



# Double Vision

By David Samuels

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

A crime wave has hit the city. The Diamond Legion investigated each of the crimes and arrested those responsible, or so they thought. In each case the criminal had an air tight alibi? So the question remains if they didn't commit the crimes, then who did? A one- round Legends of the Shining Jewel scenario for heroes of levels 1-15.

*(Updated June 2010)*

**WWW.THESHININGJEWEL.COM**

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



## CREDITS

Author .. . . . . David  
Samuels  
Editor(s) .. . . . .  
(Name)  
Plots Coordinator . . . . . David  
Samuels

[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)

## LEGAL TEXT

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

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAI A are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2010 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

## CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus 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

"*Double Vision*" is a stand-alone scenario. While it is not part of any series, it is recommended that the players play this scenario after playing "Be Careful What You Wish For" for the sake of continuity.

## 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**

A crime wave has hit the city. The Diamond Legion has investigated the crime scene and managed to capture the alleged perpetrators in each case. Under questioning it was determined that none of them had any knowledge of the crimes and each of them had an airtight alibi and in each case their answers were verified by magical spells. It was also determined that none of those individuals were under the effects of a magical spell of any sort. This was despite the fact that they were identified by eyewitnesses who then picked them out of a lineup. None of those individual had any knowledge of the crimes that were committed. The fact that they had the alleged criminals in their grasp but had to let them go because they couldn't prove their guilt baffled the Legion.

The Legion also received reports that homeless men from the city's poor district were disappearing. The body of the missing homeless men always showed up 2 days later in one of the city's other districts. The Legion tried to investigate those disappearances but the city's homeless wouldn't talk to them. Apparently some of the homeless still hold a grudge over the bad treatment that they received from the Legion and the city before the Prince of the paupers appeared. The Legion felt that there might be a connection between the disappearances of the homeless and the crime wave especially since the boy of a homeless man always turned up the day after one of these inexplicable crimes. The Legion knew that they needed help with this case so they're hiring the PCs to help them..

Unbeknownst to the Legion, a group of villains came up with an ingenious way to commit crimes and get away with it. The villains would find a homeless man in the city's poor district, one that wouldn't be missed and make him a job offer that he couldn't turn down. The villains would then take the man to the warehouse under the guise of explaining to him what the job he was being hired for would entail. Once the homeless man was at the warehouse, 2 wizard allies of the group used their arcane magic to alter the homeless man's appearance to that of one of the group's members.

The second wizard then used *magic jar* to assume control of the homeless man's body. After casting a contingency spell to teleport back to the warehouse if anyone tried to apprehend him, the villain in the homeless man's body set up to commit criminal activities.

Once the homeless man arrived at their location, the group killed him. They then dispelled the magic that was on him, but waited 24 hours before getting rid of the body. The reason that they waited was that they wanted to make sure that there were no traces of magic on the body when they released it. They knew that the Legion would investigate the body and didn't want to give them any way to connect the body with the crimes that were being committed. They also made sure that the villain that was being impersonated knew nothing about the crime that was being committed so that when the Legion brought the villain in for questioning

The villains were contacted by another individual who discovered their plans, and encouraged them to modify it. This new villain suggested that their plans would be better served if there were actually active spells on the bodies when the legion discovered them. Having an active spell on the body would pique the legions interest and goad them into trying to identify and/or dispel the spell. Having the active spell be a contingency spell that would be triggered when the legion tried to identify or dispel the active spell and harm those legionnaires.

It turns out that this new villain was someone that knew about antagonizing the legion. He was responsible for the framing, err attempted framing, of former high Warrior Alexander Breng. He had heard that the Legion was getting close to figuring out his identity, so he decided to get them before they could get him.

Introduction – Somebody's Knocking. The PCs will be contacted and asked to report to Diamond Legion HQ.

Encounter 1: Mission Possible. The PCS will head to Diamond Legion HQ and be briefed on the mission at hand.

Encounter 2: Poor District Here We Come. The PCs will head to the poor district hoping to gain information by talking to some of the districts' poor and homeless for clues on what's happening.

Encounter 3: A Call to Arms. This combat encounter will only be run once and is intended to be run either after the PCs have finished speaking with the people in the Poor District, or after they have spoken to the villains.

Encounter 4: I Got The Golden Ticket. The PCs can head to the gentlemen's club where the villains gather to discuss their plans so that they can question them..

Encounter 5: Warehouse Their House. The PCs can check out the warehouse where the victims dealt with the bodies.

Encounter 6: Turnabout is Fair Play. The PCs head back to the Golden ticket to confront the villains, and have the final battle.

Conclusions. There are 2 conclusions depending on whether the PCs defeat or are defeated by the villains

Epilogue – The PCs head back to meet with Sgt. Ayers where they will be debriefed and can receive their rewards.

### **INTRODUCTION – SOMEBODY'S KNOCKING**

*There is a slight tapping on your door/window. When you go to check it out you find an eagle with a rolled up piece of parchment in its talons. The eagle releases the parchment into your hands before taking flight. Opening the parchment you find that it contains the following message*

*“Noble adventurer, Trying times present a need for your services. It is imperative that you report to Diamond Legion HQ so that we may brief you.*

### **Sgt. Kelson Ayers.**

Hopefully the PCs will report to Legion HQ. If they don't, another eagle, and then a cheetah will deliver similar messages. If the PC doesn't respond to the request for aid that PC will be out of the module, unless the other PCs can find a way to get them back into the module.

A Knowledge (local) DC 10 check will reveal that Sgt. Kelson Ayers is a prominent member of the Diamond Legion who is on the fast track.

### **ENCOUNTER 1 – MISSION POSSIBLE**

*Reporting to Legion HQ you are quickly ushered into one of the offices. The office contains a desk and (# of PCs+1) chairs. As you take your seat a blond-haired human male in his late twenties enters the office and closes the door before taking a seat.*

*“Thank you for coming. For those of you that do not know me, my name is Sgt. Kelson Ayers. The Legion and I need your help with a crime wave that has us baffled. Criminals are committing crimes in this city, and getting away with it, and we're at a loss on how to stop the crime wave. Witnesses to those crimes identified the villains and even picked them out of lineups. Unfortunately, each of the villains had an airtight alibi and knew nothing about the crime that they were suspected of committing. Spells confirmed that they telling the truth, and that their alibis checked out as well. Those making the allegations of the crimes, as well as those making the identifications of the criminals were checked under both zone of truth and discern lie spells as well.*

*We've also had a number of homeless men from the Poor District disappearing. We tried investigating the (reported) disappearances but no one will talk to us. I guess that deep down they still resent the legion for what transpired years ago, around the time of the Prince of the Paupers.*



*The bodies of the missing homeless men were discovered 2 days after the disappearances, and that they were all dead as a result of their throats being slit. The legionnaires that discovered the bodies, spoke with the dead through the use of a speak with dead spell but they weren't able to provide any information. We think that there's a connection between the crime wave and the disappearances and reappearances. We'd like you to help us figure this out as the city's homeless might be (more) willing to speak with you.*

*I'm sure that you must have questions for me, so please ask away and I'll do my best to answer them.*

☛ **What incident involving the Prince of the paupers? / Who is this Prince of the paupers?**

*"Several years back there were problems with the level of care that Amthydor's poor and homeless received from the city. An individual known as the "Prince of the Paupers" brought this to light and the situation was rectified. I'm guessing that there might still be some resentment towards the Legion and that's why they're not telling what they know"*

☛ **Was there anything that the homeless men had in common?**

*"Nothing, other than the fact that they were all dressed shabbily men. If there is a connection between the disappearances and the crime wave, I'm thinking that someone hoped that homeless men wouldn't be missed."*

☛ **Were the men of similar build?**

*"No, they were of varying heights, weights, and races"*

☛ **Do you have any leads?**

*"No, although I'm thinking that talking to some of the homeless in the Poor District might be a good place to start."*

☛ **How many crimes have been committed?**

*"There were 7 mysterious crimes in the past 2 days: 2 murders; 1 assault; 2 robberies; 1 attempted kidnapping; and an attempted murder."*

☛ **Do you have a list of the victims of these crimes? / Is there a list of witnesses to the crimes?**

*"Yes, I've combed through the legionnaires reports and compiled a list."*

☛ **Did the same officers respond to each of the crimes?**

*"Yes, and no. The same officers responded to incidents that happened within their district but different officers responded to the incidents in different districts, I've combed through the legionnaires reports and compiled a list."*

☛ **Do you mind if we talk to the victims of these crimes or the witnesses to them?**

*"The 2 murdered women were cremated and sent home to their families. We don't mind if you speak with any of the others."*

☛ **What killed the women?**

*"They were stabbed repeatedly and their hearts were ripped out. They were also robbed of all their valuables."*

☛ **Were their hearts recovered?**

*"No."*

☛ **Was there a connection between the victims of the crimes, or their locations?**

*"No."*

☛ **What happened to the living victims?**

*"They have been put into a safe house. Captain Collins is personally overseeing their care."*

☛ **Isn't that unusual for a Legion captain to do?**

*"We are in the process of rooting out corruption in the legion. Several legionnaires have been expelled from the legion and are awaiting trial."*

☛ **Do you think that one of those expelled could be involved?**

*“No, they are in custody. We checked with Sgt. Forgefury and they’re all still there. We also double checked to make sure that all of them are who they are supposed to be.”*

☛ **Who has been expelled?**

*“I do not feel that I can reveal those names. Even though they are accused of corruption and other charges, they are still innocent until proven guilty. That’s how the legal system works.”*

☛ **What if our knowing their names might help us to either clear them or gain evidence against them?**

*“As I said, I can’t reveal those names. I do not wish their names bandied about because it could “create” more witnesses for or against these men and jeopardize their chance for a fair and impartial trial.”*

☛ **If they are presumed innocent, why are they in custody?**

*“They’re legionnaires accused of serious crimes, so it’s not like they can be released on their own recognizance. Legionnaires are held to higher standards. Their safety is another reason for keeping them in “protective custody” The legionnaires could be in danger of assaults or worse from some segments of the city’s population if they are released. Unfortunately, I’m not sure how any of this helps with your investigation.”*

☛ **Can we talk with those whom Captain Collins is guarding?**

*“I thought that you might wish to do so, so I’ve already sent word to Captain Collins to have them brought somewhere safe. I do not know how many of those Captain Collins might be bringing, but their stories are similar.*

☛ **Can’t we go to the safehouse and talk to the witnesses?**

*“We can’t reveal the location of the safehouse to anyone or else the reason for having a safe house doesn’t make sense. Once they have arrived at*

*that location, someone will let me know and I can take you there.”*

☛ **Can we talk with the alleged criminals?**

*“Yes, I can give you a writ. Be careful meeting with them as it could be dangerous. We know that they’re guilty, but the evidence doesn’t support that conclusion. They have found a way to beat the system and in order to do that they are obviously very clever which makes them very dangerous.”*

☛ **Someone pretended to be Sgt. Forgefury before, so how do you know that this is the real Forgefury?**

*“We know this to be true for 3 reasons: first, divination spells are working, and we have been able to verify that this is the real Forgefury; second, questions were asked that only the real Forgefury would know; and last but not least, he’s been in the presence of Sergeants Kyle, Kenness, and myself.”*

☛ **Do you have any leads?**

*“We believe that the villains are part of a larger group, and as such are in the process of organizing patrols to observe the villains in the hopes of finding clues to explain how they’re doing this.”*

☛ **Someone attempted to frame former high Warrior Breng, ultimately causing him to resign. Do you think that this could be connected to that?**

*“Anything is possible. It would be nice to bring those responsible for that incident to justice.”*

☛ **How much does this pay?**

*“I can’t give you an exact amount right now but I can say that you will be properly compensated for your time.”*

☛ **How have things differed with Lord Grimm as high Warrior?**

*“The Legion knew how Breng expected the legionnaires to react in a given situation, while with Lord Grimm it’s still a learning experience. One of High Warrior Grimm’s most daunting*

*tasks was to make sure that none of the other noble families felt slighted by having him in charge of the Legion. So far there haven't been too many complaints from the noble families as well as the rest of the populace.*

*As soon as Sgt. Ayers finishes speaking, an officer will open the door, walk over to him and whisper something in his ear. The officer then turns and leaves closing the door behind him. Sgt. Ayers turns and addresses you*

*Captain Collins and some of the victims are available to be spoken with. You may not ask questions about where they are being held. As long as this is agreeable to you, you may speak with them.*

After the PCs agree to his request the Sgt will lead them to Captain Collins, otherwise he will wish them luck on the investigation. He will not under any circumstances allow PCs to meet with Captain Collins if they don't agree, regardless of who they might be. Please proceed to the appropriate encounter from the list below.

*Once you agree to his request Sgt. Ayers leads you to a room in the basement of Legion HQ. After opening the door and ushering you inside, he steps inside and immediately closes the door. As if on cue, Captain Collins appears in the room with a silver haired bespectacled human male in his sixties, a silver haired matronly looking human woman in her sixties, and 2 legion guards. Captain Collins looks your group over and then says that if you ask any questions on where the witnesses are being secured they will leave. Feel free to ask other questions. Once you have finished speaking with them I will have these 2 people transported back to the safe house, and can have Jori Cobblespring brought here for you to question. Jori's story is basically the same as that which you are about to hear. You may start whenever you're ready."*

**Who are you?**

*"I am Dellwood and this is my wife Miranda. We were at Daglert's Stones, a local jeweler, when a man burst into the store with a sword. The man*

*killed one of the customers and then demanded that the store owner hand over all of the stores valuables or he would kill everyone in the store and take the valuables himself. The owner hesitated so the swordsman grabbed me and plunged his blade into my chest. I'll never forget that face for as long as I live. I started feeling cold, dizzy and then I remember falling to the ground."*

*Miranda begins speaking "My heart sank when the man stabbed my husband. I tried to rush to my husband's side but the man grabbed me and put his sword at my throat. He told the store's owners that if they didn't give him what he wanted I'd be dead just like my husband. Luckily the owners didn't hesitate this time and gave the man exactly what he wanted.*

*Captain Collins picks up from there "Sergeant Braithwaite was on patrol and arrived on the scene as the villain was taking possession of the gems from the store's owners. Sergeant Braithwaite attempted to grab the villain but he teleported away. Sergeant Braithwaite turned her attention to the victims and while she was able to heal both Miranda and her husband, she wasn't able to heal the other poor soul, his injuries were too severe. The sergeant tried to raise him but his spirit did not wish to come back so it didn't work. Unfortunately while Sergeant Braithwaite was able to help Miranda's husband she wasn't able to get a good look at the villain.*

*After healing the victims and taking their statements, which she verified through the use of discern lie and zone of truth spells Sergeant Braithwaite escorted the witnesses to the nearest legion branch where had a sketch artist create an image of the villain. The sketch was shown to all legionnaires, some of whom managed to locate and apprehend the villain.*

*Unfortunately, the story does not stop there. The legionnaires brought the villain to the closest legion branch where he was questioned under discern lie and zone of truth spells. The villain denied having any knowledge of the crime, much less being an active participant in it. Now here is*

*where it gets strange because the witnesses picked him out of a lineup.*

*We had no choice but to release the villain especially since he had an air-tight alibi. It's almost as if the villain had an identical twin that committed the crime but inquiries into the villain's background revealed that he was an only child. Divinations revealed that there are no "duplicates" of this villain within Amthydor.*

*Now, I'm guessing that you must have questions."*

☛ **Sgt. Ayers mentioned missing homeless men?**

*"That is correct" Captain Collins says "we received news of homeless men disappearing from the poor district. Two days later their dead bodies were found in a different district. Questioning of the dead bodies revealed no additional information."*

☛ **Can we speak with Sergeant Braithwaite?**

*"Sergeant Braithwaite is currently out on patrol. Once we're finished here Sergeant Ayers can get word for Sergeant Braithwaite to meet you here in about an hour."*

☛ **You said that Sergeant Braithwaite attempted to grab the villain wouldn't that mean that she saw the villain?**

*"Not necessarily. Sergeant Braithwaite approached the villain from behind. She only saw the villain's back, as the villain teleported away as soon as Sergeant Braithwaite touched him."*

☛ **Can we speak with Sergeant Braithwaite while she's on patrol?**

*"Once we're finished Sergeant Ayers should be able to get you a copy of Sergeant Braithwaite's patrol route for today. Sergeant Braithwaite should be at one of the places on her route but we can't predict which of them she will be at as sometimes we spend more time with those on our route than others."*

☛ **Did Sergeant Braithwaite cast those spells herself?**

*"Yes, but before you start jumping to conclusions, each time that those spells were cast they were cast by different officers. The officers casting the spells depended on who was at the legion branch when the villains were apprehended and brought in for questioning. Because of the contradiction between the witness identifications and the results of the spells, the spells were cast by more than one caster each time to double check the results. This was done to make sure that there was no chance of any corruption. Sergeant Braithwaite just happened to be at the legion branch when the villain that attacked Miranda's husband was brought in."*

☛ **Did Sergeant Braithwaite know who would be casting the spells to corroborate her findings?**

*"She knew the officers, but there was no way she could know who would be at the branch at the time that she was there."*

☛ **Sergeant Ayers mentioned that several officers were in protective custody accused of corruption. Were Sergeant Braithwaite or any of those officers that cast the spells caught up in those allegations?**

*"No. Investigations have revealed all of them uncompromised."*

☛ **No information? / Didn't they know their names, or where they were?**

*"No. It was as if their minds were erased. They weren't able to answer any of our questions."*

☛ **Do you have any idea how that happened?**

*"No. the city's priests believe that the mind was erased by some sort of powerful magic, especially since they detected a magical aura around the body. When they tried to identify and dispel the magic, the body burst into flame."*

☛ **Is it possibly that the magic that was detected was that of a contingency spell placed on the body for an occasion such as this?**



*"I'm not that familiar with magical spells but if there's anything that I've learned over the years is that anything is possible."*

☛ **Do they have any idea what the spells were?**

*"They didn't have enough time to identify the spells on the body."*

☛ **Did all the bodies burst into flames?**

*"No. After the first one burst into flames we didn't try any of the others."*

☛ **May we see those bodies?**

*"All of the bodies have been returned to their homeless friends and families to be properly disposed of."*

☛ **Was it safe to do so?**

*"We spoke with priests from the temple of Hyperion and were told that as long as spells weren't being cast on the bodies everything should be fine. We did not want to take any chances."*

☛ **Was there a connection between the crimes and the disappearances?**

*"Sort of. Each disappearance occurred the day before a crime was committed and the bodies were discovered the day after the crime. We haven't been able to find proof positive of a connection."*

- If the PCs want to check out the crime scenes **GO TO Encounter 1a (page 9).**
- If the PCs want to speak with some of the city's poor or homeless **GO TO Encounter 2 (page 9).**
- If the PCs want to speak with some of the alleged villains **GO TO Encounter 4 (page 27).**

### **ENCOUNTER 1A – SCENE OF THE CRIME**

If the PCs should go to check out the scenes of the crimes they will find that each of the locations is cordoned off. There are 2 legionnaires standing guard outside each of the locations. The officers

will explain that they have been tasked with making sure that no one enters and tries to steal or damage anything while the owners aren't here. If the PCs should explain that they're helping the legion investigate these crimes the officers will let them inside.

If the PCs wish to check out the locations a Perception DC 10+ATL check will reveal drops of blood on the ground.

There are no traces of magic at any of the crime scenes.

- If the PCs want to speak with some of the city's poor or homeless **GO TO Encounter 2 (page 9).**
- If the PCs want to speak with some of the alleged villains **GO TO Encounter 4 (page 28).**

### **ENCOUNTER 2 – POOR DISTRICT HERE WE COME**

*You head through the streets of the city towards the Poor District. As you reach the gates to the Poor District you notice 2 legionnaires standing at the gate. They are diligently checking the passes of everyone entering and leaving the district. After producing the pass the officers allow you to pass through the gate.*

*Upon entering the district you can't help but notice the squalor that the residents are subjected to. There are no fancy buildings or well-dressed individuals in the district. The majority of people here are dirty and dressed in tattered clothing. Most of the people turn away from your gaze, as if hoping that by turning away quickly you won't notice their shame or their pain. A small group of children are seen playing in the streets, until noticing you they move forward with their hands out. "(Mister/Miss) do you have any change to spare?"*

The PCs will be able to find someone to speak to. The number of people willing to speak with them will depend on how the PCs react to the children's request for coin. If they give coin to the children

then they can talk with any of the 3 NPCs listed, otherwise only the old man will speak with them.

**ENCOUNTER 2A – 10 YEAR OLD BLOND HAURED  
BLUE EYED HUMAN GIRL**

🗣️ **What is your name?**

“Tuxlix.”

🗣️ **That’s an unusual name?**

“My mommy said that she and daddy gave me an unusual name because I’m special.”

🗣️ **Where are your parents?**

“My mommy was killed a couple years ago trying to steal a loaf of bread from House Bailey. One of the men with Lord Bailey hit her and she fell and hit her head. That was the last time that I ever saw her. I don’t know where my daddy is, and other than my doll Kat (she says indicating a weather-beaten scantily clad doll) daddy’s all the family I have.”

🗣️ **Where did you get that doll?**

“My daddy said that he found it. He said that someone made the doll of one of Amthydor’s prettiest heroes and then threw it out. My daddy even managed to put the head back on.”

🗣️ **What do you mean that you don’t know where your daddy is?**

“I haven’t seen him in 2 days.”

🗣️ **What happened 2 days ago?**

“Well 3 days ago my daddy said that he was offered a job that would pay him enough money so that he didn’t need to keep going through the city begging for money ever again. He said that we could get a real home.”

🗣️ **Did he say what type of job?**

“No. He didn’t tell me anything about it. He said that he couldn’t talk about it now, but that he could tell me once it was finished. He said that he was only doing this so that I could have a better life”

🗣️ **What does your daddy look like?**

“He’s about 6’ tall, with blond hair and blue eyes. I don’t remember what he was wearing.”

**ENCOUNTER 2B – 70 YEAR OLD WHITE HAURED  
BROWN EYED GRISTLED OLD MAN**

🗣️ **What is your name?**

“Darx.”

🗣️ **That’s an unusual name?**

“That’s okay, I like it.”

🗣️ **Do you know anything about any disappearances?**

“Possibly. My friend Trelane and I were approached by a woman and offered a lot of money for one day’s worth of work.”

🗣️ **Did your friend tell you what the woman had him do?**

“No. I haven’t seen him since that day. I didn’t report him missing because I don’t know anything about what the job was, or when it was supposed to be done. I don’t think that my friend would do anything illegal, but 20,000 gold is a lot of money to someone in this district”

🗣️ **How long ago did you meet with the woman?**

“It’s been about two weeks since we met with her.”

🗣️ **What did she want you to do?**

“I don’t know anything about that. While the amount of money was tempting, the woman wouldn’t tell us what we needed to do until we said yes and promised not to tell anyone. I’d been a legionnaire for over 30 years and instincts told me that when something sounds too good to be true, it usually is.”

🗣️ **Why aren’t you a legionnaire now?**

“As I got older both my reflexes and mental faculties slowed down and I found that I wasn’t able to do my job as well as I used to. The Legion

*asked me to resign so that I wouldn't hurt myself or one of my fellow legionnaires. Even though I'm not an active member of the Legion I keep an eye on the people of this district and make sure that the gate guards know of any problems."*

☛ **Have you heard about people disappearing from this district?**

*"I did some checking around and a lot of people were approached by that woman. I think that there could be a connection but I'm not sure what."*

☛ **Did you report the woman to the Legion?**

*"No, I was trying to find out more information before I told them."*

☛ **Do you know who we could talk to about those disappearances?**

*"Yes. I can introduce you if you want."*

☛ **What did the woman look like?**

*"Let me think for a moment. Name Gertrude; Race human; Age early to mid twenties; Height 5'6"; Weight 155lbs; Hair red; Eyes brown; Attire fancy robes; demeanor pleasant."*

☛ **I thought that you said that you your mental abilities had slowed?**

*"They have."*

☛ **What does your friend look like?**

*"Name Trelane; Race human; Age 60; Height 6'1"; Weight 145lbs; Hair brown; Eyes brown; Attire tattered robes; demeanor easy going."*

☛ **Where did she meet with you?**

*"She found us in this district."*

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

*"No."*

### **ENCOUNTER 2C – 35 YEAR OLD BLACK HAURED BLACK EYED PREGNANT HUMAN WOMAN**

☛ **What is your name?**

*"Jaden"*

☛ **That's an unusual name?**

*"No really. My mother dreamed of travelling to many places before I was born. She named me Jaden after Jadenapur."*

☛ **Do you know anything about the disappearances of people in this district/ What do you know anything about the disappearances of people in this district?**

*"My husband disappeared two days ago."*

☛ **Did anything happen before he disappeared? /Did he say anything to you before he disappeared?**

*"My husband said that 3 days ago he was approached y a woman who offered him an incredible amount of money for 1 days work."*

☛ **Did he say how much money?**

*"He wouldn't tell me how much it was. He said that I didn't need to worry about that, in fact I wouldn't have to worry about money again for the rest of my life."*

☛ **Did he say what she wanted him to do?**

*"He wouldn't tell me anything about what he was being asked to do, just that it would only take one day. I know that my husband would never do anything illegal, no matter how much money was involved."*

*"I realize that he's only been missing for 2 days, but that doesn't ease my mind with this baby on the way. Please let me know if you find anything out, anything. I'm going sick wondering what happened to him and I know that it's not good for the baby."*

➤ If the PCs haven't been to speak with the villains **GO TO Encounter 3 (page 11).**

### **ENCOUNTER 3 – A CALL TO ARMS**

This encounter will be run only once, either after the PCs have finished speaking to the poor people

in encounter 2; or after they have finished questioning the villains in encounter 4. The PCs will notice a group of people heading in their direction.

Please use the following text if the PCs are having this confrontation in the Poor District. If the combat will be taking place in the Services District, please use the description of the approaching group in parentheses.

***As you finish up your questions, and are about to head off to your next destination, a group of (# of PCS+1) heads towards you. The group is (wearing tattered clothing and carries no weapons/dressed in adventurers garb with weapons at their side). Reaching you, a member of the group looks you over and says that you should return to your own lives and mind your own business.***

The villains will attack the PCs at which point the illusion dissipates and the PCS find them facing the opponents listed for their ATL

#### ATL 1

##### **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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), *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 (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 (1d8, 20/x3)

**Full Atk** longsword +8 (1d8+5, 19-20/x2) or longbow +4 (1d8, 20/x3)

**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 Mordana (a skull in a black circle), *oil of magic weapon, potion of magic vestment, potion of barkskin*

**Special Abilities** bravery +1\*



## ATL 3

### 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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*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 (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** 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 (1d8, 20/x3)

**Full Atk** longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d8, 20/x3)

**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 Mordana (a skull in a black circle), ~~*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, 20/x3)

**Full Atk** short sword +7 (1d6+2) or shortbow +6 (1d6, 20/x3)

**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 Device +4

**Languages** common,

**SQ** evasion

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

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

## ATL 5

### ⚔ 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*;  
**1<sup>st</sup> level (5/day DC 15)** - *charm person, cure light wounds, hideous laughter, summon monster I*; **2<sup>nd</sup> 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 Mordana

(a skull in a black circle), ~~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 5 (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** 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 (1d8, 20/x3)

**Full Atk** longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)\*\* or longbow +7 (1d8, 20/x3)

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

**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 Mordana (a skull in a black circle), ~~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 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, 20/x3)

**Full Atk** short sword +7 (1d6+2) or shortbow +6 (1d6, 20/x3)

**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 Mordana (a skull in a black circle), ~~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 Mordana (a skull in a black circle), ~~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

### ⚔ 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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~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 7 (2)**

**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 (1d8, 20/x3)

**Full Atk** longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)\*\* or longbow +9/+4 (1d8, 20/x3)

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

**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 Mordana (a skull in a black circle), ~~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 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, 20/x3)

**Full Atk** short sword +8 (1d6+2) or shortbow +7 (1d6, 20/x3)

**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 Mordana (a skull in a black circle), ~~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 raging)), touch 13 (+3 Dex (11 while raging)), flat-footed 21 (+3 Dex, +2 natural armor, +5 chain shirt, +1 buckler (19 while raging))

**hp** 58 (5d12+10) (78 (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 Mordana (a skull in a black circle), ~~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

### ⚔ **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*;  
**1<sup>st</sup> level (6/day DC 16)** - *charm person, cure light wounds, grease, hideous laughter, summon monster I*; **2<sup>nd</sup> level (5/day DC 17)** - *cat's grace, heroism, cure moderate wounds, hold person* **3<sup>rd</sup> 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 Mordana (a skull in a black circle), ~~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 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 (1d8+1, 20/x3)\*\*\*

**Full Atk** longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2) or longbow +12/+7 (1d8+1, 20/x3)\*\*\*

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

**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 Mordana (a skull in a black circle), ~~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 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, 20/x3)

**Full Atk** short sword +10 (1d6+2) or shortbow +9 (1d6, 20/x3)

**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 Mordana (a skull in a black circle), ~~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 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** 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 Mordana (a skull in a black circle), ~~*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

### ⚔ 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*;

**1<sup>st</sup> level (6/day DC 16)** - *charm person*, *cure light*

*wounds*, *grease*, *expeditious retreat*, *hideous*

*laughter*, *summon monster I*; **2<sup>nd</sup> level (5/day DC**

**17)** - *cat's grace*, *heroism*, *cure moderate wounds*,

*enthrall*, *hold person* **3<sup>rd</sup> level (5/day DC 18)** -

*crushing despair*, *cure serious wounds*, *haste*, *slow*

**4<sup>th</sup> 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 Mordana

(a skull in a black circle), ~~*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 11 (2)

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 (1d8+1, 20/x3)\*\*\*  
**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 (1d8+1, 20/x3)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**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 Mordana (a skull in a black circle), *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 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, 20/x3)  
**Full Atk** short sword +12/+5 (1d6+3) or shortbow +10/+5 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** *acid splash* 3x/day\*\* ; *magic missile* 2x/day (as 9<sup>th</sup> 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 Mordana (a skull in a black circle), *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 raging)), 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 Mordana (a skull in a black circle), ~~*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

### ⚔ 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*;

**1<sup>st</sup> level (6/day DC 16)** - *charm person*, *cure light wounds*, *grease*, *expeditious retreat*, *hideous laughter*, *summon monster I*;

**2<sup>nd</sup> level (5/day DC 17)** - *cat's grace*, *heroism*, *cure moderate wounds*, *enthrall*, *hold person*

**3<sup>rd</sup> level (5/day DC 18)** - *confusion*, *crushing despair*, *cure serious wounds*, *haste*, *slow*

**4<sup>th</sup> level (3/day DC 19)** - *cure critical wounds*, *freedom of movement*, *shout*, *summon monster IV*

**5<sup>th</sup> 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 Mordana (a skull in a black circle), ~~*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

**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 13 (2)

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/+7 (1d8+2, 20/x3)\*\*\*

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

**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 Mordana (a skull in a black circle), ~~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 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, 20/x3)

**Full Atk** short sword +12/+7 (1d6+1) or shortbow +12/+7 (1d6, 20/x3)

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

**Special Attacks** nil

**Spell-Like Abilities** *acid splash* 3x/day\*\* ; *magic missile* 2x/day (as 9<sup>th</sup> 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 Mordana (a skull in a black circle), ~~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 Mordana (a skull in a black circle), ~~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

### ⚔ 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*;

1<sup>st</sup> level (6/day DC 16) - *charm person*, *cure light*

*wounds*, *grease*, *expeditious retreat*, *hideous laughter*, *summon monster I*; 2<sup>nd</sup> level (6/day DC 17) - *cat's grace*, *eagle's splendor*, *heroism*, *cure moderate wounds*, *enthrall*, *hold person* 3<sup>rd</sup> level (6/day DC 18) - *confusion*, *crushing despair*, *cure serious wounds*, *haste*, *slow* 4<sup>th</sup> level (5/day DC 19) - *cure critical wounds*, *freedom of movement*, *shout*, *summon monster IV* 5<sup>th</sup> 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 Mordana (a skull in a black circle), ~~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 15 (2)

**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** 168 (15d10+45)

**Fort** +12, **Ref** +7, **Will** +6 (10)\*

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

**Melee** longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed

strike +21 (1d3+6, 20/x2)

**Ranged** longbow +19 (1d8+2, 20/x3)\*\*\*

**Full Atk** longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23+18/+13 (1d6+8, 19-20/x2) or longbow +19/+14/+9 (1d8+2, 20/x3)\*\*\*

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +15/+10/+5; **CMB** +20; **CMD** +32

**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); bleeding critical; sickening critical

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

**Languages** common,

**SQ** nil

**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle), ~~oil of greater magic weapon (CL 12), potion of magic vestment (CL 12), potion of barkskin (CL 12)~~

**Special Abilities** bravery +4\*; armor training 4; 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 (1d6+4) or

shortbow +14/+9 (1d6, 20/x3)

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

**Special Attacks** nil

**Spell-Like Abilities** nil; *acid splash* 3x/day\*\*;  
*magic missile* 2x/day (as 9<sup>th</sup> 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 Mordana (a skull in a black circle), ~~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 Mordana (a skull in a black circle), ~~*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.

## ATL 17

### ⚔ Human bard 17

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** 137 (17d8+34)

**Fort** +6 , **Ref** +11, **Will** +10

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

**Melee** longsword +12 (1d8, 19-20/x2)

**Ranged** short bow +14 (1d8, 20/x3)

**Full Atk** longsword +12/+7/+2 (1d8, 19-20/x2) or short bow +14/+9 /+4 (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*;

**1<sup>st</sup> level (6/day DC 16)** - *charm person*, *cure light wounds*, *grease*, *expeditious retreat*, *hideous laughter*, *summon monster I*;

**2<sup>nd</sup> level (6/day DC 17)** - *cat's grace*, *eagle's splendor*, *heroism*, *cure moderate wounds*, *enthrall*, *hold person*

**3<sup>rd</sup> level (6/day DC 18)** - *confusion*, *crushing despair*, *cure serious wounds*, *displacement*, *haste*, *slow*

**4<sup>th</sup> level (5/day DC 19)** - *cure critical wounds*, *freedom of movement*, *greater invisibility*, *shout*, *summon monster IV*;

**5<sup>th</sup> level (5/day DC 19)** - *cure light wounds – mass*, *greater heroism*, *song of discord*, *shout*, *song of discord*, *summon monster V*;

**6<sup>th</sup> level (2/day DC 20)** - *cat's grace – mass*, *cure moderate wounds – mass*, *greater shout*

**Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 13, **Cha** 21

**Base Atk** +12/+7/+2; **CMB** +12; **CMD** +24

**Feats** Skill focus (disguise self), skill focus

(perform - sing), combat casting, improved

initiative, arcane strike, extra performance ,

leadership, spell penetration lingering melody,

point blank shot

**Skills** Bluff +22 diplomacy +22, disguise self +28,

escape artist +19, perception +18, perform

(oratory) +21, perform (sing) +28, Spellcraft +19,

stealth +19

**Languages** common,

**SQ** nil

**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Mordana

(a skull in a black circle), ~~*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 +4, versatile

performance x4, well versed, inspire competence

+5, loremaster 3/day, suggestion, dirge of doom,

inspire greatness, jack of all trades, soothing

performance, frightening tune, inspire heroics

**Fort** +13, **Ref** +7, **Will** +6 (10)\*  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** longsword +28 (1d8+11, 17-20/x2-) or shortspear +27 (1d6+9, 19-20/x2) or unarmed strike +25 (1d3+7, 20/x2)  
**Ranged** longbow +22 (1d8+3, 20/x3)\*\*\*  
**Full Atk** longsword +28/+23/+18/+13 (1d8+11, 17-20/x2) or shortspear +27/+22/+17/+12 (1d6+8, 19-20/x2) or longbow +22/+17/+12/+7 (1d8+3, 20/x3)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9  
**Base Atk** +17/+12/+7/+2; **CMB** +23; **CMD** +33  
**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); bleeding critical; sickening critical; critical mastery; staggering critical  
**Skills** Climb +21; Handle animal +15, Ride +17  
**Languages** common,  
**SQ** nil  
**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle), ~~*oil of greater magic weapon (CL 12)*~~, ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~;  
**Special Abilities** bravery +4\*; armor training 4; weapon training (spears) \*\* ; weapon training (bows) \*\*\*; weapon training (natural) \*\*\*\*; weapon training (flail) \*\*\*\*\*

### ⚔ **Human rogue 15**

NE Medium humanoid

---

**Init** +9 (+5 Dex, improved initiative); **Senses** nil; Perception +21  
**AC** 20 (+5 Dex, +2 leather armor), touch 15 (+5 Dex), flat-footed 12 (+2 leather armor,)  
**hp** 151 (15d8+45+15)

**Fort** +8, **Ref** +14, **Will** +5 **Defense**  
**Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** short sword +16 (1d6+1)  
**Ranged** shortbow +16 (1d6, 20/x3)  
**Full Atk** short sword +16/+11/+6 (1d6+1) or shortbow +16/+11/+6 (1d6)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil; *acid splash* 3x/day\*\*;  
*magic missile* 2x/day (as 9<sup>th</sup> level caster)\*\*\*  
**Spells Known** none  
**Str** 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 12  
**Base Atk** +11/+6/+1; **CMB** +12; **CMD** +27  
**Feats** Weapon finesse (short sword)\* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; improved unarmed strike, toughness  
**Skills** Acrobatics +18; Bluff +16; Diplomacy +16; Disable Device +18; Disguise +16; Escape Artist +18; Knowledge (local) +16; Perception +21; Stealth +18 ;Use Magic Devise +16  
**Languages** common, Gnome, sylvan  
**SQ** evasion, uncanny dodge; improved uncanny dodge,  
**Gear** leather armor, short sword, shortbow, holy symbol of Krayve (near skeletal wolf with bloody fangs), ~~*oil of magic weapon (CL 8)*~~, ~~*potion of magic (CL 8) vestment*~~, ~~*potion of barkskin (CL 9)*~~  
**Special Abilities** Sneak attack +8d6; trapfinding; Finesse rogue\*;trap sense +5; 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); crippling strike

### ⚔ **Dark elf barbarian 15**

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** 137 (15d12+30) (167 (15d12+60) when raging)  
**Fort** +11 (13 when raging), **Ref** +9, **Will** +6\*\* (9\*\*\* when raging)

**Defense Abilities** nil; **DR** 3/- (4/- when raging)\*\*\*\*; **Immune** to magic sleep effects; **SR** 19

**Spd** 40 ft.

**Melee** rapier +23 (26 when raging) (1d6+7 (10 when raging), 18-20/x2)

**Ranged** longbow +19/ (1d8, 20/x3)

**Full Atk** rapier +23/+18/+13 (26/+21/+16 when raging) (1d6+7 (10 when raging), 18-20/x2) and when raging bite\* +8 (1d4+7) , 20/x3) or longbow +19/+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 13.

**Spells Known** none

**Str** 18 (22 when raging), **Dex** 18, **Con** 14 (18 when raging), **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +15/+10/+5; **CMB** +19; **CMD** +33

**Feats** Weapon focus (rapier), Power Attack, dodge, mobility; spring attack, critical focus, bleeding critical,

**Skills** Climb +19 Handle animal +14, Perception +16 (+18 on sight and sound perception checks), Survival +16

**Languages** common, elven; undercommon

**SQ** increased damage reduction\*\*\*

**Gear** chain shirt, rapier, longbow, buckler, holy symbol of Mordana (a skull in a black circle), ~~*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 +5, superstition, powerful blow, surprise accuracy, mighty blow .

Once the PCs have dealt with the villains they can learn the following information:

- Their bosses hired them to delay and hopefully kill the PCs
- Their bosses equipped them with weapons and armor that they stole.
- Their bosses arranged for someone to cast an illusion on them so that they could sneak up on the PCs

- Once they've either killed or delayed the PCs their bosses would find them and pay them.
- They don't know the names of their bosses, or where to find them. They do know that one of them is a woman. Their bosses look different every time so they don't know what they really look like.
- Their bosses didn't tell them anything about their overall plans.
- They have disposed of some bodies before in fact they disposed of one on the Bailey Estate in the Noble District before coming here to attack the PCs.
- They never have any problems disposing of the bodies.
- Some of the bodies were normal, while others were nothing more than skeletons having had their flesh picked clean.
- They don't know if the bodies that they've discarded are homeless people.
- The bodies don't have tattered clothing, or anything that would identify them as homeless. They also aren't smelly or dirty.
- They always pick the bodies up at the same warehouse in the services district. (they will give the address).
- They have passes that allow them entry into the Noble's District without questions. (A Linguistics DC 25+ATL will reveal that the passes are "really good" copies of passes. It's almost impossible to tell that they're fakes.

- If the PCs want to speak with some of the city's poor or homeless **GO TO Encounter 2 (page 9).**
- If the PCs want to speak with the villains **GO TO Encounter 4 (page 27).**
- If the PCs want to go to the warehouse **GO TO Encounter 5 (page 33).**

#### **ENCOUNTER 4 – I GOT THE GOLDEN TICKET**

*You head to the Golden Ticket, a gentleman's club, located in the Merchant's to speak with the villains and try to get answers concerning this crime wave. Upon arriving, and*

mentioning that you wished to see the villains, one of the servants leaves the room for a moment and then returns. Upon his return he says “The masters are in the east room, please follow me”, and he leads you to one of the clubs larger rooms. There is a large sofa and 7 chairs. Inside the room are 7 men; 4 humans, 2 half-elves and a dwarf. All of them are dressed in nice clothing, and don’t have any weapons. The human men are seated on the sofa, while the others are standing. As you enter all of them turn to face you, at which point the dwarf begins speaking

“Jerrice, why have you brought these strangers here?”

“I beg your pardon sirs, but these individuals said that they have some questions for you.” the servant replies.

“It’s fine Jerrice, you may leave us now.”

The dwarf motions for you to be seated in the chairs, before saying “Now who are you and what sort of questions do you have?”

If the PCs decide to do a sense motive check, the DC will be 30+ATL due to the fact that the villains have just consumed *potions of glibness*, and have a circumstance bonus due to their years of practice lying to the Diamond Legion.

#### ENCOUNTER 4A – MARL NORASK (DWARF)

☛ **Why were the homeless men killed?**

“What homeless men?”

☛ **How did you pull off the murder of the woman at The Granite Chalice? / Why did you kill the woman at The Granite Chalice?**

“I don’t know anything about any murder, and I’ve never been to the Granite Chalice.”

☛ **There was a witness that saw you kill the woman,. How can you deny that you killed her, much less that you’ve ever been to the Granite Chalice?**

“Look, I’m telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth.”

☛ **There are ways to beat magic spells, that doesn’t prove anything / Spells are not infallible, so your beating them doesn’t prove that your innocent**

“I’m not familiar with magic spells so I’ll have to take your word on that. Aren’t people in this fine city presumed innocent until they’re proven guilty? I don’t know anything about this crime.”

☛ **What do you know about the other crimes that have been taking place in the city recently?**

“This used to be such a peaceful city. Hopefully the Diamond Legion will be able to catch those actually responsible for the crimes instead of ordinary citizens that they’re trying to pin these crimes on.”

☛ **We know that you’re a criminal so you might as well admit it and tell us how you pulled this off?**

“Those are unproven allegations. I think that you’ve overstayed your welcome, you’ll need to leave.”

#### ENCOUNTER 4B – FLONELL LERELL (HALF-ELF)

☛ **Why were the homeless men killed?**

“I don’t know anything about homeless men being killed, that’s terrible?”

☛ **How did you pull off the assault and robbery against Jori Cobblespring, of**



**Cobblespring's Crystal and Glass? / Why did you pull off the assault and robbery against Jori Cobblespring, of Cobblespring's Crystal and Glass?**

*"I don't know anything about any assault or robbery, and I've never been to Cobblespring's Crystal and Glass."*

- **There was a witness that saw you assault and rob Jori Cobblespring. How can you deny that you assaulted and robbed Jori Cobblespring, much less that you've ever been to Cobblespring's Crystal and Glass?**

*"Look, I'm telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth."*

- **There are ways to beat magic spells, that doesn't prove anything / Spells are not infallible, so your beating them doesn't prove that your innocent**

*"I'm not familiar with magic spells so I'll have to take your word on that. Aren't people in this fine city presumed innocent until they're proven guilty? I don't know anything about this crime."*

- **What do you know about the other crimes that have been taking place in the city recently?**

*"This used to be such a peaceful city. Hopefully the Diamond Legion will be able to catch those actually responsible for the crimes instead of ordinary citizens that they're trying to pin these crimes on."*

- **We know that you're a criminal so you might as well admit it and tell us how you pulled this off?**

*"Those are unproven allegations. I think that you've overstayed your welcome, you'll need to leave."*

#### **ENCOUNTER 4C – AGNIRA ZWERLNUS (HUMAN)**

- **Why were the homeless men killed?**

*"I don't know anything about any killings. It sounds like the Diamond Legion is trying to make me a scapegoat for something else they've held a grudge against me because they haven't been able to tie me to any crimes that they think I committed"*

- **How did you pull off the robbery of Dalgert's and the attempted murder of Dellwood? / Why did you commit the robbery of Dalgert's and the attempted murder of Dellwood?**

*"I don't know anything about the robbery of Dalgert's or the attempted murder of this Dellwood person that you mentioned. I've never been to Dalgert's."*

- **There was a witness that saw you rob Dalgert's and attempt to murder Dellwood How can you deny that you robbed Dalgert's and attempted to murder Dellwood, much less that you've ever been to Dalgert's?**

*"Look, I'm telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth."*

- **There are ways to beat magic spells, that doesn't prove anything / Spells are not infallible, so your beating them doesn't prove that your innocent**

*"I'm not familiar with magic spells so I'll have to take your word on that. Aren't people in this fine city presumed innocent until they're proven guilty? I don't know anything"*

*about this crime. Now I will say that whoever did do this is a genius, I only wish that is was me”*

- **What do you know about the other crimes that have been taking place in the city recently?**

*“This used to be such a peaceful city. Hopefully the Diamond Legion will be able to catch those actually responsible for the crimes instead of ordinary citizens that they’re trying to pin these crimes on.”*

- **We know that you’re a criminal so you might as well admit it and tell us how you pulled this off?**

*“Those are unproven allegations, I’ve been accused many times but nothing has ever been proven. However, I do think that you’ve outstayed your welcome, you’ll need to leave.”*

#### **ENCOUNTER 4D – DONEGALL CRALIS (HUMAN)**

- **Why were the homeless men killed?**

*“What homeless men?”*

- **How did you pull off the robbery at the Silver Swan and murder Esmerelda Fraughtner? / Why did you commit the robbery at the Silver Swan and murder Esmerelda Fraughtner?**

*“I don’t know anything about the robbery at the Silver Swan or the murder of this Esmerelda Fraughtner person that you mentioned. I’ve never been to the Silver Swan.”*

- **There was a witness that saw you rob a room at the Silver Swan after murdering Esmerelda Fraughtner. How can you deny that you robbed a room at the Silver Swan after murdering**

**Esmerelda Fraughtner, much less that you’ve ever been to the Silver Swan?**

*“Look, I’m telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth.”*

- **There are ways to beat magic spells, that doesn’t prove anything / Spells are not infallible, so your beating them doesn’t prove that your innocent**

*“I’m not familiar with magic spells so I’ll have to take your word on that. Aren’t people in this fine city presumed innocent until they’re proven guilty? I don’t know anything about this crime. Now I will say that whoever did do this is a genius, I only wish that is was me”*

- **What do you know about the other crimes that have been taking place in the city recently?**

*“This used to be such a peaceful city. The Diamond Legion is supposed to keep us safe. If they would stop trying to harass innocent people they might have the time to deal with this crime wave that’s hitting the city. I’m tired of always being the one that they drag in to question when they need to try and prove how competent they are.”*

- **We know that you’re a criminal so you might as well admit it and tell us how you pulled this off?**

*“I resent your tone. We are done talking now. You must leave now or I’ll see you arrested for trespassing”*

#### **ENCOUNTER 4E – REXIS WYRX (HALF-ELF)**

- **Why were the homeless men killed?**

*“Why are you worrying about the deaths of the city’s homeless, we’ve got too many of them in the city right now?”*

- **How did you pull off the robbery at Gems of Amdakter and the attempted murder of Pierth Bourne? / Why did you commit the robbery at Gems of Amdakter and the attempted murder of Pierth Bourne?**

*“I don’t know anything about the robbery at Gems of Amdakter or the attempted murder of this Pierth Bourne person that you mentioned. I’ve never been to Gems of Amdakter.”*

- **There was a witness that saw you rob Gems of Amdakter after attempting to murder Pierth Bourne. How can you deny that you robbed Gems of Amdakter after attempting to murder Pierth Bourne, much less that you’ve ever been to Gems of Amdakter?**

*“Look, I’m telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth.”*

- **There are ways to beat magic spells, that doesn’t prove anything / Spells are not infallible, so your beating them doesn’t prove that your innocent**

*“I’m not familiar with magic spells so I’ll have to take your word on that. Aren’t people in this fine city presumed innocent until they’re proven guilty? I don’t know anything about this crime. Now I will say that whoever did do this is a genius, I only wish that is was me”*

- **What do you know about the other crimes that have been taking place in the city recently?**

*“This used to be such a peaceful city. The Diamond Legion is supposed to keep us safe. If they would stop trying to harass innocent people they might have the time to deal with this crime wave that’s hitting the city. I’m tired of always being the one that they drag in to question when they need to try and prove how competent they are.”*

- **We know that you’re a criminal so you might as well admit it and tell us how you pulled this off?**

*“I resent your tone. We are done talking now. You must leave now or I’ll see you arrested for trespassing”*

#### ENCOUNTER 4F – MARLOWE THILWOOD (HUMAN)

- **Why were the homeless men killed?**

*“I don’t know anything about homeless men being killed.”*

- **How did you pull off the robbery at Grendel’s Armory and the assault on Grendel? / Why did you commit the robbery at Grendel’s Armory and then assault Grendel?**

*“I don’t know anything about the robbery at Grendel’s Armory or the attempted murder of this Grendel person that you mentioned. I’ve never been to Grendel’s Armory.”*

- **There was a witness that saw you rob Grendel’s Armory and assault Grendel. How can you deny that you robbed Grendel’s Armory and assaulted Grendel, much less that you’ve ever been to Grendel’s Armory?**

*“Look, I’m telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth.”*

- There are ways to beat magic spells, that doesn't prove anything / Spells are not infallible, so your beating them doesn't prove that your innocent

*"I'm not familiar with magic spells so I'll have to take your word on that. Aren't people in this fine city presumed innocent until they're proven guilty? I don't know anything about this crime. Now I will say that whoever did do this is a genius, I only wish that is was me"*

- What do you know about the other crimes that have been taking place in the city recently?

*"This used to be such a peaceful city. The Diamond Legion is supposed to keep us safe. If they would stop trying to harass innocent people they might have the time to deal with this crime wave that's hitting the city. I'm tired of always being the one that they drag in to question when they need to try and prove how competent they are."*

- We know that you're a criminal so you might as well admit it and tell us how you pulled this off?

*"That's it, I don't need to put up with your tone. We're done now, you can leave now or I'll see you arrested for trespassing"*

#### **ENCOUNTER 4G – TYNIRAS DELFORM (HUMAN)**

- Why were the homeless men killed?

*"I don't know anything about homeless men being killed."*

- How did you pull off the robbery at The Treasure Hunters Shoppe and the assault and attempted murder of Barnabas Bauxlightner? / Why did you commit the robbery at The Treasure Hunters Shoppe and then assault and

- attempt to murder Barnabas Bauxlightner?

*"I don't know anything about the robbery at The Treasure Hunters Shoppe or the assault and attempted murder of this Barnabas Bauxlightner person that you mentioned. I've never been to The Treasure Hunters Shoppe."*

- There was a witness that saw you rob The Treasure Hunters Shoppe and assault and attempt to murder Barnabas Bauxlightner. How can you deny that you robbed The Treasure Hunters Shoppe and assaulted and attempted to murder Barnabas Bauxlightner, much less that you've ever been to The Treasure Hunters Shoppe?

*"Look, I'm telling the truth. The Diamond Legion had me brought in for questioning with regards to this crime. They questioned me under magical spells and the spells confirmed that I was telling the truth."*

- There are ways to beat magic spells, that doesn't prove anything / Spells are not infallible, so your beating them doesn't prove that your innocent

*"I'm not familiar with magic spells so I'll have to take your word on that. Aren't people in this fine city presumed innocent until they're proven guilty? I don't know anything about this crime. Now I will say that whoever did do this is a genius, I only wish that is was me"*

- What do you know about the other crimes that have been taking place in the city recently?

*"This used to be such a peaceful city. The Diamond Legion is supposed to keep us safe. If they would stop trying to harass innocent people they might have the time to deal with this crime wave that's hitting the city. I'm*



*tired of always being the one that they drag in to question when they need to try and prove how competent they are.”*

☛ **We know that you're a criminal so you might as well admit it and tell us how you pulled this off?**

*“I resent your tone. We are done talking now. You must leave now or I'll see you arrested for trespassing”*

- If the PCs haven't been to speak with some of the city's poor or homeless **GO TO Encounter 3 (page 11).**
- If the PCs have been to encounter 3, and want to go to the warehouse **GO TO Encounter 5 (page 33).**

#### **ENCOUNTER 5 – WAREHOUSE, THEIR HOUSE**

*Heading to the warehouse you find your journey unimpeded. Reaching the warehouse you notice that the windows on the second floor are all boarded up, and that there is a single double door that leads into the warehouse. There is no rear entrance into the building.*

The door is locked but not trapped. The lock can easily be picked (Disable Device DC 5+ATL) or forced open (Strength check DC 10+ATL). A Perception DC 10+ATL check will reveal drops of blood on the ground. A Heal DC 5+ATL check, will reveal that the blood is fairly fresh, perhaps no more than 2 hours old.

A Perception DC 15+ATL check will reveal some pieces of fur. A Knowledge (nature) DC 5+ATL check or Knowledge (history) DC 10+ATL check will reveal that the fur is actually from 2 different cats, a cheetah and a leopard. If the PCs make a Survival DC 20+ATL check they will notice tracks that were made by lions, tigers, cheetah and leopards.

Once the PCs enter the warehouse they will notice that there are 2 sets of stairs towards the rear of the warehouse, one going up and one going down. It's

obvious by the fact that there is no dust that the warehouse is used pretty frequently.

When the PCs head downstairs they will find 6 cages, 3 of which have sleeping lions, and the other 3 have sleeping tigers. There is also a table which has some restraints on it. An examination of the table will reveal drops of blood on it.

If the PCs head upstairs they will find a desk. Inside the desk drawer they will find a journal. The entries in the journal discuss recruiting homeless and poor men from the Poor district by offering them 20,000 gold for a days work. The offer is so tempting for the homeless men that they jump at the chance to better their lives. Half of the homeless men are used in the villains' plans, while the other half are just killed. Half of the bodies are killed by having their throats slit while the others are fed to the cats in the basement while they're alive. The villains are hoping that doing things this way will confuse the Diamond Legion.

As the PCs are about to head out of the warehouse, they will hear the unmistakable sound of a legionnaire's whistle. If they head to investigate they will find a female legionnaire fighting for her life against a group of 2 humans and 2 large cats. She appears to be holding her own against them but it looks like they might be able to wear down her defenses. As the PCs are about to join the battle the 2 large cats will pounce on her and knock her to the ground momentarily stunning her. Now would be a good time to role initiative. The PCs will be able to gain surprise on the druids and the cats but the monk, where applicable, will gain surprise on them.

Please describe her opponents to the PCs based on their ATL

#### **ATL 1**

♀ **Female human druid of Briana 2**

NE Medium humanoid

**Init** +2; Senses Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2

Dex), flat-footed 14 (+4 hide armor)

**hp** 23 (2d8+4+3)

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

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

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

**Ranged** sling +3 (1d4, 20/x2)

**Full Atk** scimitar +1 (1d6, 18-20/x2) or sling +3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, shillelagh*

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

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

**Feats** combat casting, toughness

**Skills** Handle animal +7, heal +9, knowledge (nature) +5, knowledge (religion) +1, spellcraft +4, survival +9

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** wild empathy, woodland stride

### ✂ Cheetah

N Small Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 17 (+1 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 11 (+1 natural armor)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +8, **Will** +2

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

**Spd** 50 ft

**Melee** bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

**Ranged** nil

**Full Atk** bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +2; **CMB** +7; **CMD** 18

**Feats** Agile maneuvers, dodge

**Skills** Acrobatics +6, perception +2, stealth +6

**Languages** nil

**SQ** low-light vision, scent

**Gear** nil

**Special Abilities** link, share spells

### ✂ Male human druid of Briana 2

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 23 (2d8+4+3)

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

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

**Spd** 30 ft.

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

**Ranged** sling +3 (1d4, 20/x2)

**Full Atk** scimitar +1 (1d6, 18-20/x2) or sling +3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, shillelagh*

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

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

**Feats** combat casting, toughness

**Skills** Handle animal +7, heal +9, knowledge (nature) +5, knowledge (religion) +1, spellcraft +4, survival +9

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** wild empathy, woodland stride

### ✂ Leopard

N Small Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 17 (+1 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 11 (+1 natural armor)

**hp** 16 (3d8+3)

**Fort** +4, **Ref** +8, **Will** +2

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

**Spd** 50 ft

**Melee** bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

**Ranged** nil

**Full Atk** bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +2; **CMB** +7; **CMD** 18  
**Feats** Agile maneuvers, dodge  
**Skills** Acrobatics +6, perception +2, stealth +6  
**Languages** nil  
**SQ** low-light vision, scent  
**Gear** nil  
**Special Abilities** link, share spells

### ATL 3

#### ♀ **Female human druid of Briana 3**

NE Medium humanoid

---

**Init** +2; Senses Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 29 (3d8+6+3)  
**Fort** +5, **Ref** +3, **Will** +7  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +2 (1d6, 18-20/x2)  
**Ranged** sling +4 (1d4, 20/x2)  
**Full Atk** scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, shillelagh*; 2<sup>nd</sup> level – *flame blade, flaming sphere*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14  
**Base Atk** +2; **CMB** +2; **CMD** +14  
**Feats** combat casting, skill focus (spellcraft), toughness  
**Skills** Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9  
**Languages** common  
**SQ** nil  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)  
**Special Abilities** trackless step, wild empathy, woodland stride

#### ♂ **Cheetah**

N Small Animal  
**Init** +6; **Senses** lowlight vision; Perception +2  
**AC** 20 (+3 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 13 (+3 natural armor)  
**hp** 16 (3d8+3)  
**Fort** +4, **Ref** +9, **Will** +2  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft  
**Melee** bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)  
**Ranged** nil  
**Full Atk** bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +2; **CMB** +8; **CMD** 19  
**Feats** Agile maneuvers, dodge  
**Skills** Acrobatics +6, perception +2, stealth +6  
**Languages** nil  
**SQ** low-light vision, scent  
**Gear** nil  
**Special Abilities** evasion, link, share spells

#### ♂ **Male human druid of Briana 3**

NE Medium humanoid

---

**Init** +2; Senses Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 29 (3d8+6+3)  
**Fort** +5, **Ref** +3, **Will** +7  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +2 (1d6, 18-20/x2)  
**Ranged** sling +4 (1d4, 20/x2)  
**Full Atk** scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, shillelagh*; 2<sup>nd</sup> level – *flame blade, flaming sphere*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** +14  
**Feats** combat casting, skill focus (spellcraft), toughness  
**Skills** Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9  
**Languages** common  
**SQ** nil  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)  
**Special Abilities** trackless step, wild empathy, woodland stride

### 🐾 Leopard

N Small Animal  
**Init** +6; **Senses** lowlight vision; Perception +2  
**AC** 20 (+3 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 13 (+3 natural armor)  
**hp** 16 (3d8+3)  
**Fort** +4, **Ref** +9, **Will** +2  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft  
**Melee** bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)  
**Ranged** nil  
**Full Atk** bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +2; **CMB** +8; **CMD** 19  
**Feats** Agile maneuvers, dodge  
**Skills** Acrobatics +6, perception +2, stealth +6  
**Languages** nil  
**SQ** low-light vision, scent  
**Gear** nil  
**Special Abilities** evasion, link, share spells

### 🐾 Half-Ogre Monk 3

LE Medium humanoid

---

**Init** +2 (+2 Dex); **Senses** nil; Perception +8  
**AC** 14 (+2 Dex, +2 Wis), touch 14 (+2 Dex, +2 Wis), flat-footed 12 (+2 Wis)  
**hp** 34 (3d8+9+3 (favored class))  
**Fort** +6, **Ref** +5, **Will** +5 (+7 vs. enchantment spells and effects)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 40 ft.  
**Melee** unarmed strike +6 (1d6+4, 20/x2) or kama +6 (1d6+4, 20/x2)  
**Ranged** light crossbow +4 (1d8, 20/x2)  
**Full Atk** unarmed strike +6 (1d6+4, 20/x2) or kama +6 (1d6+4, 20/x2) or light crossbow +4 (1d8, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 14, **Cha** 12  
**Base Atk** +2; **CMB** +7; **CMD** +20  
**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge  
**Skills** Knowledge (religion) +5; Perception +8; Stealth +8  
**Languages** common, ogre  
**SQ** nil  
**Gear** kama; robe; light crossbow  
**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind

### ATL 5

#### 🐾 Female human druid of Briana 5

NE Medium humanoid

---

**Init** +2; **Senses** Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 44 (5d8+10+5)  
**Fort** +6, **Ref** +3, **Will** +8  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +3 (1d6, 18-20/x2)  
**Ranged** sling +5 (1d4, 20/x2)  
**Full Atk** scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, shillelagh*; 2<sup>nd</sup> level – *flame blade, flaming sphere, owl's*



wisdom; 3<sup>rd</sup> level - protection from energy, sleet storm

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 19, **Cha** 14  
**Base Atk** +3; **CMB** +3; **CMD** +15

**Feats** brew potion, combat casting, skill focus (spellcraft), toughness

**Skills** Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

### 🐾 Cheetah

N Medium Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +9 **Will** +2

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

**Spd** 50 ft

**Melee** bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)

**Ranged** nil

**Full Atk** bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +8; **CMD** 21

**Feats** Agile maneuvers, dodge, mobility

**Skills** Acrobatics +7, perception +2, stealth +7

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** evasion, link, share spells

### 🐾 Male human druid of Briana 5

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 44 (5d8+10+5)

**Fort** +6, **Ref** +3, **Will** +8

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

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

**Ranged** sling +5 (1d4, 20/x2)

**Full Atk** scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 14+spell level) 0 level – guidance, resistance, stabilize, virtue; 1<sup>st</sup> level - cure light wounds, magic fang, magic stone, shillelagh; 2<sup>nd</sup> level - flame blade, flaming sphere, owl's wisdom; 3<sup>rd</sup> level - protection from energy, sleet storm

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

**Base Atk** +3; **CMB** +3; **CMD** +15

**Feats** brew potion, combat casting, skill focus (spellcraft), toughness

**Skills** Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

### 🐾 Leopard

N Medium Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)

**hp** 32 (5d8+10)

**Fort** +6, **Ref** +9 **Will** +2

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

**Spd** 50 ft

**Melee** bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)

**Ranged** nil

**Full Atk** bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +3; **CMB** +8; **CMD** 21

**Feats** Agile maneuvers, dodge, mobility

**Skills** Acrobatics +7, perception +2, stealth +7

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** evasion, link, share spells

### ⚔ **Half-Ogre Monk 5**

LE Medium humanoid

**Init** +6 (+2 Dex, +4 Improved

initiative); **Senses** nil; Perception +10

**AC** 16 (+2 Dex, +2 Wis, +1 Class, +1 Dodge),

touch 16 (+2 Dex, +2 Wis, +1 Class, +1 Dodge),

flat-footed 14 (+2 Wis, +1 Class, +1 Dodge)

**hp** 54 (5d8+15+5 (favored class))

**Fort** +7, **Ref** +6, **Will** +6 (+8 vs. enchantment spells and effects)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 40 ft.

**Melee** unarmed strike +7 (1d8+4, 20/x2) or kama +7 (1d6+4, 20/x2)

**Ranged** light crossbow +5 (1d8, 20/x2)

**Full Atk** unarmed strike +7 (1d8+4, 20/x2) or kama +7 (1d6+4, 20/x2)

or light crossbow +5 (1d8, 20/x2)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 15, **Cha** 12

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

**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative

**Skills** Knowledge (religion) +7; Perception +10; Stealth +10

**Languages** common, ogre

**SQ** nil

**Gear** Kama; robe; light crossbow

**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (4 points - magic); slow fall 20'; high jump; purity of body (immune to all diseases)

### **ATL 7**

#### ⚔ **Female human druid of Briana 7**

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2

Dex), flat-footed 14 (+4 hide armor)

**hp** 59 (7d8+14+7)

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

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

**Melee** scimitar +5 (1d6, 18-20/x2)

**Ranged** sling +7 (1d4, 20/x2)

**Full Atk** scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike*

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

**Base Atk** +5; **CMB** +5; **CMD** +17

**Feats** brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

**Skills** Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

#### ⚔ **Cheetah**

N Medium Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 21 (+5 natural armor, +1 dodge, +5 Dex),

touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5 natural armor)

**hp** 39 (6d8+12)

**Fort** +7, **Ref** +10 **Will** +3

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +8 (1d6+4 plus trip) or claw +8

(1d3+4)

**Ranged** nil

**Full Atk** bite +8 (1d6+4 plus trip) or 2 claws +8 (1d3+4)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Agile maneuvers, dodge, mobility

**Skills** Acrobatics +7, perception +2, stealth +8

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, share spells

### ⚔ **Male human druid of Briana 7**

NE Medium humanoid

---

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 59 (7d8+14+7)

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

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

**Spd** 30 ft.

**Melee** scimitar +5 (1d6, 18-20/x2)

**Ranged** sling +7 (1d4, 20/x2)

**Full Atk** scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level - *barkskin, flame blade, flaming sphere, owl's wisdom*; 3<sup>rd</sup> level - *call lightning, protection from energy, sleet storm*; 4<sup>th</sup> level - *cure serious wounds, flame strike*

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

**Base Atk** +5; **CMB** +5; **CMD** +17

**Feats** brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

**Skills** Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

### ⚔ **Leopard**

N Medium Animal

**Init** +5; **Senses** lowlight vision; Perception +2

**AC** 21 (+5 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5 natural armor)

**hp** 39 (6d8+12)

**Fort** +7, **Ref** +10 **Will** +3

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

**Spd** 50 ft

**Melee** bite +8 (1d6+4 plus trip) or claw +8 (1d3+4)

**Ranged** nil

**Full Atk** bite +8 (1d6+4 plus trip) or 2 claws +8 (1d3+4)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +4; **CMB** +9; **CMD** 23

**Feats** Agile maneuvers, dodge, mobility

**Skills** Acrobatics +7, perception +2, stealth +8

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, share spells

### ⚔ **Half-Ogre Monk 7**

LE Medium humanoid

---

**Init** +6 (+2 Dex, +4 Improved initiative); **Senses** nil; Perception +12

**AC** 16 (+2 Dex, +2 Wis, +1 Class, +1 Dodge), touch 16 (+2 Dex, +2 Wis, +1 Class, +1 Dodge), flat-footed 14 (+2 Wis, +1 Class, +1 Dodge)

**hp** 74 (7d8+21+7 (favored class))

**Fort** +8, **Ref** +7, **Will** +7 (+9 vs. enchantment spells and effects)

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

**Spd** 50 ft.

**Melee** unarmed strike +9 (1d8+4, 20/x2) or kama

+9 (1d6+4, 20/x2)  
**Ranged** light crossbow +7 (1d8, 20/x2)  
**Full Atk** unarmed strike +9 (1d8+4, 20/x2) or kama +9 (1d6+4, 20/x2)  
 or light crossbow +7 (1d8, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 15, **Cha** 12  
**Base Atk** +5; **CMB** +11; **CMD** +25  
**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative ; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot  
**Skills** Knowledge (religion) +9; Perception +12; Stealth +12  
**Languages** common, ogre  
**SQ** nil  
**Gear** Kama; robe; light crossbow  
**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (7 pts - magic); slow fall 30'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 7 hit points)

## ATL 9

### ♀ Female human druid of Briana 9

NE Medium humanoid

**Init** +2; Senses Perception +4 (untrained)  
**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)  
**hp** 74 (9d8+18+9)  
**Fort** +8, **Ref** +5, **Will** +11  
**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +6 (1d6, 18-20/x2)  
**Ranged** sling +8 (1d4, 20/x2)  
**Full Atk** scimitar +6/+1 (1d6, 18-20/x2) or sling +8/+3 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level) 0 level – *guidance*,

*resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level - *call lightning, cure moderate wounds, protection from energy, sleet storm*; 4<sup>th</sup> level - *cure serious wounds, flame strike, flame strike*; 5<sup>th</sup> level - *animal growth, cure critical wounds*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14  
**Base Atk** +6/+1; **CMB** +6; **CMD** +18  
**Feats** antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness  
**Skills** Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14  
**Languages** common  
**SQ** nil  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)  
**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

### ♀ Cheetah

N Medium Animal

**Init** +6; **Senses** lowlight vision; Perception +2  
**AC** 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)  
**hp** 52 (8d8+16)  
**Fort** +8, **Ref** +12 **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft  
**Melee** bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)  
**Ranged** nil  
**Full Atk** bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +6; **CMB** +12; **CMD** 26  
**Feats** Agile maneuvers, dodge, mobility, improved natural attack  
**Skills** Acrobatics +9, perception +2, stealth +10  
**Languages** nil  
**SQ** low-light vision, scent, sprint



**Gear** nil

**Special Abilities** devotion, evasion, link, multi-attack, share spells

### ⚔ **Male human druid of Briana 9**

NE Medium humanoid

---

**Init** +2; Senses Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 74 (9d8+18+9)

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

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

**Spd** 30 ft.

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

**Ranged** sling +8 (1d4, 20/x2)

**Full Atk** scimitar +6/+1 (1d6, 18-20/x2) or sling +8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike*; 5<sup>th</sup> level – *animal growth, cure critical wounds*

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

**Base Atk** +6/+1; **CMB** +6; **CMD** +18

**Feats** antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

**Skills** Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

### ⚔ **Leopard**

N Medium Animal

**Init** +6; **Senses** lowlight vision; Perception +2

**AC** 22 (+5 natural armor, +1 dodge, +6 Dex),

touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

**hp** 52 (8d8+16)

**Fort** +8, **Ref** +12 **Will** +3

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

**Spd** 50 ft

**Melee** bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

**Ranged** nil

**Full Atk** bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +6; **CMB** +12; **CMD** 26

**Feats** Agile maneuvers, dodge, mobility, improved natural attack

**Skills** Acrobatics +9, perception +2, stealth +10

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, multi-attack, share spells

### ⚔ **Half-Ogre Monk 9**

LE Medium humanoid

---

**Init** +6 (+2 Dex, +4 Improved initiative); **Senses** nil; Perception +14

**AC** 18 (+2 Dex, +3 Wis, +2 Class, +1 Dodge), touch 18 (+2 Dex, +3 Wis, +2 Class, +1 Dodge), flat-footed 16 (+3 Wis, +2 Class, +1 Dodge)

**hp** 94 (9d8+27+9 (favored class))

**Fort** +9, **Ref** +8, **Will** +9 (+11 vs. enchantment spells and effects)

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

**Spd** 60 ft.

**Melee** unarmed strike +10 (1d10+4, 20/x2) or kama +10 (1d6+4, 20/x2)

**Ranged** light crossbow +8 (1d8, 20/x2)

**Full Atk** unarmed strike +10/+5 (1d10+4, 20/x2) or kama +10/+5 (1d6+4, 20/x2)

or light crossbow +8/+3 (1d8, 20/x2)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 16, **Cha** 12

**Base Atk** +6/+1; **CMB** +13; **CMD** +27

**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative ; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot, mobility  
**Skills** Knowledge (religion) +11; Perception +14; Stealth +14

**Languages** common, ogre

**SQ** nil

**Gear** Kama; robe; light crossbow

**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (9 points – magic); slow fall 40'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 9 hit points)

### ATL 11

☧ **Female human druid of Briana 11**

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 89 (11d8+22+11)

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

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

**Spd** 30 ft.

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

**Ranged** sling +10 (1d4, 20/x2)

**Full Atk** scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level - *cure serious wounds, flame strike, flame strike, freedom of movement*; 5<sup>th</sup> level - *animal growth, cure critical wounds, stoneskin*; 6<sup>th</sup> level - *bears endurance – mass*

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

**Base Atk** +8/+3; **CMB** +8; **CMD** +20

**Feats** antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness

**Skills** Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

☧ **Cheetah**

N Medium Animal

**Init** +6; **Senses** lowlight vision; Perception +2

**AC** 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)

**hp** 58 (9d8+18)

**Fort** +8, **Ref** +12 **Will** +4

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

**Spd** 50 ft

**Melee** bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

**Ranged** nil

**Full Atk** bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +6; **CMB** +12; **CMD** 26

**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack

**Skills** Acrobatics +10, perception +2, stealth +10

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, multi-attack, share spells

☧ **Male human druid of Briana 11**

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2

Dex), flat-footed 14 (+4 hide armor)  
**hp** 89 (11d8+22+11)  
**Fort** +9, **Ref** +5, **Will** +12  
**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +8 (1d6, 18-20/x2)  
**Ranged** sling +10 (1d4, 20/x2)  
**Full Atk** scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement*; 5<sup>th</sup> level – *animal growth, cure critical wounds, stoneskin*; 6<sup>th</sup> level – *bears endurance – mass*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14  
**Base Atk** +8/+3; **CMB** +8; **CMD** +20  
**Feats** antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness  
**Skills** Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16  
**Languages** common  
**SQ** nil  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)  
**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

### ⚔ Leopard

N Medium Animal  
**Init** +6; **Senses** lowlight vision; Perception +2  
**AC** 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)  
**hp** 58 (9d8+18)  
**Fort** +8, **Ref** +12 **Will** +4  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)  
**Ranged** nil  
**Full Atk** bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +6; **CMB** +12; **CMD** 26  
**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack  
**Skills** Acrobatics +10, perception +2, stealth +10  
**Languages** nil  
**SQ** low-light vision, scent, sprint  
**Gear** nil  
**Special Abilities** devotion, evasion, link, multi-attack, share spells

### ⚔ Half-Ogre Monk 11

LE Medium humanoid

---

**Init** +6 (+2 Dex, +4 Improved initiative); **Senses** nil; Perception +16  
**AC** 18 (+2 Dex, +3 Wis, +2 Class, +1 Dodge), touch 18 (+2 Dex, +3 Wis, +2 Class, +1 Dodge), flat-footed 16 (+3 Wis, +2 Class, +1 Dodge)  
**hp** 114 (11d8+33+11 (favored class))  
**Fort** +10, **Ref** +9, **Will** +10 (+12 vs. enchantment spells and effects)  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 60 ft.  
**Melee** unarmed strike +12 (1d10+4, 20/x2) or kama +12 (1d6+4, 20/x2)  
**Ranged** light crossbow +10 (1d8, 20/x2)  
**Full Atk** unarmed strike +12/+7 (1d10+4, 20/x2) or kama +12/+7 (1d6+4, 20/x2) or light crossbow +10/+5 (1d8, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 16, **Cha** 12  
**Base Atk** +8/+3; **CMB** +15; **CMD** +29  
**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative ; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot, mobility, improved evasion (10<sup>th</sup> level bonus feat),

**Skills** Knowledge (religion) +13; Perception +16; Stealth +16

**Languages** common, ogre

**SQ** nil

**Gear** Kama; robe; light crossbow

**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (10 points – magic, lawful); slow fall 50'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 11 hit points), diamond body (immune to poisons)

### ATL 13

#### ⌘ Female human druid of Briana 13

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 104 (13d8+26+13)

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

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

**Spd** 30 ft.

**Melee** scimitar +9 (1d6, 18-20/x2)

**Ranged** sling +11 (1d4, 20/x2)

**Full Atk** scimitar +9/+4 (1d6, 18-20/x2) or sling +11/+6 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *animal growth, cure critical wounds, stoneskin, stoneskin*; 6<sup>th</sup> level – *bears endurance – mass, wall of stone*; 7<sup>th</sup> level – *fire storm*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14

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

**Feats** antipsionic magic, brew potion, closed mind,

combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

#### ⌘ Cheetah

N Medium Animal

**Init** +6; **Senses** lowlight vision; Perception +2

**AC** 26 (+9 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

**hp** 82 (11d8+22+11)

**Fort** +9, **Ref** +13 **Will** +4

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

**Spd** 50 ft

**Melee** bite +10 (1d8+5 plus trip) or claw +10

(1d4+5)

**Ranged** nil

**Full Atk** bite +10 (1d8+5 plus trip) and 2 claws +8

(1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +7; **CMB** +13; **CMD** 28

**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

**Skills** Acrobatics +11, perception +2, stealth +11

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, link, multi-attack, share spells

#### ⌘ Male human druid of Briana 13

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 104 (13d8+26+13)



**Fort** +10, **Ref** +6, **Will** +13  
**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil  
**Spd** 30 ft.  
**Melee** scimitar +9 (1d6, 18-20/x2)  
**Ranged** sling +11 (1d4, 20/x2)  
**Full Atk** scimitar +9/+4 (1d6, 18-20/x2) or sling +11/+6 (1d4, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil  
**Spell-Like Abilities** Nil.  
**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *animal growth, cure critical wounds, stonewood, stonewood*; 6<sup>th</sup> level – *bears endurance – mass, wall of stone*; 7<sup>th</sup> level – *fire storm*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14  
**Base Atk** +9/+4; **CMB** +9; **CMD** +21  
**Feats** antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness  
**Skills** Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18  
**Languages** common  
**SQ** nil  
**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)  
**Special Abilities** a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

### ⚔ Leopard

N Medium Animal  
**Init** +6; **Senses** lowlight vision; Perception +2  
**AC** 26 (+9 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)  
**hp** 82 (11d8+22+11)  
**Fort** +9, **Ref** +13 **Will** +4  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)  
**Ranged** nil  
**Full Atk** bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** trip  
**Spell-Like Abilities** none  
**Spells Known** none  
**Str** 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6  
**Base Atk** +7; **CMB** +13; **CMD** 28  
**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness  
**Skills** Acrobatics +11, perception +2, stealth +11  
**Languages** nil  
**SQ** low-light vision, scent, sprint  
**Gear** nil  
**Special Abilities** devotion, evasion, link, multi-attack, share spells

### ⚔ Half-Ogre Monk 13

LE Medium humanoid

---

**Init** +6 (+2 Dex, +4 Improved initiative); **Senses** nil; Perception +18  
**AC** 19 (+2 Dex, +3 Wis, +3 Class, +1 Dodge), touch 19 (+2 Dex, +3 Wis, +3 Class, +1 Dodge), flat-footed 17 (+3 Wis, +3 Class, +1 Dodge)  
**hp** 134 (13d8+39+13 (favored class))  
**Fort** +11, **Ref** +10, **Will** +11 (+13 vs. enchantment spells and effects)  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 23  
**Spd** 70 ft.  
**Melee** unarmed strike +13 (2d6+4, 20/x2) or kama +13 (1d6+4, 20/x2)  
**Ranged** light crossbow +11 (1d8, 20/x2)  
**Full Atk** unarmed strike +13/+8 (2d6+4, 20/x2) or kama +13/+8 (1d6+4, 20/x2) or light crossbow +11/+6 (1d8, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 17, **Cha** 12  
**Base Atk** +9/+4; **CMB** +17; **CMD** +32  
**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot, improved evasion (10<sup>th</sup> level bonus feat), mobility,

spring attack

**Skills** Knowledge (religion) +15; Perception +18; Stealth +18

**Languages** common, ogre

**SQ** nil

**Gear** Kama; robe; light crossbow

**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (11 points – magic, lawful); slow fall 60'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 13 hit points), diamond body (immune to poisons), abundant step (similar to dimension door, costs 2 ki points), diamond soul

### ATL 15

#### ♀ Female human druid of Briana 15

NE Medium humanoid

**Init** +2; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), **touch** 12 (+2 Dex), **flat-footed** 14 (+4 hide armor)

**hp** 119 (15d8+30+15)

**Fort** +11, **Ref** +7, **Will** +14

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

**Spd** 30 ft.

**Melee** scimitar +11 (1d6, 18-20/x2)

**Ranged** sling +13 (1d4, 20/x2)

**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *animal growth, cure critical wounds, insect plague, stonewood, stonewood*; 6<sup>th</sup> level – *bears endurance – mass, bull's strength – mass, wall of stone*; 7<sup>th</sup> level – *fire storm, sunbeam*; 8<sup>th</sup> level –

*finger of death*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14  
**Base Atk** +11/+6/+1; **CMB** +11; **CMD** +23

**Feats** antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +19, heal +22, knowledge (nature) +12, knowledge (religion) +11, spellcraft +19, survival +20

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (6/day), woodland stride

#### ♂ Cheetah

N Medium Animal

**Init** +7; **Senses** lowlight vision; Perception +2

**AC** 29 (+11 natural armor, +1 dodge, +7 Dex), **touch** 18 (+1 dodge, +7 Dex), **flat-footed** 21 (+11 natural armor)

**hp** 89 (12d8+24+12)

**Fort** +10, **Ref** +15 **Will** +5

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +14(1d8+5 plus trip) or claw +14 (1d4+5)

**Ranged** nil

**Full Atk** bite +14 (1d8+5 plus trip) and 2 claws +12 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +9; **CMB** +16; **CMD** 31

**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

**Skills** Acrobatics +11, perception +2, stealth +11

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, improved evasion, link, multi-attack, share spells

### ⚔ Male human druid of Briana 15

NE Medium humanoid

---

**Init** +2; Senses Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 119 (15d8+30+15)

**Fort** +11, **Ref** +7, **Will** +14

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

**Spd** 30 ft.

**Melee** scimitar +11 (1d6, 18-20/x2)

**Ranged** sling +13 (1d4, 20/x2)

**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *animal growth, cure critical wounds, insect plague, stonewall, stonewall*; 6<sup>th</sup> level – *bears endurance – mass, bull's strength – mass, wall of stone*; 7<sup>th</sup> level – *fire storm, sunbeam*; 8<sup>th</sup> level – *finger of death*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14

**Base Atk** +11/+6/+1; **CMB** +11; **CMD** +23

**Feats** antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +19, heal +22, knowledge (nature) +12, knowledge (religion) +11, spellcraft +19, survival +20

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (6/day), woodland stride

### ⚔ Leopard

N Medium Animal

**Init** +7; **Senses** lowlight vision; Perception +2

**AC** 29 (+11 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 21 (+11 natural armor)

**hp** 89 (12d8+24+12)

**Fort** +10, **Ref** +15 **Will** +5

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

**Spd** 50 ft

**Melee** bite +14(1d8+5 plus trip) or claw +14 (1d4+5)

**Ranged** nil

**Full Atk** bite +14 (1d8+5 plus trip) and 2 claws +12 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +9; **CMB** +16; **CMD** 31

**Feats** Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

**Skills** Acrobatics +11, perception +2, stealth +11

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, improved evasion, link, multi-attack, share spells

### ⚔ Half-Ogre Monk 15

LE Medium humanoid

---

**Init** +6 (+2 Dex, +4 Improved

initiative); **Senses** nil; Perception +20

**AC** 19 (+2 Dex, +3 Wis, +3 Class, +1 Dodge), touch 19 (+2 Dex, +3 Wis, +3 Class, +1 Dodge), flat-footed 17 (+3 Wis, +3 Class, +1 Dodge)

**hp** 154 (15d8+45+15 (favored class))

**Fort** +12, **Ref** +11, **Will** +12 (+14 vs. enchantment spells and effects)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 25

**Spd** 80 ft.

**Melee** unarmed strike +15 (2d6+4, 20/x2) or kama +15 (1d6+4, 19-20/x2)

**Ranged** light crossbow +13 (1d8, 20/x2)

**Full Atk** unarmed strike +15/+10/+5 (2d6+4, 20/x2) or kama +15/+10/+5 (1d6+4, 19-20/x2) or light crossbow +13/+8/+3 (1d8, 20/x2)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 17, **Cha** 12

**Base Atk** +11/+6/+1; **CMB** +19; **CMD** +32

**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative ; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot, improved evasion (10<sup>th</sup> level bonus feat) , mobility, spring attack, medusa's wrath (14<sup>th</sup> level bonus feat), improved critical (kama)

**Skills** Knowledge (religion) +17; Perception +20; Stealth +20

**Languages** common, ogre

**SQ** nil

**Gear** Kama; robe; light crossbow

**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (12 points – magic, lawful); slow fall 70'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 15 hit points), diamond body (immune to poisons), abundant step (similar to dimension door, costs 2 ki points), diamond soul, quivering palm (Fort save DC 20 or target dies)

## ATL 17

♀ **Female human druid of Briana 17**

NE Medium humanoid

**Init** +6; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 134 (17d8+34+17)

**Fort** +12 , **Ref** +7, **Will** +16

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

**Melee** scimitar +11 (1d6, 18-20/x2)

**Ranged** sling +13 (1d4, 20/x2)

**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance*, *resistance*, *stabilize*, *virtue*; 1<sup>st</sup> level - *cure light*

*wounds*, *magic fang*, *magic stone*, *obscuring mist*, *shillelagh*; 2<sup>nd</sup> level - *barkskin*, *flame blade*, *flaming sphere*, *heat metal*, *owl's wisdom*; 3<sup>rd</sup> level - *call lightning*, *cure moderate wounds*, *poison*, *protection from energy*, *sleet storm*; 4<sup>th</sup> level - *cure serious wounds*, *flame strike*, *flame strike*, *freedom of movement*, *ice storm*; 5<sup>th</sup> level - *animal growth*, *cure critical wounds*, *insect plague*, *stoneskin*, *stoneskin*; 6<sup>th</sup> level - *bears endurance – mass*, *bull's strength – mass*, *cat's grace – mass*, *cure light wounds – mass*, *wall of stone*; 7<sup>th</sup> level - *creeping doom*, *fire storm*, *sunbeam*; 8<sup>th</sup> level - *finger of death*, *sunburst*; 9<sup>th</sup> level - *storm of vengeance*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

**Base Atk** +12/+7/+2; **CMB** +12; **CMD** +24

**Feats** antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♂ **Cheetah**

N Medium Animal

**Init** +7; **Senses** lowlight vision; Perception +2

**AC** 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

**hp** 104 (14d8+28+14)

**Fort** +11, **Ref** +16 **Will** +5

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

**Ranged** nil

**Full Atk** bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none



**Spells Known** none

**Str** 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +10; **CMB** +17; **CMD** 32

**Feats** Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

**Skills** Acrobatics +12, perception +2, stealth +12

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, improved evasion, link, multi-attack, share spells

### ⚔ **Male human druid of Briana 17**

NE Medium humanoid

**Init** +6; **Senses** Perception +4 (untrained)

**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)

**hp** 134 (17d8+34+17)

**Fort** +12, **Ref** +7, **Will** +16

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

**Melee** scimitar +11 (1d6, 18-20/x2)

**Ranged** sling +13 (1d4, 20/x2)

**Full Atk** scimitar +11/+6/+1 (1d6, 18-20/x2) or sling +13/+8/+3 (1d4, 20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1<sup>st</sup> level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2<sup>nd</sup> level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3<sup>rd</sup> level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4<sup>th</sup> level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5<sup>th</sup> level – *animal growth, cure critical wounds, insect plague, stoneskin, stoneskin*; 6<sup>th</sup> level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone*; 7<sup>th</sup> level – *creeping doom, fire storm, sunbeam*; 8<sup>th</sup> level – *finger of death, sunburst*; 9<sup>th</sup> level – *storm of vengeance*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

**Base Atk** +12/+7/+2; **CMB** +12; **CMD** +24

**Feats** antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved

initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

**Skills** Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

**Languages** common

**SQ** nil

**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

**Special Abilities** a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

### ⚔ **Leopard**

N Medium Animal

**Init** +7; **Senses** lowlight vision; Perception +2

**AC** 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

**hp** 104 (14d8+28+14)

**Fort** +11, **Ref** +16 **Will** +5

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft

**Melee** bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

**Ranged** nil

**Full Atk** bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

**Special Attacks** trip

**Spell-Like Abilities** none

**Spells Known** none

**Str** 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +10; **CMB** +17; **CMD** 32

**Feats** Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

**Skills** Acrobatics +12, perception +2, stealth +12

**Languages** nil

**SQ** low-light vision, scent, sprint

**Gear** nil

**Special Abilities** devotion, evasion, improved evasion, link, multi-attack, share spells

### ⚔ **Half-Ogre Monk 17**

LE Medium humanoid

**Init** +6 (+2 Dex, +4 Improved

initiative); **Senses** nil; Perception +20

**AC** 21 (+2 Dex, +4 Wis, +4 Class, +1 Dodge),

touch 21 (+2 Dex, +4 Wis, +4 Class, +1 Dodge), flat-footed 19 (+4 Wis, +4 Class, +1 Dodge)  
**hp** 174 (17d8+51+17 (favored class))  
**Fort** +13, **Ref** +12, **Will** +14 (+16 vs. enchantment spells and effects)  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** 27  
**Spd** 80 ft.  
**Melee** unarmed strike +16 (2d8+4, 20/x2) or kama +16 (1d6+4, 19-20/x2)  
**Ranged** light crossbow +14 (1d8, 20/x2)  
**Full Atk** unarmed strike +16/+11/+6 (2d8+4, 20/x2) or kama +16/+11/+6 (1d6+4, 19-20/x2) or light crossbow +14/+9/+4 (1d8, 20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** nil  
**Spells Known** none  
**Str** 18, **Dex** 14, **Con** 16, **Int** 8, **Wis** 18, **Cha** 12  
**Base Atk** +12/+7/+2; **CMB** +21; **CMD** +37  
**Feats** Deflect arrows; scorpion style (1<sup>st</sup> lvl bonus feat); improved grapple (2<sup>nd</sup> level bonus feat); dodge, improved initiative ; extra Ki I, gorgon's fist (6<sup>th</sup> level bonus feat), point blank shot, mobility, improved evasion (10<sup>th</sup> level bonus feat), mobility, spring attack, medusa's wrath (14<sup>th</sup> level bonus feat), improved critical (kama), snatch arrows  
**Skills** Knowledge (religion) +19; Perception +22; Stealth +22  
**Languages** common, ogre  
**SQ** nil  
**Gear** Kama; robe; light crossbow  
**Special Abilities** flurry of blows (additional attack either unarmed or with kama (attacks are at monk level -2 modifier)); stunning fist; improved unarmed strike; combat maneuver training; still mind; ki pool (14 points – magic, lawful, adamantine); slow fall 80'; high jump; purity of body (immune to all diseases), wholeness of body (spend 2 ki points to heal 17 hit points), diamond body (immune to poisons), abundant step (similar to dimension door, costs 2 ki points) , diamond soul, quivering palm (Fort save DC 22 or target dies), timeless body (can't be aged), tongue of the sun and the moon (speak with any living creature)

If the PCs defeat the villains they can learn the following information:

- The group that they work for managed to locate some gullible homeless men in the poor district by offering them an exorbitant amount of money for 1 days work.
- Hoping to better their lives the men jumped at the offer.
- The homeless men were brought to this warehouse by the group.
- Once in the warehouse, two of the groups allies both powerful wizards leapt into action. One of the wizards took control of the man's body while the other used arcane spells to disguise the homeless man as one of the group's members.
- After disguising the appearance of the body, the wizard in control of the homeless man's body cast a contingency on the body to teleport back to the warehouse if an attempt was made to capture it. The "disguised" homeless man then went out and committed a crime in the city.
- The group made sure that the that the villain that the homeless man was disguised as knew absolutely nothing about the crime so that he would be able to truthfully deny knowing anything of the crimes details.
- The villains thought that the legion would think that there could be a connection between the crimes and the disappearances of the homeless man.
- The bodies of the homeless bodies were "discarded" in several different locations, most notably the estates of some of the city's noble families.
- One of the groups advisors, an elven man named Isador, suggested discarding bodies on the estates of noble house Bailey; Berkeley, Eisner and Sadhein.
- Isador said that those houses were chosen because they were involved in the plot to frame former High Warrior Breng. Isador

didn't think that it was fair that he was being hunted for his part in the attempted framing while those noble houses were able to continue with their lives as normal.

- Some of the homeless men were killed and then their bodies were "trapped" and then discarded while others were fed to the large cats inside the warehouse while they were still alive. Once all the flesh was removed those bodies were discarded as well. The group said that the bodies were discarded in those 2 different fashions because the villains wanted to confound the diamond Legion.

If the PCs wish to speak with Sergeant Braithwaite they can learn the following information:

- She is grateful for their assistance.
- She came here to speak with the PCs because Sergeant Ayers told her where they might be heading and she wanted to save them the trouble of having to report back to the branch to speak with her.
- She had tried to apprehend the villains at 2 different occasions, but as soon as she got close enough to touch the villains they teleported away.
- Some of the victims were able to be saved while others were not. She wishes that all of the victims could be saved but in her profession she knows better than to question the will of the gods.
- The villains seem to have come up with an ingenious plan; the victims(s) or witness(es) identify their attackers but the perps have an airtight alibi. It's almost as if the villains found a way to commit the perfect crime.
- She cast spells to verify the victim's stories after healing them. For those whom she could not heal she cast speak with dead to get their story

- Because of problems that the legion has been having with rogue officers, the ranking officers at the local branch had other legionnaires at the branch cast spells confirming what stated.

- If the PCs want to speak with some of the city's poor or homeless **GO TO Encounter 2 (page 9).**
- If the PCs want to speak with some of the alleged villains **GO TO Encounter 4 (page 27).**

### **ENCOUNTER 6 – TURNABOUT IS FAIR PLAY**

**Note: The elven male and 2 half elven females are simulacrums of Isador and his 2 daughters. If the PCs decide to attack them, please use the stats for the 7<sup>th</sup> and 9<sup>th</sup> level draconic sorcerers, for the simulacrums of them. Please use the 9<sup>th</sup> level for Isador and the 7<sup>th</sup> level for his 2 daughters. If the simulacrums are brought to 0 hitpoints they will melt into a pool of snow, at which point the illusion of a clear blue sky will fade and the PCs will see 3 blue dragons, a huge and 2 mediums flying away.**

*You head to the gentleman's club to confront the villains and get confirmation of their dastardly scheme. Arriving at the building, you are directed to the building's roof after asking about the villain's location. Reaching the roof, under a clear blue sky, you find that the villains are waiting for you, but unfortunately they are not alone. The others on the roof are: 10 human men armed with swords; 2 beautiful half-elven women wearing robes; and an elven gentleman dressed in robes. The elven man begins speaking.*

*"Ah Amthydor's intrepid adventurers, I was wondering when you'd show up here. I'm in a nice mood so let's do things a little differently. I'm sure that you have questions, your kind always do, so I'll answer those questions before we dispatch you. As long as you don't make a hostile gesture, I'm willing to answer those questions because I don't want you meeting your*

*makers without knowing the answers. Who wants to go first?"*

☛ **Why were the homeless men killed?**

*"They were expendable. No one would have figured out the connection between the homeless men and the crime wave without your involvement"*

☛ **Why were some of the bodies discarded intact while others had their flesh removed?**

*"We tried to throw the Diamond Legion off track."*

☛ **Why were those noble houses chosen?**

*"Those noble houses were involved in the plot to frame Alexander Breng, former high warrior of your precious Diamond Legion"*

☛ **All of them were involved in trying to frame Breng ?**

*"Noble Houses Burkeley, Eisner and Sadhein were involved in that plot. Well they were blackmailed into being part of that plot. The reason for choosing House Bailey was just to make a statement, and it could just as well have been House Reilly or House Grimm."*

☛ **What were they blackmailed with?**

*"That information is on a need to know basis and you don't need to know."*

☛ **How do you know this?**

*"I was the one that blackmailed them. I have no problem talking about this now because there's nothing you could do, especially since you won't live long enough to tell anyone."*

☛ **You seem awfully sure that you're going to win. / You're being awfully cocky about the strength of your forces**

*"If you knew the full scope of what you were up against, you'd think twice about trying to antagonize me."*

☛ **Why did you blackmail those noble houses to frame Breng?**

*"I was offered a considerable amount of money to set this plan into motion. My employer figured that if the 3 noble houses were involved then he, or she, wouldn't have to dirty their hands. It would be a way to accomplish the desired goals."*

☛ **Why were those noble houses chosen?**

*"Those noble houses were involved in the plot to frame Alexander Breng, former high warrior of your precious Diamond Legion"*

☛ **All of them were involved in trying to frame Breng ?**

*"Houses Burkeley, Eisner and Sadhein were involved in that plot. Well they were blackmailed into being part of that plot. The reason for choosing House Bailey was to make a statement, and it could just as well have been House Reilly or House Grimm."*

☛ **What were they blackmailed with?**

*"That information is on a need to know basis and you don't need to know."*

☛ **Desired goals?**

*"My employer wished Breng removed from office because he was an ineffectual puppet of your Lord Monarch, a puppet whom your Lord Monarch gave unerring loyalty to at the expense of your nation's security. My employer also wished to take several of the city's pompous noble houses down a peg. Unfortunately for my employer, Breng's successor wasn't who they thought it might be"*

☛ **Does that mean that your employer is a noble, or a noble house?**

*"That information is on a need to know basis and you don't need to know."*

☛ **How much were you offered?**

*"I was paid 50,000 gold coins, and while framing Breng I was allowed the opportunity to obtain additional treasure, approximately 200,000 worth, in magic items from the Diamond Legion's coffers."*



☛ You robbed the Diamond Legion, how come that wasn't made public?

*"They haven't discovered the thefts yet."*

☛ Where did you get the information that you used to blackmail those noble families? / How did you get the information that you used to blackmail those noble families?

*"My employer provided me with it. It seems that shortly before the attempt to frame Breng was made someone compiled a list of the darkest secrets of each of the noble houses. The person that compiled the list attempted to blackmail the families with that information. Adventurers such as you thwarted that plan, although it was not a total loss because my employer managed to acquire that information."*

☛ Why did you agree to do this?

*"Don't get me wrong, the money was nice but the chance to acquire treasure while creating chaos in your city was something that was too good to pass up."*

☛ If we're going to die as you said, why don't you tell us whether your employer is from a noble family?

*"Alright, yes it was a noble family that hired me."*

☛ Which noble family?

*"Look, I've already told you more about this than I should have. While my principles prevent me from actually naming my employer, I can tell you that it's a family which would have an interest in someone else being High Warrior."*

☛ You mentioned treasure, does that mean that you're a dragon?

*"In terms that you can understand, yes. I and my daughters here are dragons"*

*He then says "My time is valuable, and I think that I've spent enough time dealing with you. Daughters it is time for us to go. My friends, these adventurers are the only things that stand between you and your continued freedom, have at them."*

**GM Note:** The elven male and 2 half elven females are simulacrum of Isador and his 2 daughters. If the PCs decide to attack them, please use the stats for the 7<sup>th</sup> and 9<sup>th</sup> level draconic sorcerers, for the simulacrum of them. Please use the 9<sup>th</sup> level for Isador and the 7<sup>th</sup> level for his 2 daughters. If the simulacrum are brought to 0 hitpoints they will melt into a pool of snow, at which point the illusion of a clear blue sky will fade and the PCs will see 3 blue dragons, a huge and 2 mediums flying away.

Now would be a good time to roll initiative

Tactics. The casters will concentrate their attacks on obvious casters while the fighters will go for those that appear the toughest in the hopes of taking them down quickly.

As the battle is about to start a squad of legionnaires will show up to deal with the 10 human guards (as well as any left over villains), leaving the PCs free to deal with the rest of the villains forces.

At lower ATLs, and/or tables of less than 6 characters the legion will also engage the rest of the main 7 villains.

#### ATL 1

☛ **Rexis Wyrx Half-elf cleric (Suulthah) 2**  
NE Medium humanoid

**Init** +2; Senses Low light vision; Perception +6 (untrained)

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

**hp** 22 (2d8+4+2 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.

**Melee** kama +1 (1d8, 20/x2)

**Ranged** light crossbow +3 (1d6, 20/x2)

**Full Atk** kama +1 (1d8, 20/x2) or light crossbow +3 (1d6, 20/x2)

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

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

**Spell-Like Abilities** Nil.

**Spells (DC 14+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** – *bane, cure light wounds, cure light wounds, chill touch (D – Scalykind),*

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

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

**Feats** Skill focus (spellcraft), additional domain (suffering)

**Skills** Heal +9, knowledge (religion) +4, spellcraft +7

**Languages** common, elven

**SQ** nil

**Gear** scalemail armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), ~~*potion of barkskin, potion of magic vestment*~~

**Special Abilities** cast *summon swarm (snakes) 1/day*, commanding touch (D – Domination – usable 7/day), poison touch (D – Poison, usable 7/day), serpentstrike (D – Scalykind, usable 7/day)

### ☞ **Flonell Lerel Half-elf sorcerer 2 (draconic bloodline)**

NE Medium humanoid

---

**Init** +2; **Senses** Low light vision; Perception +8

**AC** 16 (+2 Dex, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 14 (+4 *mage armor*)

**hp** 18 (2d6+4+2 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects.; **SR** nil

**Spd** 30 ft.

**Melee** dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)

**Ranged** light crossbow +3 (1d8, 19-20/x2)

**Full Atk** dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2) or light crossbow +3 (1d8, 19-20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells (DC 14+spell level) 0 level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue*;

**1<sup>st</sup> level (4/day)** – *mage armor, magic missile*

**Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 18

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

**Feats** Skill focus (spellcraft), eschew materials, combat casting

**Skills** Knowledge (arcana) +6, perception +8, spellcraft +9

**Languages** common, halfling

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die), can grow claws as free action and use them for 7 rounds

### ☞ **Donegall Cralis 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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

**Special Abilities** bardic knowledge, countersong,

distraction, fascinate, inspire courage, versatile performance, well versed.-.

### ATL 3

#### ⚔ **Rexis Wyrx Half-elf cleric (Suulthah) 3**

NE Medium humanoid

**Init +2**; Senses Low light vision; Perception +6 (untrained)

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

**hp** 31 (3d8+6+3 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR nil**; **Immune** to magic sleep effects.; **SR nil**

**Spd** 30 ft.

**Melee** kama +2 (1d6, 20/x2)

**Ranged** light crossbow +4 (1d8, 20/x3)

**Full Atk** kama +2 (1d6, 20/x2) or light crossbow +4 (1d8, 20/x3)

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

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

**Spell-Like Abilities** Nil.

**Spells (DC 14+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** – *bane, cure light wounds, cure light wounds, chill touch (D – Scalykind)*; **2<sup>nd</sup> level** – *cure moderate wounds, hold person, stinking cloud (D-Poison)*,

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

**Base Atk +2; CMB +2; CMD +14**

**Feats** Skill focus (spellcraft), additional domain (suffering), combat casting

**Skills** Heal +10, knowledge (religion) +5, spellcraft +8

**Languages** common, elven

**SQ** nil

**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield holy symbol of Suulthah (a coiled cobra), *potiion-of magic vestment, potiion-of barkskin*

**Special Abilities** cast *summon swarm (snakes) 1/day*, commanding touch (D – Domination – usable 7/day), poison touch (D – Poison, usable 7/day), serpentstrike (D – Scalykind, usable 7/day)

#### ⚔ **Flonell Lerel Half-elf sorcerer 3 (draconic bloodline)**

NE Medium humanoid

**Init +2**; Senses Low light vision; Perception +9  
**AC 17** (+2 Dex, +1 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 15 (+1 natural armor, +4 *mage armor*)

**hp** 25 (3d6+6+3 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity

5; **DR nil**; **Immune** to magic sleep effects.; **SR nil**

**Spd** 30 ft.

**Melee** dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)

**Ranged** light crossbow +3 (1d8, 19-20/x2)

**Full Atk** dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2) or light crossbow +3 (1d8, 19-20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells (DC 14 (15 vs. evocation (+) +spell level) 0**

**level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue*; **1<sup>st</sup> level (5/day)** –

*mage armor, magic missile, shocking grasp*

**Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 18**

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

**Feats** Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)

**Skills** Knowledge (arcana) +7, perception +9, spellcraft +10

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spell (*mage armor*), can grow claws as a free action and use them for 7 rounds

#### ⚔ **Donegall Cralis 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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*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.

### ⚔ **Marl Norask Dwarf rogue 3**

NE Medium humanoid

---

**Init** +7 (+3 Dex, improved initiative); **Senses** darkvision 60'; Perception +9  
**AC** 18 (+3 Dex, +2 natural armor, +3 leather armor), touch 13 (+3 Dex), flat-footed 15 (+2 natural armor, +3 leather armor.)  
**hp** 34 (3d8+9+3 (favored class))  
**Fort** +4, **Ref** +7, **Will** +1  
**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** short sword +6 (1d6+1)  
**Ranged** shortbow +6 (1d6, 20/x3)  
**Full Atk** short sword +6 (1d6+1) or shortbow +6 (1d6, 20/x3)

**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** 10

**Base Atk** +2; **CMB** +3; **CMD** +16 (20 vs. bull rush)

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

**Skills** Acrobatics +9; Bluff +6; Diplomacy +6; Disable Device +9; Disguise +6; Escape Artist +9; Knowledge (local) +8; Perception +9; Stealth +9 ;Use Magic device +6

**Languages** common, , dwarven

**SQ** evasion

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*potion of magic vestment, potion of barkskin*~~

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

### **ATL 5**

#### ⚔ **Rexis Wyrx Half-elf cleric (Suulthah) 5**

NE Medium humanoid

---

**Init** +2; Senses Low light vision; Perception +6 (untrained)

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

**hp** 49 (5d8+10+5 (favored class))

**Fort** +6 , **Ref** +3, **Will** +8

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.

**Melee** kama +3 (1d6, 20/x2)

**Ranged** light crossbow +5 (1d8, 20/x3)

**Full Atk** kama +3 (1d6, 20/x2) or light crossbow +5 (1d8, 20/x3)

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

**Special Attacks** channel negative energy 5d6 (treat as CL +4 vs. undead)

**Spell-Like Abilities** Nil.

**Spells (DC 14+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** - *bane, cure light wounds, cure light wounds, magic weapon, chill touch (D – Scalykind)* **2nd level** - *cure moderate wounds, hold person, resist energy, stinking cloud (D-Poison),;* **3rd level** - *magic*



*vestment, summon monster III, poison (D-Poison),*  
**Str 10, Dex 14, Con 14, Int 10, Wis 19, Cha 14**  
**Base Atk +3; CMB +3; CMD +15**

**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison)

**Skills** Heal +12, knowledge (religion) +6, spellcraft +9

**Languages** common, elven

**SQ** nil

**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield holy symbol of Suulthah (a coiled cobra), *potion of magic vestment, potion of barkskin*

**Special Abilities** cast *summon swarm (snakes) 2/day*, commanding touch (D – Domination – usable 7/day), poison touch (D – Poison, usable 7/day), serpentstrike (D – Scalykind, usable 7/day)

### ✠ **Flonell Lerel Half-elf sorcerer 3 (draconic bloodline)**

NE Medium humanoid

---

**Init** +2; **Senses** Low light vision; Perception +9

**AC** 17 (+2 Dex, +1 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 15 (+1 natural armor, +4 *mage armor*)

**hp** 25 (3d6+6+3 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 5; **DR** nil; **Immune** to magic sleep effects.; **SR** nil  
**Spd** 30 ft.

**Melee** dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)

**Ranged** light crossbow +3 (1d8, 19-20/x2)

**Full Atk** dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2) or light crossbow +3 (1d8, 19-20/x2)

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

**Special Attacks** Nil

**Spell-Like Abilities** Nil.

**Spells (DC 14 (15 vs. evocation (+) +spell level) 0**

**level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue*; **1<sup>st</sup> level (5/day)** – *mage armor, magic missile, shocking grasp*

**Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 18**

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

**Feats** Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)

**Skills** Knowledge (arcana) +7, perception +9, spellcraft +10

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spell (*mage armor*), can grow claws as a free action and use them for 7 rounds

### ✠ **Donegall Cralis 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*; **1<sup>st</sup> 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 Mordana (a skull in a black circle), *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.



### ⚔ Marl Norask Dwarf rogue 3

NE Medium humanoid

---

**Init** +7 (+3 Dex, improved initiative); **Senses** darkvision 60'; Perception +9  
**AC** 18 (+3 Dex, +2 natural armor, +3 leather armor), touch 13 (+3 Dex), flat-footed 15 (+2 natural armor, +3 leather armor.)  
**hp** 34 (3d8+9+3 (favored class))  
**Fort** +4, **Ref** +7, **Will** +1  
**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** short sword +6 (1d6+1)  
**Ranged** shortbow +6 (1d6, 20/x3)  
**Full Atk** short sword +6 (1d6+1) or shortbow +6 (1d6, 20/x3)  
**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** 10  
**Base Atk** +2; **CMB** +3; **CMD** +16 (20 vs. bull rush)  
**Feats** Weapon finesse (short sword)\* ;skill focus (perception), improved initiative  
**Skills** Acrobatics +9; Bluff +6; Diplomacy +6; Disable Device +9; Disguise +6; Escape Artist +9; Knowledge (local) +8; Perception +9; Stealth +9 ;Use Magic device +6  
**Languages** common, dwarven,  
**SQ** evasion  
**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*potion of magic vestment, potion of barkskin*~~  
**Special Abilities** Sneak attack +2d6; trapfinding; Finesse rogue\*;trap sense +1

### ⚔ Agnira Zwerlnus, Marlowe Thilwood, Tyniras Delform Human fighter 3 (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 (1d8, 20/x3)

**Full Atk** longsword +9 (1d8+5, 19-20/x2) or longbow +5 (1d8, 20/x3)

**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 Mordana (a skull in a black circle), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

**Special Abilities** bravery +1\*; armor training 1

### ATL 7

#### ⚔ Rexus Wyrx Half-elf cleric (Suulthah) 7

NE Medium humanoid

---

**Init** +2; **Senses** Low light vision; Perception +6 (untrained)

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

**hp** 67 (7d8+14+7)

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

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.

**Melee** kama +5 (1d6, 20/x2)

**Ranged** light crossbow +7 (1d8, 20/x3)

**Full Atk** kama +5 (1d6, 20/x2) or light crossbow +7 (1d8, 20/x3)

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

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

**Spell-Like Abilities** Nil.

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

*magic weapon, chill touch (D – Scalykind); 2nd level - cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison); 3rd level - bestow curse, magic vestment, summon monster III, poison (D-Poison); 4th level - spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind)*

**Str 10, Dex 14, Con 14, Int 10, Wis 19, Cha 14**  
**Base Atk +5; CMB +5; CMD +17**

**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination)

**Skills** Heal +14, knowledge (religion) +7, spellcraft +10

**Languages** common, elven

**SQ** nil

**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield holy symbol of Suulthah (a coiled cobra), ~~*potion of magic vestment, potion of barkskin*~~

**Special Abilities** cast *summon swarm (snakes) 2/day*, commanding touch (D – Domination – usable 7/day), poison touch (D – Poison, usable 7/day), serpentstrike (D – Scalykind, usable 7/day)

### ✂ **Flonell Lerel Half-elf sorcerer 5 (draconic bloodline)**

NE Medium humanoid

---

**Init +2; Senses** Low light vision; Perception +11

**AC** 17 (+2 Dex, +1 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 15 (+1 natural armor, +4 *mage armor*)

**hp** 39 (5d6+10+5 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity

5; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.  
**Melee** dagger +2 (1d4, 19-20/x2) or claw +2 (1d4, 20/x2)

**Ranged** light crossbow +4 (1d8, 19-20/x2)

**Full Atk** dagger +2 (1d4, 19-20/x2) or 2 claws +2 (1d4, 20/x2) or light crossbow +4 (1d8, 19-20/x2)

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

**Special Attacks** nil

**Spell-Like Abilities** Nil.

**Spells (DC 14 (15 vs. evocation (+)) + spell level)**  
**0 level** – *acid splash, bleed, daze, prestidigitation, resistance, touch of fatigue*; **1<sup>st</sup> level (6/day)** -

*burning hands\*+, magic missile+, shocking grasp+, true strike*; **2<sup>nd</sup> level (5/day)** - *flaming sphere\*+, scorching ray\*+*

**Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 19**  
**Base Atk +2; CMB +2; CMD +14**

**Feats** Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)

**Skills** Knowledge (arcana) +9, perception +11, spellcraft +12

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR

### ✂ **Donegall Cralis 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*;

**1<sup>st</sup> level (5/day DC 15)** - *charm person, cure light*

*wounds, hideous laughter, summon monster I*;

**2<sup>nd</sup> 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 Mordana (a skull in a black circle), ~~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

### ⚔ **Marl Norask Dwarf rogue 5**

NE Medium humanoid

**Init** +8 (+4 Dex, improved initiative); **Senses** darkvision 60'; Perception +11  
**AC** 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge), touch 15 (+4 Dex, dodge), flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge)

**hp** 54 (5d8+15+5 (favored class))

**Fort** +4, **Ref** +8, **Will** +1

**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** short sword +7 (1d6+1)

**Ranged** shortbow +7 (1d6, 20/x3)

**Full Atk** short sword +7 (1d6+1) or shortbow +7 (1d6, 20/x3)

**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** 10

**Base Atk** +3; **CMB** +4; **CMD** +18 (22 vs. bull rush)

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

**Skills** Acrobatics +11; Bluff +8; Diplomacy +8; Disable Device +11; Disguise +8; Escape Artist +11; Knowledge (local) +10; Perception +11; Stealth +11 ;Use Magic device +8

**Languages** common, dwarven,

**SQ** evasion, uncanny dodge

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle),

~~potion of magic vestment, potion of barkskin~~

**Special Abilities** Sneak attack +3d6; trapfinding; Finesse rogue\*;trap sense +1; bleeding attack

### ⚔ **Agnira Zwerlnus, Marlowe Thilwood, Tyniras Delform Human fighter 5 (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** 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 (1d8, 20/x3)

**Full Atk** longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)\*\* or longbow +7 (1d8, 20/x3)

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

**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 Mordana (a skull in a black circle), ~~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)\*\*

### **ATL 9**

### ⚔ **Rexis Wyrx Half-elf cleric (Suulthah) 9**

NE Medium humanoid

**Init** +2; Senses Low light vision; Perception +7 (untrained)  
**AC** 24 (+2 Dex, +4 natural armor, +8 breastplate), touch 12 (+2 Dex), flat-footed 22 (+4 natural armor, +8 breastplate)  
**hp** 85 (9d8+18+9 (favored class))  
**Fort** +8, **Ref** +5, **Will** +11  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects.; **SR** nil  
**Spd** 30 ft.  
**Melee** kama +6 (1d6, 20/x2)  
**Ranged** light crossbow +8 (1d8, 20/x3)  
**Full Atk** kama +6/+1 (1d6, 20/x2) or light crossbow +8/+3 (1d8, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** channel negative energy 5d6 (treat as CL +4 vs. undead)  
**Spell-Like Abilities** Nil.  
**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, , chill touch (D – Scalykind)*; **2<sup>nd</sup> level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison)*; **3<sup>rd</sup> level** – *bestow curse, magic vestment, prayer, summon monster III, , poison (D-Poison)*; **4<sup>th</sup> level** – *magic weapon - greater spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind)*; **5<sup>th</sup> level** – *cure light wounds – mass, flame strike, ,cone of cold (D-Scalykind)*  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14  
**Base Atk** +6/+1; **CMB** +6; **CMD** +18  
**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison).; domain focus (domination); selective channeling  
**Skills** Heal +16, knowledge (religion) +8, spellcraft +11  
**Languages** common, elven  
**SQ** nil  
**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~  
**Special Abilities** cast *summon swarm (snakes) 3/day*, commanding touch (D – Domination, lasts

4 minutes – usable 8/day), poison touch (D – Poison, usable 8/day), serpentstrike (D – Scalykind, usable 8/day), dominating touch (D – Domination, lasts 5 minutes – usable 1/day), sword of venom (D – Poison, lasts 5 rounds, usable 1/day),master of scale (summon monster as if spell was 1 level higher) (D – Scalykind)

### ⚔ **Flonell Lerel Half-elf sorcerer 7 (draconic bloodline)**

NE Medium humanoid

---

**Init** +6; Senses Low light vision; Perception +13  
**AC** 17 (+2 Dex, +1 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 15 (+1 natural armor, +4 *mage armor*)  
**hp** 53 (5d6+10+5 (favored class))  
**Fort** +4, **Ref** +4, **Will** +6  
**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 5; **DR** nil; **Immune** to magic sleep effects.; **SR** nil  
**Spd** 30 ft.  
**Melee** dagger +3 (1d4, 19-20/x2) or claw +3 (1d6, 20/x2)  
**Ranged** light crossbow +5 (1d8, 19-20/x2)  
**Full Atk** dagger +3 (1d4, 19-20/x2) or 2 claws +3 (1d6, 20/x2) or light crossbow +5 (1d8, 19-20/x2)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** Nil.  
**Spells (DC 14 (16 vs. evocation (+)) +spell level) 0 level** – *acid splash, bleed, daze, flare, prestidigitation, resistance, touch of fatigue*; **1<sup>st</sup> level (7/day)** – *burning hands\*+, magic missile+, shocking grasp+, summon monster I, true strike*; **2<sup>nd</sup> level (7/day)** – *flaming sphere\*+, mirror image, scorching ray\*+*; **3<sup>rd</sup> level (5/day)** – *fireball\*+, lightning bolt+*  
**Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19  
**Base Atk** +3; **CMB** +3; **CMD** +15  
**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting  
**Skills** Knowledge (arcana) +11, perception +13, spellcraft +14  
**Languages** common, elven  
**SQ** nil  
**Gear** dagger, light crossbow, quiver with 10 crossbow bolts



**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor*, *resist energy*, *fly*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR

### ⚔ Donegall Cralis 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*;

**1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*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

### ⚔ Marl Norask Dwarf rogue 7

NE Medium humanoid

---

**Init** +8 (+4 Dex, improved

initiative); **Senses** darkvision 60'; Perception +13

**AC** 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge), touch 15 (+4 Dex, dodge), flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge)

**hp** 74 (7d8+21+7 (favored class))

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

**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** short sword +9 (1d6+1)

**Ranged** shortbow +9 (1d6, 20/x3)

**Full Atk** short sword +9 (1d6+1) or shortbow +9 (1d6, 20/x3)

**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** 10

**Base Atk** +5; **CMB** +6; **CMD** +20 (24 vs. bull rush)

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

**Skills** Acrobatics +13; Bluff +10; Diplomacy +10; Disable Device +13; Disguise +10; Escape Artist +13; Knowledge (local) +12; Perception +13; Stealth +13 ;Use Magic device +10

**Languages** common, dwarven,

**SQ** evasion, uncanny dodge

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle),

~~*potion of magic vestment*~~, ~~*potion of barkskin*~~

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

### ⚔ Agnira Zwerlnus, Marlowe Thilwood,

### Tyniras Delform Human fighter 7 (3)

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 (1d8, 20/x3)  
**Full Atk** longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)\*\* or longbow +9/+4 (1d8, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**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 Mordana (a skull in a black circle), ~~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)\*\*

## ATL 11

**☞ Raxis Wyrx Half-elf cleric (Suulthah) 11**  
NE Medium humanoid  
**Init** +2; Senses Low light vision; Perception +7 (untrained)  
**AC** 24 (+2 Dex, +4 natural armor, +8 breastplate), touch 12 (+2 Dex), flat-footed 22 (+4 natural armor, +8 breastplate)  
**hp** 103 (11d8+22+11 (favored class))  
**Fort** +9, **Ref** +5, **Will** +12  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects; **SR** nil  
**Spd** 30 ft.

**Melee** Kama +7(1d6, 20/x2)  
**Ranged** light crossbow +9 (1d8, 20/x3)  
**Full Atk** Kama +7/+2 (1d6, 20/x2) or light crossbow +9/+4 (1d8, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** channel negative energy 6d6 (treat as CL +4 vs. undead)  
**Spell-Like Abilities** Nil.  
**Spells (DC 15+spell level) 0 level** – bleed, create water, resistance, virtue; **1<sup>st</sup> level** – bane, cure light wounds, cure light wounds, divine favor, magic weapon, , chill touch (D – Scalykind) ; **2nd level** – align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison); **3rd level** – bestow curse x2,, magic vestment, prayer, summon monster III, poison (D-Poison); **4th level** – magic weapon – greater x2, spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind) ; **5th level** – cure light wounds – mass, flame strike, inflict light wounds – mass, ,cone of cold (D-Scalykind) ; **6th level** – blade barrier, hold person – mass (D-Domination)  
**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14  
**Base Atk** +7/+2; **CMB** +7; **CMD** +19  
**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict  
**Skills** Heal +18, knowledge (religion) +9, spellcraft +12  
**Languages** common, elven  
**SQ** nil  
**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), , ~~potion of magic vestment (CL 8), potion of barkskin (CL 9)~~  
**Special Abilities** cast *summon swarm (snakes)* 3/day, commanding touch (D – Domination, lasts 4 minutes – usable 8/day), poison touch (D – Poison, usable 8/day), serpentstrike (D – Scalykind, usable 8/day), dominating touch (D – Domination, lasts 5 minutes – usable 1/day), sword of venom (D – Poison, lasts 5 rounds, usable 1/day),master of scale (summon monster as if spell was 1 level higher) (D – Scalykind)

**✂ Flonell Lerel Half-elf sorcerer 9 (draconic  
bloodline)**

NE Medium humanoid

**Init +6; Senses** Low light vision; Perception +15

**AC** 18 (+2 Dex, +2 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 16 (+2 natural armor, +4 *mage armor*)

**hp** 67 (9d6+18+9 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity

10; **DR** nil; **Immune** to magic sleep

effects; **SR** nil

**Spd** 30 ft.

**Melee** dagger +4 (1d4, 19-20/x2) or claw +4 (1d6, 20/x2)

**Ranged** light crossbow +6 (1d8, 19-20/x2)

**Full Atk** dagger +4 (1d4, 19-20/x2) or 2 claws +4 (1d6, 20/x2) or light crossbow +6 (1d8, 19-20/x2)

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

**Special Attacks** breath weapon (60' line of electricity (damage 9d6 - reflex DC19)) 1/day

**Spell-Like Abilities** Nil.

**Spells (DC 15(17 vs. evocation (+)) + spell level)**

**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue*; **1<sup>st</sup> level (7/day)** – *burning hands*\*+, *magic missile*+, *shocking grasp*+, *summon monster I, true strike*; **2<sup>nd</sup> level (7/day)** – *eagle's splendor, flaming sphere*\*+, *mirror image, scorching ray*\*+; **3<sup>rd</sup> level (7/day)** – *flame arrow*\*+, *fireball*\*+; *lightning bolt*+; **4<sup>th</sup> level (5/day)** – *enervation, wall of fire*\*+

**Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

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

**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration

**Skills** Knowledge (arcana) +13, perception +15, spellcraft +16

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor,*

*resist energy, fly, fear*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

**✂ Donegall Cralis 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;*

**1<sup>st</sup> level (6/day DC 16)** – *charm person, cure light wounds, grease, hideous laughter, summon*

*monster I*; **2<sup>nd</sup> level (5/day DC 17)** – *cat's grace, heroism, cure moderate wounds, hold person*

**3<sup>rd</sup> 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 Mordana (a skull in a black circle), ~~*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

### ✠ Marl Norask Dwarf rogue 9

NE Medium humanoid

**Init** +8 (+4 Dex, improved initiative); **Senses** darkvision 60'; Perception +15  
**AC** 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge), touch 15 (+4 Dex, dodge), flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)  
**hp** 94 (9d8+27+9 (favored class))  
**Fort** +6, **Ref** +10, **Will** +3  
**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** short sword +10 (1d6+1)  
**Ranged** shortbow +10/+5 (1d6, 20/x3)  
**Full Atk** short sword +10/+5 (1d6+1) or shortbow +10/+5 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** *acid splash* 3x/day\*\* ; *magic missile* 2x/day (as 9<sup>th</sup> level caster)\*\*\*  
**Spells Known** none  
**Str** 12, **Dex** 19, **Con** 16, **Int** 14, **Wis** 10, **Cha** 10  
**Base Atk** +6/+1; **CMB** +7; **CMD** +21 (25 vs. bull rush)  
**Feats** Weapon finesse (short sword)\* ;skill focus (perception), improved initiative, dodge, mobility, spring attack  
**Skills** Acrobatics +15; Bluff +12; Diplomacy +12; Disable Device +15; Disguise +12; Escape Artist +15; Knowledge (local) +14; Perception +15; Stealth +15 ;Use Magic device +12  
**Languages** common, dwarven,  
**SQ** evasion, uncanny dodge, improved uncanny dodge  
**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), *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\*\*\*

### ✠ Agnira Zwerlnus, Marlowe Thilwood, Tyniras Delform Human fighter 9 (3)

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 (1d8+1, 20/x3)\*\*\*  
**Full Atk** longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2) or longbow +12/+7 (1d8+1, 20/x3)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**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 Mordana (a skull in a black circle), ~~*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)\*\*\*

ATL 13

### ☞ **Rexis Wyrx Half-elf cleric (Suulthah) 13**

NE Medium humanoid

---

**Init** +2; Senses Low light vision; Perception +7 (untrained)

**AC** 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)

**hp** 121 (13d8+26+13 (favored class))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.

**Melee** Kama +9 (1d6, 20/x2)

**Ranged** light crossbow +11 (1d8, 20/x3)

**Full Atk** Kama +9/+4 (1d6, 20/x2) or light crossbow +11/+6 (1d8, 20/x3)

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

**Special Attacks** channel negative energy 7d6 (treat as CL +4 vs. undead)

**Spell-Like Abilities** Nil.

**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, chill touch (D – Scalykind)*; **2<sup>nd</sup> level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison)*; **3<sup>rd</sup> level** – *bestow curse x2,, magic vestment, prayer, summon monster III, poison (D-Poison)*; **4<sup>th</sup> level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind)*; **5<sup>th</sup> level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living, cone of cold (D-Scalykind)*; **6<sup>th</sup> level** – *blade barrier, cure moderate wounds – mass, hold person – mass (D-Domination)*; **7<sup>th</sup> level** – *blasphemy, giant form I (D-domination)*

**Str** 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 21, **Cha** 16

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

**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict, greater domain focus (poison),

**Skills** Heal +20, knowledge (religion) +10, spellcraft +13

**Languages** common, elven

**SQ** nil

**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*

**Special Abilities** cast *summon swarm (snakes) 4/day*, commanding touch (D – Domination, lasts 4 minutes – usable 8/day), poison touch (D – Poison, usable 8/day), serpentstrike (D – Scalykind, usable 8/day), dominating touch (D – Domination, lasts 5 minutes – usable 2/day), sword of venom (D – Poison, lasts 5 rounds, usable 2/day), master of scale (summon monster as if spell was 1 level higher) (D – Scalykind)

### ☞ **Flonell Lerel Half-elf sorcerer 11 (draconic bloodline)**

NE Medium humanoid

---

**Init** +6; Senses Low light vision; Perception +15

**AC** 18 (+2 Dex, +2 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 16 (+2 natural armor, +4 *mage armor*)

**hp** 92 (11d6+22+11 (favored class)+11 (toughness))

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

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 10; **DR** nil; **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft.

**Melee** dagger +5 (1d4, 19-20/x2) or claw +5 (1d6+1d6 electricity, 20/x2)

**Ranged** light crossbow +7 (1d8, 19-20/x2)

**Full Atk** dagger +5 (1d4, 19-20/x2) or 2 claws +5 (1d6+1d6 electricity, 20/x2) or light crossbow +7 (1d8, 19-20/x2)

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

**Special Attacks** breath weapon (60' line of electricity (damage 11d6 - reflex DC20)) 1/day

**Spell-Like Abilities** Nil.

**Spells (DC 15 (17 vs. evocation (+)) + spell level)**

**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue*; **1<sup>st</sup> level (7/day)** – *burning hands\*+, magic missile+, shocking grasp+, summon monster I, true strike*; **2<sup>nd</sup> level (7/day)** – *cat's grace, eagle's splendor, flaming sphere\*+, mirror image, scorching ray\*+; 3<sup>rd</sup> level (7/day) – *flame arrow\*, fireball\*+; lightning bolt+, rage;**



**4<sup>th</sup> level (7/day)** - *enervation, wall of ice+*; *wall of fire\*+*; **5<sup>th</sup> level (5/day)** - *cone of cold+*, *wall of force+*

**Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 21**

**Base Atk +5; CMB +5; CMD +17**

**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity) , greater spell focus (evocation)+; combat casting, spell penetration, toughness

**Skills** Knowledge (arcana) +13, perception +15, spellcraft +21

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

### ⚔ **Donegall Cralis 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;*

**1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*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,

### ⚔ **Marl Norask Dwarf rogue 11**

NE Medium humanoid

**Init +8** (+4 Dex, improved

initiative); **Senses** darkvision 60'; Perception +20

**AC 23** (+4 Dex, +4 natural armor, +4 leather armor, dodge), touch 15 (+4 Dex, dodge), flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)

**hp** 114 (11d8+33+11 (favored class))

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

**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities ; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** short sword +12 (1d6+1, 19-20/x2)

**Ranged** shortbow +12 (1d6, 20/x3)

**Full Atk** short sword +12/+7 (1d6+1, 19-20/x2) or shortbow +12/+7 (1d6, 20/x3))

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

**Special Attacks** nil

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

**Spells Known** none

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

**Base Atk +8/+3; CMB +9; CMD +23** (27 vs. bull



rush)

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

**Skills** Acrobatics +17; Bluff +14; Diplomacy +14; Disable Device +17; Disguise +14; Escape Artist +17; Knowledge (local) +16; Perception +20; Stealth +17 ;Use Magic device +14

**Languages** common, dwarven

**SQ** evasion, uncanny dodge, improved uncanny dodge

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~), *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)

### ✠ **Agnira Zwerlnus, Marlowe Thilwood, Tyniras Delform Human fighter 11 (3)**

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 (1d8+1, 20/x3)\*\*\*

**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 (1d8+1, 20/x3)\*\*\*

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

**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 Mordana (a skull in a black circle), ~~), *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)\*\*\*

**ATL 15****☞ Rexis Wyrx Half-elf cleric (Suulthah) 15**

NE Medium humanoid

**Init** +2; Senses Lowlight vision; Perception +6 (untrained)**AC** 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)**hp** 157 (15d8+30+15 (favored class))**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil**Spd** 30 ft.**Melee** Kama +11 (1d6, 20/x2)**Ranged** light crossbow +13 (1d8, 20/x3)**Full Atk** Kama +11/+6/+1 (1d6, 20/x2) or light crossbow +13/+8/+3 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 (treat as CL +4 vs. undead)**Spell-Like Abilities** Nil.

**Spells (DC 15+spell level) 0 level** – *bleed, create water, resistance, virtue*; **1<sup>st</sup> level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, chill touch (D – Scalykind)* ; **2<sup>nd</sup> level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison)*; **3<sup>rd</sup> level** – *bestow curse x2,, magic vestment, prayer, summon monster III, poison (D-Poison)* ; **4<sup>th</sup> level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind)* ; **5<sup>th</sup> level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, ,cone of cold (D-Scalykind)*; **6<sup>th</sup> level** – *blade barrier x2, cure moderate wounds – mass, hold person - mass (D-Domination)*; **7<sup>th</sup> level** – *blasphemy, word of chaos, giant form I (D-Domination)*; **8<sup>th</sup> level** – *inflict critical wounds - mass, horrid wilting (D-Poison)*

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14**Base Atk** +11/+6/+1; **CMB** +11; **CMD** +23**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict, greater domain focus (poison), greater domain focus (domination)**Skills** Heal +22, knowledge (religion) +11, spellcraft +14**Languages** common, elven**SQ** nil**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~**Special Abilities** cast *summon swarm (snakes) 4/day*, commanding touch (D – Domination, lasts 4 minutes – usable 8/day), poison touch (D – Poison, usable 8/day), serpentstrike (D – Scalykind, usable 8/day), dominating touch (D – Domination, lasts 5 minutes – usable 2/day), sword of venom (D – Poison, lasts 5 rounds, usable 2/day),master of scale (summon monster as if spell was 1 level higher) (D – Scalykind)**☞ Flonell Lerel Half-elf sorcerer 13 (draconic bloodline)**

NE Medium humanoid

**Init** +6; Senses Low light vision; Perception +17**AC** 18 (+2 Dex, +2 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 16 (+2 natural armor, +4 *mage armor*)**hp** 108 (13d6+26+13 (favored class)+13 (toughness))**Fort** +8, **Ref** +6, **Will** +11**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 10; **DR** nil; **Immune** to magic sleep effects,; **SR** nil**Spd** 30 ft.**Melee** dagger +6 (1d4, 19-20/x2) or claw +6 (1d6+1d6 electricity, 20/x2)**Ranged** light crossbow +8 (1d8, 19-20/x2)**Full Atk** dagger +6/+1 (1d4, 19-20/x2) or 2 claws +6 (1d6+1d6 electricity, 20/x2) or light crossbow +8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (damage 13d6 - reflex DC 21)) 1/day**Spell-Like Abilities** Nil.

**Spells (DC 15 (17 vs. evocation (+)) + spell level) 0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue*; **1<sup>st</sup> level (7/day)** – *burning hands\*+, magic missile+, shocking grasp+*,

*summon monster I, true strike*; **2<sup>nd</sup> level (7/day)** - *cat's grace, eagle's splendor, flaming sphere\*+, mirror image, scorching ray\*+; 3<sup>rd</sup> level (7/day)* - *flame arrow\*, fireball\*+; lightning bolt+, rage;* **4<sup>th</sup> level (7/day)** - *enervation, ice storm+, wall of ice+; wall of fire\*+; 5<sup>th</sup> level (7/day)* -, *cone of cold+, feeblemind, wall of force+; 6<sup>th</sup> level (4/day)* - *bull's strength – mass, chain lightning+*  
**Str 10, Dex 14, Con 14, Int 12, Wis 13, Cha 21**  
**Base Atk +6/+1; CMB +6; CMD +18**  
**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will  
**Skills** Knowledge (arcana) +15, perception +17, spellcraft +23  
**Languages** common, elven  
**SQ** nil  
**Gear** dagger, light crossbow, quiver with 10 crossbow bolts  
**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

### ⚔ **Donegall Cralis 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;*

**1<sup>st</sup> 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 Mordana (a skull in a black circle), ~~*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

### ⚔ **Marl Norask Dwarf rogue 13**

NE Medium humanoid

**Init** +9 (+5 Dex, improved

initiative); **Senses** darkvision 60'; Perception +22

**AC 26** (+5 Dex, +5 natural armor, +5 leather armor, dodge), touch 16 (+5 Dex, dodge), flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

**hp** 134 (13d8+39+13 (favored class))

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

**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** short sword +15 (1d6+1, 19-20/x2)

**Ranged** shortbow +15 (1d6, 20/x3)

**Full Atk** short sword +15/+10 (1d6+1, 19-20/x2) or shortbow +15/+10 (1d6, 20/x3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** nil  
**Spell-Like Abilities** *acid splash* 3x/day\*\* ; *magic missile* 2x/day (as 9<sup>th</sup> level caster)\*\*\*  
**Spells Known** none  
**Str** 12, **Dex** 20, **Con** 16, **Int** 14, **Wis** 10, **Cha** 10  
**Base Atk** +9/+4; **CMB** +10; **CMD** +25 (29 vs. bull rush)  
**Feats** Weapon finesse (short sword)\* ;skill focus (perception), improved initiative; dodge; mobility; spring attack; wind stance (20% miss chance if you move), improved unarmed strike  
**Skills** Acrobatics +19; Bluff +16; Diplomacy +16; Disable Device +19; Disguise +16; Escape Artist +19; Knowledge (local) +18; Perception +22; Stealth +19 ;Use Magic device +16  
**Languages** common, dwarven  
**SQ** evasion, uncanny dodge, improved uncanny dodge  
**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 9)*~~  
**Special Abilities** Sneak attack +7d6; trapfinding; Finesse rogue\*;trap sense +4; bleeding attack; minor magic\*\*;major magic\*\*\*; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round), dispelling attack

✠ **Agnira Zwerlnus, Marlowe Thilwood, Tyniras Delform Human fighter 13** (3)  
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/+7 (1d8+2, 20/x3)\*\*\*  
**Space** 5 ft.; **Reach** 5 ft .  
**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 Mordana (a skull in a black circle), ~~*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) \*\*\*\*

#### ATL 17

✠ **Rexis Wyrx Half-elf cleric (Suulthah) 17**  
NE Medium humanoid

---

**Init** +2; **Senses** Lowlight vision; Perception +6 (untrained)  
**AC** 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)  
**hp** 175 (15d8+30+15 (favored class))  
**Fort** +12 , **Ref** +7, **Will** +16  
**Defense Abilities** +2 to save vs. enchantment spells and effects; **DR** nil; **Immune** to magic sleep effects,; **SR** nil  
**Spd** 15 ft.  
**Melee** Kama +12 (1d6, 20/x2)  
**Ranged** light crossbow +14 (1d8, 20/x3)  
**Full Atk** Kama +12/+7/+2 (1d6, 20/x2) or light crossbow +14/+9/+4 (1d8, 20/x3)



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

**Special Attacks** channel negative energy 9d6 (treat as CL +4 vs. undead)

**Spell-Like Abilities** Nil.

**Spells (DC 15+spell level) 0 level** – bleed, create water, resistance, virtue; **1<sup>st</sup> level** – bane, cure light wounds, cure light wounds, divine favor, magic weapon, chill touch (D – Scalykind) ; **2<sup>nd</sup> level** – align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (kama) stinking cloud (D-Poison); **3<sup>rd</sup> level** – bestow curse x2,, magic vestment, prayer, summon monster III, poison (D-Poison) ; **4<sup>th</sup> level** – divine power, magic weapon – greater x2, spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind) ; **5<sup>th</sup> level** – cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, cone of cold (D-Scalykind) ; **6<sup>th</sup> level** – blade barrier x2, cure moderate wounds – mass, hold person - mass (D-Domination); **7<sup>th</sup> level** – blasphemy, word of chaos, giant form I (D-Domination); **8<sup>th</sup> level** – inflict critical wounds - mass, horrid wilting (D-Poison) ; **9<sup>th</sup> level** – inflict critical wounds - mass, summon monster IX (venomous creatures) (D-Poison)

**Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 14

**Base Atk** +12/+7/+2; **CMB** +12; **CMD** +24

**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict, greater domain focus (poison), greater domain focus (domination); domain focus (Scalykind)

**Skills** Heal +24, knowledge (religion) +14, spellcraft +15

**Languages** common, elven

**SQ** nil

**Gear** breastplate armor, kama, light crossbow, quiver with 10 arrows, heavy steel shield, holy symbol of Suulthah (a coiled cobra), ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~

**Special Abilities** cast *summon swarm (snakes) 5/day*, commanding touch (D – Domination, lasts 4 minutes – usable 8/day), poison touch (D – Poison, usable 8/day), serpentstrike (D – Scalykind, usable 8/day), dominating touch (D – Domination, lasts 5 minutes – usable 3/day), sword of venom (D – Poison, lasts 5 rounds, usable

3/day),master of scale (summon monster as if spell was 1 level higher) (D – Scalykind)

⚔ **Flonell Lerel Half-elf sorcerer 15 (draconic bloodline)**

NE Medium humanoid

**Init** +6; **Senses** Low light vision; Perception +19

**AC** 20 (+2 Dex, +4 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 18 (+4 natural armor, +4 *mage armor*)

**hp** 124 (15d6+30+15 (favored class)+15 (toughness))

**Fort** +9, **Ref** +7, **Will** +12

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity

10; **DR** nil; **Immune** to magic sleep

effects,; **SR** nil

**Spd** 30 ft., 60' fly (average)

**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)

**Ranged** light crossbow +9 (1d8, 19-20/x2)

**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) or light crossbow +9/+4 (1d8, 19-20/x2)

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

**Special Attacks** breath weapon (60' line of electricity (damage 15d6 - reflex DC 22)) 1/day

**Spell-Like Abilities** Nil.

**Spells (DC 15 (17 vs. evocation (+)) + spell level)**

**0 level** – acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue; **1<sup>st</sup> level (7/day)** – burning hands\*+, magic missile+, shocking grasp+, summon monster I, true strike; **2<sup>nd</sup> level (7/day)** – cat's grace, eagle's splendor, flaming sphere\*+, mirror image, scorching ray\*+; **3<sup>rd</sup> level (7/day)** – flame arrow\*, fireball\*+; lightning bolt+, rage; **4<sup>th</sup> level (7/day)** – enervation, ice storm+, wall of ice+; wall of fire\*+; **5<sup>th</sup> level (7/day)** – cone of cold+, feblemind, wall of force+; **6<sup>th</sup> level (6/day)** – bull's strength – mass, chain lightning+; **7<sup>th</sup> level (4/day)** – delayed blast fireball\*+, prismatic spray+

**Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

**Base Atk** +7/+2; **CMB** +7; **CMD** +19

**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting,



spell penetration, toughness, iron will, greater spell penetration

**Skills** Knowledge (arcana) +17, perception +19, spellcraft +25

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor*, *resist energy*, *fly*, *fear*, *spell resistance*, *form of the dragon I*, *form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

### ⚔ **Donegall Cralis 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*;

**1<sup>st</sup> level (6/day DC 16)** - *charm person*, *cure light wounds*, *grease*, *expeditious retreat*, *hideous*

*laughter*, *summon monster I*; **2<sup>nd</sup> level (6/day DC 17)** - *cat's grace*, *eagle's splendor*, *heroism*, *cure moderate wounds*, *enthrall*, *hold person*

**3<sup>rd</sup> level (6/day DC 18)** - *confusion*, *crushing despair*, *cure serious wounds*, *haste*, *slow*

**4<sup>th</sup> level (5/day DC 19)** - *cure critical wounds*, *freedom of movement*, *shout*, *summon monster IV*

**5<sup>th</sup> 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 Mordana (a skull in a black circle), *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

### ⚔ **Marl Norask Dwarf rogue 15**

NE Medium humanoid

**Init** +9 (+5 Dex, improved

initiative); **Senses** darkvision 60'; Perception +24

**AC** 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge), touch 16 (+5 Dex, dodge), flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

**hp** 169 (15d8+45+15 (favored class)+15 toughness)

**Fort** +8, **Ref** +14, **Will** +5

**Defense Abilities** +4 dodge bonus to AC vs. giant class, +2 to save vs. poison, spells and spell-like abilities; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** short sword +16 (1d6+1, 19-20/x2)

**Ranged** shortbow +16 (1d6, 20/x3)

**Full Atk** short sword +16/+11/+6 (1d6+1, 19-20/x2) or shortbow +16/+11/+6 (1d6, 20/x3)

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

**Special Attacks** nil

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

**Spells Known** none

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

**Base Atk** +11/+6/+1; **CMB** +12; **CMD** +27 (31 vs. bull rush)

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

**Skills** Acrobatics +21; Bluff +18; Diplomacy +18; Disable Device +21; Disguise +18; Escape Artist +21; Knowledge (local) +20; Perception +24; Stealth +21 ;Use Magic device +18

**Languages** common, dwarven

**SQ** evasion, uncanny dodge, improved uncanny dodge

**Gear** leather armor, short sword, shortbow, holy symbol of Mordana (a skull in a black circle), ~~potion of magic vestment (CL 12), potion of barkskin (CL 9)~~

**Special Abilities** Sneak attack +8d6; trapfinding; Finesse rogue\*;trap sense +5; bleeding attack; minor magic\*\*;major magic\*\*\*; slow reactions (opponents damaged by your sneak attack can't make AOOs for 1 round), dispelling attack, crippling strike

✂ **Agnira Zwerlnus, Marlowe Thilwood,**  
**Tyniras Delform Human fighter 15** (3  
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** 168 (15d10+45)

**Fort** +12, **Ref** +7, **Will** +6 (10)\*

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

**Spd** 30 ft.

**Melee** longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +21 (1d3+6, 20/x2)

**Ranged** longbow +19 (1d8+2, 20/x3)\*\*\*

**Full Atk** longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23+18/+13 (1d6+8, 19-20/x2) or longbow +19/+14/+9 (1d8+2, 20/x3)\*\*\*

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +15/+10/+5; **CMB** +20; **CMD** +32

**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); bleeding critical; sickening critical

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

**Languages** common,

**SQ** nil

**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle), ~~oil of greater magic weapon (CL 12), potion of magic vestment (CL 12), potion of barkskin (CL 12)~~

**Special Abilities** bravery +4\*; armor training 4; weapon training (spears) \*\* ; weapon training (bows) \*\*\*; weapon training (natural) \*\*\*\*

If the PCs defeat the villains go to Conclusion A, otherwise go to Conclusion B

### **CONCLUSION A (PCs DEFEAT THE VILLAINS)**

*You drop your last foe at the same time that the Legionnaires subdued their last opponents ending the threat from these villains. The legionnaires quickly take charge of the situation, rounding up the villains and arranging to have the dead bodies carted away for proper disposition. They administer any healing that you need and then tell you that you should report back to see Sgt. Ayers for a proper debriefing.*

Go to the epilogue.

### **CONCLUSION B (VILLAINS DEFEAT THE PCs)**

*You feel a gentle shaking, and as you open your eyes you see a group of legionnaires standing over you. After administering additional healing they help you to your feet.*

*The legionnaires quickly take charge of the situation, rounding up the villains and arranging to have the dead bodies carted away for proper disposition. The legionnaires tell you that you should report back to see Sgt. Ayers for a proper debriefing.*

*to frame Breng, but their fate is in the Lord Monarch's hands right now.*

*I'm hoping that we've seen the last of "Isador" and his "daughters" but my gut tells me that we haven't. I'm only hoping that when Isador makes his presence known again adventurers such as you will be available to thwart his plans.*

*I spoke with Captain Collins and she has arranged a special reward for you. She has arranged it that you may either receive funds to use towards the purchase or creation of a magic item of your choice, or have the ability to select an item from the legions supply. Thank you again for your help.*

**At Origins 2010 only, add the following text.**

*"The door to Sgt. Ayer's office opens and Sgt. Braithwaite enters "Oh good you're still here. I wanted to thank you for coming to my aid. Please accept these earrings as a token of my appreciation."*

**THUS ENDS "DOUBLE VISION"**

### **EPILOGUE**

*You make your way back to the legion branch to meet with Sergeant Ayers, and are quickly escorted into his office to meet with him. Sergeant Ayers asks you for the full details of your investigation.*

*"Thank you for your help in getting this situation resolved. Because of your actions people in this city can rest easier knowing that another evil plan has been thwarted. It also seems that we're getting closer to finding out who was responsible for the plot against former High Warrior Breng. It's a little disconcerting to know that a noble house was involved, much less three noble houses. Hopefully we'll be able to learn who it was that was actually blackmailing them.*

*It's not much of a consolation to know that they were blackmailed into going along with the plan*

**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	ATL 17
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>
<b>Raising any of the dead homeless</b>	<b>50</b>	<b>50</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>200</b>	<b>200</b>	<b>500</b>	<b>500</b>
<b>Role-playing XP Bonus</b>	<b>50</b>	<b>50</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>200</b>	<b>200</b>	<b>500</b>	<b>500</b>
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>	<b>3100</b>	<b>4900</b>	<b>7400</b>	<b>11500</b>	<b>18000</b>

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.

### Encounter 1

- **Favor of Captain Collins**, 1 per PC (Value: varies gp, Size: varies, Tradable: Yes, Rarity: Varies, CL: Varies, Legality: Legal).

In appreciation for your efforts in putting an end to the mysterious crime wave that hit the city, Captain Collins has arranged something special for you. This favor can be redeemed in 1 of 2 ways.

#### ATL 1:

- Boots of elvenkind (Value: 2,500 gp; CL 5)(feet)
- Brooch of shielding (Value: 1,500 gp; CL 1)(neck)
- Elemental gem – fire (Value: 2,250 gp; CL 11)
- Handy haversack (Value: 2,000 gp; CL 9)

- a) Captain Collins has arranged for you to receive the sum of 750gp per character level to be used for either magic item purchases or their creation (Value: \_\_\_\_\_ gp) or
- b) Captain Collins has arranged for you to receive an item from the list below by ATL. You may choose an item from the ATL you played or a lower ATL if you wish.

- Wand of cure light wounds (Value: 750 gp; CL 1)
- Wand of magic missile (Value: 750 gp; CL 1)

#### ATL 3-5:

- Bag of holding type II (Value: 5,000 gp; CL 9)



- Belt of giant strength +2 (Value: 4,000 gp, CL 8)(belt)
- Headband of inspired wisdom +2 (Value: 4,000 gp; CL 8)(headband)
- Slippers of spider climbing (Value: 4,800 gp; CL 4)(feet)
- Wand of cat's grace (Value: 4,500 gp; CL 3)
- Wand of cure moderate wounds (Value: 4,500 gp; CL 3)
- Stone of good luck (luckstone) (Value: 20,000 gp; CL 5)

**ATL 7-9:**

- Amulet of natural armor +2 (Value: 8,000 gp; CL 5)(neck)
- Bag of tricks – rust (Value: 8,500 gp; CL 5)
- Decanter of endless water (Value: 9,000; CL 9)
- Necklace of fireballs – type VII (Value: 8,700 gp; CL 10)(neck)
- Pearl of power – 3<sup>rd</sup> level (Value: 9,000 gp; CL 17)
- Strand of prayer beads – lesser (Value: 9600 gp; CL 5)(neck)

**ATL 11-13**

- Belt of dwarvenkind (Value: 14,900 gp; CL 12)(belt)
- Boots of speed (Value 12,000 gp; CL 10)(feet)
- Cloak of arachnidia (Value: 14,000 gp; CL 6)(shoulders)
- Cape of the mountebank (Value: 10,080 gp, CL 9)(shoulders)
- Pearl of the sirines (Value: 15,300 gp; CL 8)
- Periapt of wound closure (Value: 15,000 gp; CL 10)(neck)

**ATL 15+**

- Carpet of flying 5'x5' (Value: 20,000 gp, CL 10)
- Horn of blasting (Value: 20,000 gp; CL 7)
- Ioun stone - pale lavender ellipsoid (Value: 20,000 gp; CL 12)
- Ioun stone – pearly white spindle (Value: 20,000 gp; CL 12)
- Rope of entanglement (Value: 21,000 gp; CL 12)

# **PLAYER'S HANDOUT #1**

*“Noble adventurer, Trying times present a need for your services. It is imperative that you report to Diamond Legion HQ and we will brief you.*

*Sgt. Kelson Ayers.*

## Player Handout 2

Location (District)	Vic	Perp	Crime	Victims and witnesses Whereabouts	Case status	Witness(es)	Reporting Officer
Granite Chalice (services)	Monriq Darlox (female human patron)	Marl Norask (dwarf)	Murder	Victim's body sent home to family. Witness in protective custody	Open, perp had alibi	Melsal (waitress)	Private Almwood
Cobblespring's crystal and glass (services)	Jori Cobblespring	Flonell Lerel (half-elf)	Assault, robbery	Protective custody	Open, perp had alibi	None, Jori was alone	Private Almwood
Daglert's Stones (Merchants)	Dellwood and Miranda (human man and woman in their 60's) Elrond Goldfarge (deceased)	Agnira Zwerlnus (elf)	Robbery, assault, murder, attempted murder	Victims and witness in protective custody	Open, perp had alibi	Miranda, Daglert Glimiarnich (gnome friend of house krimpach)	Sgt. Braithwaite
Silver Swan Inn	Esmerelda Fraughtner (elven woman)	Donegall Cralis (human)	Robbery, murder	Body sent home to family, witness in protective custody	Open, perp had alibi	Carialla Joxial	Corporal Jurgens
Gems of Amdakter (Merchants)	Pierth Bourne	Rexis Wyrx (half-elf)	Robbery, attempted murder	Protective custody	Open, perp had alibi	Morgalla Lightwood	Sgt. Braithwaite
Grendel's armory (Adventurers)	Grendel	Marlowe Thilwood (human)	Robbery, assault	Protective custody	Open, perp had alibi	Desiree Buxworth	Corporal Snodgrass
Treasure Hunters Shoppe (Adventurers)	Barnabas Bauxlightner (human)	Tyniras Delform (human)	Assault, attempted murder	Protective custody	Open, perp had alibi	Chaunteese Nixal	Corporal Snodgrass

# CRITICAL EVENT SUMMARY: DOUBLE VISION

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

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

1. Did the PCs defeat the villains in encounter 3?                      Yes                      No

2. What was the status of Marl Norask? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

3. What was the status of Flonell Lerell? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

4. What was the status of Agnira Zwerlnus? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

5. What was the status of Donegall Cralis? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

6. What was the status of Marlowe Thilwood? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

7. What was the status of Rexis Wyrx? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

8. What was the status of Tyniras Delform? (Circle whichever applies)

Dead                      Alive, and in custody                      Alive and escaped

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).



Please send completed form to:  
**Eric V. Clark, 300 Indiana Ave,  
 Pendleton, IN 46064, or email to**



## ROSTER OF HEROES: DOUBLE VISION

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
 Email address: \_\_\_\_\_ (optional)  
 Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
 Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_  
 Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):   
 Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 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)	NA / 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)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

\*\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

## **OPEN GAME LICENSE Version 1.0**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

DOUBLE VISION Copyright 2010, The Shining Jewel, LLC, Author David Samuels.