



# And So It Begins

(Dark Despair - Part 2 - Round 2)

**By Ramon Ball**

A Two-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. Mature Content Warning. This module is not eligible for play by Drow PC's.

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## LEGAL TEXT

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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. The GM should not give Full XP awards 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.

## LIFESTYLES IN LSJ

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

## Adventure Background

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.

**Encounter 1:** PC's are at breakfast with the mayor, who is thanking them for their actions the night before. As the PC's and the mayor talk, one of the townsfolk runs in and asks the mayor to step outside. Labeth is two male and two female drow wearing disheveled breeches and tunics. They are walking in a line with their hands tied in front of them. The drow are brought to the tavern and made to sit down on the walkway. Labeth tells the mayor that he caught these four while patrolling the outer farmsteads. They didn't put up a fight, simply walked up to him and surrendered their weapons. He drops their armor and weapons on the ground in front of him. PC's may want to question the drow. The mayor will allow them to do so, as long as he is there too.

**Encounter 2:** as PCs prepare to leave town, visitors from Sweetwater arrive. Six members of the diamond Legion ride up to Freereign, and offer their assistance.

**Encounter 3:** the trip to Colindale. Meet the bullets. The PC's have a meeting with Hiylana in Colindale. She relates the story, from the Elven point of view, leading up to the events of the siege, as well as the events since Ardra's pronouncement.

**Encounter 5:** The PCs escort Vestra to the meeting with Hiylana. Vestra is attacked by drow the PCs have to defend her.

## Encounter 1 – There Has To Be A Morning After

GM Note: Drow no longer automatically speak Elven. 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.

The following question and answer section is provided if the PCs want to get involved in talking to these drow. If not, have the mayor do the talking. The mayor's main concern is the return of his granddaughter. His questions will be direct to the point: have you seen her, can she be retrieved, can she be rescued, what will it take, etc. If the PCs become involved in the negotiations and questioning, the results come down to three options in order to retrieve Aspen. Option one: the drow is allowed to return alone. Option two: one PC goes with her. Option three: the entire party goes with her. If the PCs use sense motive or any magic to discern if Tinvlis is telling the truth, allow them to do so, she will not object. All the questions are being answered truthfully to the best of her knowledge. She does have an ulterior motive, which is to find a new home.

*The day starts early, as it seems that you just went to bed a short time ago following last night's attack. You are woken by the smell of fresh breakfast. As you make your way to the common room, you see that many of those who were fighting last night sit about tables eating their meal. They nod to you as you pass, finishing up quickly so they can find their way to a much needed rest. As you take a seat, a weary barmaid brings you plates heaped with all manner of food. Shortly after you begin having breakfast, a tired looking mayor comes to your table and sits down to join you. "It has been a long night, but it could've been much worse had you not brought warning." He sits down with you and has a cup of tea brought to him. He continues, "And for that, I, and the town, thank you. Did you find out anything about my granddaughter?" Before you*

*can answer, you hear a commotion from outside. Many around you grab weapons and head toward the door before one of the townsfolk who you saw on watch last night comes rushing in, "Mayor, mayor, you need to see this!" The mayor stands and makes his way to the door, stepping outside.*

Give the PCs a moment to decide if they are following or not. If they don't, then proceed as if the mayor was doing the questioning. The PCs should be curious at some point to know what's going on.

*As you follow the crowd outside, a group has gathered around the mayor. The mayor calls to you and the crowd parts so you can see what is going on. In the center of the crowd, two female and two male dark elves dressed in simple clothes, unarmored and unarmed. One of the males has a stick with a small white rag on it. Some of the townspeople around the drow are brandishing weapons. An elf standing beside the drow addresses the mayor, "Istvan these four just walked up to the gate, didn't know what you wanted to do with them, so I brought them here." The mayor turns to the elf, "Thank you Labeth." The mayor turns to the drow, "I am Istvan, Mayor of Freereign, who are you?" One of the female drow takes half a step forward, "I am Tinvlis and these are Arelma, Quiwrov and Derax."*

🗣 **You speak for your group?**

"Yes, I do."

🗣 **Why are you here?**

"The simple answer is that we have nowhere else to go."

🗣 **Why did you attack?**

"The reasons for the attack are strange and make no sense to us. They tell us that this place is important, but not to destroy it."

🗣 **Where is the Mayor's granddaughter, Aspen?**

"Who?"

*Istvan motions to someone in the crowd and a young half elf steps forward. "She looked like*

*her. Did you see my granddaughter?" Istvan's anger is apparent as he balls his hands into fists and glares at the drow before him.*

*"I do not understand," Tinvlis says. "She is standing right here. How can she be missing?"*

*The young girl who came through the crowd speaks, "I'm Laurel. Aspen is my twin sister."*

*The drow female looks shocked. "We have heard of such things, but twins are extremely rare of in our world. You are blessed. We did see Aspen then. Not last night, the night before. She was brought into our camp and taken to the leader's tent. We did not see her after that."*

🗣 **Where is she?**

*"I don't know. But, the fact she was brought in means they have a use for her. And that means she may not have been taken with the others. So it may be possible to find out where she is."*

🗣 **Who are "they"?**

"The leaders of us."

🗣 **Can you save Aspen? (if the PC's don't ask this, the mayor will)**

*Tinvlis takes a deep breath, "If, and that is IF, she has not been taken to the deep dark, it is possible to retrieve her," she turns and looks at her companions, then back to you. "The question then becomes: what's in it for us, if we help you save her?"*

🗣 **You get to live?**

*"Our lives aren't worth living. We have no place to live where we won't be hunted. Since we came here, we will be tortured to death if we return and it is found out we were ever here. What more can you offer?"*

🗣 **What were your duties during the raid?**

"We watched over prisoners that were brought to us and sent them on."

🗣 **Sent them where?**

*"Somewhere underground I would guess. A teleport point was already set up. We just watched over them and sent them through the circle to the base camp. I imagine they have been processed and sent to the underground."*

☞ **Where is the circle?**

*"It was in the field north of here. It had a duration on it of a few hours. Those would have ended well before dawn."*

☞ **Why didn't you go back?**

*"This life is not what we expected. It is not what we were promised. We followed our leaders because they told us that Amthydor had broken our trust and they could not be forgiven for their transgression. We did not sign up to attack human villages at random. We don't know what it is they are up to, but we decided we didn't want any part of it."*

☞ **Where is your main base of operations?**

*"Somewhere in the Delambir Mountains, we were not permitted to know its exact location. We have a camp in some caves in the mountains, but the main settlement is deep underground."*

☞ **How do you get back and forth?**

*"We are met by patrols and guided."*

☞ **How would we get the prisoners back?**

*"You don't. By now they are probably on their way deep into the underground. They would be killed before you could fight your way down to them."*

☞ **How do we get Aspen back?**

*"If word were to reach the right pair of ears, it is possible that she could be retrieved. But again, that is dependent on her not having been taken deeper."*

☞ **And you would know the "right pair" of ears?**

*"I would. But again, what are you offering in exchange? Just because we ask for her return does not mean she can be returned."*

☞ **What do you want? (If the PCs do not ask this, the mayor will.)**

*"We need a place to stay. There is no home for us anymore. We have turned our back on what we were and what we are. We will need a safe haven."*

☞ **What are the risks to Freereign?**

*"If this person is of interest, as we suspect, then us taking her will probably make us targets. Our leadership is vindictive. They don't like being double-crossed. Freereign is in a bad location. You could become the target of future attacks. More than that, I don't know."*

☞ **How would we get a hold of this person that you say can help us?**

*"You don't. I'll have to go back to our base and talk to them."*

☞ **Why you?**

*"Because I know who to talk to and I am the oldest."*

☞ **And just how old are you?**

*"132."*

☞ **Fine, but we will go with you.**

*Tinvlis looks at you, "Can you make yourselves look like me? Can you see over a hundred feet in total darkness? Do you speak our language? That's why you can't go with me."*

☞ **What do you mean?**

*"Have you not been paying attention? We are met by patrols. If you show up looking like you do, we will all be killed, as well as your Aspen."*

☞ **You could say we are your prisoners.**

*"I could, however, once we reach patrolled areas, you will be taken away to join the other prisoners. And I would have no way of getting you back. Even if you killed the patrol, we wouldn't know where to go. Again, we would all be dead."*

☛ **So, you expect us to trust you and let you go alone?**

*"My companions will stay here with you. A certain amount of trust is required on both our parts."*

*Labeth, Aspen's father, speaks up, "I might have a way for one person to be able to accompany her. A while back, I acquired a potion from one of the Gypsy. It can change you into whatever creature or being you want. It won't help with the language, but it will with the appearance. However, I was warned that once done, it can't be undone."*

As the PCs discuss this latest option, wait a bit before reading.

*"I'll do it!" a young male human speaks up. Labeth turns to him, "Aron? You'll do what?" Aron looks back at Labeth, "I'll drink the potion, and go with her to save Aspen."*

*Labeth looks at him with some annoyance. "Aron, that is very noble of you, but you are a child. You can't do this."*

*Aron walks up to Labeth and looks him directly in the eyes, "Sir, I hate to challenge you on that, but I am a man. I am 19 years old and have been taking care of my farm and training as a ranger. I love your daughter. You refuse to see that we are both adult enough to make our own decisions. You refuse to believe that I love her and can take care of her. Give me the potion and I will show you she means as much to me as she does to you."*

☛ **Where should we meet to get Aspen back?**

*"At the ruins of the last settlement. I will need a week to get to the camp and back."*

Let the PC's discuss this and decide who is going. If none of the PC's step-up, Aron will be allowed to go along. Either way, continue with the next encounter.

## Encounter 2 – Here Comes the Calvary

*As you soak in all of the information and work on a solution, a voice sounds from the gates 50 yards away. "Greetings citizens. I am Lieutenant Gerald Miller. Myself and my companions are here to offer the assistance of the Diamond Legion of Amthydor to rebuild your fair town. Who is in charge here?" says the man in full plate sitting on the back of a large brown charger. His shield displays the holy symbol of Galvandt. Riding in behind him are five others wearing tabards of the Diamond Legion. Three dwarves sit on stocky mountain ponies, the two humans are on regular, brown riding horses and the lone elf is on the back of a grey light war horse.*

If the PC's are willing to vouch for the Legionnaires, read below:

*"Your assistance is most welcome." The mayor says while offering his hand toward the lieutenant. "Last night was quite a challenge. We obviously need the help. Please, follow me and I can show you what we are trying to do."*

If the PC's will not vouch for the Legionnaires, continue here:

*The mayor looks at you and turns toward the lieutenant, "I'm sorry, but we are a free city and wish to remain that way. Although we appreciate the offer, we will take care of things on our own."*

*The lieutenant looks at the mayor, "I do not understand, but we will not force the issue. Good luck." He and his fellow Legionnaires turn their horses and ride away.*

## Encounter 3 – Return to Colindale

DM note: adjust the following box text to reflect whether the PCs approach the remains of Colindale at night or during the day.

*The trip to the remains of the Colindale is eerie. There is a silence that permeates the area, no animals or birds. Even the wind seems to be holding its breath. The remains of Colindale are much as you left them. The burnt remnants of houses, stables and other buildings stand silent testament to the atrocities that occurred here.*

*It does appear that you aren't the only ones who have come to this place of the dead. Bulettes are here and they do not look pleased at your interrupting their scavenging.*

#### ATL 5

##### ⚔ Bulette (1)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

**Racial Modifiers** +4 on Acrobatics checks made to jump

##### **Special Abilities**

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

#### ATL 7

##### ⚔ Bulette (2)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

**Racial Modifiers** +4 on Acrobatics checks made to jump

##### **Special Abilities**

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

## ATL 9

### ⚔ Bulette (3)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

**Racial Modifiers** +4 on Acrobatics checks made to jump

### Special Abilities

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack. **Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

## ATL 11

### ⚔ Bulette (4)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

**Racial Modifiers** +4 on Acrobatics checks made to jump

### Special Abilities

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.



### ATL 13

#### 🐉 Bulette (6)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception),

Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

**Racial Modifiers** +4 on Acrobatics checks made to jump

#### Special Abilities

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack. **Savage**

**Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** leap, savage bite

**Str** 23, **Dex** 15, **Con** 20, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +16; **CMD** 28 (32 vs. trip)

**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Acrobatics +9 (+17 jumping), Perception +11;

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#### Special Abilities

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack. **Savage**

**Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

After the battle, allow the PC's to set up watches and camp or anything else they want to do. If the PC's ask the bodies of the dead are in the same place where the PC's left them, if they were buried then the graves are undisturbed. If they left the bodies exposed, it does look like animals have been eating the remains.

*As the moon sets, the only light left is starlight and that of your camp. Everything goes still, as if the night has swallowed everything around you and left you completely and totally alone.*

### ATL 15

#### 🐉 Bulette (8)

N Huge magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +11

**AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

**hp** 84 (8d10+40)

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

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

The drows have surrounded the village, but will not do anything to reveal themselves. They are there to support their leader, if she is attacked. If the PC's do attack, use the drow from Encounter 5 with twice as many as listed there. If the PC's are still alive, go to Conclusion A. If they are dead, go to Conclusion B.

*In the silence, you hear approaching footsteps breaking through the burnt grass and remnants of the village. The noise approaches your camp in the form of four figures. You easily recognize Tinvlis and her guard/companion who went with*

*her. The other two are cloaked with hoods up. The cloaked figures stop some 30 feet shy of your camp and wait, Tinvlis moves a few feet closer to your group.*

PC's trying to figure out which of the hooded figures is which will have a hard time. They are both roughly 5 1/2 feet tall, both female, and both of slight build. If the PC's want to take any actions, let them, and let them live with the consequences. If PC's use detect magic, there are no visible auras on any of the three.

If the PCs let her, Tinvlis will make introductions.

*"Hiylana, these are the ones I spoke to you of, (introduce PC's here)." One of the hooded figures reaches up and pulls off her hood, revealing the dark skin and silver hair of a drow. There is a slight whisper, and the other figure then reaches up and pulls her hood off, Aspen, alive and well.*

If PC's ask, and they have some way of detecting magic without casting a spell, there is no magic involved at this point. PC's will be allowed to cast **detect magic** if they ask before hand. Make it clear to PC's that any attempt to cast a spell at this time might be interpreted as an attack.

*Hiylana looks your group over, "Greetings, as you can see, the one you have come looking for is alive and well. I have brought her as agreed. Now, what is it you propose?"*

If the PCs try to have Aspen come over to them, read the following:

*Aspen shakes her head, "I will remain with Hiylana. My staying with her during talks is the only way that I can ensure you listen to what she has to say." Aspen visibly shivers*

*"I have seen... terrible things. You must listen to her."*

*Hiylana speaks, "Allow me to tell you our story. You are aware of Ardra's pronouncement, but do you know why it was so? Many seasons ago, it came to the attention of the high ones that an item of great importance to our people had been found and was now in Amthydor. This item, the Book of Dragons, is a relic of great importance to all elves. Word was sent that Amthydor had the*

*book in safe keeping until we could send a delegation to retrieve it. Lady Rhiannon led the delegation to Amthydor, to receive the relic from the Lord Monarch. However, at the presentation ceremony, it was discovered that the relic was missing from the place it had been secured. Accusations were made, and war was declared against Amthydor. About a year ago, our armies came to the gates of Amthydor and were repulsed. While we were retreating, Ardra made her pronouncement. We were turned black and the sun became painful to us. At that point, the army gathered outside Amthydor fled. We retreated into the woods and mountains. Anywhere we could find relief from the sun. Over time, other changes happened. Our vision changed, we were now able to see clearly at night. We also gained a few minor abilities, which everyone, including those who have never displayed magical training, were able to do. The pain caused by the sun was reduced so we were able to be in sunlight, but it is still not comfortable. We didn't know at the time how these changes came about, only that they did and it allowed us to regroup. Our leadership was able to contact all the separate groups to draw them together. We gathered and found places that led underground. We spent most of last year finding our way underground. But some of us weren't comfortable deep underground and so we elected to stay close to the surface. Orders came from those who had gone deeper to provide them with raw materials and slaves. We were told to attack travelers, caravans and any villages close to our camp. Our leadership then decided that this was a way to continue our war against Amthydor. And so we set about the conquest, destruction and enslavement of all humans we came across. However, personally, I do not see how this is supposed to harm Amthydor. The people that we have attacked are not Amthydoran. These villages that we have wiped out may have humans in them, but none of them are Amthydoran. It seems to me that those who lead us have broadened the scope of their mission, but not everyone is in agreement with this, and so, here we are."*

☞ **The war is over. Why bother?**

*“Over? Did Amthydor surrender? Because I know we did not. If some surrendered, then that was them, not the army as a whole, since our leadership from that time is still intact and making decisions.”*

🗨 **Surrender your weapons.**

*“Why? I did not come here to surrender, I came here to negotiate the exchange of this young elf for certain concessions.”*

🗨 **Have you abandoned your anger against Amthydor?**

*“Are they not at all responsible for the loss of the tome yet again? Did they not have the tome in their possession? Did it not disappear while they were supposedly safeguarding it? I might be willing to consider a truce with Amthydor, due to the now suspect nature of our leadership, but I will not exonerate them of all blame until the tome is returned. We may be black and we may not be in Ardra’s good graces, but we are still elves. The tome is part of who we are.”*

If the PC’s ask what she wants, she says the following:

*“We are requesting asylum in Amthydor, not in the city proper, but in the Protectorate. We are looking for help to start a new life and live in peace. In turn, we will provide as much information as we have about the others, their plans and locations. I believe this to be a fair trade.”*

🗨 **Not going to happen (or the equivalent)**

*“I’m sorry. I didn’t know you spoke for the Lord Mayor himself. He is the only one who can accept or decline our request. We are merely asking you to relay the message to him and have his delegates meet us in 3 days in the fields north of Freereign. We will be there, will you?”*

🗨 **PC’s refuse.**

*“Then our lives, and those of our children and elders, are forfeit and the blood is on your hands.” With that, she turns and walks away.*

*Aspen looks at you with contempt and says, “You call yourselves heroes. You are nothing more than mercenaries willing to kill whoever you want. You don’t care about anything other than your pockets. I was told never to trust anyone from Amthydor. I didn’t want to believe them, but now, I have no choice. My blood is also on your hands. I do hope you are happy with our fates.” Tears stream down her face as she turns and leaves with the drow.*

The module is over for this party. Go to Conclusion A.

🗨 **PC’s agree.**

*“Then we will see you three days from now. May the gods smile on you and grant you safe travels.” Hiylana says with an obvious look of relief on her face as she turns and walks away with Aspen close at her heels.*

If Aron is there, he will go along with Aspen too. Read below if Aron goes along with them.

*Aron comes over and shakes your hands. “I will do whatever it takes to keep her safe. Please tell her father I am doing this for her.” With that he turns and follows the other three into the night.*

- If the PC’s send word to Amthydor, **GO TO Encounter 5.**
- If the PC’s do not send word to Amthydor, **GO TO Conclusion A.**

### **Encounter 5: Someone order an ambush?**

*Since there wasn’t enough time to make it to Amthydor to set up the meeting, a message was sent from Freereign through magical means. A reply was received that a delegation will meet you at the specified date, time and location.*

*These past three days have passed incredibly quickly. Freereign is busy rebuilding from the attacks. The engineering corps from Amthydor are quite useful as the town quickly sets things to right. Before you know it, the time has passed and*

*you are once again on your way to an unknown destiny.*

Allow the PC's to make any preparations they like. Buffs can be cast before they arrive, if they wish.

*It takes you a couple of hours to ride from Freereign to the meeting site. The late afternoon sky is dark with clouds covering the stars. As you arrive, you see you are not alone. Commander Vestra and seven members of the Diamond Legion are riding in from Amthydor along with someone in very nice clothes bearing a family crest, as does his eight surrounding heavily armed attendants.*

A **Knowledge: Noble, DC 15** will identify the crest as House Perrault.

**Knowledge: Noble, DC 25** will identify the man as Vedric Perrault, Nephew of Lord Consul Algernon Perrault (only son of Algernon's deceased twin brother Ambrose).

*The man who is very obviously a noble has brown hair with a white 'skunk streak' on the left side, blue eyes, and sits tall in the saddle. Although well guarded, he still watches the area with a certain amount of necessary unease. He smiles as the two groups draw closer. "Hail and well met, I am Vedric Perrault. Are you the adventurers who organized this tea party?" Before anyone can respond, an arrow with the fletchings of the drow sprouts from the chest of the guard next to Vedric. Vestra shouts, "To arms! We have been betrayed!"*

The battle between Vestra, Perrault and the drow is choreographed to make things easier for the GM. See GM Aid 2. The PC's will only have to deal with what they have for their ATL.

#### **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, goblin, orc, Sylvan.

**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, Sylvan, goblin.

**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;

**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Cure Light Wounds, *Cause Fear*;

**2<sup>nd</sup> level:** Hold Person, Enthrall, Silence, *Touch of Idiocy*;

**3<sup>rd</sup> 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, giant, Sylvan, goblin.

**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

**ATL 7****☞ 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;

**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;  
**2<sup>nd</sup> level:** Hold Person, Enthrall, Silence, Status, *Touch of Idiocy*;  
**3<sup>rd</sup> level:** Dispel Magic, Blindness, ~~Water Walk~~, *Bestow Curse*;  
**4<sup>th</sup> 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

**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**‡ 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;  
**1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*;  
**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*;  
**3<sup>rd</sup> level:** Dispel Magic, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*;  
**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, *Poison*;  
**5<sup>th</sup> 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

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

### **♣ 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,

**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

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

**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

**♠ 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),

Manyslot, 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; **1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*  
**2<sup>nd</sup> level:** Aid, Hold Person, Enthrall, Silence, Status, Cure Moderate Wounds, *Touch of Idiocy*  
**3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, Water Walk, *Bestow Curse*  
**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*  
**5<sup>th</sup> level:** Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*  
**6<sup>th</sup> level:** Word of Recall, Blade Barrier, Harm, *Disintegrate*  
**7<sup>th</sup> 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

**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** (4,5,5,5,5,5,4,2,1)

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; **1<sup>st</sup> level:** Bane, Bless, Deathwatch, Obscuring Mist, Protection from Good, Cure Light Wounds, *Cause Fear*

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

**3<sup>rd</sup> level:** Dispel Magic, Bestow Curse, Deeper Darkness, Blindness, ~~Water Walk~~, *Bestow Curse*

**4<sup>th</sup> level:** Dismissal, Unholy Blight, Poison, Poison, Air Walk, *Poison*

**5<sup>th</sup> level:** Breath of Life, Flame Strike, True Seeing, Greater Command, Slay Living, *Mark of Justice*

**6<sup>th</sup> level:** Harm, Word of Recall, Blade Barrier, Wind Walk, *Disintegrate*

**7<sup>th</sup> level:** Blasphemy, Destruction, *Spell Turning*

**8<sup>th</sup> 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

## Encounter 6 – Aftermath

*With the battle over, Commander Vestra steps down from her horse and looks over the*

*battleground. Lord Vedric Perrault stands beside her surveying the death and destruction. He looks to the drow that came in after the start of the battle and says, “Thank you for your timely assistance. Would your leader please step over here so I may hear your story?”*

*Hiylana steps to the foreground of her troops and says, “I welcome the opportunity.” Aspen (and Aron if he is here) walks over with her.*

*As Commander Vestra starts toward the others, she turns to one of her Legionnaires, “Sergeant Kimar, please see to the injured and take care of the dead. We will deal with the bodies in the morning.”*

Allow the PC’s an opportunity to heal themselves and loot the bodies of those they killed. There are no living drow from the original attack. When they are done, continue below:

*Lord Perrault and Commander Vestra approach your party. “We have heard the dark elves side of things. Now, we would like to hear your side of the story. Tell us what has happened.”*

This is the opportunity for the PC’s to tell their side of what they have seen. Both Perrault and Vestra will listen closely, comparing it to the dark elves story. If the stories are similar, go to Conclusion C. If not, go to Conclusion D.

### **Conclusion A: Betrayal**

*A week has passed since the battle with the drow in Colindale. You have returned to Amthydor and your normal life. It isn’t until later you find out the body of Aspen was found with her ears cut off and her heart ripped from her chest. Her father was the one who found her and vowed revenge on any who caused this.*

### **Conclusion B: Pain of Death**

*After a few hours of lying there, debating whether or not you will live to see the next day, a familiar*

*female shows up. Blaze stabilizes you and assists you to Freereign. You eventually return to Amthydor and your normal life. It isn’t until later you find out the body of Aspen was found with her ears cut off and her heart ripped from her chest. Her father was the one who found her and vowed revenge on any who caused this.*

This Conclusion costs an additional 5 time units due to extended travel and healing time.

### **Conclusion C: Welcome to the Neighborhood**

*Lord Perrault weighs your words and looks to Commander Vestra. “The stories are very similar. It does sound as if what they are saying is true. I believe we can offer the dark elves a place in the Protectorate, for now. We will see what comes of this.”*

THUS ENDS Round 2  
“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
<b>Module Experience</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>
Roleplaying XP Bonus	100	100	100	200	200	500
<b>Maximum Possible XP</b>	<b>1300</b>	<b>1900</b>	<b>3000</b>	<b>4700</b>	<b>7200</b>	<b>11000</b>

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

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

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

➤ **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+: 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)



# 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, Istavan'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 REFERENCE #2**

These are intended to be read to the players at the start of each round until the Hinlaya's party arrives. If the PC's are losing, you can have the newly arrived drow assist. Use the attacking drows information for the incoming drow if needed.

### **Round 1:**

*The drow descend on Commander Vestra and her Diamond Legionnaires. The House Perrault Guard circle Vedric and shield him from the incoming arrows. A lightning bolt goes sizzling through the fight and a Legionnaire topples from his saddle.*

### **Round 2:**

*A drow arrow is speeding toward Commander Vestra's back as she locks swords with a drow in leather armor. Just before it would penetrate her back, a Legionnaire steps in the way of the arrow. His bravery is rewarded by a swift death as the arrow penetrates his chainmail armor and heart.*

### **Round 3:**

*The battle is intense. Out of the corner of your eye, you see a member of the House Guard and a Legionnaire succumb to the onslaught of attacks of the drow. The air is pierced by another the Legionnaire's death cry as a ray of fire burns his skin.*

### **Round 4:**

*A drow manages to penetrate the circle of House Guards surrounding Vedric. As the drow raises his sword at the otherwise occupied noble, an arrow passes through the drow and scuffs across the noble's armor. The drow falls to the ground.*

### **Round 5:**

*The battle seems to take a major shift. The attacking drows' attention is split as they are trapped between the forces from Amthydor and a new group of drow. In a brief flash of a spell's light, you see Hiylana close with one of the original attackers and leave him dying on the ground.*

### **Round 6:**

*The battle continues with the attacking drow being destroyed one by one with the help of the newly arrived drow. Bodies are falling from both sides and the screams of the dying punctures the night and overrides the other sounds of the fight.*

At this point, there is no further boxed text. Simply assure the PC's the fight continues until they are done with their portion of the fight. At that point read the following:

*As the battle subsides, an arrow slices through the night and would have done serious damage if the shot hadn't been interrupted. The drow archer sprouts an arrow from between his eyes. Blaze steps forward and looks at the dead drow and says, "That is what you earn for shooting me in the arse."*

# CRITICAL EVENT SUMMARY: AND SO IT BEGINS

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

1. Did the PC's take the mission with no doubts? (Circle all that apply) If no, explain.

Yes No

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

Refused to help her Hostile Attacked her Accepted her Befriended her

3. How did the heroes deal with the surviving villagers?

Ignored them Attacked them Killed one or more Helped get them to Linville

4. What was the surrendering drow status at the end of the module?

Turned over to Freereign Released Dead Turned over to the Diamond Legion

5. Did the PC's try to cast speak with dead or Raise Dead on any of the villagers?

Yes No

6. Did the heroes defeat the Drow? Yes No

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

7. What was the final status of the dark elves (non-attacking drow) at the end of the module?

Allowed into Protectorate On their own

8. List anything else important that might influence further story.

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com)

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Pendleton, IN 46064, or email  
to  
lsj-roster@theshiningjewel.com.



## ROSTER OF HEROES: AND SO IT BEGINS ROUND 2

**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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