



And So It Begins

(Dark Despair - Part 1 - Round 1 of 2)

By Ramon Ball

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

A request from the church of Brianna turns into a trek into the wild. And then, things go really wrong. Can you find out who is threatening villages all around Amthydor before it's too late? A two-round Legends of the Shining Jewel module for heroes of levels 4-15, ATL's 5-15. This module is not eligible for play by Drow PC's. Mature Content Warning.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the

PCs. Full XP awards should not be given for the encounter if this is necessary.

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

"*And So It Begins*" is Part One of the Dark Despair Series, and follows the events from the elf war adventures. It is not required to have played those adventures prior to playing this one.

There is material inappropriate for young audiences, so the GM MUST adjust the text based on the ages of the players.

Drow PCs may NOT play this adventure..

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

This story begins several months after the elf war was ended by Ardra. The fallen elves, now called Drow, have retreated from the front lines of the war and are seeking shelter where they can find it. A small group of former forest elves have occupied several caves in the Delambir Mountains northeast of the Darkwood. Not wanting to be bothered before they are ready to strike at Amthydor, they are cleansing the area around their new home of human settlements. The ranger Blaze, in her patrols has spotted some of their activity and sent a request to the shrine of Brianna in Rosewood for assistance in finding the source of the problem.

Introduction – Getting your mission and heading to meet Corlus in the shrine of Brianna at Rosewood.

Encounter 1: Grove of Brianna in Rosewood, meet Corlus and get the mission briefing. They are provided with a sparrow that can lead them to Blaze.

Encounter 2: The trek to Llynvale. The trip from Rosewood to Llynvale, through the pass, should take the rest of the day if magic is not used to speed up travel.

Encounter 3: Why is it a simple trip along the road is never simple? PCs will meet some hungry animals that are hunting along the road from Llynvale to Lemier.

Encounter 4: And here's Blaze. Their guide leads them to Blaze on the northern outskirts of the Darkwood. Blaze will provide further answers and questions, as well as lead the group to Colindale.

Encounter 5: Blazing village rescue. Colindale is burning, the PCs find some survivors as well as tracks leading toward the Darkwood. They will also find information that Freereign might be the next target.

Encounter 6: Chasing the raiders, try to rescue to lost villagers. The tracks almost completely vanish at the Darkwood where they find another victim of the raiders.

Encounter 7: Be careful what you wish for. (Optional) An ambush awaits the PCs if they go into the Darkwood following the false trail.

Encounter 8: Deciding what to do. The PCs can return to Llynvale to report, or proceed to Freereign with a warning of the attack.

Encounter 9: Fight to defend Freereign.

Encounter 10: Freereign villagers were prisoner and led north. The PCs will have a chance to save some of them as well as meeting a group of drow willing to surrender.

Conclusion You take prisoners and save the day in Freereign.

Conclusion B: Freereign is saved, but death is the only true victor.

Conclusion C: Freereign falls, but with prisoners in hand there might be hope.

Conclusion D: Freereign falls and no prisoners are taken.

Introduction – Here We Go Again...

The days of an adventurer start much the same every day: you wake, something goes wrong, and you must save the day. Sometimes, you wonder why you do it. Why must you be the one to answer the call when it comes, as it must? Well, perhaps today you will simply get to sit back and relax, maybe do some shopping and fill the larder, get your clothing fixed from the last fight, polish your sword, sweep the floor. Yes, that's it. Today will be the day you catch up on all the chores that have been neglected. Then, there's a too familiar knock on your door.

Opening the door, you are greeted by the smiling face of a cute, red-haired, green-eyed, female half-elf, dressed in a white tunic with some flowers woven into her hair. As you open the

door, she smiles and holds out an envelope. When you take the envelope, she curtsies and skips off.

Give the players **Player's Handout #1** and read the following:

The Grove of Brianna is in need of your assistance. Please come to the shrine proper in Rosewood today at 3 bells for a briefing.

Corlus
Priest of Brianna

Encounter 1 And we're off...

Arriving at the shrine of Brianna, you are greeted by the same half-elf who delivered the summons. She greets you with a smile, "Hello, thank you for coming, I'm Ashlem, please come this way." She leads you to an area with several wooden chairs gathered in a semi-circle and motions for you to take a seat.

This is Ashlem, druid of Brianna. She is a recent addition to the shrine, having left the Mystwood at her mother's urging before the war. She is friendly, and will be most attentive to male PCs with a 16+ CHA.

Allow the PCs to introduce themselves to each other, and engage in banter if they want to for a few moments.

An older human gentleman, wearing a holy symbol of Brianna, joins you a few moments late. "Sorry for making you wait, my name is Corlus. It was I who sent for you. Blaze, a ranger who patrols areas in and around the Darkwood, has spotted strangers moving about the woods at night. We need for you to travel to Llynvale, then head north to the Darkwood and rendezvous with Blaze. We wish to ask your assistance in helping Blaze gather whatever information is possible."

PCs can ask questions at this point.

🗨 **What's in it for us?**

"Well, you will certainly have our gratitude for

assisting in this. Naturally, you will also be recompensed for your time."

50xatl in gold

🗨 **Do you want prisoners?**

"Yes, that would certainly be one way of finding out what is going on."

🗨 **Has anything been divined?**

"Destine has been consulted, however, the results are inconclusive at best."

🗨 **Can you provide transportation?**

"We can arrange for the loan of horses for your trip."

🗨 **Who is Blaze?**

"For those who don't know her, she is a ranger who follows Brianna. She monitors the Darkwood for any threats to the surrounding communities."

🗨 **What is going on?**

"That is what we want to know. Blaze did not send a very detailed message. It would be my guess that once you meet up with her, she will have more information."

Once the PCs are done asking questions:

"If you will come with me please. Ashlem is preparing your guide for the trip," Corlus rises from his seat and motions toward the main part of the shrine. Looking up at the sky, Corlus mumbles, "Looks like rain."

Ashlem is close by, with a sparrow sitting on one of her fingers and a small sack in her other hand. She looks up as you approach. Corlus instructs her, "Ashlem, please tell the guide to join them and lead them swiftly."

"Yes, father," Ashlem replies, then turns to the bird and chirps to it. The sparrow takes flight and swoops around your group.

Anyone that has *Speak with Animals* ability or spell cast heard Ashlem tell the bird to guide

them to Blaze swiftly. The bird will fly randomly to a PC, preferably one with a hat it can sit comfortably in. Ashlem will hand a sack of birdseed to the PC that the sparrow rides on. The sparrow does not speak, but it will fly about the group and sing if they are going the way it wants. If not, it will become annoying to all of them until they go where it wants.

If the PCs requested horses, they are saddled while they are talking to Corlus and will be brought over as they talk to Corlus and Ashlem. Leaving now on horseback they should arrive at Llynvale by dinner time.

Encounter 2 On the road again...

DM notes: Llynvale is a stopover for the night and is meant to give the PCs the idea something is going on. While they can talk to the farmers and Legion, don't let them chase their tail trying to solve the problems in Llynvale. It should be apparent that the Legion has things under control in Llynvale.

The (walk/ride) to Llynvale is a wet one. It has been drizzling, with the occasional downpour, all day. It is getting dark as you reach the outer edge of the village. You see a group wearing Diamond Legion tabards approaching you. Two of them are holding up lanterns. "Stop and identify yourselves," is the command given by the man at the front of the group.

If the PCs do not cause any problems, the questions are brief: Who are you, why are you here, where are you coming from. As long as they are honest and don't start trouble, continue below.

"My apologies for having slowed your travel, citizens. I am Sgt. Wensen. We have received reports of strangers moving about at night, so we are extra vigilant for anything out of the

ordinary. Please enjoy your stay in Llynvale, you can find the inn on the main road.

The PCs can ask questions of the Sergeant at this time: [Questions preceded by an * are rather sensitive and the Sergeant will only answer them if he is talking to another member of the Legion.]

🗨 **What do you mean by strangers walking about?**

"Several farmers have reported seeing people about their fields at night."

🗨 **What are you doing about it?**

"We have patrols stretched out along many of the outlying fields."

🗨 **Are you working with Blaze?**

"I've met her, but I have not seen her around in several weeks."

🗨 **Have you been able to track them?**

"No, we have had trackers look, but there are no footprints to track."

🗨 **What are you doing to protect the village?**

"The garrison is on high alert. We are patrolling all the roads and around the farms."

The PCs can stop to warm up and get some food and drink at a bar or they can keep going. If they decide to stop for a short time, then allow a **Perception (Listen) DC 15** roll for everyone in the party as they walk to a table to overhear some of the other patrons talking.

Roll randomly to see what PCs overhear as they are in the tavern:

1 - sure is wet today...

- 2 - ... I heard the old widow is looking for a new husband. Wonder who the unlucky one will be..
- 3 - ..wonder what has the Legion all astir..
- 4 - .. he told me he saw them, wandering about his fields....
- 5 - Hope the crops will be good this year..
- 6 - waiting for a shipment of new seeds...

To talk to the two farmers that are discussing the Legion, the PCs can make a **Diplomacy DC 10** to get some detail of what the Legion is up to. If the PC's buy them an ale, the **DC is 5**. They will get the same information they would have gotten talking to the Sergeant about the Legion's movements, except they aren't as cautious about who they tell.

Talking to the farmers about the fields, same **Diplomacy DC 10** or **5** with an ale. The farmer has been drinking quite a bit already, so his talk isn't as coherent as it could be.

"I didn't see nutin, but old Will says he saw some figures moving about his fields, a few nights ago. He went out the next mornin', but saw no foot prints at all. Ask me, he's been drinkin' too much."

Who's Will?

"Oh, he's my neighbor."

Where does he live?

"His place is next to mine."

Where do you live?

"Go north out of town, you'll see an oak tree on the side of the road, can't miss it, big tree. Then at the tree, turn east, and it's the farm house."

Is he here tonight?

"Naw, he's watchin' his field. He's nuts."

How do we get to Will's house from yours?

"That's easy, you go north, jump the fence, and it's the next house you come too."

If the PCs decide to go talk to Will, the directions are quite accurate. There is a small trail that leads north from the house to a fence that runs east-west. A **climb check DC10** gets the PC over the fence without embarrassment. Otherwise, the PC gets a face full of mud. The fence is about 4.5 feet tall and made of wood.

If the PC's come at night, they will see the light on in the farm house. If they come during the day, Will is out in his fields, just walking around, looking at the ground. If any PC's are in Legion uniform, he will be a bit more receptive.

The directions to Will's place lead you to a small farmstead consisting of three buildings: A well-worn farm house, one story with a front porch; A decrepit barn, and an outhouse round the back.

If the PCs come to the farm house at night, they are greeted by Will and his pitchfork:

"Who are you? You ain't from around here."

A **Diplomacy DC 15** is required to get him to relax and talk to the PCs at night (**DC 10** if PCs are in Legion garb).

Can you tell us what you saw?

"It was late at night, I couldn't sleep. I got up and went outside. And there they were, in my northern most field, just walking around like it was theirs. Only reason I saw them is cause of the full moon."

What did they look like?

"Like people? Shadowy figures, it's hard to see by moonlight alone."

Did you look for them the next morning?

"Of course, but there was nothing. Not even Bessie could find em."

Bessie?

"My dog."

There is little else to be learned, the sparrow will urge them west.

Encounter 3 Hunger in the woods

The day begins mostly dry, but with clouds still threatening to add to last night's showers. Your departure from Llynvale is uneventful. The trade road leading north from Llynvale shows signs of the deterioration caused by the rains. As you travel, your guide continues to urge you faster. Ahead of you on the left, you can see the growing gloom that is the Darkwood. Looming above you on the right is the Delambir Mountain range. The dark forest creeps up on you, and it is only this narrow wagon trail that keeps the woods from reaching the foothills. There is little space here for animals to forage for food outside of the Darkwood and even this space is not safe. Your group sees this first hand as you crest a hill and come upon a group of hungry beasts searching for their next meal. YOU!

These creatures are hungry, and they will go after the PCs horses or pack animals as first priority. However, if over 50% of their numbers are killed, they will retreat. The animals will be placated if offered food, but it will take at least something along the line of 2 horses to placate the owlbears and griffons.

ATL 5

Owlbear (2) CR 4

N Large magical beast
Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +12

Defense

AC 15, touch 10, flat-footed 14; (+1 Dex, +5 natural, -1 size)
hp 47 (5d10+20)

Fort +10, Ref +5, Will +2

Offense

Spd 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4),

Space 10 ft.; Reach 5 ft.

Special Attacks none

Statistics

Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10
Base Atk +5; CMB +10 (+14 grapple); CMD 21 (+25 vs trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12; **Racial Modifiers** none

Languages none

Special Abilities

GM Info

Grab (Ex) If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab works only against opponents at least one size category smaller than the creature. The creature has the options to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well.

ATL 7**Troll (3)**

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**Defense****AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)**hp** 76 (6d8+36); regeneration 5 (acid or fire)**Fort** +11, **Ref** +4, **Will** +3**Offense****Speed** 30 ft.**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**Statistics****Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)**Skills** Intimidate +9, Perception +8**Languages** Giant

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

ATL 9**Troll (6)**

CE Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**Defense****AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)**hp** 76 (6d8+36); regeneration 5 (acid or fire)**Fort** +11, **Ref** +4, **Will** +3**Offense****Speed** 30 ft.**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**Statistics****Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +4; **CMB** +10; **CMD** 22**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)**Skills** Intimidate +9, Perception +8**Languages** Giant

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

ATL 11**Troll (6)**

CE Huge humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**Defense****AC** 18, touch 9, flat-footed 17; (+1 Dex, +9 natural, -2 size)**hp** 130 (9d8+72); regeneration 5 (acid or fire)**Fort** +11, **Ref** +4, **Will** +3**Offense****Speed** 30 ft.**Melee** bite +17 (1d8+10), 2 claws +17 (1d8+10)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d8+15)**Statistics****Str** 30, **Dex** 12, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6**Base Atk** +7; **CMB** +17; **CMD** 29**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception), Improved Initiative, Multi-attack, Improved Natural Armor, Improved Natural Attack (Claws)**Skills** Intimidate +12, Perception +10**Languages** Giant

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

ATL 13

Troll (9)

CE Huge humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

Defense

AC 18, touch 9, flat-footed 17; (+1 Dex, +9 natural, -2 size)

hp 130 (9d8+72); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

Offense

Speed 30 ft.

Melee bite +17 (1d8+10), 2 claws +17 (1d8+10)

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

Special Attacks rend (2 claws, 1d8+15)

Statistics

Str 30, **Dex** 12, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +7; **CMB** +17; **CMD** 29

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception), Improved Initiative, Multi-attack, Improved Natural Armor, Improved Natural Attack (Claws)

Skills Intimidate +12, **Perception** +10

Languages Giant

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

ATL 15

Troll (12)

CE Huge humanoid (giant)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

Defense

AC 18, touch 9, flat-footed 17; (+1 Dex, +9 natural, -2 size)

hp 130 (9d8+72); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

Offense

Speed 30 ft.

Melee bite +17 (1d8+10), 2 claws +17 (1d8+10)

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

Special Attacks rend (2 claws, 1d8+15)

Statistics

Str 30, **Dex** 12, **Con** 24, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +7; **CMB** +17; **CMD** 29

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception), Improved Initiative, Multi-attack, Improved Natural Armor, Improved Natural Attack (Claws)

Skills Intimidate +12, **Perception** +10

Languages Giant

Rend (Ex) If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.

Encounter 4 – It all goes to Blazes'

DM notes: Blaze is not in a good mood. Since the time she sent the sparrow to Rosewood, she was seen by the strangers and shot. She has no idea who shot her nor has she been able to track them reliably. They are taunting her, and it is frustrating. Unfortunately, the PCs have become her punching bag.

After not becoming lunch, the sparrow continues to prod you on to the north. It routinely flies off and returns. It is with some relief that the oppressive Darkwood retreats from the road, and opens on to vast fields. While you can't see any obvious threats, there's just this feeling at the nape of your neck that something is watching you.

Perception DC 15 shows movement along one of the trees, as a figure detaches itself from the tree and steps out, heading toward the party. It will take a few minutes for the party and the figure to reach each other. Have the PC's make further perception checks to keep them on their toes. The sparrow seems happy and is flying itself dizzy in circles.

The figure that approaches has straight, fire red hair tied back in a single ponytail which disappears behind her strong shoulders. Her leathers are well worn, though in good repair. Her eyes are a brilliant emerald green.

Perception DC 20 to note that Blaze is walking with a slight limp to her right leg.

"It's about time you got here," is the greeting you get once you are within talking range, "Let's get moving." She heads to the north, skirting the Darkwood.

☛ **Are you Blaze?**

"Are you expecting someone else?"

☛ **Where are we going?**

"Colindale."

☛ **Why/what/where is Colindale?**

"It's a farming community north of the Darkwood, population 40 or so. The most recent activity by these strangers has been in their area, so I'm thinking it's a good place to start."

☛ **Why are we here?**

"Because something is wrong and someone has to fix it, weren't you told that?"

☛ **What's going on?**

"A few new developments since I sent word to Amthydor. Taverlois, a community of some 60 people has vanished. And our unknowns are good archers."

☛ **What do you mean vanished?**

"All that's left of it are a few mounds of stone where the fireplaces once were".

If the PCs continue to ask for information about that village:

"It's simple. One day there are buildings, people, animals, furniture, food. Couple of days later, it's gone. No buildings, no people, no animals, no furniture, no personal belongings, no fences around the fields. Nothing. Now do you get it?"

☛ **How do you know they are good archers?
(Or asking about her limping)**

"One of them gave me this as a gift." Blaze reaches around to her quiver and pulls out the only arrow with different colored fletching. "The arrow head seems to be of forest elf design, but that could easily have been acquired."

☛ **Could they be forest elves?**

"No, forest elves don't go attacking and removing entire human settlements. In addition, the tracks are totally wrong. They're lighter than forest elves."

☛ **You've been able to track them?**

"Sometimes. They're good at disguising their tracks."

☛ **How many were in the groups?**

"I have been able to identify six distinct tracks"

☛ **What are they?**

"If I knew that, I wouldn't need you here, now would I?"

☛ **What do you think they are?**

"Could be a new pack of werewolves, trying to prove themselves. But the entire village being removed makes no sense."

When the players are done asking questions, continue.

Encounter 5 – All the worlds aflame...

You travel north, with the Darkwood close on your right hand side. As darkness begins to settle on the land, the forest grows even darker.

Let the PCs be nervous that something is going to jump out. They can also hear noises coming from the Darkwood, have them make **Perception** checks. Keep the PCs on their toes.

As the Darkwood turns to the west, the view in front of you opens to the night sky and the stars above. However, dawn isn't due for many hours, so why is there a bright orange spot to the north of you?

Blaze will break out into a run at this point if she is with the group. If the PC's are capable of moving faster, she will tell them to hurry.

The last mile to the village seems to take forever. As you approach, you get the sense that anything in the village that can burn, is on fire. The closer you get to the flames, the more your mounts want to bolt away from the fiery scene.

If the PCs want to keep riding into the burning village, they will need a **RIDE DC 20** to convince the horse to get closer to the flames.

Have the PCs make a **Perception DC 15** to see movement around one of the burning buildings.

As you approach you see three men attempting to extinguish the raging flames on a collapsed building. You realize that they are so intent at what they are doing that they do not notice your approach.

If the PC;s get the men's attention, they will be startled, and reach for crossbows that are on the ground. If the PC's say they are here to help, then the men will welcome the assistance. The men explain that someone is trapped under this burning wreckage. If the PC's do not introduce themselves or say something, the men will presume they are part of the raiding group and shoot them. All three are level 1 Commoners with a CMB +1.

A *create water* spell will douse the worst of the flames. Two such castings will put out this fire. PC's can also use water from their water skins. 4 water skins worth will douse the flames enough to attempt a rescue.

Moving the wreckage can be done with magic or by a combined **50 strength** among multiple characters, the three men each have a **10 strength**.

Moving the wreckage aside, reveals a trapdoor. Now accessible, it can be easily opened and the two youngsters trapped under it can come out. A boy in his mid-to-late teens or so comes out first, and then helps a girl of similar age out of the hole. Both of them are coughing and their clothes have seen better days.

PC's can perform a **heal DC 15** to help them both regain their breath and make sure there is no lasting damage. If the PC's ask the boy or girl what happened, read the following:

"I'm Amos, and this is Kaaley (KAH-lay). We were done with our evening chores. We heard a scream, figured it was someone calling for us so we ignored it, but then we heard more, so we peeked out of the loft and we saw two of the houses on fire. I was about to climb down to go help when we saw them, several dark figures. They ran in from the fields, shooting arrows, some flaming. Others had swords, they ran up to the house and grabbed my Ma and sister and pulled them away toward the fields. A bit later, the figures returned empty-handed and looked inside the house, then set it on fire. I could hear more screaming, and I saw other dark figures taking village kids and women out to the fields (he points to the east). Then we heard the animals get all upset, and we could tell one of them dark ones was in the barn. We stayed quiet, but then it started to fill with smoke. We climbed down quick and got into the hole before it collapsed on us"

☛ What did the dark figures look like?

"They seemed to be about normal height, they were dressed in black, with cloaks over their heads. From what I could see, they seemed to have black hands too, but that could have been gloves"

🔍 **How do you know how tall they were?**

"They were holding my Mother, and seemed to be about as tall as she is."

🔍 **What hole?**

"Pa dug a hole in the barn for us to hide in, just in case raiders or goblins came."

🔍 **Did you see any of the village men?**

Both of them shake their heads, Amos replies "No, not sure where our Pa's are."

🔍 **How many women and kids did you see taken away?**

"Mrs. Elisa, her daughter Daisy and son Matt; and there was my Ma and sister." Kaaley chimes in: "Relisna". Amos adds "Oh yeah, Mrs. Relisna and her boy, Ruff." They meet eyes and seem to agree that was all of them, then she breaks into tears. Amos wraps his arms around her.

🔍 **How many families live in the village?**

Amos, Kaaley, and the hunters confer for a moment before one of the hunters answers, "Well, eleven families of husband and wife. There was no single men or women. And by our best reckoning, twenty-two children altogether."

🔍 **What were you doing in the loft?**

Amos quickly answers, "Talkin'." He seems slightly embarrassed as Kaaley blushes.

🔍 **All human families?**

One of the hunters replies, "No, there's a half-elf couple and child, too. Nice folk, too."

WARNING DISTURBING IMAGERY

If the PCs explore the rest of the burning village, read or paraphrase the next description, do not read it if there are young players at the table.

Amos and Kaaley will want to help search the village, let a PC find the scene below first, then let them decide whether to let the two youngsters see it.

As you go deeper into the destroyed village, you find the remains of six men lie in a circle of their own blood. Their chests are gaping holes, the ribcage has been split open and the heart has been ripped out, and from the amount of blood, it happened while they were still breathing. One of the men has had his ears removed, apparently while he was still alive. His hands clutch a piece of wood with the words "no humans" written in common in what appears to be blood. Just to make sure that they were dead, each of their throats have been slit. Their faces are twisted in horror as their eyes stare blankly at the smoky sky.

Those who come upon this scene should make a **Will save DC 15** or be sick for a couple of rounds.

Asking the hunters about the dead:

The three men look at the bodies, with some bile rising up in their throats. Pointing at the man missing his ears, "That's Alred, the half-elf." They look at other corpses and identify each by name. "Them's two are Kaaley's and Amos's fathers." The youngest looking of the trio steps to the side and spews the contents of his stomach on the ground.

Both Amos and Kaaley's fathers are among the dead. It is up to the PCs if they allow them to see the above scene, a **Will Save DC 20** is required. If they fail the will save, they break down sobbing and are useless from here on out.

Note it in the end-game notes.

Further search of the remains of the village brings up a single female body, a human woman around thirty. A pitchfork lies on the ground next to her. There's an arrow sticking out of her right shoulder, another out of her stomach. Her throat is slit, her top ripped open and her heart removed.

With the 6 dead males, and the 3 hunters, that accounts for 9 men, leaving 2 unaccounted for. With the dead woman, 10 of them are missing, including the half-elven one. Not counting Amos and Kaaley, 20 children of various ages are unaccounted for.

Searching the fields to the east of the village, you find the spot where the townsfolk were gathered. Both male and female articles of clothing lie on the ground, mostly outer wear such as cloaks, hats, and jackets, though it seems some of the captives were stripped, as a dress and some shirts and pants also lie on the field.

If the PCs pick up articles of clothing, they will find a cloak half pushed under a rock, **Perception DC 10** will allow them to see markings on it. On the cloak there are words scribbled on it. If they do not pick up the items, have one of them trip over the rock, hidden under another garment as they walk through the area. Give the PC's **players handout 2**.

A **Survival DC 10** will reveal tracks of the prisoners lead to the tracks of a wagon pulled by two hooved animals. At this stage, the wagon tracks lead to the southeast, apparently toward the Darkwood.

Survival DC 15: The tracks are about 3 hours old.

Survival DC 15: It will rain again in the morning.

At this point the PC's must decide their next move.

If asked, Blaze will suggest the PC's give chase. She will remain behind and deal with the dead if the PC's have not already done so and take the survivors to Sweetwater. The PC's can choose to give chase or go to Sweetwater with the survivors.

- If the PC's decide to pursue the raiders go to **Encounter 6**.
- If the PC's decide not to pursue and instead return to Llynvale, **proceed to Encounter 7**.
- If the PC's decide not to pursue and go to Freereign, **proceed to Encounter 8**.

Encounter 6 Off we go chasing the quarry...

DM Notes: Visibility around the Darkwood becomes minimal. Inside the boundaries, low light vision does no good. Either a light source or darkvision will be required. The descriptions below assume the PCs are using light sources. Adjust the text accordingly.

Survival DC 10 is required to follow the tracks. **DC 20** to make out at least 10 different, booted tracks walking parallel to the wagon.

DC 30 will identify 19 distinct sets of non-human tracks walking parallel to the wagon.

The mass of trees called the Darkwood looms directly ahead of you. In the darkness, individual trees can't be made out. It is a mass darker than the night sky above.

As the party gets closer to the Darkwood, have those PC's with low light vision make **Perception (vision) DC 22** to see a figure hanging from a tree ahead, about 200 feet. If no one makes it, continue to have them make perception checks, the DC drops by 1 for every 10 feet. Once the entire group is within vision range, read the following:

Hanging from a low branch of a tree is the body of a naked female. It turns slowly on the ropes that bind her hands to the tree branch.

If the PC's approach the body while talking, they set off a *magic mouth* spell that has been placed on the mouth of the female. Read the following:

As you approach the hanging body you hear a male voice comes from the woman's mouth: "Look at me!" in common. When the voice speaks, an owl perched on a tree limb nearby takes flight and a couple of small dog-looking creatures run off as well.

Give the PCs a moment to act before it speaks again.

The male voice speaks again, and you can see the woman's lips moving: "This is the fate that awaits those heretics who would cross our path." The voice then fades.

If the PC's examine her:

Heal DC 10: Her heart is missing and her ears have been removed.

Perception (vision) DC 10: There is a scrap of parchment in her mouth, visible once the *magic mouth* vanishes. Looking at it sets off *Explosive Runes*. It can be detected and disabled as normal. The PC's can bring her down and bury her.

Explosive Runes

ATL 5 - 16 points of damage

ATL 7 & above - roll 6d6.

Rogue DC is 28. Caster lvl = ATL

Lying all around the corpse are the clothes of women and children. Two daggers lie discarded on the ground as well. One has some dark liquid on it.

A **Heal DC 10** will identify the copper liquid as blood.

The following is provided for the DM in case the PC's use **Speak with Dead**, paraphrase to answer their questions:

☞ **Do you know what or who did this to you?**

"Yes"

☞ **Describe who/what did this:**

"Awful looking, red eyes, black skin, very scary."

☞ **Why were you killed?**

"They said I was an abomination."

☞ **Why were you killed this way?**

"They seemed to enjoy my suffering."

☞ **Why are all these clothes lying around?**

"They made the other prisoners undress."

☞ **How many of the dark skinned creatures were there?**

"At least ten."

☞ **How many prisoners are still alive?**

"All of them."

☞ **Did they say anything to you?**

"They called me an abomination, but I couldn't understand anything else they said."

DM Notes: Give the PC's a chance to turn back at any time during the trek to the Darkwood. Any PC's who turn back now will reach the destroyed village while Blaze and the survivors are still there. The body is a dead end. The PC's should turn back after this encounter. Blaze told them that she was unable to track them most of the time, now they are getting a taste of her frustration.

The wagon and horse tracks end at this point, they simply vanish. There is no magic residue.

Survival DC 10 - The loading and unloading of the wagon are evident.

DC 15 - several booted tracks lead into the Darkwood.

A small group of raiders has stayed behind to make sure there is no pursuit. This group is making a lot of fake trails leading into the Darkwood roughly 50 feet. **Survival DC 23** to find the trails once they enter the Darkwood proper. Remember that low-light vision is useless. PC's must have a light source or darkvision to operate in the Darkwood at night. Lots of things run around in the dark so make them do **perception checks**. The druid laying the tracks has engaged his **Trackless Step** ability to double back. The druid then wild shaped into an owl and is observing the body for 4 hours. It should be around 3 hours when the PC's get to it, if at all. He will fly off when the magic mouth goes off, as if spooked by it.

Roughly 30 feet north, along the Darkwood, the rangers, a cleric and fighter have setup guard. They

are waiting the 4 hours for the druid to rejoin them. They will then proceed to the rendezvous point.

The events outlined below will need to be adjusted if the PC's don't all go into the Darkwood.

If the PCs go into the Darkwood, read the following:

The Darkwood really earns its name at night. It feels claustrophobic, the trees pressing in on every side. Even low light vision fails here, as there is no light getting through the trees. You are able to find small pieces of the trail to guide you as you continue to go deeper into the woods. The undergrowth is thick and slows movement. It is then you realize all the tracks have stopped.

The above point is where the Drow turned back. The PC's will need another **Survival DC 23** to follow the tracks back out of the Darkwood. If the PC's failed the tracking check, they will need a **Survival DC 18** to orient themselves and not get lost. If they make the check, then they can backtrack and get back out of the woods the way they came. If the PC's made sure to mark their trail, the rolls are not necessary.

Encounter 7 Return to Llynvale

DM notes: Once the encounter in Llynvale is done, the PC's have the option of simply saying the job is done or go to Freereign for themselves.

Rounding up some stray horses for the survivors, you are able to make your way back to Llynvale. You reach your destination just as the sun is rising in the east, and are challenged by units of the Diamond Legion.

If the PCs explain what happened, they will be escorted to the Diamond Legion HQ in town, where the local Lieutenant will meet with them and hear the story from the PC's, Blaze and the survivors.

Read the following:

The Lieutenant nods his head as you finish your story. "Very troubling report. As much as we would like to assist and investigate this, we are under orders to protect Llynvale. Until we have everything under control here, I can't send men out on a wild goose chase. I will, however, send a copy of this report to Legion headquarters in Amthydor requesting further instructions. We will also send a messenger to Freereign to provide warning. Again, I thank you for your efforts in saving those you could."

A cleric will be summoned if the PCs are in need of healing. Rooms will be provided for them, since by now they should be approaching fatigue levels.

If the PCs go to Freereign, go to to **Encounter 8**.
If the PCs head home, go to **Conclusion D**.

Encounter 8 Freereign

The road to Freereign is weighed down with the emptiness of the plane upon which you travel. The only change to the landscape is the looming darkness of the Darkwood. It is with relief that you reach the far south end of the Darkwood, which opens onto the river Lestra floodplain. Here you find the trade road going east and west making travel much easier. The river Lestra runs eastward to its meeting with the Tasman Sea.

As you travel along the road you notice that the vegetation changes from the wilds to more organized and separated farming land. You see fences separating areas that are planted or were planted and have now been reaped. As you travel along the road, you reach the top of a slight rise and from there finally see Freereign. Small groups of brightly painted wagons are parked along the road. Finally, your eyes rest upon the palisades of Freereign. The 8 foot tall wooden wall is painted in bright reds, blues, purples, yellows and greens, in no seeming particular order or pattern. As you pass the wagons, you notice that you are looked upon by one or two teenagers armed with spears or ransuers. They do not threaten you and nod politely as you pass. As

you come closer to the gates of Freereign, you see that the artwork on the palisade seems have been done by children as many strange little symbols, emblems and pictures of wagons and such decorate the very bottom of the palisade. As you reach the gates, a huge man steps in front of your group. He raises his arm and speaks, "Hail and welcome to Freereign. I am Herbert the guard." The small mountain of a man has a silver tipped ranseur in his hands. He points into the town and says to you, "The Merry Manticore is just down the street. Please enjoy your stay in Freereign and don't make any trouble. I don't want to have to beat you up, thank you."

Upon entering Freereign, you see it is a hub of activity. The town is bustling with wagons parked anywhere there is an open space. The wagons are loaded and have been covered with tarps. You can see several people checking wagons making sure wheels are not damaged and tarps are properly tied down. The stable is full of horses and oxen, all geared up to pull wagons.

Please refer to the Freereign map to guide players along to any building they want to visit. See below for details:

1. The Stable

The stable is a busy place with all manner of leather gear being checked and repaired and tested before being used to attach the animals to the wagons. The man in charge of the stable is a large burly human dressed in well-worn leather outfit. He is directing several young men of what to do with the equipment. As he sees you enter, he waves and says "Greetings, how can I help you?"

If the conversation is not about animals, he politely excuses himself but explains that he has to prepare these animals to pull these wagons soon. If the PC's ask about who is in charge, he will point them to the Mayor and suggest they try finding him at the Merry Manticore or at the Mayor's office. The stable master is Reg Tarrell, male human, Druid level 6, age 41.

2. Blacksmith

The blacksmith shop is on the north side of the road opposite the stable. The blacksmith, a burly dwarf, and his apprentices are busy working on a horseshoes and some broken tack. He looks up from his work and calls to a human apprentice, "Gregor, help these fine folk. If I stop now, Andolf's horse is gonna be walkin' lopsided."

The oldest looking of the three human boys nods to one of the younger ones who take over the bellows. He steps toward you and says, "How may we help you today?"

Unless the PC's want to talk about business he will continue to work as forge. If asked about who is in charge, he will point the PC's to the Mayor. He will suggest they look for him either at the Merry Manticore or the Mayor's office. The smith is Borren Rockheart, male dwarf, fighter 7, age 62. He has 3 human apprentices ranging in age from 10-15, commoner 1. The oldest appears to be Romani.

3. Wander Inn

The inn sits in the middle of town, a three-story building. The inn is quiet at the moment with signs of recent activity are easy to see. Behind the desk a male gnome is looking over some paperwork. He looks up at you, "Greetings! Welcome to the Wander Inn. Get it? Anyway, I can get you something to eat or are you looking for a room for the night?"

This is Tobias. If asked for more than one room, he will apologize and state he has only one room available. If asked about the Mayor he will point the PC's to either the Mayor's office or the Merry Manticore. Tobias, male gnome, gnome Paragon 3/wizard 4 (illusionist), age 53.

4. Merry Manticore

The multi-story tavern sits next door to the Wander Inn. As you enter, you see the signs of recent activity as a couple of young human lasses are wiping down tables.

Behind the bar, a dwarf is busy moving kegs around to restock. "Welcome. Have a seat. Food and drink are available. Girls, do your jobs."

The one lass comes over and smiles at your group. "Don't mind him. His bark is worse than his bite. What can I get you fine folks today?"

The tavern has standard fair at slightly higher than normal prices. If asked why, the serving lass will explain it is harvest time and many of the Romani are in town, so things are rather busy. If asked about the Mayor he will state that he is probably at his office across the trade road. It is a large manor house and hard to miss.

Kallum Rockheart, male dwarf, cleric 6 (Lohm), age 58. 2 human females, commoner 1.

5. Mayor's office

This large two-story manor sits squarely just north of the trade road. A sign outside the building reads: "Freereign Mayor's Office." Upon entering, it appears the downstairs is used for business, while the upstairs is probably living quarters. In the modest foyer, an older woman is sitting behind a desk, writing. She looks up when you enter and greets you, "Welcome, how may I help you?"

If asked to see the Mayor, she will inquire politely what this is in reference to. When the situation is explained to her, she will ask you to wait and she will then step through a side door.

It doesn't take long before the older woman returns and asks for you to follow her. She will lead you through the same door she had just left moments earlier. As you enter the large office an adult elf male, with his arm around a younger female elf, is exiting. Behind a large desk, which dominates the office, is an older human gentleman. You can see where he once might have been a fairly imposing man, but is now showing the signs of age. His white hair is neatly trimmed and his blue eyes show he was once a very vivacious fellow. You can also see lines under his eyes, showing he has not gotten much sleep. "I am Mayor Istavan Turos. My assistant

says that you have urgent business, so please tell me what I can help you with."

If the PCs inquire about the elves leaving or about his lack of sleep, he will apologize and state it is merely a family problem he's dealing with. Istavan Turos, male human, Bard 9, age 57.

As you finish your recounting of recent events, the mayor tips his head back and closes his eyes. "Are you sure of your information?"

Once the PC's confirm they are, continue:

Opening his eyes and staring at you, he says, "I am afraid that your issue may be part of my family issue. Yesterday, my granddaughter went missing. She was down by the river with Hendrick, a local fisherman and a long time friend of the family. When neither of them came home for lunch, her father, Maris, went to look for them. He found Hendrick's fishing gear and my granddaughter's cloak, but no sign of anyone. There were no tracks. No nothing."

He rises from his desk and goes to the door, "Ursula, please summon Boren and Kallum Rockheart and Sgt. Arles. We have some plans to discuss."

He reaches behind his desk and pulls a rolled up piece of parchment and lays it out on the desk. "This is a map of the city. We can have some of the non-combatants sail down river to Sweetwater, but we do not have enough boats or time to evacuate everyone. Besides, we have always fought our own battles and that isn't going to change now. What do you suggest?"

☛ **How many people are in the city?**

"Currently, with all the Romani in town, I am guessing there are around 5,000 people in the city. Of that, I would say about a thousand would be equipped to actually fight. We have some that can do things to help, but overall, I would say we have more non-combatants than fighters."

☛ **How many do you think you can evacuate?**

“If we unload all of the grain, we can probably get 3-4 hundred out of the city in the next 4-6 hours. Depending on the current and weather, we can have the boats drop off the people and come back. We might be able to get some more shipped down there too.”

Provide **player handout 3** at this time. It’s a crude map of Freereign and the PCs can decide how best to fight.

The three militia members will show up in about a half hour after being summoned. They will work with the PC’s to come up with a plan. Kallum Rockheart will leave to organize the evacuation.

6. Shrine

This multi-denominational shrine is an open space, with the symbols of all of the good and neutral deities engraved along flagstones on the floor. A young half-elven man dressed in simple robes with a holy symbol of Cerion about his neck greets you. “May the gods’ blessings smile upon you this day. How may I be of assistance to you?”

He will answer what questions he can and will be able to cast **Cure Light Wounds** 2 times, if needed. Other clerics are available, but are currently busy working the harvest.

Douson, Half-elven cleric of Cerion, level 2, age 19.

Once the PC’s have finished with their plans, continue with the next encounter.

Encounter 9: Let the Fighting Begin

It has been a very long day with the town all a buzz with the expected attack. The boats are all gone with the small children, pregnant women, older folks and those who are already injured

safely in Sweetwater, or at least on their way. The town is as ready as it can get. Nerves are shot and tempers are flaring. If there is no attack, it could be worse than having the attack come.

Have the PC’s decide what time they plan to stand watch. Have them make perception checks and continue below:

Those on watch have remained vigilant and time continues to creep at a pace that would make a snail seem speedy.

Eventually, night comes. The sun set over the Delambir Mountains several hours ago. Everyone is surprised when the ground rumbles and you hear the sudden sound of wood splintering apart.

DROW TACTICS: This is not an invasion, but merely a raid. The goal is to probe the defenses, take some prisoners and get out alive. Regardless of the tactical situation, the Drow will attempt to withdraw after 8 combat rounds. There are 20 drow taking part in this raid. The Drow will strike at one in the morning.

Round 1 - Three farm houses to the North of Freereign are lit on fire. Main raiding party uses this as a signal to begin crossing the river from the south bank.

Round 2 - Earth elemental strikes the southwest corner of the palisade, demolishing it.

Round 3 - A fire elemental appears at the Southeast corner of the palisade, engulfing that lookout post in flame. The earth elemental moves east along the palisade, knocking it apart as he moves. The elementals will not respond to attacks, they have a mission to complete.

Round 4 - The wizard, flying invisibly above the town, will target anyone who engages the elementals with his spells. Arrows will

begin to fly in on any exposed person that can be seen by the drow.

Round 5 - The earth elemental continues east, the fire elemental begins moving west. The drow will continue attacking from range, not engaging in melee unless forced to.

Round 6 - The elementals move in opposite directions, striving to meet in the middle of the southern face of the palisade, leaving rubble in their path. The ranged attacks continue.

Round 7- The fire elemental vanishes. The earth elemental continues its rampage. The attacks cease.

Round 8 - The earth elemental attacks the closest target until it's killed. All the drow retreat.

If the PCs kill 3 of the drow, the others will signal a retreat. If the wizard lives, he will gather the raiders and *teleport* or *dimension door* out.

ATL 5

⚔ Male Drow Elf Wizard 5

LE Medium Humanoid (5 ft.6 in tall)

Init +6 (+2 Dex. +4 Imp. Init);

Senses Perception +2, Darkvision 120'.

AC 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)

hp 29 (5d6 + 5)

Fort +2, **Ref** +3, **Will** +6;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +2 (1d6) 18-20/x2
Full Atk rapier +2 (1d6) 18-20/x2
Ranged hand crossbow +4 (1d4) 19-20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (4,4,3,2)
0 - level: Daze, Ray of Frost, Bleed, Message
1st level: Charm Person, Magic Missile, Shield, Mage Armor
2nd level: Web, Invisibility, Glitterdust
3rd Level: Fly, Summon Monster III
Str 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** +5; **CMD** 17
Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell
Skills Spellcraft 8 ; Knowledge(Arcana) 8; Fly 7; Knowledge(history) 8; Knowledge (planes) 8. **Languages** Common, Drow.
SQ nil
Gear Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spellbook

⚔ **Female Drow Elf Ranger 5**

LE Medium Humanoid (5 ft.4 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 19, touch 14, flat-footed 15; (+5 armor, +4 Dex)
hp 46 (5d10 +5)
Fort +4, **Ref** +7, **Will** +3;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +7 (1d6+2) 18-20/x2

Full Atk rapier +7 (1d6+2) 18-20/x2
Ranged Longbow +11 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +5; **CMB** +7; **CMD** 21
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw
Skills Handle Animal 6; Knowledge Nature 5; Perception 7; Survival 7; Intimidate 6; Stealth 9.
Languages Common, Drow.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy
Gear Mighty Longbow +2, Chain Shirt, Amulet of Natural Armor +1

⚔ **Male Drow Elf Ranger 5**

LE Medium Humanoid (5 ft.4 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 19, touch 14, flat-footed 15; (+5 armor, +4 Dex)
hp 46 (5d10 +5)
Fort +5, **Ref** +8, **Will** +1;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +7 (1d6+2) 18-20/x2
Full Atk rapier +7 (1d6+2) 18-20/x2
Ranged Longbow +11 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (2,0,0,0)
Str 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11
Base Atk +5; **CMB** +7; **CMD** 21
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow).
Skills Handle Animal 6; Knowledge Nature 5; Perception 7; Survival 7; Intimidate 6; Stealth 9. **Languages** Common, Drow.

SQ Favored Enemies: Goblinoids (+4), Orcs (+2),
Favored Terrain: (Forest), Hunter's Bond, Track,
Wild Empathy
Gear Mighty Longbow +2, Chain Shirt,
Amulet of Natural Armor +1

♀ **Female Drow Elf Cleric 5**

LE Medium Humanoid (5 ft.5 in tall)
Init +2 (+2 Dex);
Senses Perception +2, Darkvision 120'.
AC 20, touch 12, flat-footed 18; (+8 armor, +2 Dex)
hp 34 (5d8)
Fort +4, **Ref** +3, **Will** +9;
Defense Abilities +2 racial bonus to enchantment
spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness
Spd 30 ft./x4
Melee Scimitar +3 (1d8+1) 18-20/x2
Full Atk Scimitar +3 (1d8+1) 18-20/x2
Ranged Hand Crossbow +2 (1d4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared DC 15 + Spell Level
Orisons: Detect Magic, Bleed, Resistance, Guidance;
1st level: Bane, Bless, Deathwatch, Obscuring Mist,
Cure Light Wounds, *Cause Fear*;
2nd level: Hold Person, Enthrall, Silence, *Touch of
Idiocy*;
3rd level: Summon Monster III, ~~Water Walk~~, *Bestow
Curse*
Domains: Fear, Vengeance
Str 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(20), **Cha** 17
Base Atk +3; **CMB** +3; **CMD** 16
Feats Combat Casting, Field Medic, Selective
Channel.
Skills Diplomacy 8; Knowledge Religion 5.
Languages Common, Drow.
SQ Aura, Channel Energy 3d6, Orisons.
Gear Chain mail +1, Scimitar +1, holy symbol of
Oblivion, headband of inspired wisdom +2, heavy
steel shield, hand crossbow, 20 bolts

♀ **Female Drow Elf Rogue 5**

LE Medium Humanoid (5 ft.3 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 18, touch 14, flat-footed 12; (+2 armor, +4 Dex)
hp 39 (5d8 +5)
Fort +2, **Ref** +8, **Will** +1;
Defense Abilities +2 racial bonus to enchantment
spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +8 (1d6+1) 18-20/x2
Full Atk rapier +8 (1d6+1) 18-20/x2
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +3d6, Slow Reactions
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 10, **Dex** 19, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +3; **CMD** 17
Feats Dodge, Mobility, Spring Attack, Weapon
Finesse.
Skills Acrobatics 9; Bluff 6; Climb 5; Disable
Device 9; Disguise 6; Escape Artist 9;
Intimidate 6; Perception 5; Sense Motive 5;
Sleight of Hand 9; Stealth 9. **Languages**
Common, Drow.
SQ Evasion, Trap Sense +1, Trapfinding, Uncanny
Dodge.
Gear Rapier +1, Leather Armor +1, Amulet of
Natural Armor +1

♂ **Male Drow Elf Fighter 5**

LE Medium Humanoid (5 ft.3 in tall)
Init +3 (+3 Dex);
Senses Perception +2, Darkvision 120'.
AC 22, touch 13, flat-footed 19; (+9 armor, +3 Dex)
hp 51 (5d10 +10)
Fort +6, **Ref** +4, **Will** +1;
Defense Abilities +2 racial bonus to enchantment
spell/effects;
DR nil;
Immune magical sleep effects;
SR 11
Weaknesses Light Blindness

Spd 30 ft./x4

Melee long sword +11 (1d8+7) 19-20/x2

Full Atk long sword +11 (1d8+7) 19-20/x2

Ranged Long bow +9 (1d8+1) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

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

Base Atk +5; **CMB** +8; **CMD** 21

Feats Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack.

Skills Perception 5; Intimidate 5. **Languages** Common, Drow.

SQ Armor Training 1, Bravery +1, Weapon Training (Heavy Blades +1).

Gear Long sword +1, Long Bow +1, Chain mail +1, heavy steel shield

Small Earth Elemental (2)

N Small outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

Defense

AC 17, touch 10, flat-footed 17 (-1 Dex, +7 natural, +1 size)

hp 22 (2d10+2)

Fort +4, **Ref** -1, **Will** +3

Immune elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +6 (1d6+4)

Special Attacks earth mastery

Statistics

Str 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 13

Feats Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

Small Fire Elemental (2)

N Small outsider (elemental, extraplanar, fire)

Init +5; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 16, touch 13, flat-footed 14 (+1 Dex, +1 dodge, +3 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 50 ft.

Melee slam +4 (1d4 plus burn)

Special Attacks burn (1d4, DC 11)

Statistics

Str 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

ATL 7

Small Drow Elf Wizard 7

LE Medium Humanoid (5 ft.6 in tall)

Init +6 (+2 Dex, +4 Imp. Init);

Senses Perception +2, Darkvision 120'

AC 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)

hp 39 (7d6 + 7)
Fort +3, **Ref** +4, **Will** +7;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 13
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +2 (1d6) 18-20/x2
Full Atk rapier +2 (1d6) 18-20/x2
Ranged hand crossbow +4 (1d4) 19-20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (4,5,4,3, 1)
0 - level: Daze, Ray of Frost, Bleed, Message
1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement
2nd level: Web, Hideous Laughter, Invisibility, Glitterdust
3rd Level: Fly, Fireball, Haste
4th level: Summon Monster IV
Str 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +5; **CMD** 17
Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting
Skills Spellcraft 10 ; Knowledge(Arcana) 10; Fly 9; Knowledge(history) 8; Knowledge (planes) 8; Perception 6. **Languages** Common, Drow.
SQ nil
Gear Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spell book

♀ **Female Drow Elf Ranger 7**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 20, touch 15, flat-footed 16; (+6 armor, +4 Dex)
hp 62 (7d10 +7)
Fort +6, **Ref** +9, **Will** +4;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 13

Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +9 (1d6+2) 18-20/x2
Full Atk rapier +9 (1d6+2) 18-20/x2
Ranged Longbow +13/8 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +7/2; **CMB** +9; **CMD** 23
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative
Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride.
Gear Mighty Longbow +2 of Distance, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1

♂ **Male Drow Elf Ranger/Wizard 6/1**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 20, touch 15, flat-footed 16; (+6 armor, +4 Dex)
hp 59 (6d10 +1d6 +7)
Fort +6, **Ref** +9, **Will** +4;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 13
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +9 (1d6+2) 18-20/x2
Full Atk rapier +9 (1d6+2) 18-20/x2
Ranged Longbow +13/8 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (2,1,0,0) / (3)
Str 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11
Base Atk +6/1; **CMB** +8; **CMD** 23

Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative
Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride.
Gear Mighty Longbow +2 of Distance, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1

♀ **Female Drow Elf Cleric 7**

LE Medium Humanoid (5 ft.5 in tall)
Init +2 (+2 Dex);
Senses Perception +2, Darkvision 120'.
AC 22, touch 13, flat-footed 20; (+10 armor, +2 Dex)
hp 46 (7d8)
Fort +5, **Ref** +4, **Will** +10;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 13
Weaknesses Light Blindness
Spd 20 ft./x4
Melee Scimitar +7 (1d8+2) 18-20/x2
Full Atk Scimitar +7 (1d8+2) 18-20/x2
Ranged Hand Crossbow +2 (1d4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared DC 15 + Spell Level
Orisons: Detect Magic, Bleed, Resistance, Guidance;
1st level: Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;
2nd level: Hold Person, Enthrall, Silence, Status, *Touch of Idiocy*;
3rd level: Dispel Magic, Blindness, ~~Water Walk~~, *Bestow Curse*;
4th level: Summon Monster IV, Poison, *Poison*
Domains: Fear, Vengeance
Str 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(20), **Cha** 17
Base Atk +5; **CMB** +5; **CMD** 18

Feats Combat Casting, Field Medic, Selective Channel, Channel Smite.
Skills Diplomacy 8; Knowledge Religion 7; Spellcraft 2. **Languages** Common, Drow.
SQ Aura, Channel Energy 4d6, Orisons.
Gear Chain mail +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +2, heavy steel shield, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

♀ **Female Drow Elf Rogue 7**

LE Medium Humanoid (5 ft.3 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 21, touch 14, flat-footed 12; (+2 armor, +4 Dex)
hp 53 (7d8 +7)
Fort +3, **Ref** +9, **Will** +2;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 13
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +11 (1d6+1) 15-20/x2
Full Atk rapier +11 (1d6+1) 15-20/x2
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +4d6, Slow Reactions
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 10, **Dex** 19, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +5; **CMB** +9; **CMD** 19
Feats Agile Maneuvers, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier).
Skills Acrobatics 11; Bluff 8; Climb 7; Disable Device 11; Disguise 8; Escape Artist 11; Intimidate 8; Perception 7; Sense Motive 7; Sleight of Hand 11; Stealth 11. **Languages** Common, Drow.
SQ Evasion, Trap Sense +2, Trapfinding, Uncanny Dodge.
Gear Keen Rapier +1, Leather Armor +1, Ring of Protection +1, Amulet of Natural Armor +2

⚔ **Male Drow Elf Fighter 7**

LE Medium Humanoid (5 ft.3 in tall)

Init +3 (+3 Dex);

Senses Perception +2, Darkvision 120'.

AC 26, touch 14, flat-footed 23; (+13 armor, +3 Dex)

hp 69 (7d10+14)

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

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 13

Weaknesses Light Blindness

Spd 30 ft./x4

Melee long sword +14 (1d8+8) 19-20/x2

Full Atk long sword +14/9 (1d8+8) 19-20/x2

Ranged Long bow +11/6 (1d8+1) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

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

Base Atk +7/2; **CMB** +10; **CMD** 23

Feats Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess.

Skills Perception 7; Intimidate 7. **Languages** Common, Drow.

SQ Armor Training 2, Bravery +2, Weapon Training (Heavy Blades +1).

Gear Long sword +2, Long Bow +1, Full Plate, heavy steel shield +1, Ring of Protection +1

⚔ **Medium Earth Elemental**

N Medium outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +7

Defense

AC 18, touch 9, flat-footed 18 (-1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

Statistics

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats Cleave, Improved Bull Rush, Power Attack

Skills Appraise +1, Climb +10, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +7, Stealth +3

⚔ **Medium Fire Elemental**

N Medium outsider (elemental, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 50 ft.

Melee slam +7 (1d6+1 plus burn)

Special Attacks burn (1d6, DC 14)

Statistics

Str 12, **Dex** 17, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +5; **CMD** 18

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +8, Climb +5, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

ATL 9

⚔ **Male Drow Elf Wizard 9**

LE Medium Humanoid (5 ft.6 in tall)

Init +6 (+2 Dex, +4 Imp. Init);

Senses Perception +2, Darkvision 120'.
AC 16, touch 13, flat-footed 14; (+4 armor, +2 Dex)
hp 49 (9d6 + 9)
Fort +4, **Ref** +5, **Will** +8;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +2 (1d6) 18-20/x2
Full Atk rapier +2 (1d6) 18-20/x2
Ranged hand crossbow +4 (1d4) 19-20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (4,5,5,4,3,1)
0 - level: Daze, Ray of Frost, Bleed, Message
1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement
2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life
3rd Level: Fly, Fireball, Haste, Displacement
4th level: Dimension Door, Greater Invisibility, Charm Monster
5th Level: Summon Monster V
Str 10, **Dex** 14, **Con** 12, **Int** 18, **Wis** 14, **Cha** 12
Base Atk +4; **CMB** +5; **CMD** 17
Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation)
Skills Spellcraft 13 ; Knowledge(Arcana) 13; Fly 11; Knowledge(history) 10; Knowledge (planes) 9; Perception 11. **Languages** Common, Drow.
SQ Arcane Bond, Cantrips
Gear Bracers of Armor +2, Ring of Protection +1, Amulet of Natural Armor +1, Spell book Spells (4,5,5,4,3,1)

☞ **Female Drow Elf Ranger 9**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 21, touch 15, flat-footed 17; (+7 armor, +4 Dex)
hp 78 (9d10 +9)
Fort +7, **Ref** +10, **Will** +5;

Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +12 (1d6+3) 18-20/x2
Full Atk rapier +12 (1d6+3) 18-20/x2
Ranged Longbow +15/10 (1d8+1d6+5) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 16, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +9/4; **CMB** +12; **CMD** 26
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient
Skills Handle Animal 10; Heal 4 Knowledge Nature 9; Perception 11; Survival 15; Intimidate 10; Stealth 13. **Languages** Common, Drow.
SQ Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest, Plains), Hunter's Bond, Track, Swift Tracker, Wild Empathy, Woodland Stride.
Gear Mighty Flaming Longbow +2 of Distance, Mithril Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +2

☞ **Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/2**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)
hp 75 (8d10+1d6+9)
Fort +7, **Ref** +10, **Will** +6;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +10 (1d6+2) 18-20/x2
Full Atk rapier +10/5 (1d6+2) 18-20/x2

Ranged Longbow +15/10 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 15, **Dex** 18, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +8/3; **CMB** +9; **CMD** 23
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge.
Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic), Imbue Arrow.
Gear Mighty Longbow +2, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1

♀ **Female Drow Elf Cleric 9**

LE Medium Humanoid (5 ft.5 in tall)
Init +2 (+2 Dex);
Senses Perception +2, Darkvision 120'.
AC 25, touch 12, flat-footed 24; (+14 armor, +1 Dex)
hp 58 (9d8)
Fort +6, **Ref** +5, **Will** +12;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 20 ft./x3
Melee Scimitar +7 (1d8+2) 18-20/x2
Full Atk Scimitar +7 (1d8+2) 18-20/x2
Ranged Hand Crossbow +2 (1d4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared DC 16 + Spell Level
Orisons: Detect Magic, Bleed, Resistance, Guidance;
1st level: Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;
2nd level: Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*; **3rd level:**

Dispel Magic, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*;
4th level: Dismissal, Unholy Blight, Poison, *Poison*;
5th level: Flame Strike, Summon Monster V, *Mark of Justice*
Domains: Fear, Vengeance
Str 10, **Dex** 14, **Con** 11, **Int** 10, **Wis** 18(22), **Cha** 18
Base Atk +6/1; **CMB** +6; **CMD** 20
Feats Combat Casting, Field Medic, Selective Channel, Channel Smite.
Skills Diplomacy 8; Knowledge Religion 9; Spellcraft 4. **Languages** Common, Drow.
SQ Aura, Channel Energy 5d6, Orisons.
Gear MW Full Plate, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, heavy steel shield +1, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

♀ **Female Drow Elf Rogue 9**

LE Medium Humanoid (5 ft.3 in tall)
Init +5 (+5 Dex);
Senses Perception +2, Darkvision 120'.
AC 22, touch 15, flat-footed 17; (+7 armor, +5 Dex)
hp 67 (9d8 +9)
Fort +4, **Ref** +11, **Will** +3;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +14 (1d6+1) 15-20/x2
Full Atk rapier +14/9 (1d6+1) 15-20/x2
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +5d6, Slow Reactions
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 10, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +6/1; **CMB** +11; **CMD** 21
Feats Agile Maneuvers, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier).
Skills Acrobatics 13; Bluff 10; Climb 9; Disable Device 13; Disguise 10; Escape Artist 13; Intimidate 10; Perception 9; Sense Motive 9; Sleight of Hand 13; Stealth 13. **Languages** Common, Drow.

SQ Evasion, Fast Stealth, Trap Sense +3, Trapfinding, Improved Uncanny Dodge.
Gear Keen Rapier +1, Leather Armor +2, Ring of Protection +1, Amulet of Natural Armor +2

⚔ **Male Drow Elf Fighter 9**

LE Medium Humanoid (5 ft.3 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 29, touch 14, flat-footed 26; (+16 armor, +3 Dex)
hp 87 (9d10+18)
Fort +8, **Ref** +7, **Will** +3;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 15
Weaknesses Light Blindness
Spd 30 ft./x4
Melee long sword +17 (1d8+9) 19-20/x2
Full Atk long sword +17/12 (1d8+9) 19-20/x2
Ranged Long bow +15/10 (1d8+2) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +9/4; **CMB** +12; **CMD** 26
Feats Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back.
Skills Perception 9; Intimidate 9. **Languages** Common, Drow.
SQ Armor Training 2, Bravery +2, Weapon Training (Heavy Blades +2, Bows +1).
Gear Long sword +2, Long Bow +1, Full Plate, heavy steel shield +2, Ring of Protection +1, Amulet of Natural Armor +2

⚔ **Large Earth Elemental**

N Large outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11
Defense
AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)
hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6
DR 5/—; **Immune** elemental traits
Offense
Speed 20 ft., burrow 20 ft., earth glide
Melee 2 slams +14 (2d6+7)
Space 10 ft.; **Reach** 10 ft.
Special Attacks earth mastery
Statistics
Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +16; **CMD** 25
Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack
Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

⚔ **Large Fire Elemental**

N Large outsider (elemental, extraplanar, fire)
Init +9; **Senses** darkvision 60 ft.; Perception +11
Defense
AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)
hp 60 (8d10+16)
Fort +8, **Ref** +11, **Will** +4
DR 5/—; **Immune** elemental traits, fire
Weaknesses vulnerability to cold
Offense
Speed 50 ft.
Melee 2 slams +12 (1d8+2 plus burn)
Space 10 ft.; **Reach** 10 ft.
Special Attacks burn (1d8, DC 16)
Statistics
Str 14, **Dex** 21, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 27
Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +14, Climb +9, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

ATL 11

⚔ **Male Drow Elf Wizard 11**

LE Medium Humanoid (5 ft.6 in tall)
Init +6 (+2 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.

AC 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)
hp 59 (9d6 + 9)

Fort +4, **Ref** +5, **Will** +9;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 30 ft./x4

Melee rapier +2 (1d6) 18-20/x2

Full Atk rapier +2 (1d6) 18-20/x2

Ranged hand crossbow +4 (1d4) 19-20/x2

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared (4,5,5,5,4,3,2)

0 - level: Daze, Ray of Frost, Bleed, Message

1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement

2nd level: Web, Hideous Laughter, Alter Self, Glitterdust, False Life

3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt

4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm

5th Level: Teleport, Cone of Cold, Cone of Cold

6th level: Disintegrate, Summon Monster VI

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

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

Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation)

Skills Spellcraft 15 ; Knowledge(Arcana) 15;

Fly 13; Knowledge(history) 12; Knowledge (planes) 11; Perception 13. **Languages** Common, Drow.

SQ nil

Gear Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor +2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic, Maximize, Spell book

Spells (4,5,5,5,4,2,1)

♀ **Female Drow Elf Ranger 11**

LE Medium Humanoid (5 ft.4 in tall)

Init +8 (+4 Dex, +4 Imp. Init);

Senses Perception +2, Darkvision 120'.

AC 22, touch 15, flat-footed 18; (+8 armor, +4 Dex)

hp 92 (11d10 +11)

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

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 30 ft./x4

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

Full Atk rapier +12 (1d6+3) 18-20/x2

Ranged Longbow +17/12/7 (1d8+1d6+5) 20/x3

vs. Humans +21/16/11 (1d8+1d6+9)

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

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

Base Atk +11/6/1; **CMB** +14; **CMD** 28

Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot

Skills Handle Animal 12; Heal 6 Knowledge Nature 11; Perception 13; Survival 17; Intimidate 10; Stealth 15. **Languages** Common, Drow.

SQ Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+4); Favored Terrain: (Forest, Plains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.

Gear Mighty Flaming Longbow +2 of Distance, Mithril Chain Shirt +1, Ring of Protection +1, Amulet of Natural Armor +2

♂ **Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/4**

LE Medium Humanoid (5 ft.4 in tall)

Init +8 (+4 Dex, +4 Imp. Init);

Senses Perception +2, Darkvision 120'.

AC 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)

hp 91 (10d10+1d6+11)

Fort +8, **Ref** +11, **Will** +6;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 30 ft./x4

Melee rapier +12 (1d6+2) 18-20/x2

Full Atk rapier +12/7 (1d6+2) 18-20/x2

Ranged Longbow +18/13 (1d8+4) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

Str 15, Dex 18, Con 12, Int 14, Wis 12, Cha 11

Base Atk +10/5; **CMB** +9; **CMD** 23

Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.

Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth

11. **Languages** Common, Drow, Goblin, Orc.

SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental), Imbue Arrow, Seeker Arrow.

Gear Mighty Longbow +2 of Distance, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Lesser Bracers of Archery

♀ Female Drow Elf Cleric 11

LE Medium Humanoid (5 ft.5 in tall)

Init +2 (+2 Dex);

Senses Perception +2, Darkvision 120'.

AC 27, touch 12, flat-footed 26; (+16 armor, +1 Dex)

hp 70 (11d8)

Fort +7, **Ref** +5, **Will** +13;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 20 ft./x3

Melee Scimitar +7 (1d8+2) 18-20/x2

Full Atk Scimitar +7 (1d8+2) 18-20/x2

Ranged Hand Crossbow +2 (1d4) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared DC 16 + Spell Level

Orisons: Detect Magic, Bleed, Resistance, Guidance;

1st level: Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*; **2nd level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*; **3rd level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, Water Walk, *Bestow Curse*; **4th level:** Dismissal, Unholy Blight, Poison, Air Walk, *Poison*; **5th level:** Flame Strike, Summon Monster V, Slay Living, *Mark of Justice*; **6th level:** Word of Recall, Summon Monster VI, *Disintegrate*

Domains: Fear, Vengeance

Str 10, Dex 14, Con 11, Int 10, Wis 18(22), Cha 18

Base Atk +8/3; **CMB** +8; **CMD** 22

Feats Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel.

Skills Diplomacy 8; Knowledge Religion 9;

Spellcraft 8. **Languages** Common, Drow.

SQ Aura, Channel Energy 6d6, Orisons.

Gear Full Plate +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +1, Amulet of Natural Armor +1

♀ Female Drow Elf Rogue 11

LE Medium Humanoid (5 ft.3 in tall)

Init +5 (+5 Dex);

Senses Perception +2, Darkvision 120'.

AC 23, touch 17, flat-footed 18; (+8 armor, +5 Dex)

hp 78 (11d8 +11)

Fort +4, **Ref** +12, **Will** +3;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 30 ft./x4

Melee rapier +15 (1d6+1) 15-20/x2

Full Atk rapier +15/10 (1d6+1) 15-20/x2

vs. Humans +17/12 (3d6+3) 15-20/x2

Ranged

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

Special Attacks Sneak Attack +6d6, Bleeding Attack, Slow Reactions

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

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

Base Atk +8/3; **CMB** +13; **CMD** 23

Feats Agile Maneuvers, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.

Skills Acrobatics 15; Bluff 12; Climb 11; Disable Device 15; Disguise 12; Escape Artist 15; Intimidate 12; Perception 11; Sense Motive 11; Sleight of Hand 15; Stealth 15.

Languages Common, Drow.

SQ Evasion, Fast Stealth, Trap Sense +3, Trapfinding, Improved Uncanny Dodge.

Gear Keen Bane Human Rapier +1, Leather Armor +2, Cloak of Elvenkind, Ring of Protection +2, Amulet of Natural Armor +2

⚔ **Male Drow Elf Fighter 11**

LE Medium Humanoid (5 ft.3 in tall)

Init +4 (+4 Dex);

Senses Perception +2, Darkvision 120'.

AC 31, touch 16, flat-footed 27; (+17 armor, +4 Dex)

hp 105 (11d10+22)

Fort +9, **Ref** +7, **Will** +3;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 17

Weaknesses Light Blindness

Spd 30 ft./x4

Melee long sword +20 (1d8+10) 19-20/x2

Full Atk long sword +20/15/10 (1d8+10) 19-20/x2

Ranged Long bow +17/12/7 (1d8+2) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

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

Base Atk +11/6/1; **CMB** +14; **CMD** 28

Feats Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses.

Skills Perception 11; Intimidate 11. **Languages** Common, Drow.

SQ Armor Training 3, Bravery +3, Weapon Training (Heavy Blades +2, Bows +1).

Gear Long sword +3, Long Bow +1, Full Plate, heavy steel shield +2, Ring of Protection +2, Amulet of Natural Armor +2

⚔ **Huge Earth Elemental**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

Defense

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

hp 95 (10d10+40)

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

DR 5/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +17 (2d8+9)

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

Special Attacks earth mastery

Statistics

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

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

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

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

⚔ **Huge Fire Elemental**

N Huge outsider (elemental, extraplanar, fire)

Init +11; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)

hp 85 (10d10+30)

Fort +9, **Ref** +14, **Will** +5

DR 5/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 60 ft.

Melee 2 slams +15 (2d6+4 plus burn)

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

Special Attacks burn (2d6, DC 17)

Statistics

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +16; **CMD** 34

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +16, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

ATL 13

♫ Male Drow Elf Wizard 13
LE Medium Humanoid (5 ft.6 in tall)

Init +6 (+2 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)
hp 69 (9d6 + 9)
Fort +5, **Ref** +6, **Will** +10;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +2 (1d6) 18-20/x2
Full Atk rapier +2 (1d6) 18-20/x2
Ranged hand crossbow +4 (1d4) 19-20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (4,5,5,5,5,4,3,1)
0 - level: Daze, Ray of Frost, Bleed, Message
1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement
2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life
3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt
4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm, Evocation
5th Level: Teleport, Cone of Cold, Overland Flight, Teleport
6th level: Disintegrate, Chain Lightning, True Seeing
7th level: Summon Monster VII
Str 10, **Dex** 14, **Con** 12, **Int** 19(23), **Wis** 14, **Cha** 12
Base Atk +6/1; **CMB** +5; **CMD** 17
Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation), Extend Spell, Spell Penetration
Skills Spellcraft 17 ; Knowledge(Arcana) 17; Fly 15; Knowledge(history) 14; Knowledge (planes) 13; Perception 15. **Languages** Common, Drow.
SQ nil
Gear Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor +2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to

start), Lesser Rod of Metamagic, Maximize, Spell book
Spells (4,5,5,5,5,3,2,1)

♀ **Female Drow Elf Ranger 13**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 24, touch 16, flat-footed 20; (+10 armor, +4 Dex)
hp 106 (13d10 +13)
Fort +9, **Ref** +13, **Will** +6;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +17 (1d6+3) 18-20/x2
Full Atk rapier +17/12/7 (1d6+3) 18-20/x2 vs. humans +19/14/9 (1d6+7) 18-20/x2
Ranged Longbow +19/14/9 (1d8+1d6+5) 20/x3 vs. Humans +25/20/15 (1d8+3d6+9) 20/3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 16, **Dex** 19, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +13/8/3; **CMB** +16; **CMD** 30
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot, Weapon Finesse.
Skills Handle Animal 14; Heal 8 Knowledge Nature 13; Perception 15; Survival 19; Intimidate 10; Stealth 17. **Languages** Common, Drow.
SQ Camouflage, Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+4); Favored Terrain: (Forest, Plains, Mountains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.
Gear Mighty Flaming Bane Human Longbow +2 of Distance, Mithril Chain Shirt +2, Ring of Protection +2, Amulet of Natural Armor +2

♀ **Drow Elf Ranger/Wizard/ Arcane Archer**
6/1/6

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)
hp 107 (12d10+1d6+13)
Fort +9, **Ref** +12, **Will** +7;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +12 (1d6+2) 18-20/x2
Full Atk rapier +12/7 (1d6+2) 18-20/x2
Ranged Longbow +19/13 (1d8+5) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 15, **Dex** 19, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +12/7; **CMB** +9; **CMD** 23
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.
Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental, distance), Imbue Arrow, Seeker Arrow, Phase Arrow.
Gear Oathbow, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Greater Bracers of Archery

♀ **Female Drow Elf Rogue 13**

LE Medium Humanoid (5 ft.3 in tall)
Init +5 (+5 Dex);
Senses Perception +2, Darkvision 120'.
AC 25, touch 18, flat-footed 20; (+8 armor, +5 Dex)
hp 92 (13d8 +13)
Fort +5, **Ref** +13, **Will** +4;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;

SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +16 (1d6+1) 15-20/x2
Full Atk rapier +16/11 (1d6+1) 15-20/x2 vs. Humans +18/13 (3d6+3) 15-20/x2
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +7d6, Bleeding Attack, Slow Reactions
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 11, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +9/4; **CMB** +14; **CMD** 24
Feats Agile Maneuvers, Combat Expertise, Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.
Skills Acrobatics 17; Bluff 14; Climb 13; Disable Device 17; Disguise 14; Escape Artist 17; Intimidate 14; Perception 13; Sense Motive 13; Sleight of Hand 17; Stealth 17.
Languages Common, Drow.
SQ Fast Stealth, Improved Evasion, Trap Sense +4, Trapfinding, Improved Uncanny Dodge.
Gear Keen Bane Human Rapier +1, Leather Armor +2, Cloak of Elvenkind, Ring of Protection +3, Amulet of Natural Armor +3

♀ **Female Drow Elf Cleric 13**

LE Medium Humanoid (5 ft.5 in tall)
Init +2 (+2 Dex);
Senses Perception +2, Darkvision 120'.
AC 27, touch 12, flat-footed 26; (+16 armor, +1 Dex)
hp 99 (13d8 +13)
Fort +9, **Ref** +6, **Will** +14;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 20 ft./x3
Melee Scimitar +7 (1d8+2) 18-20/x2
Full Atk Scimitar +7 (1d8+2) 18-20/x2
Ranged Hand Crossbow +2 (1d4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared DC 16 + Spell Level

Orisons: Detect Magic, Bleed, Resistance, Guidance;

1st level: Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*

2nd level: Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*

3rd level: Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, Water Walk, *Bestow Curse*

4th level: Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*

5th level: Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*

6th level: Word of Recall, Blade Barrier, Harm, *Disintegrate*

7th level: Summon Monster VII, *Spell Turning*

Domains: Fear, Vengeance

Str 10, Dex 14, Con 12, Int 10, Wis 18(22), Cha 18

Base Atk +9/4; CMB +9; CMD 24

Feats Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel, Extra Channel.

Skills Diplomacy 8; Knowledge Religion 9; Spellcraft 12. **Languages** Common, Drow.

SQ Aura, Channel Energy 7d6, Orisons.

Gear Full Plate +1, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +2, Amulet of Natural Armor +2, Wand of Cure Serious Wounds (29 charges)

⚔ Male Drow Elf Fighter 13

LE Medium Humanoid (5 ft.3 in tall)

Init +4 (+4 Dex);

Senses Perception +2, Darkvision 120'.

AC 31, touch 16, flat-footed 27; (+17 armor, +4 Dex)

hp 123 (13d10 +26)

Fort +11, **Ref** +8, **Will** +4;

Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;

Immune magical sleep effects;

SR 19

Weaknesses Light Blindness

Spd 30 ft./x4

Melee long sword +24 (1d8+10) 19-20/x2

Full Atk long sword +24/19/14 (1d8+13) 19-20/x2

Ranged Long bow +21/16/11 (1d8+4) 20/x3

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

Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

Str 17, Dex 18, Con 14, Int 10, Wis 10, Cha 10

Base Atk +13/8/3; **CMB** +16; **CMD** 30

Feats Greater Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Greater Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses.

Skills Perception 13; Intimidate 13. **Languages** Common, Drow.

SQ Armor Training 3, Bravery +3, Weapon Training (Heavy Blades +3, Bows +2, Pole Arms +1).

Gear Long sword +3, Long Bow +2, Full Plate +1, heavy steel shield +3, Ring of Protection +2, Amulet of Natural Armor +2

⚔ Greater Earth Elemental

N Huge outsider (earth, elemental, extraplanar)

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

Defense

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

hp 136 (13d10+65)

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

DR 10/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +21 (2d10+10)

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

Special Attacks earth mastery

Statistics

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

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

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

Skills Appraise +10, Climb +25, Knowledge (dungeoneering) +10, Knowledge (planes) +13, Perception +16, Stealth +7

⚔ Greater Fire Elemental

N Huge outsider (elemental, extraplanar, fire)

Init +12; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)

hp 123 (13d10+52)

Fort +12, **Ref** +16, **Will** +6
DR 5/—, **Immune** elemental traits, fire
Weaknesses vulnerability to cold
Offense
Speed 60 ft.
Melee 2 slams +19 (2d8+7 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d8, DC 20)
Statistics
Str 24, **Dex** 27, **Con** 18, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +13; **CMB** +22; **CMD** 41
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance
Skills Acrobatics +23, Climb +20, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

ATL 15

⚔ Male Drow Elf Wizard 15

LE Medium Humanoid (5 ft.5 in tall)

Init +6 (+2 Dex. +4 Imp. Init);

Senses Perception +2, Darkvision 120'.

AC 20, touch 13, flat-footed 14; (+4 armor, +2 Dex)
hp 69 (9d6 + 9)
Fort +5, **Ref** +6, **Will** +10;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +2 (1d6) 18-20/x2
Full Atk rapier +2 (1d6) 18-20/x2
Ranged hand crossbow +4 (1d4) 19-20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared (4,5,5,5,5,4,2,1)
0 - level: Daze, Ray of Frost, Bleed, Message
1st level: Charm Person, Magic Missile, Shield, Mage Armor, Ray of Enfeeblement
2nd level: Web, Hideous Laughter, Invisibility, Glitterdust, False Life
3rd Level: Fly, Fireball, Haste, Displacement, Lightning Bolt
4th level: Dimension Door, Greater Invisibility, Charm Monster, Ice Storm, Evocation
5th Level: Teleport, Cone of Cold, Overland Flight, Cone of Cold, Crushing Despair
6th level: Disintegrate, Chain Lightning, True Seeing, Repulsion
7th level: Greater Teleport, Finger of Death
8th level: Summon Monster VIII
Str 10, **Dex** 14, **Con** 12, **Int** 19 (23), **Wis** 14, **Cha** 12
Base Atk +6/1; **CMB** +5; **CMD** 17
Feats Scribe Scroll, Improved Initiative, Weapon Focus (Ray), Spell Focus (Evocation), Enlarge Spell, Combat Casting, Greater Spell Focus (Evocation), Quicken Spell, Greater Spell Focus (Evocation), Extend Spell, Spell Penetration
Skills Spellcraft 17 ; Knowledge(Arcana) 17; Fly 15; Knowledge(history) 14; Knowledge (planes) 13; Perception 15. **Languages** Common, Drow.
SQ nil
Gear Headband of Intellect +4, Ring of Protection +2, Bracers of Armor +4, Amulet of Natural Armor +2, Ring of Mind Shielding, Wand of Charm Monster (Atl x 2 charges to start), Lesser Rod of Metamagic: Maximize, Spell book

♀ **Female Drow Elf Ranger 15**

LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.
AC 25, touch 16, flat-footed 21; (+11 armor, +4 Dex)
hp 120 (15d10 +15)
Fort +10, **Ref** +15, **Will** +11;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 21
Weaknesses Light Blindness
Spd 30 ft./x5
Melee rapier +19 (1d6+3) 18-20/x2
Full Atk rapier +19/14/9 (1d6+3) 18-20/x2 vs. humans +21/16/11 (1d6+7) 18-20/x2
Ranged Longbow +21/16/11 (1d8+1d6+5) 20/x3 vs. Humans +29/24/19 (1d8+3d6+11) 20/3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 16, **Dex** 19, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12
Base Atk +15/10/5; **CMB** +18; **CMD** 32
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Quickdraw, Manyshot, Improved Initiative, Self-sufficient, Improved Precise Shot, Far Shot, Weapon Finesse, Shot on the Run, Run.
Skills Handle Animal 16; Heal 10 Knowledge Nature 15; Perception 17; Survival 21; Intimidate 10; Stealth 19. **Languages** Common, Drow.
SQ Camouflage, Evasion, Favored Enemies: Goblinoids (+4), Orcs (+2), Humans (+6), Giants (+2); Favored Terrain: (Forest, Plains, Mountains); Hunter's Bond, Quarry, Track, Swift Tracker, Wild Empathy, Woodland Stride.
Gear Mighty Flaming Bane Human Longbow +2 of Distance, Mithril Chain Shirt +2, Ring of Protection +2, Amulet of Natural Armor +3

♂ **Male Drow Elf Ranger/Wizard/ Arcane Archer 6/1/8**
LE Medium Humanoid (5 ft.4 in tall)
Init +8 (+4 Dex, +4 Imp. Init);
Senses Perception +2, Darkvision 120'.

AC 21, touch 16, flat-footed 16; (+7 armor, +4 Dex)
hp 123 (14d10+1d6+15)
Fort +10, **Ref** +13, **Will** +8;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 19
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +12 (1d6+2) 18-20/x2
Full Atk rapier +12/7 (1d6+2) 18-20/x2
Ranged Longbow +23/18 (1d8+5) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 15, **Dex** 19, **Con** 12, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +14/9; **CMB** +9; **CMD** 23
Feats Point-Blank Shot, Endurance, Precise Shot, Rapid Shot, Weapon Focus (Long Bow), Manyshot, Improved Initiative, Dodge, Mobility.
Skills Handle Animal 8; Knowledge Nature 7; Perception 9; Survival 9; Intimidate 8; Stealth 11. **Languages** Common, Drow, Goblin, Orc.
SQ Favored Enemies: Goblinoids (+4), Orcs (+2), Favored Terrain: (Forest), Hunter's Bond, Track, Wild Empathy, Woodland Stride, Enhance Arrows (magic, elemental, distance, elemental burst), Imbue Arrow, Seeker Arrow, Phase Arrow, Hail of Arrows.
Gear Oathbow, Chain Shirt, Ring of Protection +1, Amulet of Natural Armor +1, Greater Bracers of Archery

♀ **Female Drow Elf Cleric 15**

LE Medium Humanoid (5 ft.5 in tall)
Init +6 (+2 Dex, +4 Imp. Init.);
Senses Perception +2, Darkvision 120'.
AC 31, touch 13, flat-footed 30; (+20 armor, +1 Dex)
hp 113 (15d8 +15)
Fort +10, **Ref** +7, **Will** +15;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 21
Weaknesses Light Blindness

Spd 20 ft./x3
Melee Scimitar +7 (1d8+2) 18-20/x2
Full Atk Scimitar +7 (1d8+2) 18-20/x2
Ranged Hand Crossbow +2 (1d4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared DC 16 + Spell Level
Orisons: Detect Magic, Bleed, Resistance, Guidance;
1st level: Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*
2nd level: Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*
3rd level: Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*
4th level: Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*
5th level: Breath of Life, Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*
6th level: Harm, Word of Recall, Blade Barrier, Wind Walk, *Disintegrate*
7th level: Blasphemy, Destruction, *Spell Turning*
8th level: Summon Monster VIII, *Binding*
Domains: Fear, Vengeance
Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18(22), **Cha** 18
Base Atk +11/6/1; **CMB** +11; **CMD** 26
Feats Combat Casting, Field Medic, Selective Channel, Channel Smite, Ranged Touch (30'), Improved Channel, Extra Channel, Improved Initiative.
Skills Diplomacy 8; Heal 6; Knowledge Religion 9; Spellcraft 12. **Languages** Common, Drow.
SQ Aura, Channel Energy 8d6, Orisons.
Gear Full Plate +2, Scimitar +2, holy symbol of Oblivion, headband of inspired wisdom +4, Lion's Shield, hand crossbow, 20 bolts, Ring of Protection +2, Amulet of Natural Armor +3, Wand of Cure Serious Wounds (29 charges)

♀ **Female Drow Elf Rogue 15**

LE Medium Humanoid (5 ft.3 in tall)
Init +5 (+5 Dex);
Senses Perception +2, Darkvision 120'.
AC 26, touch 18, flat-footed 21; (+9 armor, +5 Dex)
hp 106 (13d8 +13)
Fort +6, **Ref** +15, **Will** +5;
Defense Abilities +2 racial bonus to enchantment spell/effects;

DR nil;
Immune magical sleep effects;
SR 21
Weaknesses Light Blindness
Spd 30 ft./x4
Melee rapier +18 (1d6+1) 15-20/x2
Full Atk rapier +18/13/8 (1d6+1) 15-20/x2
vs. Humans +20/15/10 (3d6+3) 15-20/x2
Ranged
Space 5 ft.; **Reach** 5 ft.
Special Attacks Sneak Attack +8d6, Bleeding Attack, Slow Reactions, Opportunist.
Spell-Like Abilities (Cl 1st)
1/day: Darkness, Fairie Fire, Dancing Lights
Spells Prepared
Str 11, **Dex** 20, **Con** 12, **Int** 16, **Wis** 10, **Cha** 12
Base Atk +11/6/1; **CMB** +16; **CMD** 26
Feats Agile Maneuvers, Bleeding Critical, Combat Expertise, Critical Focus, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack.
Skills Acrobatics 19; Bluff 16; Climb 15; Disable Device 19; Disguise 16; Escape Artist 19; Intimidate 16; Perception 15; Sense Motive 15; Sleight of Hand 19; Stealth 19. **Languages** Common, Drow.
SQ Fast Stealth, Improved Evasion, Trap Sense +5, Trapfinding, Improved Uncanny Dodge.
Gear Keen Unholy Bane Human Rapier +1, Leather Armor +3, Cloak of Elvenkind, Hat of Disguise, Ring of Protection +3, Amulet of Natural Armor +3

☞ **Male Drow Elf Fighter 15**

LE Medium Humanoid (5 ft.3 in tall)
Init +4 (+4 Dex);
Senses Perception +2, Darkvision 120'.
AC 35, touch 16, flat-footed 31; (+21 armor, +4 Dex)
hp 141 (15d10 +30)
Fort +11, **Ref** +9, **Will** +5;
Defense Abilities +2 racial bonus to enchantment spell/effects;
DR nil;
Immune magical sleep effects;
SR 21
Weaknesses Light Blindness
Spd 30 ft./x4
Melee long sword +26 (1d8+10) 19-20/x2
Full Atk long sword +26/21/16 (1d8+13) 19-20/x2
Ranged Long bow +24/19/14 (1d8+4) 20/x3
Space 5 ft.; **Reach** 5 ft.
Special Attacks

Spell-Like Abilities (Cl 1st)

1/day: Darkness, Fairie Fire, Dancing Lights

Spells Prepared

Str 17, **Dex** 18, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +15/10/5; **CMB** +18; **CMD** 32

Feats Greater Weapon Focus (Long sword), Dodge, Mobility, Combat Expertise, Greater Weapon Specialization (Long Sword), Spring Attack, Whirlwind Attack, Intimidating Prowess, Step Up, Strike Back, Dazzling Display, Shatter Defenses, Penetrating Strike, Weapon Focus (Long Bow).

Skills Perception 15; Intimidate 15. **Languages** Common, Drow.

SQ Armor Training 4, Bravery +4, Weapon Training (Heavy Blades +3, Bows +2, Pole Arms +1).

Gear Long sword +3, Long Bow +2, Full Plate +2, heavy steel shield +3, Ring of Protection +2, Amulet of Natural Armor +3

☞ **Elder Earth Elemental**

N Huge outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19

Defense

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

hp 168 (16d10+80)

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

DR 10/—; **Immune** elemental traits

Offense

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +26 (2d10+12/19-20)

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

Special Attacks earth mastery

Statistics

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

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

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

Skills Appraise +19, Climb +31, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

☞ **Greater Fire Elemental**

N Huge outsider (elemental, extraplanar, fire)

Init +13; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)

hp 152 (16d10+64)

Fort +14, **Ref** +19, **Will** +7

DR 10/—, **Immune** elemental traits, fire

Weaknesses vulnerability to cold

Offense

Speed 60 ft.

Melee 2 slams +23 (2d8+8 plus burn)

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

Special Attacks burn (2d10, DC 22)

Statistics

Str 26, **Dex** 29, **Con** 18, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 46

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +28, Climb +27, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

As quickly as the fight began it ends. The elementals fall, the arrows cease to fly and all you hear is the roar of fires all around you. Strange that the Dark Elves stop and turned away. Stranger still that they did not bring greater numbers. Only one word sticks in your mind as you head to help douse fires: WHY?

THUS ENDS Round 1

“And So It Begins”

TIME UNIT COST: 5 TU (standard, may vary by module or by epilogue)

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	1200	1800	2900	4500	7000	10500
Roleplaying XP Bonus	100	100	100	200	200	500
Maximum Possible XP	1300	1900	3000	4700	7200	11000

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 9

- **Goggles of Day Vision** - These non-magical tinted lens goggles allow the wearer to see in daytime without the glare of the sun. Creatures normally affected by Light Sensitivity are not dazzled when wearing these goggles. These goggles may be used to defray the cost of creating goggles of night by 50%, though they will lose their daytime effect if this is done.

(Value: 100gp, Tradable: Yes, CL: 3, Rarity: Rare, Legality: Legal)

- **Elven Chain +2**

(Value: 9,150gp, Tradable: Yes, CL: 6, Rarity: Common, Legality: Legal)

- **Lion's Shield** This +2 heavy steel shield is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer) biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder.

(Value: 9,170gp, Tradable: Yes, CL: 10, Rarity: Uncommon, Legality: Legal)

➤ **Bracers of Archery**

[]ATL 1-9: (lesser) (CL 4; Value: 2,500 gp)
[]ATL 11+: (greater)(CL 8; Value: 12,500 gp)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

➤ **Drow Rapier**

[]ATL 1: +1 (CL 3; Value: 2,320 gp)
[]ATL 3-7: +2 (CL 6; Value: 8,320 gp)
[]ATL 9+: +2 keen(CL 9; Value: 18,320 gp)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

➤ **Composite STR Longbow** This bow is crafted for a strength bonus of +3.

[]ATL 1-3: GMW (Value: 400 gp)
[]ATL 5-7: +1 (CL 3; Value 2,400 gp)
[]ATL 9-11: +2 (CL 6; Value 8,400 gp)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

➤ **Spellbook 1**

[]ATL 1: 0 level: Resistance, Acid Splash, Detect Magic, Detect Poison, Read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Ghost Sound, Bleed, Disrupt Undead, Touch of Fatigue, Mage Hand, Mending, Message, Open/Close, Arcane Mark, Prestidigitation; 1st level: Shield, Mage Armor, Charm Person, Sleep, Magic Missile, Ray of Enfeeblement; (74 blank pages)
[]ATL 3: As above plus - 1st level: Expeditious Retreat, Obscuring Mist; 2nd level: Alter Self, Web, Hideous Laughter, Invisibility;

(64 blank pages)

ATL 5: As above plus - 2nd level: False Life, Glitterdust, Levitate, Whispering Wind, Summon Monster II; 3rd level: Fireball, Fly, Summon Monster III; (35 blank pages)

[]ATL 7: As above plus - 3rd level: Haste, Hold Person, Lightning Bolt, Displacement; 4th level: Dimension Door, Invisibility (Greater), Summon Monster IV; (11 blank pages)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

➤ **Spellbook 2**

[]ATL 9: 4th level: Charm Monster, Crushing Despair, Enervation, Ice Storm; 5th level: Teleport, Summon Monster V; (74 blank pages)

[]ATL 11: As above plus - 5th level: Cone of Cold, Hold Monster, Magic Jar, Overland Flight; 6th level: Disintegrate, Dispel Magic (Greater), Summon Monster VI (36 blank pages)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

➤ **Spellbook 3**

[]ATL 13: 6th level: Repulsion, Chain Lightning, True Seeing; 7th level: Teleport (Greater), Finger of Death, Summon Monster VII (61 blank pages)

[]ATL 15: As above plus - 7th level: Delayed Blast Fireball, Reverse Gravity, Spell Turning; 8th level: Summon Monster VIII, Polar Ray (24 blank pages)
(Value: Varies, Tradable: Yes, CL: Varies, Rarity: Uncommon, Legality: Legal)

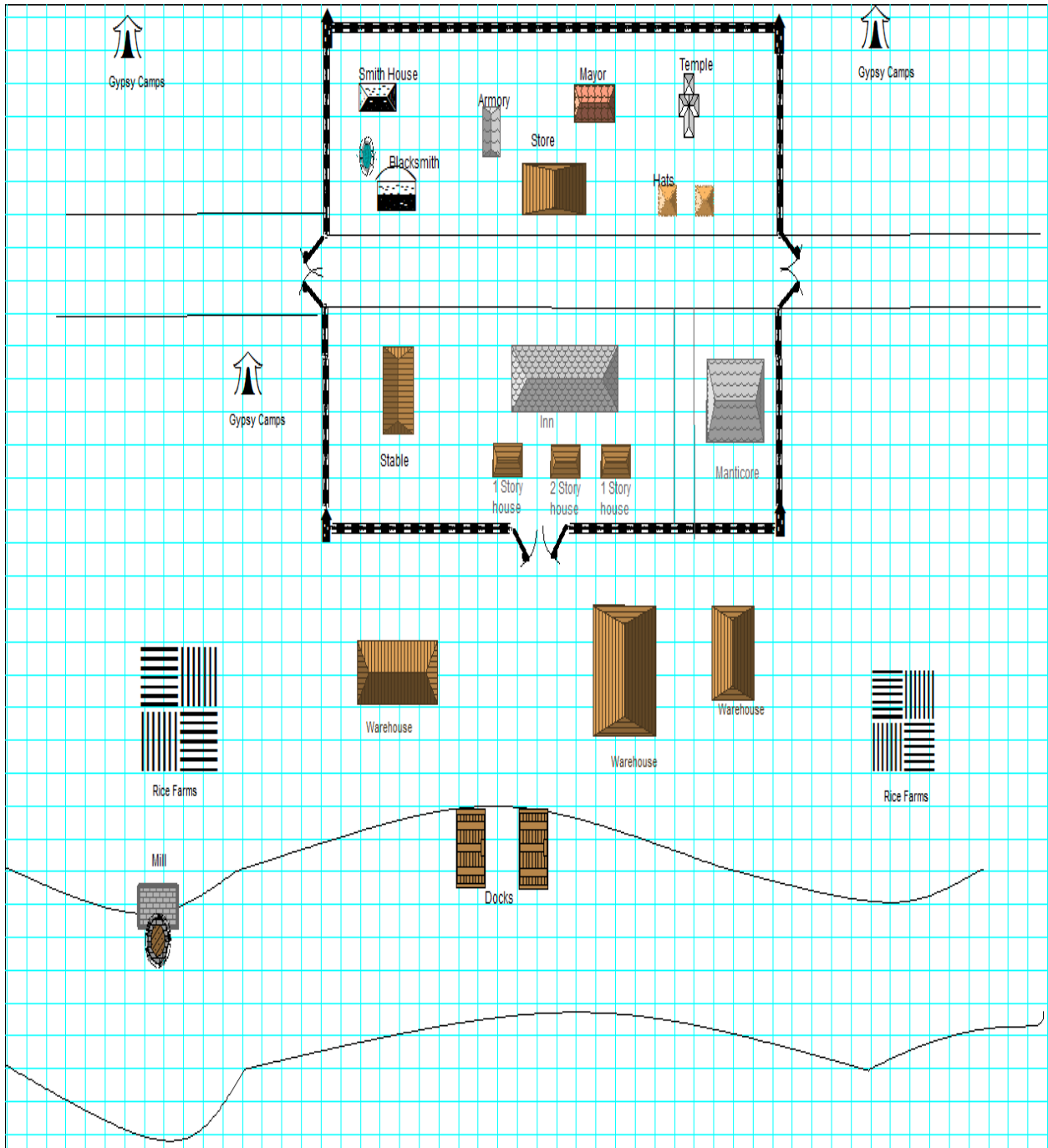
PLAYERS HANDOUT # 1

The Grove of Brianna is in need of your assistance, please come to the shrine proper in Rosewood at 3 bells for a briefing.

Corlus

Priest of Brianna

PLAYER HANDOUT # 2



Map of Freereign

GM PLAY AID #1

Village of Freereign

Ruler: Mayor Istavan Turos, who has been unanimously elected every three years for the last 15 years. A 'retired' gypsy, he is a wise, fair and extremely popular man, who maintains a comfortable peace between the permanent residents and the more transient seasonal occupants.

Government: Elected Mayor and Village Council

Resources: Farming, livestock, musical instruments

Population: 450 (human 66%, half-elf 21%, halfling 6%, gnome 4%, dwarf 1%, elf 1%)

Alignment: CG, NG, N

Language: Common

Deities: Ardra, Ayla, Brianna, Cerion, Destine, Elianna, Emerys, Glissande, Kalek, Meneon, Peliron, Sorena

Description: Freereign is a small village of some 45 permanent structures, supplemented by a varying number sturdy tents and enclosed travel wagons. Since 15720 ER (1920 AF) this village has served as a rest stop and haven for gypsies, bards and other free spirits. The village's permanent residents include farmers, craftsmen and gypsies who have retired from the rigors of traveling. Begun with only a handful of permanent buildings and used primarily as a winter residence when roads and weather made travel difficult, over the years the village has grown into a thriving and self-sufficient community that is fiercely proud of its independence. It exists outside the borders of any nation or city-state, policing its own citizens and fighting its own (rare) battles. While relations with the Shining Jewel are friendly, the residents of Freereign have so far declined to be annexed by nearby Amthydor, preferring autonomy to membership in the Protectorates.

Freereign's permanent structures include a small inn with a dozen rooms, a tavern and dining hall, a blacksmith, a stable, a common gathering hall, a community shrine (various faiths take turns holding services, and traveling priests pass through regularly), a gristmill, three merchants selling various goods, and several small homes.

The permanent residents of Freereign include:

- Mayor Istavan Turos, male human, Bard 9, age 57.
- Aspen and Laurel Silverleaf, twins, female ½ elves, Bard 2, age 16, Itsavan's granddaughters.
- Labeth Silverleaf, male forest elf, Rogue 8, age 130, father of Aspen and Laurel, widower. Labeth Silverleaf was married to Istavan's late daughter, Amberlyn, who died when the twins were 3 years old.
- Aron Tarrell, male human, Ranger 4, age 19. Aron would gladly court Aspen Silverleaf, if he thought that her overprotective grandfather and father wouldn't gut him for it. Aron's uncle Reg operates the stable.
- Borren Rockheart, male dwarf, Fighter 7, age 62. A former adventuring companion of Istavan, Borren is now the village's smith. His brother Kallum operates the busy Merry Manticore tavern.
- Kallum Rockheart, male dwarf, Cleric 6 (Lohm), age 58. Kallum is the younger brother of Borren. He operates the village's only tavern, the Merry Manticore.
- Tobias, male gnome, Gnome Paragon 3/Wizard 4 (illusionist), age 53. Tobias operates the Wander Inn, located between the stable and the Merry Manticore tavern.
- Reg Tarrell, male human, Druid 6, age 41. Reg operates the stable, located between the inn and the smithy. He has raised his nephew Aron since the death of his brother Mik (Aron's father) and Mik's wife Nina when the boy was seven. Reg returned from an adventure to learn that his brother and sister in law had been killed defending their tiny farm from raiders, leaving their young son an orphan, and settled in to raise the boy himself.

GM PLAY AID #2

What happened to the drow after the events in "The Siege"

The following information is provided for the DM to be able to fill in the holes that the drow have in this adventure.

Following the battle outside Amthydor, Ardra cursed the elves who had turned their back on her. She caused their skin to turn black and it became painful for them to endure direct sunlight. Drow fled into dark forests and underground, their army effectively disabled.

Ten days following these events, the next set of changes occurred. They gained the ability to see very well in total darkness. They gained certain spell-like abilities, even if they were not spell casters. The pain of exposure to the sun subsided somewhat, but it still caused them to suffer light blindness. They also gained spell resistance.

Drow language: Another change was in their language. Drow no longer speak Elven, nor are

they able to learn it. In their mind, they read, speak and write Elven, but that is not what comes across to others. Due to this corruption of the language, elves and half-elves are also unable/unwilling to learn drow. Also, most drow are not aware of this change in language since they have not had any contact with non-drow in the last year.

Oathbow

Aura strong evocation; **CL** 15th

Slot none; **Price** 25,600 gp; **Weight** 3 lbs.

DESCRIPTION

Of Elven make, this white +2 *composite longbow* (+2 Str bonus) whispers, "Swift defeat to my enemies" in Elven when knocked and pulled. Once per day, if the archer swears aloud to slay her target (a free action), the bow's whisper becomes the shout "Death to those who have wronged me!" Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and ×4 on a critical hit instead of the normal ×3). After an enemy has been sworn, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the archer takes a -1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for 7 days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first. The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or 7 days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the *oathbow's* special power again **until 24 hours have passed from the time he made the oath.**

CRITICAL EVENT SUMMARY: AND SO IT BEGINS

Convention: _____ Date: _____

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

1. What was John Doe's status at the end of the module? (Circle all that apply)

~~_____ Dead _____ Injured _____ Friendly _____ Unfriendly~~

2. How did the heroes treat John Doe? (Circle whichever applies)

~~_____ Refused to take him _____ Hostile _____ Attacked him _____ Killed him~~

~~_____ Accepted him _____ Befriended him~~

3. What was Jane's status at the end of the module?

~~_____ Captured and charmed _____ Freed by the PCs _____ Dead~~

4. What was Suzie's status at the end of the module? _____ Alive _____ Dead

5. How did the heroes deal with the muggles?

~~_____ Entertained them _____ Attacked them _____ Killed one or more~~

6. Did the heroes get the item back from Suzie after she left? _____ Yes _____ No

7. Did the heroes defeat the Googles? _____ Yes _____ No

~~_____ If the answer is "No" is it because the table ran out of time to finish the module? Yes _____ No~~

8. Did the heroes discover the link between the Gnomes of Zurich and the Comic Book Collectors? Yes _____ No

9. List on the back of this sheet the real names and PC names of anyone who earned either a Debt to IRS, Enmity of the RPG Gamers, Weight Loss, or Gratitude of Author.

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

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

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



ROSTER OF HEROES: AND SO IT BEGINS

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.

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