 (page 37).**

ENCOUNTER 8 – DEATH TAKES A HOLIDAY

This encounter will be run as soon as the PCs have been to one of the places in encounter 7 talking to the people that hired the young women that met with Breng. This combat will only be run once regardless of how many of those places the PCs go to.

ATL 1

Water elem cleric (Krayve) 2

NE Medium humanoid

Init +2; Senses Perception +4

AC 20 (+2 Dex, +2 natural armor, +6 scalemail armor +1), touch 12 (+2 Dex), flat-footed 18 (+2 natural armor, +6 scalemail armor +1)

hp 20 (2d8+4)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee short sword +1 (1d6, 19-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Full Atk short sword +1 (1d6, 19-20/x2) or longbow +3 (1d8, 20/x3)

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

Special Attacks channel negative energy 1d6 (treat as CL +4 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, ray of enfeeblement (D-Di)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +1; **CMB** +0; **CMD** +12

Feats Additional domain (suffering)

Skills Heal +6, knowledge (history) +4, knowledge (religion) +4, spellcraft +4

Languages common, aquan

SQ nil

Gear scalemail armor +1, short sword +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon, potion of magic vestment, potion of barkskin*

Special Abilities cast *bleeding wounds* 1/day, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 1 round – usable 7/day),

bleeding touch (DE) (lasts 1 round – usable 7/day), touch of decay (DI).(usable 7/day)

Dark elf barbarian 2 (x2)

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +3 (+5 on sight and sound perception checks)

AC 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))

hp 28 (2d12+4) (32 (2d12+8)when raging)

Fort +5 (7 when raging), **Ref** +3, **Will** +1** (3** when raging)

Defense Abilities nil; **DR** nil; **Immune** to magic sleep effects; **SR** 8

Spd 40 ft.

Melee rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Full Atk rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* -3 (1d4+5) or longbow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights, darkness* and *faerie fire* once per day at CL 2.

Spells Known none

Str 16 (20 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** +18

Feats Weapon focus (rapier)

Skills Climb +5; Handle animal +1, Perception +3 (+5 on sight and sound perception checks), Survival +3

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon, potion of magic vestment, potion of barkskin*

Special Abilities fast move; rage; uncanny dodge, animal fury*, +2 racial bonus against enchantment spells or effects**

ATL 3

⚔ Water elem cleric (Krayve) 3

NE Medium humanoid

Init +2; Senses Perception +4

AC 21 (+2 Dex, +2 natural armor, +7 breastplate), touch 12 (+2 Dex), flat-footed 19 (+2 natural armor, +7 breastplate)

hp 28 (3d8+6)

Fort +5, **Ref** +3, **Will** +7

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee short sword +2 (1d6, 19-20/x2)

Ranged longbow +4 (1d8, 20/x3)

Full Atk short sword +2 (1d6, 19-20/x2) or longbow +4 (1d8, 20/x3)

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

Special Attacks channel negative energy 2d6 (treat as CL +4 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, ray of enfeeblement (D-DI)*; **2nd level** – *cure moderate wounds, hold person, death knell (D-S)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** +13

Feats Additional domain (suffering), combat casting

Skills Heal +7, knowledge (history) +5, knowledge (religion) +5, spellcraft +5

Languages common, aquan

SQ nil

Gear breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities cast *bleeding wounds* 1/day, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 1 round – usable 7/day), bleeding touch (DE) (lasts 1 round – usable 7/day), touch of decay (DI) (usable 7/day)

⚔ Dark elf barbarian 3

NE Medium humanoid

Init +3; Senses darkvision 120'; Perception +4 (+6 on sight and sound perception checks)

AC 21 (+3 Dex, +2 natural armor, +5 chain shirt,

+1 buckler (16 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))

hp 38 (3d12+6) (44 (3d12+12) when raging)

Fort +5 (7 when raging), **Ref** +4, **Will** +2** (4** when raging)

Defense Abilities nil; **DR** nil; **Immune** to magic sleep effects; **SR** 9

Spd 40 ft.

Melee rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2)

Ranged longbow +6 (1d8, 20/x3)

Full Atk rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* -2 (1d4+5) or longbow +6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights, darkness* and *faerie fire* once per day at CL 3

Spells Known none

Str 16 (20 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** +19

Feats Weapon focus (rapier), Power Attack

Skills Climb +6; Handle animal +2, Perception +4, (+6 on sight and sound perception checks) Survival +4

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities fast move; rage; uncanny dodge, animal fury*, +2 racial bonus against enchantment spells or effects**; trap sense +1, superstition

⚔ Human rogue 3

NE Medium humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil; Perception +6

AC 18(+3 Dex, +2 natural armor, +3 leather armor), touch 13 (+3 Dex), flat-footed 15 (+2 natural armor, +3 leather armor)

hp 31 (3d8+9)

Fort +4, **Ref** +7, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.
Melee short sword +7 (1d6+2)
Ranged shortbow +6 (1d6)
Full Atk short sword +7 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 12, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +2; **CMB** +3; **CMD** +16
Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative
Skills Acrobatics +6; Bluff +4; Diplomacy +4; Disable Device +6; Disguise +4; Escape Artist +6; Knowledge (local) +4; Perception +6; Stealth +6 ;Use Magic Devise +4
Languages common,
SQ evasion
Gear leather armor, short sword, shortbow holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~
Special Abilities Sneak attack +2d6; trapfinding; Finesse rogue*;trap sense +1

ATL 5**⌘ Water elem cleric (Krayve) 5**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 21 (+2 Dex, +2 natural armor, +7 breastplate), touch 12 (+2 Dex), flat-footed 19 (+2 natural armor, +7 breastplate)**hp** 44 (5d8+10)**Fort** +6, **Ref** +3, **Will** +8**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +4 (1d6, 19-20/x2)**Ranged** longbow +5 (1d8, 20/x3)**Full Atk** short sword +4 (1d6, 19-20/x2) or longbow +5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 3d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 14+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, magic weapon, ray of enfeeblement (D-DI)*; **2nd level** – *cure moderate wounds, hold person, resist energy, blindness/deafness (blindness only) (D-E)*; **3rd level** – *magic vestment, summon monster III, bestow curse (D-S)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16**Base Atk** +3; **CMB** +2; **CMD** +14**Feats** Additional domain (suffering), combat casting, domain focus (death)**Skills** Heal +9, knowledge (history) +7, knowledge (religion) +7, spellcraft +7**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~**Special Abilities** cast *bleeding wounds* 1/day, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 2 rounds – usable 7/day), bleeding touch (DE) (lasts 2 rounds – usable 7/day), touch of decay (DI) (usable 7/day)**⌘ Dark elf barbarian 3 (x2)**

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +4 (+6 on sight and sound perception checks)**AC** 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (16 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))**hp** 38 (3d12+6) (44 (3d12+12) when raging)**Fort** +5 (7 when raging), **Ref** +4, **Will** +2** (4** when raging)**Defense Abilities** nil; **DR** nil; **Immune** to magic sleep effects; **SR** 9**Spd** 40 ft.**Melee** rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2)**Ranged** longbow +6 (1d8, 20/x3)**Full Atk** rapier +7 (9 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* -2 (1d4+5) or longbow +6 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 3**Spells Known** none**Str** 16 (20 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +3; **CMB** +6; **CMD** +19**Feats** Weapon focus (rapier), Power Attack**Skills** Climb +6; Handle animal +2, Perception +4, (+6 on sight and sound perception checks) Survival +4**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~**Special Abilities** fast move; rage; uncanny dodge, animal fury*, +2 racial bonus against enchantment spells or effects**; trap sense +1, superstition

Human rogue 3 (x2)

NE Medium humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil;
Perception +6

AC 18(+3 Dex, +2 natural armor, +3 leather armor),
touch 13 (+3 Dex), flat-footed 15 (+2 natural armor,
+3 leather armor)

hp 31 (3d8+9)

Fort +4, **Ref** +7, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +7 (1d6+2)

Ranged shortbow +6 (1d6)

Full Atk short sword +7 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** +16

Feats Weapon finesse (short sword)* ;skill focus
(perception), improved initiative

Skills Acrobatics +6; Bluff +4; Diplomacy +4;
Disable Device +6; Disguise +4; Escape Artist
+6; Knowledge (local) +4; Perception +6; Stealth +6
;Use Magic Devise +4

Languages common,

SQ evasion

Gear leather armor, short sword, shortbow holy
symbol of Krayve (near skeletal wolf with bloody
fangs), ~~oil of magic weapon, potion of magic
vestment, potion of barkskin~~

Special Abilities Sneak attack +2d6; trapfinding;
Finesse rogue*;trap sense +1

ATL 7**⚔ Water elem cleric (Krayve) 7**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 21 (+2 Dex, +2 natural armor, +7 breastplate), touch 12 (+2 Dex), flat-footed 19 (+2 natural armor, +7 breastplate)**hp** 60 (7d8+14)**Fort** +7, **Ref** +4, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +5 (1d6, 19-20/x2)**Ranged** longbow +7 (1d8, 20/x3)**Full Atk** short sword +5 (1d6, 19-20/x2) or longbow +7 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 4d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 14+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, ray of enfeeblement (D-DI)* ; **2nd level** – *cure moderate wounds, hold person, resist energy, spiritual weapon (short sword) death knell (D-S)* ;**3rd level** – *bestow curse, magic vestment, summon monster III, bestow curse (D-S)* ; **4th level** – *spell immunity, unholy blight, black tentacles (D-S)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** +16**Feats** Additional domain (suffering), combat casting, domain focus (death), skill focus (spell craft)**Skills** Heal +11, knowledge (history) +9, knowledge (religion) +9, spellcraft +12**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon, potion of magic vestment, potion of barkskin***Special Abilities** cast *bleeding wounds 1/day*, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 3 rounds – usable 7/day)), bleeding touch (DE) (lasts 3 rounds – usable 7/day)), touch of decay (DI) (usable 7/day))**⚔ Dark elf barbarian 5 (x2)**

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +6 (+8 on sight and sound perception checks)**AC** 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (16 while raging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))**hp** 58 (5d12+10) (58 (5d12+20) when raging)**Fort** +6 (8 when raging), **Ref** +4, **Will** +2** (4** when raging)**Defense Abilities** nil; **DR** nil; **Immune** to magic sleep effects; **SR** 11**Spd** 40 ft.**Melee** rapier +10 (12 when raging) (1d6+4 (6 when raging), 18-20/x2)**Ranged** longbow +8 (1d8, 20/x3)**Full Atk** rapier +10 (12 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* +0 (1d4+5), 20/x3) or longbow +8 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 5.**Spells Known** none**Str** 17 (21 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** +8; **CMD** +21**Feats** Weapon focus (rapier), Power Attack, dodge**Skills** Climb +8; Handle animal +4, Perception +6 (+8 on sight and sound perception checks), Survival +6**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon, potion of magic vestment, potion of barkskin***Special Abilities** fast move; rage; uncanny dodge, animal fury*, renewed vigor (heal 1d8+con points of damage once per day while raging); +2 racial bonus against enchantment spells or effects**; trap sense +1, superstition

hp 49 (5d8+15)
Fort +4, **Ref** +8, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee short sword +8 (1d6+2)
Ranged shortbow +7 (1d6)
Full Atk short sword +8 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** +18
Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative, dodge
Skills Acrobatics +8; Bluff +6; Diplomacy +6; Disable Device +8; Disguise +6; Escape Artist +8; Knowledge (local) +6; Perception +8; Stealth +8 ;Use Magic Devise +6
Languages common
SQ evasion, uncanny dodge
Gear leather armor, short sword, shortbow holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*
Special Abilities Sneak attack +3d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack

ATL 9**⚔ Water elem cleric (Krayve) 9**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 24 (+2 Dex, +4 natural armor, +8 breastplate), touch 12 (+2 Dex), flat-footed 22 (+4 natural armor, +8 breastplate)**hp** 76 (9d8+18)**Fort** +8, **Ref** +5, **Will** +11**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +7(1d6,+1 19-20/x2)**Ranged** longbow +8 (1d8, 20/x3)**Full Atk** short sword +7/+2 (1d6+1, 19-20/x2) or longbow +8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 5d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, ray of enfeeblement (D-DI)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (short sword) death knell (D-S)*; **3rd level** – *bestow curse, magic vestment, prayer, summon monster III, bestow curse (D-S)*; **4th level** – *magic weapon - greater spell immunity, unholy blight, black tentacles (D-S)*; **5th level** – *cure light wounds – mass, flame strike, slay living (D-DE)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +6/+1; **CMB** +5; **CMD** +17**Feats** Additional domain (suffering), combat casting, domain focus (death), skill focus (spellcraft), domain focus (suffering)**Skills** Heal +13, knowledge (history) +11, knowledge (religion) +11, spellcraft +14**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)***Special Abilities** cast *bleeding wounds* 1/day, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 4 rounds – usable 8/day), bleeding touch (DE) (lasts 4 rounds – usable 8/day), touch of decay (DI) (usable 8/day), aura of

suffering (D) (usable 1/day), death's embrace (DE), aura of decay (DI) (usable 1/day)

⚔ Dark elf barbarian 7 (x2)

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +8 (+10 on sight and sound perception checks)**AC** 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))**hp** 78 (7d12+14) (92 (7d12+28) when raging)**Fort** +7 (9 when raging), **Ref** +5, **Will** +3** (5** when raging)**Defense Abilities** nil; **DR** 1/-; **Immune** to magic sleep effects; **SR** 13**Spd** 40 ft.**Melee** rapier +12 (14 when raging) (1d6+4 (6 when raging), 18-20/x2)**Ranged** longbow +10/ (1d8, 20/x3)**Full Atk** rapier +12/+7 (14/+9 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* +2 (1d4+5), 20/x3) or longbow +10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 7**Spells Known** none**Str** 17 (21 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +7/+2; **CMB** +10; **CMD** +23**Feats** Weapon focus (rapier), Power Attack, dodge, mobility**Skills** Climb +10 Handle animal +6, Perception +8 (+10 on sight and sound perception checks), Survival +8**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin***Special Abilities** fast move; rage; uncanny dodge, animal fury*, renewed vigor (heal 1d8+con points of damage once per day while raging); +2 racial bonus against enchantment spells or effects**; trap sense +2, superstition, powerful blow

Human rogue 7 (x2)

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +12

AC 19(+4 Dex, +2 natural, +3 leather armor), touch 14 (+4 Dex), flat-footed 19 (+4 Dex, +2 natural,+3 leather armor,)

hp 67 (7d8+21)

Fort +5, **Ref** +9, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +9 (1d6+1)

Ranged shortbow +9 (1d6)

Full Atk short sword +9 (1d6+1)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**

Spells Known none

Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** +20

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility

Skills Acrobatics +10; Bluff +8; Diplomacy +8; Disable Device +10; Disguise +8; Escape Artist +10; Knowledge (local) +8; Perception +12; Stealth +10 ;Use Magic Devise +8

Languages common

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities Sneak attack +4d6; trapfinding; Finesse rogue*;trap sense +2; bleeding attack; minor magic**

ATL 11**⚔ Water elem cleric (Krayve) 11**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 24 (+2 Dex, +4 natural armor, +8 breastplate), touch 12 (+2 Dex), flat-footed 22 (+4 natural armor, +8 breastplate)**hp** 92 (11d8+22)**Fort** +9, **Ref** +5, **Will** +12**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +9(1d6+1, 19-20/x2)**Ranged** longbow +10 (1d8, 20/x3)**Full Atk** short sword +9/+4 (1d6+1, 19-20/x2) or longbow +10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 6d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, ray of enfeeblement (D-DI)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (short sword) death knell (D-S)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, bestow curse (D-S)*; **4th level** – *magic weapon – greater x2, spell immunity, unholy blight, black tentacles (D-S)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living (D-DE)*; **6th level** – *blade barrier, eyebite (D-DI)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +8/+3; **CMB** +7; **CMD** +19**Feats** Additional domain (suffering), combat casting, domain focus (death), skill focus (spellcraft), domain focus (suffering), brew potion,**Skills** Heal +16, knowledge (history) +13, knowledge (religion) +13, spellcraft +19**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)***Special Abilities** cast *bleeding wounds 1/day*, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 5 rounds – usable 8/day), bleeding touch (DE) (lasts 5 rounds – usable

8/day), touch of decay (DI) (usable 8/day), aura of suffering (S) (lasts 4 rounds – usable 2/day), death's embrace (DE) (usable 5 rounds), aura of decay (DI) (usable 2/day)

⚔ Dark elf barbarian 9 (x2)

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +10 (+12 on sight and sound perception checks)**AC** 24 (+3 Dex, +4 natural armor, +6 chain shirt, +1 buckler (22 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 24 (+3 Dex, +4 natural armor, +6 chain shirt, +1 buckler (22 while raging))**hp** 98 (9d12+18) (116 (9d12+36) when raging)**Fort** +8 (10 when raging), **Ref** +6, **Will** +4** (6** when raging)**Defense Abilities** nil; **DR** 1/-; **Immune** to magic sleep effects; **SR** 15**Spd** 40 ft.**Melee** rapier +15 (17 when raging) (1d6+6 (8 when raging), 18-20/x2)**Ranged** longbow +14/ (1d8, 20/x3)**Full Atk** rapier +15/+10 (15/+10 when raging) (1d6+6 (86 when raging), 18-20/x2) and when raging bite* +4 (1d4+6), 20/x3) or longbow +14/+9/(1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 9.**Spells Known** none**Str** 18 (22 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +9/+4; **CMB** +13; **CMD** +26**Feats** Weapon focus (rapier), Power Attack, dodge, mobility; spring attack**Skills** Climb +12 Handle animal +8, Perception +10 (+12 on sight and sound perception checks), Survival +10**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)***Special Abilities** fast move; rage; uncanny dodge, animal fury*, renewed vigor (heal 2d8+con points of damage once per day while raging); +2 racial bonus against enchantment spells or effects**; trap sense +3, superstition, powerful blow

\ Human rogue 9 (x2)

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil;
Perception +12

AC 21(+4 Dex, +4 natural armor, +3 leather armor),
touch 14 (+4 Dex), flat-footed 21 (+Dex, +4 natural
armor, +3 leather armor,)

hp 85 (9d8+27)

Fort +6, **Ref** +10, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +12 (1d6+3)

Ranged shortbow +10 (1d6)

Full Atk short sword +12/+7 (1d6+3) or shortbow
+10/+5 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day** ; *magic
missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +6/+1; **CMB** +7; **CMD** +21

Feats Weapon finesse (short sword)* ;skill focus
(perception), improved initiative; dodge; mobility;
spring attack

Skills Acrobatics +12; Bluff +10; Diplomacy +10;
Disable Device +12; Disguise +10; Escape Artist
+12; Knowledge (local) +10; Perception +12; Stealth
+12 ;Use Magic Devise +10

Languages common

SQ evasion, uncanny dodge; improved uncanny
dodge

Gear leather armor, short sword, shortbow, holy
symbol of Krayve (near skeletal wolf with bloody
fangs), *oil of magic weapon (CL 8)*, *potion of magic
(CL 8)* *vestment*, *potion of barkskin (CL 9)*

Special Abilities Sneak attack +5d6; trapfinding;
Finesse rogue*;trap sense +3; bleeding attack; minor
magic**;major magic***

ATL 13**⚔ Water elem cleric (Krayve) 13**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)**hp** 108 (13d8+26)**Fort** +10, **Ref** +6, **Will** +13**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +12(1d6+3, 19-20/x2)**Ranged** longbow +11 (1d8, 20/x3)**Full Atk** short sword +12/+7 (1d6+3, 19-20/x2) or longbow +11/+6 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 7d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, ray of enfeeblement (D-DI)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (short sword) death knell (D-S)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, bestow curse (D-S)*; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, black tentacles (D-S)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living, slay living (D-DE)*; **6th level** – *blade barrier, cure moderate wounds – mass, eyebite (D-DI)*; **7th level** – *blasphemy, destruction (D-DE)***Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Additional domain (suffering), combat casting, domain focus (death), skill focus (spellcraft) domain focus (suffering), brew potion, greater domain focus (death)**Skills** Heal +18, knowledge (history) +15, knowledge (religion) +15, spellcraft +21**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 12)*, *potion of magic (CL 12)* *vestment*, *potion of barkskin (CL 12)***Special Abilities** cast *bleeding wounds* 1/day, +1 CL

when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 6 rounds – usable 8/day), bleeding touch (DE) (lasts 6 rounds – usable 8/day), touch of decay (DI) (usable 8/day), aura of suffering (S) (lasts 6 rounds – usable 1/day), death's embrace (DE), aura of decay (DI) (usable 3/day)

⚔ Dark elf barbarian 11 (x2)

NE Medium humanoid

Init +4; **Senses darkvision 120'**; Perception +12 (+14 on sight and sound perception checks)**AC** 25 (+4 Dex, +4 natural armor, +6 chain shirt, +1 buckler (16 while ranging)), touch 14 (+4 Dex (11 while raging)), flat-footed 25 (+4 Dex, +4 natural armor, +6 chain shirt, +1 buckler (17 while raging))**hp** 118 (11d12+22) (140 (11d12+44) when raging)**Fort** +9 (11 when raging), **Ref** +6, **Will** +4** (7*** when raging)**Defense Abilities** nil; **DR** 2/-; **Immune** to magic sleep effects; **SR** 17**Spd** 40 ft.**Melee** rapier +19(22 when raging) (1d6+5 (8 when raging), 18-20/x2)**Ranged** longbow +15/ (1d8, 20/x3)**Full Atk** rapier +19/+14/+9 (22/+17/+12 when raging) (1d6+5 (8 when raging), 18-20/x2) and when raging bite* +6 (1d4+7), 20/x3) or longbow +15/+10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 11.**Spells Known** none**Str** 18 (22 when raging), **Dex** 18, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +11/+6/+1; **CMB** +15; **CMD** +29**Feats** Weapon focus (rapier), Power Attack, dodge, mobility; spring attack, critical focus**Skills** Climb +14 Handle animal +10, Perception +12 (+14 on sight and sound perception checks), Survival +12**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)***Special Abilities** fast move; rage; greater rage uncanny dodge, animal fury*, renewed vigor (heal 2d8+con points of damage once per day while raging);+2 racial bonus against enchantment spells or

effects**; trap sense +3, superstition, powerful blow, surprise accuracy

⚔ **Human rogue 11** (x2)

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil;

Perception +17

AC 21(+4 Dex, +4 natural, +3 leather armor), touch 14 (+4 Dex), flat-footed 21 (+4 Dex, +4 natural, +3 leather armor,)

hp 103 (11d8+33)

Fort +6, **Ref** +11, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +14 (1d6+3)

Ranged shortbow +12 (1d6)

Full Atk short sword +14/+9 (1d6+3) or shortbow +12/+7 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +8/+3; **CMB** +9; **CMD** +23

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; wind stance (20% miss chance if you move)

Skills Acrobatics +14; Bluff +12; Diplomacy +12; Disable Device +14; Disguise +12; Escape Artist +14; Knowledge (local) +12; Perception +17; Stealth +14 ;Use Magic Devise +12

Languages common,

SQ evasion, uncanny dodge; improved uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)*

Special Abilities Sneak attack +6d6; trapfinding; Finesse rogue*; trap sense +3; bleeding attack; minor magic**; major magic***; slow reactions

ATL 15**⚔ Water elem cleric (Krayve) 15**

NE Medium humanoid

Init +2; Senses Perception +4**AC**18 (+2 Dex, +5 natural armor, +7 breastplate), touch 12 (+2 Dex), flat-footed 19 (+2 natural armor, +7 breastplate)**hp** 124 (15d8+30)**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.**Melee** short sword +11 (1d6, 19-20/x2)**Ranged** longbow +13 (1d8, 20/x3)**Full Atk** short sword +11/+6/+1 (1d6, 19-20/x2) or longbow +13/+8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, ray of enfeeblement (D-DI)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (short sword) death knell (D-S)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, bestow curse (D-S)*; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, black tentacles (D-S)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, slay living (D-DE)*; **6th level** – *blade barrier x2, cure moderate wounds – mass, eyebite (D-DI)*; **7th level** – *blasphemy, word of chaos, destruction (D-DE)*; **8th level** – *inflict critical wounds - mass, horrid wilting (D-DI)***Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Additional domain (suffering), combat casting, domain focus (death), skill focus (spellcraft) domain focus (suffering), brew potion, greater domain focus (death)**Skills** Heal +20, knowledge (history) +17, knowledge (religion) +17, spellcraft +23**Languages** common, aquan**SQ** nil**Gear** breastplate armor, short sword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of greater magic weapon (CL 12)*, *potion**of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** cast *bleeding wounds 1/day*, +1 CL when casting water spells +2 to save vs. water spells, smite of suffering (S) (lasts 7 rounds – usable 8/day), bleeding touch (DE) (lasts 6 rounds – usable 8/day), touch of decay (DI) (usable 8/day), aura of suffering (S) (usable 3/day), death's embrace (DE), aura of decay (DI) (usable 3/day)**⚔ Dark elf barbarian 13 (x2)**

NE Medium humanoid

Init +4; **Senses darkvision 120'**; Perception +14 (+16 on sight and sound perception checks)**AC** 19 (+4 Dex, +2 natural armor, +5 chain shirt, +1 buckler (17 while ranging)), touch 14 (+4 Dex (12 while raging)), flat-footed 19 (+4 Dex, +2 natural armor, +5 chain shirt, +1 buckler (17 while raging))**hp** 118 (13d12+26) (140 (13d12+52) when raging)**Fort** +10 (12 when raging), **Ref** +8, **Will** +5** (8*** when raging)**Defense Abilities** nil; **DR** 3/-; **Immune** to magic sleep effects; **SR** 19**Spd** 40 ft.**Melee** rapier +18 (21 when raging) (1d6+4 (7 when raging), 18-20/x2)**Ranged** longbow +17/ (1d8, 20/x3)**Full Atk** rapier +18/+13/+8 (21/+16/+11 when raging) (1d6+4 (7 when raging), 18-20/x2) and when raging bite* +8 (1d4+7), 20/x3) or longbow +17/+12/+7 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** can cast *dancing lights, darkness* and *faerie fire* once per day at CL 13.**Spells Known** none**Str** 18 (22 when raging), **Dex** 18, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +13/+8/+3; **CMB** +17; **CMD** +31**Feats** Weapon focus (rapier), Power Attack, dodge, mobility; spring attack, critical focus, bleeding critical**Skills** Climb +17 Handle animal +12, Perception +14 (+16 on sight and sound perception checks), Survival +14**Languages** common, elven; undercommon**SQ** nil**Gear** chain shirt, rapier, longbow, buckler, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8) vestment, potion of barkskin (CL 9)*

Special Abilities fast move; rage; greater rage, uncanny dodge, animal fury*, renewed vigor (heal 3d8+con points of damage once per day while raging);+2 racial bonus against enchantment spells or effects**, trap sense +4, superstition, powerful blow, surprise accuracy, mighty blow

Human rogue 13 (x2)

NE Medium humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil; Perception +19

AC 20(+5 Dex, +2 leather armor), touch 15 (+5 Dex), flat-footed 12 (+2 leather armor,)

hp 121 (13d8+39)

Fort +7, **Ref** +13, **Will** +4 **Defense**

Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +14 (1d6+1)

Ranged shortbow +14 (1d6)

Full Atk short sword +14/+9 (1d6+1) or shortbow +14/+9 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil; *acid splash* 3x/day**; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +9/+4; **CMB** +10; **CMD** +25

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike

Skills Acrobatics +16; Bluff +14; Diplomacy +14; Disable Device +16; Disguise +14; Escape Artist +16; Knowledge (local) +14; Perception +19; Stealth +16 ;Use Magic Device +14

Languages common, Gnome, sylvan

SQ evasion, uncanny dodge; improved uncanny dodge,

Gear leather armor, short sword, shortbow, holy symbol of Krayve (near skeletal wolf with bloody fangs), *oil of magic weapon (CL 8)*, *potion of magic (CL 8)* *vestment*, *potion of barkskin (CL 9)*

Special Abilities Sneak attack +7d6; trapfinding; Finesse rogue*;trap sense +4; bleeding attack; minor magic***;major magic****; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round) ; dispelling attack; wind stance (20% concealment if you move)

The PCs can get the following information from the villains:

- Our employer hired us because he knew that the city would hire adventurers in an attempt to exonerate High Warrior Breng. We are but one of 30 groups throughout the city poised to vanquish any adventurers that get in our way.
- We worship Krayve the true god of Amthydor, and as followers of Krayve in Amthydor we jumped at the chance to help shape the city.
- We don't know who hired us but the man was a master of disguises, he showed us a few of his "alternate" personalities. Our boss wanted to make sure that no one was able to clear High Warrior Breng of the charges against him.
- Whoever the actual person that hired us is either rich or well connected to money. Each of the groups hired was offered 15,000gp to take out as many groups of adventurers as possible.
- The person that hired our boss obviously had some sort of grudge against your high warrior and wished him executed.
- We were paid the money in advance and used that money to purchase property in Jadenpur for us to settle down and wait for things to cool off before returning to Amthydor.

ENCOUNTER 9 – PRISONER **BEWARE**

When the PCs return to the prison they will be in for a surprise. Kitimer Ellwood anticipated that the PCs would be returning and has designed a trap for them. He is impersonating High Warrior Breng while his minions are impersonating Sgt Forgefury and the prisons guards. One of the villains is waiting in the wings for the right moment and if the battle starts going against his companions he will emerge with the bloodied body of High Warrior Breng which he will attempt to use as a shield.

Have the PCs make a heal DC ATL check to notice that the high warrior is barely breathing

The villains will offer the PCs a trade, High Warrior Breng in exchange for their freedom. The villains are sincere in their offer and if the PCs should accept their terms the villains will attempt to flee.

Returning to the prison to meet with High Warrior Breng's lawyer you are quickly ushered inside. One of the prisons guards you saw earlier bursts into the room and asks for assistance. He mentions that High Warrior Breng was attacked a few minutes ago and is in need of assistance. Sgt. Forgefury is trying to save the high Warriors life but he doesn't have any experience doing so. The guard that ushered you inside the prison volunteers to go get help from the temples.

If the PCs offer to help, the guard will take them to the cellblock where High Warrior Breng was kept. Once they arrive the PCs will notice that all but one of the cell doors are closed. Approaching the open cell door the PCs will notice the bloodied body of High Warrior Breng lying on the floor. Sgt. Forgefury is on the floor tending to the High Warrior and will look up at the PCs as they enter the cell at which point the PCs will notice that he's wearing a holy symbol with a lightning bolt on it (PCs with knowledge (religion) will recognize it as that of Kohr god of Destruction).

If the PCs should ask what happened, Sgt Forgefury will tell them that the High Warrior was attacked and poisoned. He will then tell the PCs that once he and his men take care of them that they'll have nothing to worry about.

Now would be a good time to roll initiative.

ATL 1

⚔ Water elem cleric (Kohr) 2

NE Medium humanoid

Init +2; Senses Perception +4

AC 19 (+2 Dex, +2 natural armor, +6 scalemail armor +1 armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 17 (+2 natural armor, +6 scalemail armor +1 armor, +2 heavy steel shield)

hp 20 (2d8+4)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee scimitar +0 (1d6, 18-20/x2)

Ranged longbow +3 (1d8, 20/x3)

Full Atk scimitar +0 (1d6, 18-20/x2) or longbow +3 (1d8, 20/x3)

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

Special Attacks channel negative energy 1d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, true strike (D-D)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +1; **CMB** +0; **CMD** +12

Feats Additional domain (destruction)

Skills Heal +6, knowledge (history) +4, knowledge (religion) +4, spellcraft +4

Languages common, aquan

SQ nil

Gear scalemail armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 1 round – usable 7/day), storm burst (W) (usable 7/day), rage surge (R) (lasts 3 rounds. - usable 7/day)

⚔ Human bard 2

NE Medium humanoid

Init +2; Senses Perception +3

AC 20 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 18 (+2 natural armor, +5 chain shirt, +1 buckler)

hp 20 (2d8+4)

Fort +2, **Ref** +5, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee longsword +2 (1d8+1, 19-20/x2)

Ranged short bow +3 (1d8, 20/x3)

Full Atk longsword +2 (1d8+1, 19-20/x2) or short bow +3 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil.

Spells Known (DC 14) 0 level – *daze, lullaby, prestidigitation, read magic, resistance*; **1st level (3/day DC 15)** – *cure light wounds, hideous laughter, summon monster I*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +1; **CMB** +1; **CMD** +13

Feats Skill focus (disguise self), skill focus (perform - sing)

Skills Bluff +6, diplomacy +6, disguise self +9, escape artist +4, perception +3, perform (oratory) +6, perform (sing) +9, Spellcraft +4, stealth +4

Languages common,

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage, versatile performance, well versed.-.

⚔ Human fighter 2

NE Medium humanoid

Init +2; Senses nil; Perception +1 (untrained)

AC 22 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 26 (2d10+6)

Fort +6, **Ref** +2, **Will** +1 (2)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee longsword +8 (1d8+5, 19-20/x2)

Ranged longbow +4 (1d6)

Full Atk longsword +8 (1d8+5, 19-20/x2) or longbow +4 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +6; **CMD** +18

Feats Weapon focus (longsword) power attack,

deadly aim blindfight

Skills Climb +6; Handle animal +2, Ride +4;

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Kohr (lightning strike),

~~*oil of magic weapon, potion of magic vestment,*~~

~~*potion of barkskin*~~

Special Abilities bravery +1*



ATL 3

⚔ Water elem cleric (Kohr) 3

NE Medium humanoid

Init +2; Senses Perception +4

AC 23 (+2 Dex, +2 natural armor, +7 breastplate, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 21 (+2 natural armor, +7 breastplate, +2 heavy steel shield)

hp 28 (3d8+6)

Fort +5, **Ref** +3, **Will** +7

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 15 ft.

Melee scimitar +2 (1d6, 18-20/x2)

Ranged longbow +4 (1d8, 20/x3)

Full Atk scimitar +2 (1d6, 18-20/x2) or longbow +4 (1d8, 20/x3)

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

Special Attacks channel negative energy 2d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, true strike (D-D)*; **2nd level** – *cure moderate wounds, hold person, rage (D-R)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +2; **CMB** +1; **CMD** +13

Feats Additional domain (destruction), combat casting

Skills Heal +7, knowledge (history) +5, knowledge (religion) +5, spellcraft +5

Languages common, aquan

SQ nil

Gear breastplate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 1 round – usable 7/day), storm burst (W) (usable 7/day), (lasts 3 rounds. - usable 7/day)

Human bard 3

NE Medium humanoid

Init +2; Senses Perception +4

AC 20 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 18 (+4 chain shirt, +1 buckler)

hp 28 (3d8+6)

Fort +3, **Ref** +5, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +3 (1d8+1, 19-20/x2)

Ranged short bow +4 (1d8, 20/x3)

Full Atk longsword +3 (1d8+1, 19-20/x2) or short bow +4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil.

Spells Known (DC 14) 0 level – *daze, lullaby, prestidigitation, read magic, resistance*; **1st level (4/day DC 15)** – *charm person, cure light wounds, hideous laughter, summon monster I*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 18

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

Feats Skill focus (disguise self), skill focus (perform - sing), combat casting

Skills Bluff +7, diplomacy +7, disguise self +10, escape artist +5, perception +4, perform (oratory) +7, perform (sing) +10, Spellcraft +5, stealth +5

Languages common,

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities Bardic knowledge, countersong, distraction, fascinate, inspire courage, versatile performance, well versed, inspire competence +2.

⚔ Human fighter 3

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 22 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 37 (3d10+9)

Fort +6, **Ref** +2, **Will** +2 (3)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee longsword +9 (1d8+5, 19-20/x2)

Ranged longbow +5 (1d6)

Full Atk longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** +19

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave

Skills Climb +7; Handle animal +3, Ride +5;

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bravery +1*; armor training 1

⚔ **Human rogue 3**

NE Medium humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil; Perception +6

AC 18(+3 Dex, +2 natural armor, +3 leather armor), touch 13 (+3 Dex), flat-footed 15 (+2 natural armor, +3 leather armor,)

hp 31 (3d8+9)

Fort +4, **Ref** +7, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +7 (1d6+2)

Ranged shortbow +6 (1d6)

Full Atk short sword +7 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** +16

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative

Skills Acrobatics +6; Bluff +4; Diplomacy +4; Disable Device +6; Disguise +4; Escape Artist +6; Knowledge (local) +4; Perception +6; Stealth +6 ;Use Magic Devise +4

Languages common,

SQ evasion

Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities Sneak attack +2d6; trapfinding; Finesse rogue*; trap sense +1

ATL 5

⚔ Water elem cleric (Kohr) 5

NE Medium humanoid

Init +2; Senses Perception +4

AC 25 (+1 Dex, +2 natural +10 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 24 (+2 natural +10 full plate, +2 heavy steel shield)

hp 44 (5d8+10)

Fort +6, **Ref** +3, **Will** +8

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee scimitar +3 (1d6, 18-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Full Atk scimitar +3 (1d6, 18-20/x2) or longbow +5 (1d8, 20/x3)

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

Special Attacks channel negative energy 3d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, magic weapon, true strike (D-D)*; **2nd level** – *cure moderate wounds, hold person, resist energy, rage (D-R)*; **3rd level** – *magic vestment, summon monster III, blood frenzy (D-R)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** +14

Feats Additional domain (destruction), combat casting, domain focus (rage)

Skills Heal +9, knowledge (history) +7, knowledge (religion) +7, spellcraft +7

Languages common, aquan

SQ nil

Gear full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 2 rounds – usable 7/day), storm burst (W) (usable 7/day), rage surge (R) (lasts 3 rounds – usable 7/day)

⚔ Human bard 5

NE Medium humanoid

Init +6; Senses Perception +8

AC 20 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler, touch 12 (+2 Dex), flat-footed 18 (+4 chain shirt, +1 buckler)

hp 44 (5d8+10)

Fort +3, **Ref** +6, **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +4 (1d8+1, 19-20/x2)

Ranged short bow +5 (1d8, 20/x3)

Full Atk longsword +4 (1d8+1, 19-20/x2) or short bow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil.

Spells Known (DC 14) 0 level – *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level (5/day DC 15)** – *charm person, cure light wounds, hideous laughter, summon monster I*; **2nd level (3/day DC 16)** – *cat's grace, heroism, cure moderate wounds*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 19

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

Feats Skill focus (disguise self), skill focus (perform - sing), combat casting, improved initiative

Skills Bluff +9, diplomacy +9, disguise self +12, escape artist +7, perception +6, perform (oratory) +9, perform (sing) +12, Spellcraft +7, stealth +7

Languages common,

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities Bardic knowledge, countersong, distraction, fascinate, inspire courage +2, versatile performance, well versed, inspire competence +2, loremaster 1/day

⚔ Human fighter 3

NE Medium humanoid

Init +2; Senses nil; Perception +1 (untrained)

AC 22 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 37 (3d10+9)

Fort +6, **Ref** +2, **Will** +2 (3)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +9 (1d8+5, 19-20/x2)

Ranged longbow +5 (1d6)

Full Atk longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +7; **CMD** +19

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave

Skills Climb +7; Handle animal +3, Ride +5;

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Kohr (lightning strike), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*

Special Abilities bravery +1*; armor training 1

⚔ Human rogue 3

NE Medium humanoid

Init +7 (+3 Dex, improved initiative); **Senses** nil; Perception +6

AC 15(+3 Dex, +2 natural armor, +3 leather armor), touch 13 (+3 Dex), flat-footed 12 (+2 natural armor, +3 leather armor,)

hp 31 (3d8+9)

Fort +4, **Ref** +7, **Will** +1

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee short sword +7 (1d6+2)

Ranged shortbow +6 (1d6)

Full Atk short sword +7 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 17, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** +16

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative

Skills Acrobatics +6; Bluff +4; Diplomacy +4; Disable Device +6; Disguise +4; Escape Artist +6; Knowledge (local) +4; Perception +6; Stealth +6 ;Use Magic Devise +4

Languages common,

SQ evasion

Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*

Special Abilities Sneak attack +2d6; trapfinding; Finesse rogue*;trap sense +1

⚔ Dark elf barbarian 3

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +4 (+6 on sight and sound perception checks)

AC 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))

hp 38 (3d12+6) (44 (3d12+12) when raging)

Fort +5 (7 when raging), **Ref** +4, **Will** +2** (4** when raging)

Defense Abilities nil; **DR** nil; **Immune** to magic sleep effects; **SR** 9

Spd 40 ft.

Melee rapier +8 (10 when raging) (1d6+4 (6 when raging), 18-20/x2)

Ranged longbow +6 (1d8, 20/x3)

Full Atk rapier +8 (10 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* -2 (1d4+5) or longbow +6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights*, *darkness* and *faerie fire* once per day at CL 3

Spells Known none

Str 16 (20 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** +19

Feats Weapon focus (rapier), Power Attack

Skills Climb +6; Handle animal +2, Perception +4, (+6 on sight and sound perception checks) Survival +4

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler, holy symbol of Kohr (lightning strike), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*

Special Abilities fast move; rage; uncanny dodge, animal fury*, +2 racial bonus against enchantment spells or effects**;trap sense +1, superstition

ATL 7

⚔ Water elem cleric (Kohr) 7

NE Medium humanoid

Init +2; Senses Perception +4

AC 25 (+1 Dex, +2 natural armor, +10 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 24 (+2 natural armor, +10 full plate, +2 heavy steel shield)

hp 60 (7d8+14)

Fort +7, **Ref** +4, **Will** +9

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 15 ft.

Melee scimitar +5 (1d6, 18-20/x2)

Ranged longbow +7 (1d8, 20/x3)

Full Atk scimitar +5 (1d6, 18-20/x2) or longbow +7 (1d8, 20/x3)

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

Special Attacks channel negative energy 4d6 (treat as CL +2 vs. undead)

Spell-Like Abilities Nil.

Spells (DC 14+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, true strike (D-D)*; **2nd level** – *cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) rage (D-R)*; **3rd level** – *bestow curse, magic vestment, summon monster III, blood frenzy (D-R)*; **4th level** – *spell immunity, unholy blight, sleetstorm (D-W)*

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 19, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** +16

Feats Additional domain (destruction), combat casting, domain focus (rage), skill focus (spell craft)
Skills Heal +11, knowledge (history) +9, knowledge (religion) +9, spellcraft +12

Languages common, aquan

SQ nil

Gear full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 3 rounds – usable 7/day)), storm burst (W) (usable 7/day), rage surge (lasts 3 rounds – usable 7/day)

⚔ Human bard 7

NE Medium humanoid

Init +2; Senses Perception +10

AC 20 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 18 (+4 chain shirt, +1 buckler)

hp 60 (7d8+14)

Fort +4, **Ref** +7, **Will** +6

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +6 (1d8+1, 19-20/x2)

Ranged short bow +7 (1d8, 20/x3)

Full Atk longsword +6 (1d8+1, 19-20/x2) or short bow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil.

Spells Known (DC 14) 0 level – *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level (5/day DC 15)** – *charm person, cure light wounds, grease, hideous laughter, summon monster I*; **2nd level (4/day DC 16)** – *cat's grace, heroism, cure moderate wounds, hold person* **3rd level (2/day DC 17)** – *crushing despair, haste*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 19

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

Feats Skill focus (disguise self), skill focus (perform – sing), combat casting, improved initiative, arcane strike

Skills Bluff +11, diplomacy +11, disguise self +14, escape artist +9, perception +8, perform (oratory) +11, perform (sing) +14, Spellcraft +9, stealth +9

Languages common,

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities Bardic knowledge, countersong, distraction, fascinate, inspire courage +2, versatile performance x2, well versed, inspire competence +3, loremaster 1/day, suggestion

⚔ Human fighter 5 (x2)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 22 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield), touch 14 (+2 Dex), flat-footed 20 (+2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 59 (5d10+15)
Fort +7, **Ref** +2, **Will** +2 (3)*
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)**
Ranged longbow +7 (1d6)
Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)** or longbow +7 (1d6)
Space 5 ft.; **Reach** 5 ft (10 ft with shortspear).
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +9; **CMD** +21
Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword)
Skills Climb +9; Handle animal +5, Ride +7
Languages common,
SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~
Special Abilities bravery +1*; armor training 1 (reduces Armor check penalty by 1 and increases max dexterity by 1, can move at normal speed wearing medium armor); weapon training (spears) (+1 to hit and damage with shortspear)**

🔪 Human rogue 5

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +8
AC 19(+4 Dex, +2 natural armor, +3 leather armor), touch 14 (+4 Dex), flat-footed 19 (+4 Dex, +2 natural armor, +3 leather armor)
hp 49 (5d8+15)
Fort +4, **Ref** +8, **Will** +1
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.
Melee short sword +8 (1d6+2)
Ranged shortbow +7 (1d6)
Full Atk short sword +8 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** +18
Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative, dodge
Skills Acrobatics +8; Bluff +6; Diplomacy +6; Disable Device +8; Disguise +6; Escape Artist +8; Knowledge (local) +6; Perception +8; Stealth +8 ;Use Magic Devise +6
Languages common
SQ evasion, uncanny dodge
Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~
Special Abilities Sneak attack +3d6; trapfinding; Finesse rogue*;trap sense +1; bleeding attack

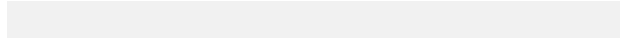
🔪 Dark elf barbarian 5

NE Medium humanoid

Init +3; **Senses darkvision 120'**; Perception +6 (+8 on sight and sound perception checks)
AC 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))
hp 58 (5d12+10) (58 (5d12+20) when raging)
Fort +6 (8 when raging), **Ref** +4, **Will** +2** (4** when raging)
Defense Abilities nil; **DR** nil; **Immune** to magic sleep effects; **SR** 11
Spd 40 ft.
Melee rapier +10 (12 when raging) (1d6+4 (6 when raging), 18-20/x2)
Ranged longbow +8 (1d8, 20/x3)
Full Atk rapier +10 (12 when raging) (1d6+4 (6 when raging), 18-20/x2) and when raging bite* +0 (1d4+5) , 20/x3) or longbow +8 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities can cast *dancing lights*, *darkness* and *faerie fire* once per day at CL 5.
Spells Known none
Str 17 (21 when raging), **Dex** 17, **Con** 14 (18 ---- when raging), **Int** 10, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** +8; **CMD** +21
Feats Weapon focus (rapier), Power Attack, dodge
Skills Climb +8; Handle animal +4, Perception +6 (+8 on sight and sound perception checks), Survival +6
Languages common, elven; undercommon
SQ nil
Gear chain shirt, rapier, longbow, buckler, holy

symbol of Kohr (lightning strike), ~~oil of magic~~
~~weapon, potion of magic vestment, potion of barkskin~~

Special Abilities fast move; rage; uncanny dodge,
animal fury*, renewed vigor (heal 1d8+con points of
damage once per day while raging);+2 racial bonus
against enchantment spells or effects**; trap sense
+1, superstition



ATL 9**⚡ Water elem cleric (Kohr) 9**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 28 (+1 Dex, +4 natural armor, +11 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 27 (+4 natural armor, +11 full plate, +2 heavy steel shield)**hp** 76 (9d8+18)**Fort** +8, **Ref** +5, **Will** +11**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 15 ft.**Melee** scimitar +7(1d6+1, 18-20/x2)**Ranged** longbow +8 (1d8, 20/x3)**Full Atk** scimitar +7/+2 (1d6+1, 18-20/x2) or longbow +8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 5d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, true strike (D-D)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) rage (D-R)*; **3rd level** – *bestow curse, magic vestment, prayer, summon monster III, blood frenzy (D-R)*; **4th level** – *magic weapon - greater spell immunity, unholy blight, sleetstorm (D-W)*; **5th level** – *cure light wounds – mass, flame strike, icestorm (D-W)***Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +6/+1; **CMB** +5; **CMD** +17**Feats** Additional domain (destruction), combat casting, domain focus (rage), skill focus (spellcraft), domain focus (destruction)**Skills** Heal +13, knowledge (history) +11, knowledge (religion) +11, spellcraft +14**Languages** common, aquan
SQ nil**Gear** full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)***Special Abilities** cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 4 rounds – usable 8/day)), storm burst (W) (usable 8/day)), rage surge (R) (lasts 3 rounds - usable 8/day), destructive aura (D) (lasts 4

rounds – usable 1/day), lightning lord (W) (can call down 9 bolts of lightning/day)), aura of rage (R) (usable 1/day)

⚡ Human bard 9

NE Medium humanoid

Init +6; Senses Perception +12**AC** 23 (+2 Dex, +4 natural armor, +6 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 21 (+4 natural armor, +6 chain shirt, +1 buckler)**hp** 76 (9d8+18)**Fort** +5, **Ref** +7, **Will** +6**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +8 (1d8+2, 19-20/x2)**Ranged** short bow +8 (1d8, 20/x3)**Full Atk** longsword +8/+3 (1d8+2, 19-20/x2) or short bow +8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil.**Spells Known (DC 15) 0 level** - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level (6/day DC 16)** - *charm person, cure light wounds, grease, hideous laughter, summon monster I*; **2nd level (5/day DC 17)** - *cat's grace, heroism, cure moderate wounds, hold person* **3rd level (4/day DC 18)** - *crushing despair, cure serious wounds, haste*
Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 20
Base Atk +6/+1; **CMB** +6; **CMD** +18**Feats** Skill focus (disguise self), skill focus (perform - sing), combat casting, improved initiative, arcane strike, extra performance**Skills** Bluff +14, diplomacy +14, disguise self +17, escape artist +11, perception +10, perform (oratory) +14, perform (sing) +17, Spellcraft +11, stealth +11**Languages** common,**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)***Special Abilities** Bardic knowledge, countersong, distraction, fascinate, inspire courage +2, versatile performance x2, well versed, inspire competence +3, loremaster 1/day, suggestion, dirge of doom, inspire greatness

⚔ Human fighter 7

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 24 (+2 Dex, +2 natural armor, +8 splint mail armor, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 22 (+2 natural armor, +8 splint mail armor, +2 heavy-steel shield)

hp 81 (7d10+21)

Fort +8, **Ref** +4, **Will** +3 (5)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)**

Ranged longbow +9 (1d6)

Full Atk longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)** or longbow +9/+4 (1d6)

Space 5 ft.; **Reach** 5 ft (10 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +7/+2; **CMB** +11; **CMD** +23

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot

Skills Climb +11; Handle animal +7, Ride +9

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bravery +2*; armor training 2 (reduces Armor check penalty by 2 and increases max dexterity by 2, can move at normal speed wearing heavy armor); weapon training (spears) (+1 to hit and damage with shortspear)**

⚔ Human rogue 7

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +12

AC 19 (+4 Dex, +2 natural armor, +3 leather armor), touch 14 (+4 Dex), flat-footed 19 (+4 Dex, +2 natural armor, +3 leather armor,)

hp 67 (7d8+21)

Fort +5, **Ref** +9, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +01 (1d6+2)

Ranged shortbow +9 (1d6)

Full Atk short sword +10 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day**

Spells Known none

Str 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +6; **CMD** +20

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility

Skills Acrobatics +10; Bluff +8; Diplomacy +8;

Disable Device +10; Disguise +8; Escape Artist

+10; Knowledge (local) +8; Perception +12; Stealth

+10 ;Use Magic Devise +8

Languages common

SQ evasion, uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities Sneak attack +4d6; trapfinding; Finesse rogue*;trap sense +2; bleeding attack; minor magic**

⚔ Dark elf barbarian 7

NE Medium humanoid

Init +3; **Senses** darkvision 120'; Perception +8 (+10 on sight and sound perception checks)

AC 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))

hp 78 (7d12+14) (92 (7d12+28) when raging)

Fort +7 (9 when raging), **Ref** +5, **Will** +3** (5** when raging)

Defense Abilities nil; **DR** 1/-; **Immune** to magic sleep effects; **SR** 13

Spd 40 ft.

Melee rapier +12 (14 when raging) (1d6+4 (6 when raging), 18-20/x2)

Ranged longbow +10/ (1d8, 20/x3)

Full Atk rapier +11/+6 (13/+8 when raging) (1d6+3 (5 when raging), 18-20/x2) and when raging bite* +2 (1d4+5) , 20/x3) or longbow +10/+5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights*, *darkness* and *faerie fire* once per day at CL 7

Spells Known none

Str 17 (21 when raging), **Dex** 17, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +7/+2; **CMB** +10; **CMD** +23

Feats Weapon focus (rapier), Power Attack, dodge, mobility

Skills Climb +10 Handle animal +6, Perception +8 (+10 on sight and sound perception checks), Survival +8

Languages common, elven; undercommon
SQ nil

Gear chain shirt, rapier, longbow, buckler, holy symbol of Kohr (lightning strike), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities fast move; rage; uncanny dodge, animal fury*, renewed vigor (heal 1d8+con points of damage once per day while raging); +2 racial bonus against enchantment spells or effects**; trap sense +2, superstition, powerful blow

ATL 11**⚡ Water elem cleric (Kohr) 11**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 28 (+1 Dex, +4 natural armor, +11 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 27 (+4 natural armor, +11 full plate, +2 heavy steel shield)**hp** 92 (11d8+22)**Fort** +9, **Ref** +5, **Will** +12**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 15 ft.**Melee** scimitar +9(1d6+1, 18-20/x2)**Ranged** longbow +10 (1d8, 20/x3)**Full Atk** scimitar +9/+4 (1d6+1, 18-20/x2) or longbow +10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 6d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – bleed, create water, resistance, virtue; **1st level** – bane, cure light wounds, cure light wounds, divine favor, magic weapon, true strike (D-D); **2nd level** – align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) rage (D-R); **3rd level** – bestow curse x2,, magic vestment, prayer, summon monster III, blood frenzy (D-R); **4th level** – magic weapon – greater x2, spell immunity, unholy blight, sleetstorm (D-W); **5th level** – cure light wounds – mass, flame strike, inflict light wounds – mass, icestorm (D-W); **6th level** – blade barrier, harm (D-D)**Str** 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +8/+3; **CMB** +7; **CMD** +19**Feats** Additional domain (destruction), combat casting, domain focus (rage), skill focus (spellcraft), domain focus (destruction), brew potion, **Skills** Heal +16, knowledge (history) +13, knowledge (religion) +13, spellcraft +19**Languages** common, aquan
SQ nil**Gear** full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)***Special Abilities** cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 5 rounds – usable 8/day)),

storm burst (W) (usable 8/day), rage surge (lasts 3 rounds - usable 8/day), destructive aura (D) (lasts 11 rounds), lightning lord (W) (can call down 11 lightning bolts), aura of rage (R) (usable 1/day)

⚡ Human bard 11

NE Medium humanoid

Init +6; Senses Perception +12**AC** 23 (+2 Dex, +4 natural armor, +6 chain shirt, +1 buckler, touch 12 (+2 Dex), flat-footed 21 (+4 natural armor, +6 chain shirt, +1 buckler)**hp** 92 (11d8+22)**Fort** +5, **Ref** +8, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +10 (1d8+2, 19-20/x2)**Ranged** short bow +10 (1d8, 20/x3)**Full Atk** longsword +10/+5 (1d8+2, 19-20/x2) or short bow +10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil.**Spells Known (DC 15) 0 level** – daze, flare, lullaby, prestidigitation, read magic, resistance; **1st level (6/day DC 16)** – charm person, cure light wounds, grease, expeditious retreat, hideous laughter, summon monster I; **2nd level (5/day DC 17)** – cat's grace, heroism, cure moderate wounds, enthrall, hold person **3rd level (5/day DC 18)** – crushing despair, cure serious wounds, haste, slow **4th level (3/day DC 19)** – Freedom of movement, shout, summon monster IV**Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 20**Base Atk** +8/+3; **CMB** +8; **CMD** +20**Feats** Skill focus (disguise self), skill focus (perform - sing), combat casting, improved initiative, arcane strike, extra performance, leadership**Skills** Bluff +16, diplomacy +16, disguise self +22, escape artist +13, perception +12, perform (oratory) +16, perform (sing) +22, Spellcraft +13, stealth +13**Languages** common,**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)***Special Abilities** Bardic knowledge, countersong, distraction, fascinate, inspire courage +3, versatile performance x3, well versed, inspire competence +4, loremaster 2/day, suggestion, dirge of doom, inspire greatness, jack of all trades,

⚔ Human fighter 9

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 27 (+2 Dex, +4 natural armor, +9 splint mail armor, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 25 (+4 natural armor, +9 splint mail armor, +2 heavy steel shield)

hp 103 (9d10+27)

Fort +9, **Ref** +5, **Will** +4 (6)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +17 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Ranged longbow +12 (1d6+1)***

Full Atk longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2) or longbow +12/+7 (1d6+1)***

Space 5 ft.; **Reach** 5 ft (10 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +9/+4; **CMB** +14; **CMD** +26

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear)

Skills Climb +13; Handle animal +9, Ride +11

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities bravery +2*; armor training 2 (reduces Armor check penalty by 2 and increases max dexterity by 2, can move at normal speed wearing heavy armor); weapon training (spears) (+1 to hit and damage with shortspear)** ; weapon training (bows) (+1 to hit and damage with bows)***

⚔ Human rogue 9

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +12

AC 22(+4 Dex, +4 natural armor, +4 leather armor), touch 14 (+4 Dex), flat-footed 22 (+4 Dex, +4 natural

armor, +4 leather armor,)

hp 85 (9d8+27)

Fort +6, **Ref** +10, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +12 (1d6+3)

Ranged shortbow +10 (1d6)

Full Atk short sword +12/+5 (1d6+3) or shortbow +10/+5 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day** ; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +6/+1; **CMB** +7; **CMD** +21

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack

Skills Acrobatics +12; Bluff +10; Diplomacy +10; Disable Device +12; Disguise +10; Escape Artist +12; Knowledge (local) +10; Perception +12; Stealth +12 ;Use Magic Devise +10

Languages common

SQ evasion, uncanny dodge; improved uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities Sneak attack +5d6; trapfinding; Finesse rogue*;trap sense +3; bleeding attack; minor magic**;major magic***

⚔ Dark elf barbarian 9

NE Medium humanoid

Init +3; **Senses** darkvision 120'; Perception +10 (+12 on sight and sound perception checks)

AC 24 (+3 Dex, +4 natural armor, +6 chain shirt, +1 buckler (22while ranging)), touch 13 (+3 Dex (11 while raging)), flat-footed 24 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (22 while raging))

hp 98 (9d12+18) (116 (9d12+36) when raging)

Fort +8 (10 when raging), **Ref** +6, **Will** +4** (6** when raging)

Defense Abilities nil; **DR** 1/-; **Immune** to magic sleep effects; **SR** 15

Spd 40 ft.

Melee rapier +16 (18 when raging) (1d6+6 (6 when raging), 18-20/x2)

Ranged longbow +14/ (1d8, 20/x3)

Full Atk rapier +16/+11 (18/+13 when raging)
(1d6+6 (8 when raging), 18-20/x2) and when raging
bite* +4 (1d4+6) , 20/x3) or longbow +14/+9/(1d8,
20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights*,
darkness and *faerie fire* once per day at CL 9.

Spells Known none

Str 18 (22 when raging), **Dex** 17, **Con** 14 (18 when
raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +9/+4; **CMB** +13; **CMD** +26

Feats Weapon focus (rapier), Power Attack, dodge,
mobility; spring attack

Skills Climb +12 Handle animal +8, Perception +10
(+12 on sight and sound perception checks), Survival
+10

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler, holy
symbol of Kohr (lightning strike), ~~*oil of greater
magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL
8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities fast move; rage; uncanny dodge,
animal fury*, renewed vigor (heal 2d8+con points of
damage once per day while raging); +2 racial bonus
against enchantment spells or effects**; trap sense
+3, superstition, powerful blow

ATL 13**⚔ Water elem cleric (Kohr) 13**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 30 (+1 Dex, +5 natural armor, +12 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 29 (+5 natural armor, +12 full plate, +2 heavy steel shield)**hp** 108 (13d8+26)**Fort** +10, **Ref** +6, **Will** +13**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 15 ft.**Melee** scimitar +12(1d6+3, 18-20/x2)**Ranged** longbow +11 (1d8, 20/x3)**Full Atk** scimitar +12/+7 (1d6+3, 18-20/x2) or longbow +11/+6 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 7d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, true strike (D-D)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) rage (D-R)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, blood frenzy (D-R)*; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, sleetstorm (D-W)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living, icestorm (D-W)*; **6th level** – *blade barrier, cure moderate wounds – mass, harm (D-D)*; **7th level** – *blasphemy, disintegrate (D-D)***Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Additional domain (destruction), combat casting, domain focus (rage), skill focus (spellcraft) domain focus (destruction), brew potion, greater domain focus (rage)**Skills** Heal +18, knowledge (history) +15, knowledge (religion) +15, spellcraft +21**Languages** common, aquan
SQ nil**Gear** full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, , holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, destructive smite (D) (lasts 4 rounds – usable 8/day)), storm burst (W) (usable 8/day)), rage surge (R) (usable 8/day), destructive aura (D) (lasts 6 rounds), lightning lord (W) (can call down 13 bolts of lightning), aura of rage (R) (usable 2/day)**⚔ Human bard 13**

NE Medium humanoid

Init +6; Senses Perception +14**AC** 25 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 25 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler)**hp** 108 (13d8+26)**Fort** +6, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +12 (1d8+3, 19-20/x2)**Ranged** short bow +11 (1d8, 20/x3)**Full Atk** longsword +12/+7 (1d8+3, 19-20/x2) or short bow +11/+6 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil.**Spells Known (DC 15) 0 level** - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level (6/day DC 16)** - *charm person, cure light wounds, grease, expeditious retreat, hideous laughter, summon monster I*; **2nd level (5/day DC 17)** - *cat's grace, heroism, cure moderate wounds, enthrall, hold person* **3rd level (5/day DC 18)** - *confusion, crushing despair, cure serious wounds, haste, slow* **4th level (3/day DC 19)** - *cure critical wounds, freedom of movement, shout, summon monster IV* **5th level (3/day DC 19)** –*cure light wounds – mass, greater heroism***Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 20**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Skill focus (disguise self), skill focus (perform - sing), combat casting, improved initiative, arcane strike, extra performance, leadership, spell penetration**Skills** Bluff +18 diplomacy +18, disguise self +24, escape artist +15, perception +14, perform (oratory) +18, perform (sing) +24, Spellcraft +15, stealth +15**Languages** common,**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), *oil of greater magic weapon (CL 12)*, *potion*

~~of magic vestment (CL 12), potion of barkskin (CL 12)~~

Special Abilities Bardic knowledge, countersong, distraction, fascinate, inspire courage +3, versatile performance x3, well versed, inspire competence +4, loremaster 2/day, suggestion, dirge of doom, inspire greatness, jack of all trades, soothing performance

⚔ Human fighter 11

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 28 (+2 Dex, +4 natural armor, +10 half plate armor, +2 heavy steel shield), touch 14 (+2 Dex), flat-footed 26 (+4 natural armor, +10 half plate armor, +2 heavy steel shield)

hp 125 (11d10+33)

Fort +10, **Ref** +5, **Will** +4 (7)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +19 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Ranged longbow +14 (1d6+1)***

Full Atk longsword +19/+14/+9 (1d8+8, 17-20/x2) or shortspear +17/+12/+7 (1d6+6, 19-20/x2) or longbow +14/+9/+4 (1d6+1)***

Space 5 ft.; **Reach** 5 ft (10 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +11/+6/+1; **CMB** +16; **CMD** +28

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits)

Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Kohr (lightning strike), ~~), oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities bravery +3*; armor training 3 (reduces Armor check penalty by 3 and increases max dexterity by 3, can move at normal speed wearing heavy armor); weapon training (spears) (+1

to hit and damage with shortspear)** ; weapon training (bows) (+1 to hit and damage with bows)***

⚔ Human rogue 11

NE Medium humanoid

Init +8 (+4 Dex, improved initiative); **Senses** nil; Perception +17

AC 22(+4 Dex, +4 natural armor, +4 leather armor), touch 14 (+4 Dex), flat-footed 22(+4 Dex, +4 natural armor, +4 leather armor)

hp 103 (11d8+33)

Fort +6, **Ref** +11, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee short sword +12 (1d6+1)

Ranged shortbow +12 (1d6)

Full Atk short sword +12/+7 (1d6+1) or shortbow +12/+7 (1d6)

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

Special Attacks nil

Spell-Like Abilities *acid splash* 3x/day** ; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +8/+3; **CMB** +9; **CMD** +23

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; wind stance (20% miss chance if you move)

Skills Acrobatics +14; Bluff +12; Diplomacy +12; Disable Device +14; Disguise +12; Escape Artist +14; Knowledge (local) +12; Perception +17; Stealth +14 ;Use Magic Devise +12

Languages common,

SQ evasion, uncanny dodge; improved uncanny dodge

Gear leather armor, short sword, shortbow, holy symbol of Kohr (lightning strike), ~~), oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities Sneak attack +6d6; trapfinding; Finesse rogue*;trap sense +3; bleeding attack; minor magic**;major magic***; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round)

⚔ Dark elf barbarian 11

NE Medium humanoid

Init +4; **Senses** darkvision 120'; Perception +12 (+14 on sight and sound perception checks)

AC 25 (+4 Dex, +4 natural armor, +6 chain shirt, +1 buckler (23 while raging)), touch 14 (+4 Dex (12 while raging)), flat-footed 25 (+4 Dex, +4 natural armor, +6 chain shirt, +1 buckler (23 while raging))
hp 118 (11d12+22) (140 (11d12+44) when raging)
Fort +9 (11 when raging), **Ref** +6, **Will** +4** (7*** when raging)

Defense Abilities nil; **DR** 2/-; **Immune** to magic sleep effects; **SR** 17

Spd 40 ft.

Melee rapier +18 (21 when raging) (1d6+6 (9 when raging), 18-20/x2)

Ranged longbow +15/ (1d8, 20/x3)

Full Atk rapier +18/+13/+8 (21/+16/+11 when raging) (1d6+6 (9 when raging), 18-20/x2) and when raging bite* +6 (1d4+7) , 20/x3) or longbow +15/+10/+5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights*, *darkness* and *faerie fire* once per day at CL 11.

Spells Known none

Str 18 (22 when raging), **Dex** 18, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +11/+6/+1 **CMB** +15; **CMD** +29

Feats Weapon focus (rapier), Power Attack, dodge, mobility; spring attack, critical focus

Skills Climb +14 Handle animal +10, Perception +12 (+14 on sight and sound perception checks), Survival +12

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities fast move; rage; greater, rage uncanny dodge, animal fury*, renewed vigor (heal 2d8+con points of damage once per day while raging);+2 racial bonus against enchantment spells or effects**; trap sense +3, superstition, powerful blow, surprise accuracy

ATL 15**⚡ Water elem cleric (Kohr) 15**

NE Medium humanoid

Init +2; Senses Perception +4**AC** 30 (+1 Dex, +5 natural armor, +12 full plate, +2 heavy steel shield), touch 11 (+1 Dex), flat-footed 29 (+5 natural armor, +12 full plate, +2 heavy steel shield)**hp** 124 (15d8+30)**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 15 ft.**Melee** scimitar +14 (1d6+3, 18-20/x2)**Ranged** longbow +13 (1d8, 20/x3)**Full Atk** scimitar +14/+9/+4 (1d6+3, 18-20/x2) or longbow +13/+8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 (treat as CL +2 vs. undead)**Spell-Like Abilities** Nil.

Spells (DC 15+spell level) 0 level – *bleed, create water, resistance, virtue*; **1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, true strike (D-D)*; **2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (scimitar) rage (D-R)*; **3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, blood frenzy (D-R)*; **4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, sleetstorm (D-W)*; **5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, icestorm (D-W)*; **6th level** – *blade barrier x2, cure moderate wounds – mass, harm (D-D)*; **7th level** – *blasphemy, word of chaos, disintegrate (D-D)*; **8th level** – *inflict critical wounds – mass, earthquake (D-D)*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 20, **Cha** 16**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Additional domain (destruction), combat casting, domain focus (rage), skill focus (spellcraft) domain focus (destruction), brew potion, greater domain focus (rage)**Skills** Heal +20, knowledge (history) +17, knowledge (religion) +17, spellcraft +23**Languages** common, aquan
SQ nil**Gear** full plate armor, scimitar +1, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Kohr (lightning strike), *oil of greater magic weapon*~~(CL 12), potion of magic vestment (CL 12), potion of barkskin (CL 12)~~**Special Abilities** cast *greater destruction*, +1 CL when casting water spells +2 to save vs. water spells, touch of darkness

(D) (lasts 4 rounds – usable 8/day)), storm burst (W) (lasts 4 rounds – usable 8/day)), rage surge (lasts 3 rounds - usable 8/day), destructive aura (D) (lasts 7 rounds), lightning lord (W) (can call down 15 bolts of lightning), aura of rage (R) (usable 2/day)

⚡ Human bard 15

NE Medium humanoid

Init +6; Senses Perception +16**AC** 25 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler, touch 12 (+2 Dex, flat-footed 23 (+5 natural armor, +7 chain shirt, +1 buckler)**hp** 124 (15d8+30)**Fort** +6, **Ref** +10, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +11 (1d8, 19-20/x2)**Ranged** short bow +13 (1d8, 20/x3)**Full Atk** longsword +11/+6/+1 (1d8, 19-20/x2) or short bow +13/+8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil.

Spells Known (DC 15) 0 level – *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level (6/day DC 16)** – *charm person, cure light wounds, grease, expeditious retreat, hideous laughter, summon monster I*; **2nd level (6/day DC 17)** – *cat's grace, eagle's splendor, heroism, cure moderate wounds, enthrall, hold person*; **3rd level (6/day DC 18)** – *confusion, crushing despair, cure serious wounds, haste, slow*; **4th level (5/day DC 19)** – *cure critical wounds, freedom of movement, shout, summon monster IV*; **5th level (4/day DC 19)** – *cure light wounds – mass, greater heroism, song of discord, shout, song of discord, summon monster V*

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 20**Base Atk** +11/+6/+1; **CMB** +11; **CMD** +23**Feats** Skill focus (disguise self), skill focus (perform - sing), combat casting, improved initiative, arcane strike, extra performance, leadership, spell penetration lingering melody**Skills** Bluff +20 diplomacy +20, disguise self +26, escape artist +17, perception +16, perform (oratory) +19, perform (sing) +26, Spellcraft +17, stealth +17

Languages common,

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 12)~~, ~~potion of magic vestment (CL 12)~~, ~~potion of barkskin (CL 12)~~

Special Abilities Bardic knowledge, countersong, distraction, fascinate, inspire courage +3, versatile performance x4, well versed, inspire competence +5, loremaster 2/day, suggestion, dirge of doom, inspire greatness, jack of all trades, soothing performance, frightening tune, inspire heroics

⚔ **Human fighter 13**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)

AC 30 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield), touch 12 (+2 Dex), flat-footed 28 (+5 natural armor, +11 half plate armor, +2 heavy steel shield)

hp 147 (13d10+39)

Fort +11, **Ref** +6, **Will** +5 (8)*

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +22 (1d8+10, 17-20/x2-) or shortspear +21 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)

Ranged longbow +17 (1d6+2)***

Full Atk longsword +22/+17/+12 (1d8+10, 17-20/x2) or shortspear +21/+16/+11 (1d6+8, 19-20/x2) or longbow +17/+12 (1d6+2)***

Space 5 ft.; **Reach** 5 ft (10 ft with shortspear).

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +13/+8/+3; **CMB** +18; **CMD** +30

Feats Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus (+4 bonus to confirm critical hits);vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)
Skills Climb +15; Handle animal +11, Ride +13

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 12)~~, ~~potion of magic vestment (CL 12)~~, ~~potion of barkskin (CL 12)~~

Special Abilities bravery +3*; armor training 3; weapon training (spears) ** ; weapon training (bows) ***; weapon training (natural) ****

⚔ **Human rogue 13**

NE Medium humanoid

Init +9 (+5 Dex, improved initiative); **Senses** nil;

Perception +19

AC 25(+5 Dex, +5 natural armor, +5 leather armor), touch 15 (+5 Dex), flat-footed 25 (+5 Dex, +5 natural armor, +5 leather armor,)

hp 121 (13d8+39)

Fort +7, **Ref** +13, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee short sword +17 (1d6+4)

Ranged shortbow +14 (1d6)

Full Atk short sword +17/+12/+7 (1d6+4) or shortbow +14/+9 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil; *acid splash* 3x/day**; *magic missile* 2x/day (as 9th level caster)***

Spells Known none

Str 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +9/+4; **CMB** +10; **CMD** +25

Feats Weapon finesse (short sword)* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike

Skills Acrobatics +16; Bluff +14; Diplomacy +14; Disable Device +16; Disguise +14; Escape Artist +16; Knowledge (local) +14; Perception +19; Stealth +16 ;Use Magic Devise +14

Languages common, Gnome, sylvan

SQ evasion, uncanny dodge; improved uncanny dodge, holy symbol of Kohr (lightning strike), ~~oil of greater magic weapon (CL 12)~~, ~~potion of magic vestment (CL 12)~~, ~~potion of barkskin (CL 12)~~

Gear leather armor, short sword, shortbow

Special Abilities Sneak attack +7d6; trapfinding; Finesse rogue*;trap sense +4; bleeding attack; minor magic***;major magic****; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round) ; dispelling attack; wind stance (20% concealment if you move)

Dark elf barbarian 13

NE Medium humanoid

Init +4; **Senses darkvision 120'**; Perception +14 (+16 on sight and sound perception checks)

AC 27 (+4 Dex, +5 natural armor, +7 chain shirt, +1 buckler (25 while raging)), touch 14 (+4 Dex (12 while raging)), flat-footed 27 (+4 Dex, +5 natural armor, +7 chain shirt, +1 buckler (25 while raging))

hp 118 (13d12+26) (140 (13d12+52) when raging)

Fort +10 (12 when raging), **Ref** +8, **Will** +5** (8*** when raging)

Defense Abilities nil; **DR** 3/-; **Immune** to magic sleep effects; **SR** 19

Spd 40 ft.

Melee rapier +21 (24 when raging) (1d6+7 (10 when raging), 18-20/x2)

Ranged longbow +17/ (1d8, 20/x3)

Full Atk rapier +21/+16/+11 (24/+19/+14 when raging) (1d6+7 (10 when raging), 18-20/x2) and when raging bite* +8 (1d4+7) , 20/x3) or longbow +17/+12/+7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities can cast *dancing lights*, *darkness* and *faerie fire* once per day at CL 13.

Spells Known none

Str 18 (22 when raging), **Dex** 18, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

Base Atk +13/+8/+3; **CMB** +17; **CMD** +31

Feats Weapon focus (rapier), Power Attack, dodge, mobility; spring attack, critical focus, bleeding critical

Skills Climb +17 Handle animal +12, Perception +14 (+16 on sight and sound perception checks), Survival +14

Languages common, elven; undercommon

SQ nil

Gear chain shirt, rapier, longbow, buckler, holy symbol of Kohr (lightning strike), ~~*oil of greater magic weapon (CL 12)*~~, ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~

Special Abilities fast move; rage; greater rage, uncanny dodge, animal fury*, renewed vigor (heal 3d8+con points of damage once per day while raging);+2 racial bonus against enchantment spells or effects**, trap sense +4, superstition, powerful blow, surprise accuracy, mighty blow.

CONCLUSION A

(PCs DEFEAT THE VILLAINS WITHOUT ASSISTANCE)

As the last villain falls you hear the sounds of footsteps heading down the corridor. Bracing yourselves for another wave of enemies trying to destroy you hear the unmistakable sounds of the Diamond Legion whistle blowing through the air just before the legionnaires enter the cell. "We got a tip that someone was trying to assassinate High Warrior Breng while he was here, so we came here to prevent that. It seems that you got the same tip. What happened here?" After explaining what happened to the legionnaires, they thank you for being in the right place at the right time. The legionnaires heal everyone's wounds and begin questioning the villains.

A search of the prison reveals the bound and gagged bodies of sgt. Forgefury and one of his guards. Sgt. Forgefury tells you that he and this guard were overpowered by some of the "prison guards" shortly after you left to begin your investigation. They said that they knew that the adventurers that were hired would be returning here and they needed to take care of them to completely tie up all the loose ends. Luckily you were tougher than the villains anticipated or else none of us would be here right now Sgt. Forgefury says. I will have one of my trusted guards go get Darvox so that you can tell us what you've learned so that High Warrior Breng can be cleared.

➤ Please go to Epilogue A.

CONCLUSION B

(PCs DEFEAT THE VILLAINS WITH ASSISTANCE)

As the last of your group is about to fall you hear the sounds of footsteps heading down the corridor towards you before everything goes black. When your eyes open you are on the ground looking up at a squadron of legionnaires. "We got a tip that someone was trying to assassinate high Warrior Breng while he was here, so we came here to prevent that. It's fortunate that we arrived when we did."

"We captured the villains that were attacking you. Our healers said that you will all be okay. Can you tell us what happened here, we're trying to make sense of this. Thank you for trying to apprehend the villains, you kept them busy until we got here and for that we are grateful."

"A search of the prison reveals the bound and gagged bodies of sgt. Forgefury and one of his guards. Sgt. Forgefury tells you that he and this guard were overpowered by some of the "prison guards" shortly after you left to begin your investigation. They said that they knew that the adventurers that were hired would be returning here and they needed to take care of them to completely tie up all the loose ends. Luckily the legion showed up when they did or else none of us would be here right now Sgt. Forgefury says. I will have one of my trusted guards go get Darvox so that you can tell us what you've learned so that High Warrior Breng can be cleared."

➤ Please go to Epilogue B.

EPILOGUE A

(PCs defeat the villains in encounter 9 and find evidence of the plot to frame High Warrior Breng)

You are summoned to Diamond Legion HQ by Inspector Morgan Uxbridge. Upon arriving you are ushered into an auditorium. There are 4 chairs on the stage. After motioning for you to be seated, one of the officers that ushered you into the room exits the room and closes the door. After a few moments the door opens and Lord Monarch Rafe Torestyn enters the room followed by Inspector Uxbridge, Captain Collins, and Commander Vestra. All of them go onto the stage and take their seats. The Lord Monarch begins speaking.

"Thank you for all that you have done to clear High Warrior Breng. I have spoken to High Warrior Breng's lawyer and he feels that the evidence that you uncovered is more than enough to clear the high Warrior especially since you brought those responsible to justice. Thanks to you life in Amthydor will soon be able to get back to normal, and the city owes you a huge debt for your actions."

"Luckily for high Warrior Breng you returned to the prison when you did. If it wasn't for you the High Warrior would be a cleared but dead individual. The villains wanted to eliminate High Warrior Breng, so they impersonated Sgt. Forgefury and some of his men and attempted to assassinate the High Warrior. High Warrior Breng would be here himself to thank you, but I told him to take some time off to properly recover from his most recent near death experience."

"The villains at the prison were interrogated and the one that impersonated the High Warrior said that he was contacted by guards from one of the city's noble families. Before he could name the noble family involved the body was teleported away. Divinations were attempted by several of the city's temples but they yielded no information on the noble house involved."

Inspector Uxbridge begins speaking "High Warrior Breng is aware that you're responsible for clearing his name and saving his life. He has made the following proclamation: Any of you wishing to be legionnaires may enter the legion today providing that you meet the other requirements. Those of us assembled in this room are your recommendations. Any of you that were convicted of a minor crime and have either served time or made restitution will now have the opportunity to join the legion. The details about your crime and sentence will be sealed. This is a one time offer and the decision to join the legion must be made today. For those of you that don't want to join the Legion, High Warrior Breng has seen to it that it now will be easier for you to obtain information from legionnaires or noble guards."

The Lord Monarch clears his throat and begins speaking again "In appreciation for your help in recovering some of the items that were stolen from the Legion Armory as well as getting items dedicated to an evil deity off the streets I have arranged for you to receive something from the Legion's Armory as a show of gratitude."

EPILOGUE B

(PCs defeat the villains but don't find any actual evidence that someone was trying to frame High Warrior Breng)

You are summoned to Diamond Legion HQ by Inspector Morgan Uxbridge. Upon arriving you are ushered into an auditorium. There are 4 chairs on the stage. After motioning for you to be seated, one of the officers that ushered you into the room exits the room and closes the door. After a few moments the door opens and Lord Monarch Rafe Torestyn enters the room followed by Inspector Uxbridge and Commander Vestra. All 3 of them go onto the stage and take their seats. The Lord Monarch begins speaking.

"Thank you for all that you have done to clear High Warrior Breng. I have spoken to the prosecutors and the evidence that you uncovered is more than enough to clear the high Warrior especially since you brought those responsible to justice. Thanks to you life in Amthydor will soon be able to get back to normal, and the city owes you a huge debt for your actions."

"Luckily for high Warrior Breng you returned to the prison when you did. If it wasn't for you the High Warrior would be a cleared but dead individual. The villains wanted to eliminate High Warrior Breng, so they impersonated Sgt. Forgefury and some of his men and attempted to assassinate the High Warrior. High Warrior Breng would be here himself to thank you, but I told him to take some time off to properly recover from his most recent near death experience."

"The villains at the prison were interrogated and the one that impersonated the High Warrior said that he was contacted by guards from one of the city's noble families. Before he could name the noble family involved the body was teleported away. Divinations were attempted by several of the city's temples but they yielded no information on the noble house involved."

Inspector Uxbridge begins speaking "High Warrior Breng is aware that you're responsible for clearing his name and saving his life. He has made the following proclamation: Any of you wishing to be legionnaires may now enter the legion providing that you meet the other requirements. Those of us assembled in this room are your recommendations. Any of you that were convicted of a minor crime and have either served time or made restitution will now have the opportunity to join the legion. The details about your crime and sentence will be sealed."

The Lord Monarch begins speaking again "In appreciation for your help in recovering some of the items that were stolen from the Legion Armory as well as getting items dedicated to an evil deity off the streets I have arranged for you to receive something from the Legion's Armory as a show of gratitude."

THUS ENDS "BE CAREFUL WHAT YOU WISH FOR"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	600	850	1200	1800	2900	4500	7000	10500
Role-playing XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	650	900	1300	1900	3000	4700	7200	11000

Experience earned is based on the Average Table Level (ATL). However, if a PC's level is lower than two levels from the party's ATL, then that PC will only get the experience value based on his level plus one. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, and a 6th level PC would earn XP based on ATL 7 (all fractions round down in this case). With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level as compare to the Average Table Level (ATL) in which the PC is eligible. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers. If it's not on this list, the PCs cannot keep it.

Gratitude of High Warrior Breng, 1 per PC In appreciation for what you did to help him, the High Warrior awards you the red ribbon with silver maple leaf citation, and has arranged something special for you. Check none or one of the two boxes below. Note that it is illegal to wear a citation that is not earned.

- If you wish to join the Diamond Legion and meet the other requirements, you may do so today, as the Legionnaires assembled here will act as your recommendations. A PC that was convicted of a minor crime, and have either served time or made restitution, will now have the opportunity to join the legion today only. The details about your past crime and sentence will be sealed.
- For those of you that do not wish to join the Legion, your citation has an added meaning.

Wearing your ribbon will make it easier for you to obtain information from the legion, or any Noble Guards. By that same token it will be harder to obtain information from any criminal in Amthydor. What this means in game terms is that the PC will have a +10 circumstance bonus to Diplomacy checks when gathering information from the Diamond Legion, and a +5 circumstance bonus to Diplomacy checks when gathering information from Noble Guards. Conversely, there is a +10 to the DC to gain info from the city's criminal element. This cert must be presented to the judge at the start of any game it is to be used.
(Value: Priceless Tradable: No Size: N/A Rarity: Uncommon Validity: 2 years Real Value: \$0)

Gratitude of the Diamond Legion, 1 per PC In appreciation for your efforts in helping to clear High Warrior Breng, the Diamond Legion has arranged for you to receive a potion from the Legions armory. The potion received is based on ATL played:

- ATL 1,3: Potion of Cure Light Wounds;Caster level 1 (Value:50 gp)
 - ATL 5,9: Potion of Cure Moderate Wounds;Caster level 3 (Value: 300 gp)
 - ATL 11+: Potion of Cure Serious Wounds;Caster level 5 (Value:750 gp)
- (Value: Varies Tradable: Yes Size: Tiny Rarity: Common Legality: Legal Real Value: \$0)

Favor of the Lord Monarch, 1 per PC In appreciation for your efforts in clearing High Warrior Breng, the Lord Monarch has arranged something special for you. This favor can be redeemed in 1 of 2 ways.

- The Lord Monarch has arranged for you to receive the sum of 1000gp per character level to be used for magic item purchase or magic item creation (Value: _____gp) or
- The Lord Monarch has arranged for you to receive an item from the list below by ATL. You may choose an item from the ATL you played or a lower ATL if you wish.

ATL 1:

- Cloak of resistance +1* (Value: 1,000 gp, Size: Small, Rarity: Uncommon)(shoulders)
- Efficient quiver* (Value: 1,800 gp, Size: Small, Rarity: Uncommon).
- Elixir of fire breath* (Value: 1,100 gp, Size: Tiny, Rarity: Common).
- Lens of Detection* (Value: 3,500 gp, Size: Tiny, Rarity: Uncommon).
- Pearl of power 1st level* (Value: 1,000 gp, Size: Tiny, Rarity: Uncommon).
- Phylactery of faithfulness* (Value: 1,000 gp, Size: Tiny, Rarity: Uncommon)(headband).

ATL 3-5:

- Bag or tricks, grey* (Value: 3,400 gp, Size: Small, Rarity: Uncommon).
- Cloak of resistance +2* (Value: 4,000 gp, Size: Small, Rarity: Uncommon)(shoulders).

- Elemental gem – earth* (Value: 2,250 gp, Size: Tiny, Rarity: Uncommon).
- Eyes of the eagle* (Value: 2,500 gp, Size: Tiny, Rarity: Uncommon)(eyes).
- Handy haversack* (Value: 2,000 gp, Size: Small, Rarity: Uncommon).
- Necklace of Fireballs – Type II (6d6, 4d6 (x2), 2d6 (x2))* (Value: 2,700 gp, Size: Tiny, Rarity: Uncommon)(un-slotted)

ATL 7-9:

- Boots of striding and springing* (Value: 5,500 gp, Size: Small, Rarity: Uncommon)(feet).
- Circlet of persuasion* (Value: 4,500 gp, Size: Tiny, Rarity: Uncommon)(head).
- Headband of inspired wisdom +2* (Value: 4,000 gp, Size: Tiny, Rarity: Uncommon)(headband).
- Ioun stone, dusty rose prism (+1 AC – insight bonus)* (Value: 5,000 gp, Size: Tiny, Rarity: Uncommon).
- Robe of useful items* (Value: 7,000 gp, Size: Small, Rarity: Uncommon)(robe).
- Slippers of spider climbing* (Value: 4,800 gp, Size: Tiny, Rarity: Uncommon)(feet).

ATL 11-13

- Amulet of natural armor +2* (Value: 8,000 gp, Size: Tiny, Rarity: Uncommon)(neck).
- Belt of physical might +2* (Value: 10,000 gp, Size: Small, Rarity: Uncommon)(belt).
- Blessed book* (Value: 12,500 gp, Size: Small, Rarity: Uncommon).
- Boots of speed* (Value: 12,000 gp, Size: Small, Rarity: Uncommon)(feet).
- Headband of mental prowess +2* (Value: 10,000 gp, Size: Tiny, Rarity: Uncommon)(headband).
- Phylactery of positive channeling* (Value: 11,000 gp, Size: Tiny, Rarity: Uncommon)(headband).

ATL 15+

- Amulet of natural armor +3* (Value: 18,000 gp, Size: Tiny, Rarity: Uncommon)(neck).
- Bag of tricks, tan* (Value: 16,000 gp, Size: Small, Rarity: Uncommon).
- Belt of physical perfection +2* (Value: 16,000 gp, Size: Small, Rarity: Uncommon)(belt).

- Boots, winged* (Value: 168,000 gp, Size: Small, Rarity: Uncommon)(feet).
- Broom of flying* (Value: 17,000 gp, Size: Small, Rarity: Uncommon).
- Headband of mental superiority +2* (Value: 16,000 gp, Size: Tiny, Rarity: Uncommon)(headband).

WISJ - Premiere Only

Legionnaire's Weapon, You saved the life of a legionnaire and he wants to show his appreciation by gifting you with this weapon.

- ATL 1: +1 short sword (Value: 2315 gp)
- ATL 3-5: +1 short sword of frost (Value: 8315 gp)
- ATL 7-9: +2 short sword of frost (16315)
- ATL 11-13: +2 icy burst short sword (Value: 32,315 gp)
- ATL 15+: +3 icy burst short sword (Value: 50,315 gp)

(Value: Varies Tradable: Yes Size: N/A Rarity: Uncommon Legality: Legal Real Value: \$0)

PLAYER HANDOUT 1

This handout is to be given to all PC clerics before they pray for their spells

The priests at your temple/shrine have discovered that our divination spells have not been working. We're not sure why this is but we're trying to find out.. We thought that you should know.

PLAYER HANDOUT 2

“Everything is going according to plan. By the end of the week High Warrior Breng should be executed for treason. The evidence against him is both insurmountable and irrefutable. Isador was right, it was child’s play to put the plan in motion to bring about Breng’s demise. The best part of this is that besides Breng’s demise that smug Lord Monarch will be left with egg on his face. That should make the people that hired Isador happy as they’re paying him a lot of money. Luckily he’s paying me a lot of money as well

CRITICAL EVENT SUMMARY: BE CAREFUL WHAT YOU WISH FOR

Convention: _____ Date: _____

1. Did the PCs prove high Warrior Breng's innocence? Yes No

2. What was the status of Kitimer Ellwood? (Circle all that apply)
Dead Escaped Alive, but in custody

3. Did the PCs use *Speak with Dead* to talk to Valarus Juxas?
or Yes No

3a. Did the PCs raise/arrange to raise Valarus Juxas? Yes No

4. Did the PCs use *Speak with Dead* to talk to Brolius Donlough?
or Yes No

4a. Did the PCs raise/arrange to raise Brolius Donlough? Yes No

5. Did the PCs defeat the villains attacking the legionnaires in Encounter 2? Yes No

6. Did the PCs defeat the villains attacking the legionnaires in Encounter 8? Yes No

7. Did the PCs find Kitimer Ellwood's note? Yes No

8. Did the PCs tell Cinnamon anything? Yes No

9. Was there anything else unusual/unexpected that happened during the event that the author might need to know about? If so, describe below.

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: BE CAREFUL WHAT YOU WISH FOR

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

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

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

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

What to Print

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

General Rules

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

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

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

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

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

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

What Can Be Purchased

The following may be purchased from 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
<i>Dispel Magic</i> (scroll)***	375 / 375	NA
<i>Hold Person</i> (scroll)***	375 / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Mage's Faithful Hound</i> (scroll)****	1125 / NA	NA
<i>Teleport</i> (scroll)****	1125 / NA	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* 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.

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

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

OPEN GAME LICENSE Version 1.0

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

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

The LSJ Rules Compilation. Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

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

Be Careful What you Wish For Copyright 2009, The Shining Jewel, LLC, Author David Samuels.