



As You Wish

By David Samuels

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

There is an old adage that “Children should be seen and not heard” This is what happens when children are seen and heard. A one round Legends of the Shining Jewel scenario for heroes of levels 1-15.

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www.theshiningjewel.com/lcj

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

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

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

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

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).

ABOUT THE MODULE

“As you Wish” is a stand-alone module.

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

Two young boys, Micah and Dorvan, from the poor district, both of them abused by their families had finally reached their breaking point. The two young children decided that their lives would be much better if they were on their own and made plans to run away. The children found a way into the sewers of the poor district and began travelling through the sewers hoping to get far enough away from the adults that had controlled their lives. After a few hours of travelling they managed to emerge from the sewers on the other side of the gate to the poor district.

Having never been outside the confines of the poor district the two young boys were angered by what they saw. The adults of this district were no different than the adults from the Poor District., in how they treated their children. The young boys continued travelling through the city finding scraps of food where they could. They made it into the port district where they discovered a shiny metal ring with 3 rubies. The children were very excited about their find, but soon realized that it was starting to get late and that they had no where to sleep. They “wished” that they had someplace safe to sleep where the grownups wouldn’t bother them.

They soon found an abandoned temple/shrine and were able to get inside it and go to sleep. As the boys were starting to drift off to sleep they wished that the grownups of the city would learn to listen to the city’s children, and do their bidding. When the children woke up, it was a whole new world. The grownups listened to the words of the children and did whatever they asked.

When the children awoke the next morning they discovered that the city’s grownups stood around waiting for the children to give them instructions on what to do. The children also noticed that the ring that they found yesterday had two less rubies than when they found it. The boys realized that they had found something special, but also realized that there was a connection between the fact that they made 2 wishes, and there were now 2 less rubies on the ring. They wished that they each had a special ring like the one that they had found and

that they could have as many wishes as they wanted.

Unfortunately for the boys that wish was not without consequence. The rings that were “created” by their last wish were flawed. While it was true that the rings would allow them to make as many wishes as they wanted, those wishes were not without consequence. Each wish that was made with the 2 subsequent rings removed a piece of the children’s life essence. After enough wishes were made with the rings their wearers would cease to exist.

The changes to the city were noticed by Tangee and Connie Vestra, Commander Vestra’s nephew and niece, who will approach the PCs and ask them to look into things. Unfortunately, the Vestra’s were not the only ones to notice the changes to the city, several criminal organizations also noticed them and sent operatives out to locate the cause of them.

The PCs were not actually spared from the effects of the wishes that have the rest of the city’s grownups have succumbed to. Have the PCs pre-roll 10 will saves (DC 30+ATL) (with a +2 circumstance modifier from Tangee and Connie asking them to look into things) that you will use when they are given commands by children they encounter. Having them pre-roll the saves will make for a more honest interaction with the children.

The PCs might stop to talk to people in the street, but unless they have a child with them they won’t get any reaction from the adults. The children on the other hand will be friendly to them, and can be talked into doing things that the PCs convince them are funny.

What really happened behind the scenes of this module.

Unknown to Micah and Dorvan their plight had attracted the attention of both Meneon and Illudra. The two deities were moved by the boy’s plight and learned that in spite of all that they had been through in their young lives, their deepest desire was to observe heroes and be heroic in their own

right. The two deities made sure that each of the children's desires came true. The PCs were chosen by the deities to be the heroes that the boys could learn from, and they and some of the criminal element were spared from waiting around for children to command them. After all without villains there are no heroes.

Introduction – There are 2 different introductions to this module, based on whether or not the PCs have children. The PCs will receive word to report to Diamond Legion HQ.

Encounter 1: Arresting Development. The PCs report to Diamond Legion HQ for the briefing from Tangee and Connie Vestra.

Encounter 2: Taking it to the streets. The PCs will be able to talk to some of the children that have benefited from the wishes of Micah, as well as do some other investigating.

Encounters 2A-2E : These encounters allow the PCs to question some of the children that are now giving the orders.

Encounter 2F: LoTS. The PCs might decide to head to the League of Thaumaturgical Studies to see if they are somehow responsible for this crisis that has befallen the city.

Encounter 2G: SOEP. The PCs might decide to head to the Society of Entertainers and Providers to see if they know anything about this crisis that has befallen the city.

Encounter 2H: Temples/Shrines. The PCs might decide to head to one of the city's temples or shrines to see if they know anything about this crisis that has befallen the city.

Encounter 3: The PCs can go check out the warehouse where the 2 boys were last spotted. Before they have the chance to enter the warehouse they will have their first combat with villains that want to locate the 2 boys and manipulate the situation.

Encounter 4: Dauntless Dolphin. The PCs will follow clues to the Dauntless Dolphin where they can engage the villains

Conclusion: The PCs will find themselves in the temple of Meneon's infirmary where Micah and Darvox have just passed.

Epilogue – The PCs will report to Diamond Legion HQ to receive their rewards.

INTRODUCTION

For PCs that don't have children

Today started out like any other day in Amthydor the Shining Jewel. A knock on the door catches your attention. Opening the door you find a young girl with a piece of parchment in her hands. "This is for you. You need to do exactly what it says" the young girl says before turning and leaving.

Please give the PCs Player Handout 1 which says **"We need to talk to you. Come to Diamond Legion HQ now. Tangee"**

If the PCs should inquire whether they know anyone named Tangee, let them know that Commander Ardent Vestra's nephew is named Tangee.

For PCs that have children

Today started out like most other days in Amthydor the Shining Jewel. Unlike most days when your child asked for something, today you were unable to say no, even when it was about something that wasn't good for them. If only you could figure out why you couldn't say no to their requests today, like you've been able to do in the past.

Suddenly a knock on the door catches your attention. Opening the door you find a young girl with a piece of parchment in her hands. "This is for you. You need to do exactly what it says" the young girl says before turning and leaving.

Please give the PCs Player Handout 1 which says “We need to talk to you. Come to Diamond Legion HQ now. Tangee”

If the PCs should inquire whether they know anyone named Tangee, let them know that Commander Ardent Vestra’s nephew is named Tangee.

Do not use one of the pre-rolled will saves to force the PCs into the module, whether or not to report should be the player’s choice.

ENCOUNTER 1 – ARRESTING DEVELOPMENT

You travel through the city heading to Diamond Legion HQ. Every street that you walk down has adults standing around rigidly staring blankly into the distance. It’s almost as if they’re waiting for instructions on what to do. Those adults don’t notice you passing by or respond to anything that you say. Touching them reveals that they’re alive but doesn’t get a reaction from them either. Reaching Diamond Legion HQ you have no problem making your way inside the temple/shrine and locating Tangee the person that sent for you, especially with all the scribbled signs containing stick figures and arrows pointing at them posted on the walls saying “To Tangee.”

You enter the room indicated by the signs and see 2 young children, a boy and a girl. The girl begins speaking “Thank you for coming. We need your help. The city’s grownups are not making decisions anymore, the city’s children are. You need to find out what happened and fix it. Do you have any questions?”

What do you know?

<Tangee> “The grownups started waiting around for children to tell them what to do. While it’s something any child would want, it doesn’t make it right.”

Who are you?

<Connie> “I’m Connie Vestra, commander Vestra’s daughter and this is Tangee her nephew.”

When did this (change in the grownups behavior) start?

<Tangee> “Today”

Where is Commander Vestra? / Can we speak to Commander Vestra?

<Tangee> “Auntie Ardent is in her office, Connie told her to wait there.”

Connie told Commander Vestra what to do?

<Connie> “Yes I did, and if I didn’t she’d be standing there staring at the walls waiting for someone to tell her what to do. We wanted to make sure to keep her safe”

Can we speak to her?

<Tangee> “You can try, Connie can tell her to talk to you. She might not be able to tell you anything”

She can’t tell us what to do on her own?

<Connie> “No, it’s like she and the other grownups are puppets”

Who is pulling their strings? / What caused this?

<Tangee> “No one knows”

<Connie> “It was like this when we woke up”

Are the other legionnaires having this problem?

<Connie> “All of the city’s grownups are having this problem.”

Why are we unaffected?

<Tangee> “I don’t know”

<Connie> “Mother always says that adventurers are special people. Guess she’s right”

Where should we start?

<Tangee> “I don’t know I’m not a grownup”

<Connie> “Maybe one of the other children can help. They might know something”

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

<Tangee> “No.”

☛ **How much does this pay?**

<Connie> “We don’t have any money, but I’m sure that the city will pay you after you fix it.”

☛ **Is the Starbright Cavalcade still in town?**

<Tangee> “No.”

If the PCs attempt to speak with Commander Vestra they will not be able to learn anything as she does not know anything.

- If the PCs want to speak with some other children **GO TO Encounter 2 (page 6).**
- If the PCs want to go check at LoTS **GO TO Encounter 2F (page 8).**
- If the PCs want to go to the SOEP **GO TO Encounter 2G (page 8).**
- If the PCs want to check for information with any of the city’s temples/shrines **GO TO Encounter 2H (page 8).**

ENCOUNTER 2 – TAKING IT TO THE STREETS

You leave Diamond Legion HQ trying to figure out where to begin your investigation when you notice something unusual. The city’s adults are either standing around waiting for direction like those you saw in the street before, or performing some tasks for the amusement of children. Suddenly next to all of the children that you can see animals begin appearing. The animals in question are dogs, cats, birds, giraffes, elephants, ponies, and monkeys. The children all seem very happy while the adults seem non-plussed.

If the PCs try to talk to any of the children, they will be able to find 5 children willing to speak to them.

Note: During the course of speaking to the PCs, the children will become bored and will ask the PCs to do something for them. What it is will depend on the PCs that you have as well as the players (make sure to keep these requests age appropriate). You will use one of the pre-rolled will saves, the DC is 24. If the child asks for an item, which they might do, they only want to play with it for a few minutes before giving it back to the PC. If what they ask the PCs to do requires them to use a charge from a charged item, **do not** have the players mark off that charge. The PCs will get that charge back at the end of the module.

If the PCs should ask the children to create weapons, armor and magic items the children will try, but since they don’t know anything about them those things they won’t be real.

ENCOUNTER 2A – BLOND-HAIRED GIRL

☛ **What is your name?**

Cindy

☛ **How old are you?**

I’m 6 years old

☛ **How did you get that animal/Where did that animal come from?**

I was thinking about asking my mom for a pony and my pony just appeared out of the air.

☛ **Why are the adults/grownups listening to you?**

I don’t know. Yesterday my mommy said no to most of the things that I asked for, and today she said yes to all of them.”

☛ **What did you do to make her listen to you?**

I didn’t do anything. When I woke up this morning my mommy did whatever I asked. It’s a lot of fun having her do what I want, but I miss my mommy telling me what to do”

☛ **Did you see/notice anything unusual before this happened?**

“No.”

**ENCOUNTER 2B – RED-HAIRED
FRECKLED YOUNG BOY**

🗣️ **What is your name?**

Barmen

🗣️ **How old are you?**

I'm 8 years old

🗣️ **How did you get that animal/Where did that animal come from?**

I was thinking about asking my dad for a monkey and my monkey just appeared out of the air.

🗣️ **Why are the adults/grownups listening to you?**

I don't know. My dad is usually very strict and doesn't let me do anything that I want to do. He says no before I finish asking for something, in fact as soon as I say dad he says NO!"

🗣️ **What did you do to make him listen to you?**

I didn't do anything. Things changed this morning and now my dad is listening to everything I say. This is so cool. I hope that it will stay like this and I can tell my dad what to do"

🗣️ **What did you do to make him listen to you?**

I didn't do anything. Things changed this morning and now my dad is listening to everything I say. This is so cool. I hope that it will stay like this and I can tell my dad what to do"

🗣️ **Did you see/notice anything unusual before this happened?**

"No."

ENCOUNTER 2C – DARK-HAIRED BOY

🗣️ **What is your name?**

Sibhoan

🗣️ **How old are you?**

I'm 9 years old

🗣️ **How did you get that animal/Where did that animal come from?**

I was thinking about asking my mom for a giraffe and my giraffe just appeared out of the air.

🗣️ **Why are the adults/grownups listening to you?**

I don't know. Yesterday my mom said no to most of the things that I asked for, and today she said yes to all of them. It was nice not having to hear her say I couldn't have a pet because I wasn't "responsible" enough to take care of it. I don't know why she thinks I'm not responsible I know that she'd feed my pet so it's not like it would go hungry"

🗣️ **What did you do to make her listen to you?**

I didn't do anything. When I woke up this morning my mommy did whatever I asked. It's a lot of fun having her do what I want, but I miss my mommy telling me what to do"

🗣️ **Did you see/notice anything unusual before this happened?**

"Not this morning. I did see two young boys in ripped clothes last night."

🗣️ **Did you notice anything special about the boys?**

"They looked dirty and smelled really bad. If I looked and smelled like that my mom would make me take a bath. Hey, now that mom listens to me I don't need to take a bath. Yay!"

🗣️ **What were the boys doing?**

"I don't know what they were doing, and where to find them."

ENCOUNTER 2D – RED-HAIRED GIRL

🗣️ **What is your name?**

Meryl

🗣️ **How old are you?**

I'm 9 years old

☛ **How did you get that animal/Where did that animal come from?**

I was thinking about asking my dad for an elephant and my elephant just appeared out of the air. The good part is that my dad can't say that I can't have it.

☛ **Why are the adults/grownups listening to you?**

I don't know. Having my dad do anything I want him to is so much fun"

☛ **What did you do to make him listen to you?**

I didn't do anything. He said no to everything last night and yes to everything this morning. Yes is a lot more fun than no"

☛ **Did you see/notice anything unusual before this happened?**

"Not today. Yesterday I saw 2 dirty smelly boys. They headed into a warehouse."

☛ **What was unusual about the boys?**

"The boys were wearing ripped clothing and smelled like they crawled out of the sewers. They went to a warehouse that had a closed sign on it"

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

"Not really. Whatever you do, please don't do anything to make my dad stop listening to me."

My parents said that I couldn't have a pet so I wished for a pony, a monkey, a dog and a cat and they all appeared. That was so cool.

☛ **Why are the adults/grownups listening to you?**

I don't know. Parents should listen to their children. They always make rules that we have to follow, which are never any fun. It's like they forgot what it was like to be a child."

☛ **What did you do to make your parents listen to you?**

Nothing. I went to bed last night with them saying no to anything I wanted, and then awoke with them doing everything I asked. Today is definitely a better day than yesterday"

☛ **Did you see/notice anything unusual before this happened?**

"Not today. Yesterday I saw 2 dirty smelly boys. They headed into a warehouse."

☛ **What was unusual about the boys?**

"The boys were wearing ripped clothing and smelled like they crawled out of the sewers. They went to a warehouse that had a closed sign on it"

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

"Not really. Please don't do anything to stop my parents from listening to me."

If the PCs want to speak with the animals, and have the ability to do so they can learn the following:

- Giraffe – her name is Gerella. She's not sure how she got here. One minute she was taking care of her children and the next thing she knew she was here.
- Monkey – his name is Milo. He remembers swinging through some trees with his family and then he just appeared here. He wants to go back home. He also wants a banana.
- Pony – Her name is Jeribel. She was traveling through the forest trying to

ENCOUNTER 2E – BROWN-HAIRED GIRL

☛ **What is your name?**

Alira

☛ **How old are you?**

I'm 9 years old

☛ **How did you get that animal/Where did that animal come from?**

escape from some hunters and then wound up here. She doesn't want to go back.

- Cat – His name is Merrom. He is a wizard's familiar. He doesn't know how he got here, but his master is going to be mad.
- Parrot – His name is Dulcimer. He is a wizard's familiar. He doesn't know how he got here, but his master is going to be mad.
- Elephant – Her name is Trenella. She was being ridden in a circus and then she appeared here. She misses the other animals in the circus and hopes that the person riding her didn't get hurt when she disappeared from there.

- If the PCs want to go check at LoTS **GO TO Encounter 2F (page 8).**
- If the PCs want to go to the SOEP **GO TO Encounter 2G (page 8).**
- If the PCs want to check for information with any of the city's temples/shrines **GO TO Encounter 2H (page 8).**
- If the PCs want to go to the warehouse to find the 2 boys **GO TO Encounter 3 (page 9).**

ENCOUNTER 2F – LOTS

The PCs can head to LoTS (the League of Thaumaturgical Studies) in the hopes of finding answers to what has transpired. Arriving there they will discover that all of the members of LoTS are standing around rigid and unresponsive like those adults in the street. If they decide to look for arcane spells, the only ones that they will be able to find arcane scrolls of are: *cure light wounds*, *cure serious wounds*, *delay poison*, and *neutralize poison*. It is possible that the PCs might go looking for children to assist so that they can talk to the LoTS members. The PCS will be able to find children playing outside the building and can persuade one of them to enter the building and enable them to speak with the adults. If asked none of the LoTS members will be able to shed any light on why this has happened to the city. Eventually the children will get bored and want to go outside to play.

- If the PCs want to speak with other children **GO TO Encounter 2 (page 6).**
- If the PCs want to go to the SOEP **GO TO Encounter 2G (page 8).**
- If the PCs want to check for information with any of the city's temples/shrines **GO TO Encounter 2H (page 8).**
- If the PCs want to go to the warehouse to find the 2 boys **GO TO Encounter 3 (page 9).**

ENCOUNTER 2G – THE SOEP

The PCs can head to The SOEP (the Society of Entertainers and Providers) in the hopes of finding answers to what has transpired. Arriving there they will discover that all of the members of the SOEP are standing around rigid and unresponsive like those adults in the street. It is possible that the PCs might go looking for children to assist so that they can talk to the SOEP members. The PCS will be able to find children playing outside the temple/shrine and can persuade one of them to enter the temple/shrine and enable them to speak with the adults. If asked none of the SOEP members will be able to shed any light on why this has happened to the city, but will say that this sounds like a good story and that they would like the details. Eventually the children will get bored and want to go outside to play.

- If the PCs want to speak with other children **GO TO Encounter 2 (page 6).**
- If the PCs want to go to LoTS **GO TO Encounter 2F (page 8).**
- If the PCs want to check for information with any of the city's temples/shrines **GO TO Encounter 2H (page 8).**
- If the PCs want to go to the warehouse to find the 2 boys **GO TO Encounter 3 (page 9).**

ENCOUNTER 2H – THE TEMPLES/SHRINES

The PCs might head to the city's temples or shrines in the hopes of finding answers to what has transpired. When they arrive at the temple or shrine they will discover that all of the people

present are rigidly frozen in their customary manner of worship and unresponsive like those adults in the street (Remember that there could be minors present so watch how you describe this). It is possible that the PCs might go looking for children to assist so that they can talk to the temple's or shrine's clergy. The PCS will be able to find children playing outside the temple/shrine and can persuade one of them to enter the temple/shrine and enable them to speak with the adults. If asked none of the clergy will be able to shed any light on why this has happened to the city. Eventually the children will get bored and want to go outside to play.

- If the PCs want to speak with other children **GO TO Encounter 2 (page 6).**
- If the PCs want to go to LoTS **GO TO Encounter 2F (page 8).**
- If the PCs want to check for information with any of the city's temples/shrines **GO TO Encounter 2G (page 8).**
- If the PCs want to go to the warehouse to find the 2 boys **GO TO Encounter 3 (page 9).**

ENCOUNTER 3 – THE WAREHOUSE

You arrived at the warehouse that the children described. You notice that you're not the only ones that have made this discovery, a group of people are heading in your direction wielding weapons."

Please describe the villains and their weapons to the PCs based upon their ATL.

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

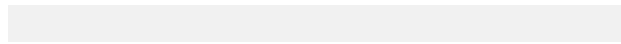
Skills Climb +6; Handle animal +2, Ride +4;

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

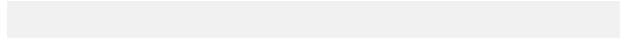
🔪 Dark elf barbarian 5

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 +10 (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.

- Their boss said that the city could be controlled if they could figure out how the children were controlling the adults.
- Once their boss had that information, he promised that they could control the Diamond Legion. That would be sweet as the legion is always arresting them. Our boss said that the being in control of the Legion would be extra sweet since the Legion is now being run by Lord Grimm.
- We're not sure exactly who our boss is, he or she appears different every time and always wears a mask and a cape.
- We can't tell you where to find the boss because we always meet at different locations.

The PCS will have a slight dilemma what to do with the villains because the Diamond Legion is incapacitated right now unless instructed what to do by a child. They will be able to find a child and can ask he/she to order the villains to go to DL HQ and stay there until they are arrested by a legionnaire. The villains will all fail their will saves.

Once the villains are dealt with the PCS can deal with the warehouse. If the PCs make a perception DC 20+ATL check they will notice 2 sets of child sized foot prints heading to the door. The PCs will have no problem opening the door and entering the warehouse as the door isn't locked or trapped.

Entering the warehouse the PCs will find additional tracks in the dust that lead to the back of the warehouse and down the stairs. If the PCs should look around downstairs they will find tattered and torn child sized clothing that reeks of sewage. They will also find a business card from the Dauntless Dolphin. They will not find anything else. They will find that that there were child-sized tracks heading down here, there were no child sized tracks heading upstairs.

A perception DC 20+ATL check will reveal a secret door leading out of the warehouse and into the sewers. The PCs will be able to travel through the sewers until they reach the Dauntless Dolphin if they choose.

ENCOUNTER 4 – DAUNTLESS DOLPHIN

Arriving at the Dauntless Dolphin you find that the door is locked. After gaining entry you notice something shocking. You are not in the Dauntless Dolphin anymore you are in an arena of some sort. At the far end of the arena, just at the edge of your vision you see 2 young children shackled to an altar on a dais. There are 6 individuals, 3 men and 3 women standing next to them with weapons drawn. One of the men begins speaking.

“Foolish adventurers, you’re too late. We have the children and have discovered the source behind the children’s power over the city’s adults. We are in possession of that power. You bore me, and things that bore me need to die. Prepare to die. Suddenly (insert number and type based on ATL) appear(s).

Some notes about this combat: The villains used the ring of wishes to make the dais immune to teleport, dimension door and similar effects for the combat. They also used the ring of wishes to have the dais absorb all spells cast at the villains during the combat. Unknown to the villains, the children absorbed some of the energy from the ring(s) of wishes and are attempting to use that energy to help the PCs which is what will cause the wincing that the PCs can notice later. After the first combat the PCs will find that they are able to use spells against the villains, and can teleport onto the dais.

If the PCs manage to get past the creatures and reach the dais to battle the villains, please use the fighter and rogue stats from the first combat with the combatants on the dais being 3 rogues and 3 fighters. The 3 women are the fighters and the 3 men the rogues. If a PC makes it onto the dais, they may cast spells at any of the villains there regardless of which combat it is.

Now would be a good time to ask for initiative

GM Note: After seeing at least one of the heroes in action, the children will begin wincing as they start using the remnants of the rings energy to influence

the outcome of the battle. The villains will do minimum damage against the PCs if they hit, while the PCs will have a bonus to all their combat rolls (attack not damage) of ½ their ATL rounded down. All PC threats are confirmed and PCs do max damage to the villains. Have the PCs notice the children wincing.

ATL 1 & 3

⚔ Ice Golem (1 ATL 1, 2 ATL 3)

N Medium construct (cold)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)

hp 53 (6d10+20)

Fort +2, **Ref** +1, **Will** +2

Defense Abilities DR 5/adamantine; Immune construct traits, cold, magic Weaknesses vulnerability to fire

Spd 30 ft.

Melee 2 slams +9 (1d6+3 plus 1d6 cold)

Ranged Nil

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

Special Attacks breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction

Statistics

Spell-Like Abilities nil

Spells Known nil

Str 16, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9; **CMD** 18

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Cold (Ex): An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Icy Destruction (Ex): When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals electricity damage slows an ice golem (as the slow spell) for 2d6 rounds, with no saving throw.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

An ice golem gets no saving throw against cold effects

ATL 5

⚔ Wood Golem (3)

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 64 (8d10+20)

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

Defense Abilities DR 5/adamantine; Immune construct traits, magic; Weaknesses vulnerable to fire

Spd 30 ft.

Melee 2 slams +12 (2d6+4)

Ranged Nil

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

Special Attacks splintering

Str 18, **Dex** 17, **Con** 25 **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 25 (30 vs. trip)

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Immunity to Magic (Ex): A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

- Warp wood or wood shape slows a wood golem (as the slow spell) for 2d6 rounds (no save).
- Repel wood drives the golem back 60 feet and deals 2d12 points of damage to it (no save).
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Splintering (Su): As a free action once every 1d4+1 rounds,, a wood golem can launch a barrage

of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution based.

ATL 7

✂ **Flesh Golem (4)**

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic
Spd 30 ft.

Melee 2 slams +13 (2d8+5)

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

Special Attacks berserk

Statistics

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the

attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

A flesh golem is a ghoulish collection of stolen humanoid body parts, stitched together into a single composite form. Its cadaverous flesh has a sickly green or yellowish tint. A flesh golem wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions and no weapons. A flesh golem stands 8 feet tall and weighs 500 pounds.

A flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Although most flesh golems are mindless, there are persistent rumors of unusual golems who somehow retain the memories of a previous life. The head (and thus brain) of such flesh golems must be just the right combination of fresh and (in its previous life) strong-willed, and even then luck and chance during the golem's creation seem just as important in retaining the creature's mind. Certainly most who construct flesh golems prefer mindless slaves over free-willed creations, and as a result intelligent flesh golems are rare indeed.

ATL 9

⚔ Clay golem (3)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine and bludgeoning; **Immune** construct

traits, magic

Spd 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste

Str 24, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. This chance resets

to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Immunity to Magic (Ex) A clay golem is immune to any spell or spell-like ability that allows spell

resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).
- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It stands over 8 feet tall and weighs 600 pounds.

ATL 11

⚔ Stone Golem (4)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

Statistics

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.
- A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs.

Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.

ATL 13 and 15

⚔ Iron Golem (ATL 13 -4, ATL 15-8)

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

AC 28, touch 8, flat-footed 28 (-1 Dex, +20 natural, -1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 15/adamantine; **Immune** construct traits, magic

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19-20)

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

Special Attacks breath weapon, powerful blows

Statistics

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

Feats nil

Skills nil

Languages nil

SQ nil

Gear nil

Special Abilities

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing

would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.

- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks. An iron golem has a humanoid body made from iron. It can be sculpted into any shape its creator desires, but it almost always displays armor of some sort, from simple and utilitarian to ceremonial and ornate. Its features are much smoother than those of a stone golem. Iron golems sometimes carry a weapon in one hand, though they rarely use these, relying instead on their slam attacks.

An iron golem is 12 feet tall and weighs about 5,000 pounds. An iron golem cannot speak or make any vocal noise, nor does it have a distinguishable odor.

As the last creature drops the villain begins speaking again “Well, we’ll have to see how you do with the next challenge. As he says those words your next opponent appears.

ATL 1 & 3

Large Earth Elemental (ATL 1 -1, ATL 3 - 2)

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.;

Perception +11

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

Spd 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

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

Special Attacks earth mastery

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

Languages Terran

SQ nil

Gear nil

Special Abilities

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill. When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

ATL 5 and 7

⚔ Huge Earth Elemental (ATL 5 -2, ATL 9 -4)

N Huge outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

AC 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

hp 95 (10d10+40)

Fort +11, **Ref** +2, **Will** +7

DR 5/—; **Immune** elemental traits

Spd 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth mastery

Str 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +21; **CMD** 30

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +13, Stealth +4

Languages Terran

SQ nil

Gear nil

Special Abilities

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill. When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

ATL 9 and 11

⚔ Greater Earth Elemental (ATL 9 – 4, ATL 11 – 6)

N Huge outsider (earth, elemental, extraplanar)

Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16

AC 21, **touch** 7, **flat-footed** 21, (–1 **Dex**, +14 **natural**, –2 **size**)

hp 136 (13d10+65)

Fort +13, **Ref** +3, **Will** +8

DR 10/—; **Immune** elemental traits

Spd 20 ft., **burrow** 20 ft., **earth glide**

Melee 2 slams +21 (2d10+10)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth mastery

Str 30, **Dex** 8, **Con** 21, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +13; **CMB** +25; **CMD** 34

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +10, Climb +25, Knowledge (dungeoneering)

+10, Knowledge (planes) +13, Perception +16, Stealth +7

Languages Terran

SQ nil

Gear nil

Special Abilities

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill. When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

ATL 13 and 15

⚔ Elder Earth Elemental (ATL 13 – 4, ATL 15 – 6)

N Huge outsider (earth, elemental, extraplanar)
Init –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

Defense

AC 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

hp 168 (16d10+80)

Fort +15, **Ref** +4, **Will** +10

DR 10/—; **Immune** elemental traits

Spd 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks earth mastery

Str 34, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +30; **CMD** 39

Feats Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack

Skills Appraise +19, Climb +31, Knowledge (dungeoneering)

+19, Knowledge (planes) +19, Perception +19, Stealth +10

Languages Terran

SQ nil

Gear nil

Special Abilities

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun

maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Earth elementals are plodding, stubborn creatures made of living stone or earth. When utterly still, they resemble a heap of stone or a small hill.

When an earth elemental lumbers into action, its actual appearance can vary, although its statistics remain identical to other elementals of its size. Most earth elementals look like terrestrial animals made out of rock, earth, or even crystal, with glowing gemstones for eyes. Larger earth elementals often have a stony humanoid appearance. Bits of vegetation frequently grow in the soil that makes up parts of an earth elemental's body.

As the last creature drops the villain begins speaking again "It seems that the adventurers in this god forsaken city are quite resourceful. I guess if you want a job done, you need to do it yourselves. Ladies and gentleman of my jury these adventurers have been found guilty of interfering in the plans of evil and are sentenced to death. Please carry out their sentence and be quick about it. Suddenly each villain begins glowing and appears ready to strike you down.

One of the young children screams out in agony "ENOUGH! YOU'VE HAD YOUR FUN. LEAVE THEM ALONE. I WON'T LET YOU HURT ANYONE. BEGONE!!! The villains begin screaming as they start "melting". The restraints holding the 2 young boys vanish and they crumple to the ground.

PCs that wish to make a Heal DC 5+ATL check will be able to tell that both children have been drained of their life essence. Because of the reasons behind their deaths, neither of the boys can be raised or resurrected by any means that the PCs might have at their disposal.

Let the PCs spend a minute or 2 trying to figure out what to do, but the minute that they

try to move the boys please proceed with the boxed text that follows.

The air around you grows cold, and then everything goes black. You find yourself in an infirmary with priests of Meneon and Illudra. You are all standing at the bedside of a young child. The priest of Meneon begins speaking “This young child was Micah Bainsworth. Micah was a child that led a terrible life. For all of his seven years (it seemed) Micah was beaten daily by his father. Micah managed to escape from his father and with his friend Dorvan at his side for courage entered the sewers.

In the sewers they found what we determined to be a “ring of wishes”, that was discarded because it was “cursed”. The boys took their “treasure” and managed to find an exit out of the sewers. They emerged in the port district and managed to find their way to an abandoned warehouse. They entered the warehouse and proceeded to the basement where they would be able to sleep undisturbed.

They discovered that the ring would grant their wishes. What they didn’t know was that each wish that they made cost them part of their life essence. By the time we found them we could not save them by any of the normal means at our disposal. The good news, if there is any good news in this, is that Micah is not suffering anymore. I do wish that we could have helped him sooner so that things didn’t get so far.

☛ **You mentioned that you could not save him by the normal means at your disposal. Does that mean that there is a way that you can save him?**

“Yes, if each of you agrees to donate some of your life force we can use that to bring both of the boys back to life.”

If the PCs agree to donate their essence continue, if not the priests will usher the PCS out of the room so that they can try to help the children, skip to the Conclusion

The priest of Illudra and Meneon lock hands and the priest of Illudra begins chanting. A warm blue glow surrounds each of you, as well as the priest of Meneon. Each of you feels a warm and fuzzy sensation. After about 10 minutes of continuous chanting the warm fuzzy feeling subsides. The priests look over at the young children who open their eyes. The priest of Meneon looks at you and smiles, and then after telling the children they’ll be back shortly, the 2 priests usher your group out of the room.

Continue with the conclusion.

CONCLUSION

You exit the room and the priest of Meneon begins speaking. “As we mentioned Micah had a rough life and created an illusionary friend named Dorvan, that had been through what he’d been through, that gave him the courage to flee from his abusive father. When Micah entered the sewer and found the ring, his subconscious used the first wish to give life to Dorvan. Micah used the ring to create 2 additional rings so that he and Dorvan could both make wishes.

Micah’s wanted to live in a place that was the exact opposite of the home that he grew up in, a place where parents didn’t hurt their children and would listen to their children. He wished for a place where the children could tell the parents what to do and the parents had to do what they were told, no matter what it was.

Micah also wanted to meet adventurers, real adventurers like the ones in the stories he’d heard growing up. He wanted to learn from the heroes and become a hero himself. I believe that is why you were spared the fate that the rest of the city suffered.

Can one of you please let me know what happened?

After the PCs explain what happened the priest will continue.

So Micah removed the villains he'd created and since we're all able to talk about this I'd say he returned the world to normal, knowing that doing so was making him weaker and weaker. In my eyes that makes him a hero. Do any of you disagree with that?

We need to go check on Micah and Dorvan, thank you for all that you have done. You definitely were good role models for Micah. We will be in touch once we figure out an appropriate reward for you.

EPILOGUE

The next morning you are summoned to Diamond Legion HQ to meet with Commander Vestra. Upon arriving you are quickly escorted to the commander's office. Entering the office you notice that the commander is not alone, Connie and Tangee Vestra are there as well. Commander Vestra begins speaking

"I understand from speaking with my daughter and nephew that you were involved in trying to right the situation that had befallen the city. I have spoken with the priests of Meneon and Illudra and they will be offering you the free casting of a spell for the next year based upon some details which they will discuss with you later.

Now even though you weren't officially hired by the city, you did play a part in returning life to normal. I am granting each of you an item from the Diamond Legion Armory within certain parameters.

THUS ENDS "AS YOU WISH"

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
Sacrificing their essence to bring the boys back to life	50	50	100	100	100	200	200	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	700	950	1400	2000	3100	4900	7400	11500

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

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. 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.

Conclusion

- **Marked by Illudra and Meneon, 1 per PC**
You have been marked by both Illudra and Meneon. The mark is in the form of a crescent moon overlaid on a double-headed coin, and is only visible to you, and does not appear in mirrors. You gave up part of your essence so that another could live and Meneon and Illudra have chosen to reward your sacrifice. The extent of their reward for you depends on how much of your essence you gave up. In game terms you can give up a number of hit points equal to your character level when the module was played but the number needs to be decided now and cannot change. That sacrifice will

determine the benefit received and is determined before you know what the benefit will be. You won't have access to those hit points until Origins 2011. The benefit expires and the hit points return at that time.

Benefit for non-casters: In exchange for giving up your hit points you will choose one of the following benefits which cannot be changed. The benefit chosen must be checked:

You can make attacks as if you were one level higher.

You can have 1 attack/number of hit points sacrificed do maximum damage when you hit. This benefit is per scenario not per day.

Benefit for casters: In exchange for giving up your hit points you will choose one of the following benefits which cannot be changed. The benefit chosen must be checked:

You can cast spells as if you were effectively one level higher. This does not grant additional spells per day, or spells known.

You can have one spells from one school/domain go off for maximum effect each day. The spell must be chosen at the beginning of each day.

The level of spells affected is based on hit points given up and is as follows:

PC donates 1-2 hps 1st level spells are affected

PC donates 3-4 hps 1st and 2nd level spells are affected

PC donates 5-6 hps 1st - 3rd level spells are affected

PC donates 7-8 hps 1st - 4th level spells are affected

PC donates 9-10 hps 1st - 5th level spells are affected

PC donates 11+ hps 1st - 6th level spells are affected

(Value: varies, Size: Tiny, Tradable: Yes, Rarity: Common, Caster Level varies, Legality: Legal).

➤ **Favor of the temple of Meneon, (1 per PC).** In appreciation for your efforts in helping to restore the city to normal, the temple of Meneon has arranged for you to receive a single casting of a healing spell from its priests. The level of the spell is based on the ATL played:

ATL 1-3 1st level spell

ATL 5-9 1st or 2nd level spell

ATL 11+ 1st-3rd level spell

(Value: varies, Size: Tiny, Tradable: Yes, Rarity: Common, Caster Level varies, Legality: Legal).

➤ **Favor of the temple of Illudra, (1 per PC).** In appreciation for your efforts in helping to restore the city to normal, the temple of Illudra has arranged for you to receive a single casting

of a non-healing spell from its priests. The level of the spell is based on the ATL played:

ATL 1-3 1st level spell

ATL 5-9 1st or 2nd level spell

ATL 11+ 1st-3rd level spell

(Value: varies, Size: Tiny, Tradable: Yes, Rarity: Common, Caster Level varies, Legality: Legal).

➤ **Gratitude of Commander Vestra (1 per PC),** In appreciation for what you did to help her nephew Tangee and daughter Connie return life in the city to normal Commander Vestra has arranged for you to receive an item from the Diamond Legion's armory. You may not choose an item from an ATL higher than your PCs personal ATL.

ATL 1

Potion of Bear's endurance (Value: 300gp)

Potion of Bull's strength (Value: 300gp)

Potion of Cure moderate wounds (Value: 300gp)

Potion of Eagle's splendor (Value: 300gp)

Potion of Lesser restoration (Value: 300gp)

Potion of Owl's wisdom (Value: 300gp)

ATL 3-5

Brooch of shielding (Value: 1500gp)(neck)

Dust of illusion (Value: 1,200gp)

Hat of disguise (Value: 1,800gp)(head)

Necklace of fireballs type 1 (Value: 1,650gp)(neck)

Pipes of the sewers (Value: 1,150gp)

Salve of slipperiness (Value: 1,000gp)

ATL 7-9

Bag of holding type 1 (Value: 2,500gp)

Bead of force (Value: 3,000gp)

Boots of the winterland (Value: 2,500gp)(feet)

Cloak of elvenkind (Value: 2,500gp)(shoulders)

Ring of feather falling (Value: 2,200gp)(ring)

Ring of sustenance (Value: 2,500gp)(ring)

ATL 11-13

Headband of alluring charisma +2 (Value: 4,000gp) (headband)

Incense of meditation (Value: 4,900gp)

Ioun stone – orange cube (+1 enhancement bonus to Will saves)(Value: 5,000gp)

Restorative ointment (Value: 4,000gp)

- Ring of counterspells (Value: 4,000gp)(ring)
- Ring of the ram (Value: 8,000gp)(ring)

ATL 15+

- Decanter of endless water (Value: 9,000gp)
- Ioun stone – deep red and black (Combat Reflexes)
(Value: 8,000gp)
- Ring of animal friendship (Value: 10,800gp)(ring)
- Ring of energy resistance minor (cold)
(Value: 12,000gp) (ring)
- Rod of flame extinguishing (Value: 15,000gp)
- Rod of wonder (Value: 12,000gp)
(Value: varies, Caster Level: varies, Legality: Legal, Tradable: No, Rarity: Common, Real Value: \$0).

PLAYER'S HANDOUT #1

We need to talk to you. Come to Diamond Legion HQ now.

Tangee

CRITICAL EVENT SUMMARY: AS YOU WISH

Convention: _____ Date: _____

1. Did the PCs break any laws over the course of the module? Yes No

If the answer is “Yes” please include the names of any PC that did so as well as what they did.

2. Did the PCs raise the 2 boys? Yes No

3. Did the PCs do anything untoward to any of the city’s NPCs? Yes No

If the answer is “Yes” please include the names of any PC that did so as well as what they did _____

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

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: AS YOU WISH

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: _____
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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 sTHE SOEP 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.

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