



Must Be Nice

By Pascal Meunier and David Isch

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

There's trouble in the marketplace! Amthydoran merchants ask outrageous prices from foreigners or simply refuse foreign currencies. Foreign trade is breaking down. Can you find a solution? For heroes of levels 1-13.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCs

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

ABOUT THE MODULE

“Must Be Nice” is not part of any series.

LIFESTYLE IN LSJ

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

ADVENTURE BACKGROUND

For the GM's eyes only: A genius alchemist has discovered Raia's equivalent to the element tungsten. He is a generous contributor to charities, but burdened by debts and the expenses of his experiments. The alchemist gave in to the temptation of creating fake gold pieces. The fake pieces are extremely hard to spot. The forgeries have been in currencies from foreign nations (e.g., Talis, Waern, Corothia, Sellenna), which makes them more difficult to detect as people are less familiar with them. The alchemist is in Tranthus and not forging Amthydoran money. This deflects attention away from little Tranthus.

Amthydor's jewelers noticed the forgeries first, merchants second. They view foreign gold pieces as suspect. The Diamond Legion has been unable to find anyone in Amthydor that would be responsible. The situation has progressed to the point that merchants charge extra, accept only silver pieces or refuse foreign currencies, period. Some merchants noticed a trend, Tranthus citizens, as well as people who traveled through Tranthus, seem to be carrying the fake pieces more often. Some foreigners wonder why none are in Amthydoran coinage and this creates diplomatic tensions.

The alchemist, Adain, believes his crime to be victimless. As long as his fake money keeps being accepted and circulated, everybody should be happy and none the wiser. Besides, the advancement of his art will benefit all so in the end, "society" should support it. The charitable giving helps him sleep and makes him popular.

Unfortunately for Adain, the "free money" has attracted the attention of less savory elements. A nearby city, Falgoth (lawful evil aligned), has dispatched a competing team of adventurers (neutral alignment). Their goal is to capture Adain and bring him back, either with promises or by kidnapping. They are under orders to kill Adain if they can't bring him back, so that nobody else can control him. The PC's search for a culprit may turn into an attempt to save Adain!

GM NOTE: The NPCs in this adventure are strongly built, which allows a GM to challenge players. If your party isn't capable of handling them, you can tone them down, provided the ATL is already appropriate. Regardless, reckless PCs should still be allowed to die. To help GMs use the NPCs in an effective manner, actions taken by NPCs in a typical fight are described round by round in the stat block section. The NPCs have no motivation to kill PC's under normal circumstances. Some of them are even good-aligned.

ABOUT TUNGSTEN

The ore of tungsten discussed in this module is called scheelite (pronounced She-lite). Scheelite forms colored crystals resembling octahedrons; yellows, orange and greenish are common, but the ore does not resemble gold ore in any way. The whitest, best crystals resemble very low quality diamonds and can be cut as gemstones. Scheelite is abundant near the city of Tranthus, but tends to form small, irregular and flawed dark crystals. It is cheaper to extract than gold, if you know how and can summon fire elementals. It has the exact same density as gold -- much closer than that of lead (lead has only 59% of the density of gold). Tungsten has a density of 19.25g/cm³ and gold's is 19.3g/cm³. This makes tungsten the best substitute for the costly metal. A coin with a tungsten center and gold all around it could not be detected as counterfeit by density measurement alone.

However, it has a melting point of 6,192 °F (3,422 °C), a higher temperature than the hottest fires available in a medieval society. If PC's should attempt to melt a fake piece, only the gold covering melts away; the metal in the center simply glows from the heat. That includes magical fires such as a wall of fire. A simple rule of thumb is that the fire needs to be a bright blue, like that of an acetylene torch, to be able to make the metal soft and possibly melt it. So, fake pieces can be found by trying to melt them. The fakes' core won't melt, only the gold covering will. That's not practical for day-to-day trading, though.

MILITARY APPLICATIONS OF TUNGSTEN

Pure tungsten is about twice as stiff as steel, and its hardness can vary greatly depending on its purity or alloy composition, but to make this playable we'll simplify. In game terms, the new metal offers the same hardness & toughness as steel, but is denser. This is perfect for armor-piercing arrowheads and other projectiles, because for the same volume and aerodynamic profile, the tips are heavier, just as sharp, and make the projectiles more likely to be reusable. This isn't very useful for making armor though, due to the weight. This could give a nice advantage to Amthydor's ranged troops, even more if kept a secret.

Arrowheads made of tungsten negate 1 point of damage resistance or hardness, and in addition do +1 damage. They are twice as likely as regular arrows to be recoverable (halve the chance of an arrow being destroyed). Crossbow bolts with tungsten tips fired from modified heavy crossbows negate 2 points of damage resistance or hardness and also do +1 damage. Tungsten siege weapons negate 5 points of damage resistance, etc... The extra damage is untyped and stacks with all other kinds of damage. As a result of this adventure, PCs may get a limited supply of such ammunition, or enough to manufacture a throwing weapon. The final price, and whether it's practical to equip many troops with it, depends on the conclusions of this module.

IDENTIFYING FAKE GOLD PIECES

There are 3 approaches to detecting the fakes. One is detecting the forgery, which would work even if the fakes were made of actual gold. This uses the Linguistics skill and is nearly impossible because the alchemist is a genius. This is an opposed check against the forger, DC 30 at ATL 1 and otherwise DC 29 +ATL (calculated as 10+8+skill as per PF rules; see Adain's stats). If a character has been able to previously study other fake gold pieces, then he gains a +5 circumstance bonus.

The other approach is trying to detect something wrong with the technique used in minting the metal. A character skilled in goldsmithing may make an opposed check against the forger at DC 20 +ATL/2, again calculated as per PF rules and using 10 for Adain's roll. A character having worked in a coin foundry (mint) gains a +5 insight bonus. Characters skilled at pewtersmithing, coppersmithing or silversmithing may attempt a check at DC 24 +ATL/2. An appraise check at DC 30 +ATL/2 can also be used. If a character owns samples of the fake gold pieces for comparison, then he gains a +5 circumstance bonus.

The third approach involves attempting to bend or test the softness of the gold pieces. Tungsten pieces are much harder to bend. PCs can use pliers, a hammer or anvil, or the old fashioned method, biting. The traditional method of biting into the gold piece requires a strength of 12. Biting an excessive number of coins invites the chance of breaking a tooth, especially on tungsten coins (DC 5 +ATL/2 fortitude check suggested every 10 coins; consequence -1 to all charisma-related checks for the duration of the adventure and inability to eat foods requiring chewing until tended to). Of course, merchants may take a dim view of bent coins or ones wet with saliva.

INTRODUCTION

Have PC's make **five perception checks** before the adventure starts, to avoid giving away the locations of some things they might notice. There are 3 ways that the PC's can get involved in this module. The first is by going to the adventurer's guild. The second is to be witness to a merchant refusing gold from either a foreign merchant or a traveler. The third way is for the PC's to attempt to buy something and the merchant checks their gold pieces by trying to bend them with pliers. Once in Tranthus, more clues can guide the PCs to the counterfeiter.

GOOD AS GOLD?

This introduction to the module involves a PC randomly walking into a tavern, restaurant, marketplace or other place of business. A

customer attempts to pay for some goods (e.g., some food, drink, a leather belt, etc...).

As you wander through the marketplace looking over the fine goods on display, you overhear a conversation:

Merchant: "I'm sorry sir, but I can't accept your coins."

Customer: "What do you mean? What's wrong with them? Or is there something wrong with serving me?"

Merchant: "Nothing like that sir, but there's been some fake gold pieces around. The ones you handed me seem too hard to be pure gold. However, if you have enough silver pieces, or platinum, I will be happy to take those."

The customer counts out a small pile of silver pieces, takes his products and leaves.

gone slightly to paunch. "Welcome, thanks for coming. This is Liisu Vesingi (pronounced "Lee-ssu Vezeen-gee"), a respected jeweler. A little demonstration will quickly illustrate the nature of the dilemma, if I may have your cooperation. I will need two volunteers: the physically weakest and strongest of your group would be best. Why don't you introduce yourselves while deciding on who will volunteer?"

Liisu, a female dwarf of older years, hands a piece of unmarked gold metal to each of the two volunteers. "Here are two pieces of gold. Please look at your piece, exchange it with your partner, and make sure they look and feel the same. Then, I will ask you to please do your best to bend the gold I gave you, using these pliers if necessary," she says as she hands the participants pliers from a nearby table.

If the PC asks the merchant what is going on, continue:

The merchant says, "I wasn't trying to be rude to the man. I got some of the bad coins last week and I'm not taking gold from anyone. I heard the adventurer's guild is looking into it."

The piece held by the weakest will bend with a DC 10 strength check (repeats allowed). The pliers give a +10 bonus to the check. The piece given to the strongest requires a DC 20 strength check (it's small and hard). This is the same toughness as a piece of medium-high carbon steel.

ENCOUNTER #1: AT THE ADVENTURER'S GUILD

You enter the building for the Fraternal Order of Adventurers and are greeted by a middle aged human woman sitting at the front desk. "Mr. Dadderhoff is expecting you." She motions you to continue to the small hallway to the left of her desk. At the end of the hall, you see a door that is halfway open.

Entering Melton's office, the sense of controlled chaos is all around you. There are stacks of paper all over the room along with cubby holes behind the desk containing even more papers.

Melton sets down his mug that reads Best Daddy in Amthydor'. He looks tired, but that is nothing unusual. He is still a middle aged human with a body that was obviously fit and vigorous but has

After the demonstration, Melton says, "What <insert name of weakest PC> bent is actually pure gold. However, what <insert name of strongest PC> had trouble with is the source of our problems. Someone has found how to make fake gold. Liisu discovered the forgery when attempting to melt the gold pieces to create jewelry. More fakes were discovered, enough to represent a serious problem. We need you to find the source and stop it from producing any more. We also want to know how they got this other metal."

How does this metal compare to lead?

"It is 19 times denser than water, just like gold. Lead is 11 times denser and steel only 8. Also, lead is very soft. This is as hard and tough as our best steel." Liisu tells you.

🗨️ **How many fakes were discovered?**

“So far, we have found about 500 fake gold pieces, but there are surely many more in circulation.” Melton discloses.

🗨️ **How does this new metal compare to steel? Why not make armor out of this?**

“It's about the same hardness and toughness as carbon steel, but much heavier. Lars Foehammer, a reputed weapon trader, says it's unsuitable for use in armor and wouldn't provide any real advantage in melee weapons compared to simply a heavier, steel blade. It can be cut with an adamantine saw, just like steel. The resistance to heat and melting is nice, but that's about it. It might be useful for projectile weapons, though.” Liisu tells you.

🗨️ **How long has this been happening? When was this discovered?**

“I found the first one about a month ago, but I was quite busy at the time and put it off. They are becoming much more common now. They probably have been in circulation for a few months now.” Liisu says.

🗨️ **Where do they come from?**

“We have already talked to everyone who might be capable of it in Amthydor and we're convinced that they come from elsewhere. It's all foreign coinage. People coming from or trading with Tranthus seem to be most affected. So, we're hiring you to go to Tranthus to investigate.” Melton declares.

🗨️ **Which currencies are they in (which nationality)?**

“The gold pieces appeared first to have been minted in Falgoth. However, after merchants started refusing Falgoth pieces, fakes in D'Gar and then Talis currency started to appear. A search of the merchants from Talis found just the same amount as with the average merchant. There have been no fakes detected in Amthydor's coins, so far.” Melton explains.

🗨️ **How much do we get paid?**

“The standard rate for adventurers of your caliber. Also, we will exchange all fakes you find for real gold (2-to-1).”

50 g.p. x ATL/adventurer (in real gold!).

🗨️ **What are the fakes made of?**

“That's part of what we want you to find out.” Melton starts, but is interrupted by Liisu. “We've never seen this metal before. It looks like steel, weighs the same as gold, and we can't melt it.”

🗨️ **Are only gold pieces affected?**

“Yes. Platinum, silver and copper pieces have not been faked.”

🗨️ **Do they have the same density or volume (do they weigh the same)?**

“Yes, the fakes weigh exactly the same as gold.”

🗨️ **How do we distinguish the fakes?**

“They won't melt, they're harder, and if you're an expert you may spot minor issues with the minting.”

🗨️ **Can't you melt them?**

“No. The metal glows red, even yellow if heated enough, and softens, but doesn't actually become liquid.” Liisu says, “It is very interesting.”

🗨️ **Can we see some fake gold pieces (specimen)?**

“Sure.”

Liisu hands them two gold pieces. One is from D'Gar, another from Talis. See the section “Identifying fake gold pieces”.

🗨️ **Where or who did you get the fake gold pieces from?**

Liisu answers, “Initially, just from melting regular gold pieces for jewelry purposes. Since then, we got more from merchants who complained to the Diamond Legion.”

☞ **Have you tried to melt it with arcane or magical fires?**

“Yes, but nothing we've tried so far has worked.”

If asked about which spells, “burning hands, scorching ray, flaming sphere, wall of fire”. If the PC’s have access to more spells, nothing will work unless it's something like a disintegrate or limited wish. Of course, if the PCs summon an augmented fire elemental (see the feat “Augment Summoning”), the elemental will be able to melt the metal.

☞ **How do we get to Tranthus?**

“Thrantus is up the river Lestra and a little to the south of it, about 500 miles from here. You can either ride or use the improved League of Thaumaturgical Studies’ portal. It takes about 10 days on horseback. The initial portal problems have been fixed and it's much more reliable now. I suggest you use the portal.” Melton tells you, “It will speed up the process. The portal would take you directly into the city.”

☞ **How do we get back from Tranthus?**

“We can give you a letter of passage for a return trip by portal through the merchant's guild in Tranthus, or you can return on your own down the river.”

☞ **What can you tell us about Tranthus? What should we expect when we get there?**

“Tranthus is a low magic city. This includes both divine and arcane. We suggest you stock up on potions of healing and any scrolls you might need before going there, because the temples are weak. Raise dead are not available over there, although I suppose you could bring a body back here. Your magic will function as normal; just don't expect to

be able to obtain magical support over there.” Melton explains.

☞ **Can we get a letter of mark, a writ or an introduction to support our investigation over there?**

“We anticipated your request; here you go.” Melton says as he hands a rolled parchment to (insert PC name here). You should contact a human named Tristan Bernard when you get there. Tranthusians are very strict, even with strangers, and their police force is strong and systematic. That's the only way they can keep social order despite having so little magic. You would do well to pay heed to their laws, get the appropriate clearances for whatever you need to do, and not underestimate the police. If you get into trouble with their police, we will not be able to help you.”

- If the PC’s decide to use the portals, **GO TO Encounter 2.**
- If the PC’s decide to travel by land, **GO TO Encounter 3.**

ENCOUNTER #2: IN TRANTHUS

When you arrive at the League’s office, a young woman greets you, “Welcome to the League of Thaumaturgical Studies. How may I assist you?”

Once the PC’s explain about the portal, she says:

“Right this way.” She says as she leads you down the hall into a grand chamber. The room is empty except for a large frame with runes carved all around it and a middle-aged woman. She stands about 5’5”, has shoulder-length salt and-pepper brown hair, and is still rather striking. She is dressed in a plainly decorated, but finely made beige robe. She turns toward you and shakes hands with each of you. “My name is Salindy Stonesmith, for those who don’t know me. I am the Head Conjuration Counselor for the Chapter

of the Rabbit here at the League of Thaumaturgical Studies. Melton told me to expect you. Are you ready to go?"

If any of the PC's have played LSJ 20 Wing and a Prayer, they have met Salindy before. She won't remember the PC's, but they may remember her.

Once the PC's have confirmed they are ready, continue:

Salindy has you stand in a circle carved in front of the frame. She begins chanting and the frame starts to glow a bright orange. Suddenly, a rather nauseating feeling comes over you. Your body feels like it is trying to pull itself inside out. You become disoriented and can't tell up from down, left from right, backwards or forwards. Just as you are sure your stomach is going to refuse to stay inside of you, the sensation stops.

Encounter 3: Over hill, over dale

After 10 uneventful, boring days riding across the fields, you arrive at the gates of the Enlightened Technocracy of Tranthus. The stone walls of the city stand fifteen feet tall and are at least three feet thick. The guards standing at the gate are attentive as they check those entering the city for anything they would consider contraband. The two dwarves in full plate mail search through the wagon ahead of you to enter the city and the two humans, also in full plate mail, are speaking with the two gnomes that are driving the wagon. After a few moments, the guards allow them to enter and turn their attention to you. The taller of the two dwarves steps forward and says, "Halt. State your name and reason for being here."

Allow the PC's to say why they are here. The guards will search the PC's unless the documents from Amthydor are presented. If they are, the guard will say:

"Tristan Bernard told us to expect you. Please proceed to the Guild House. He is waiting for you there. It is up the street, the largest stone building on the right side of the street."

Encounter 4: Arrival

If the PC's arrive by portal, continue here.

As you arrive, someone exclaims: "Woah! It really worked! The unification theory could really explain this!" The source of the excitement appears to be a bearded gnome.

If the PC's arrive by land, continue here.

You ride down the street and have no problem spotting the Guild House. Besides a sign identifying the place, it is a three story, finally made stone building. The doors are also made of stone and carved with scenes of various races, human, dwarf, gnome, doing various types of crafts. Upon entering, a young gnome offers assistance and leads you to a room at the back of the building. A large frame is set up in the room that matches the frame in Amthydor. Another gnome is standing there with a human male.

The gnome is an anonymous NPC. After the PCs introduce themselves, Tristan Bernard (an officer of the local police force) will explain:

The man steps forward, his chainmail clinking softly: "My name is Tristan Bernard. I assume you're the adventurers from Amthydor looking for the source of the fake gold? Would you please introduce yourselves? Working as a police officer, I am more comfortable in knowing who I am working with."

After PC introductions, continue:

"I understand you may be anxious to start, but don't go barging into people's homes and confiscating things. Our citizens have rights, and we are fully equipped and capable of protecting them. You must follow procedures. We have already looked and haven't found any proof of counterfeiting. Proof is very important, or at least there must be reasonable suspicion before a search is permitted. When in doubt, ask me before doing something potentially unlawful or dangerous. Do you understand that any actions you take in this city will subject you to its laws?"

If the PCs object, they can return to Amthydor and end the adventure. If the PC's agree:

“Excellent.” He picks up his sword belt and straps it on as he leads you out of the building. “I will be at the police station if you need me. Good luck with your hunt. I am hoping you are wrong in this matter. I would hate to think a citizen of Tranthus would do such a thing.”

Leaving the guild, you discover the streets of Tranthus are paved. Passersby hurry about their business, not in fear but in earnest, striding with a purpose. Inns display “No Vacancy” signs. Carts loaded with materials fight for passage in the busy streets. Some houses are being built, and old, poorly built ones are torn down. There are some police patrols as well as police booths spread throughout the city.

There are very few temples in Tranthus, and the ones that exist have only a few low-level clerics. The PCs may notice that there are few beggars (**Knowledge local DC 10**). The local orphanage is being repainted and is getting a new roof (**Knowledge local or Diplomacy DC 15**). Soup kitchens have meat in the soup. The soup is not watered down and is of good quality. The local economy is obviously healthy and active. **Diplomacy check DC 15** will find out orphanage, soup kitchens or other charities will find that they had more donations lately. Most donations are anonymous, but notable donors will be acknowledged if they wish it so.

There are many alchemists and alchemy shops in Tranthus, but for most this is just a side business.

Adain has been acknowledged as a donor to the local army/police veterans and widows fund only, he makes other donations discreetly. This will be discovered at the police station.

If PCs wish to :

- Meet or question local police, **GO TO Encounter 4A**.

- Find a jeweler's shop, **GO TO Encounter 4B**.
- Find a goldsmith, **GO TO Encounter 4C**.
- Question ore merchants, **GO TO Encounter 4D**.
- Question teamsters, **GO TO Encounter 4E**.
- Question ore merchants, **GO TO Encounter 4F**.
- Find the alchemist's guild, **Encounter 4G**.
- Find an alchemist's shop, **Encounter 5**.

The mayor of Tranthus won't receive them unless they are personally known to him, and if so will only show required politeness but no more. He's not interested, it's not his problem and he has urgent things to take care of.

ENCOUNTER 4A: TALKING TO POLICE

The police are easy to locate in Tranthus. There are mini-stations spread across the city with space for a pair of officers. It provides them with shade, a place to sit, eat a snack, watch, but not look for trouble, and even provides cover from missile fire. The officers look uninterested in you.

Tranthus police is very efficient at protecting its citizens, and motivated. Their services are tax-payer-oriented. Foreigners can get decent service if they “pay-as-they-go”. This is not regarded as a bribe, as the policemen won't do anything illegal, just things that they wouldn't bother doing for foreigners. Any implication that it's a bribe will offend them. Think of it as a tax on services, a kind of municipal funding, instead of being mercenary. From their point of view, their job is to protect the locals. Adjust the attitude of the policemen appropriately below if the PCs pay to get police services. Expected prices are somewhere around 1 gp for advice, 10 gp for something involving walking or actual work, and 50 gp/ATL/policeman if the police will have to fight and risk their lives. They won't do anything suicidal no matter the pay and will instead ask for reinforcements (which will also require payments).

Can you help us find gold counterfeiters?

“Gold what? You can't hire any such people here. There is law in Tranthus!”

Insistent PCs will be requested to stop making up rumors.

Have you seen fake coins such as these?

“Let me see.”

If the PC's hand over the coin, the officer will pocket it after looking at it briefly. He'll then start asking questions about who the PC's are, what they are doing in Tranthus, etc... He'll explain that they'll make a report about it. They need the sample to start an investigation and to have it examined. They'll give it back if the PC's protest. The PC's don't have the time to wait for an official investigation though.

You have to do something now!

“Do what? If you leave the coin with us, we will send a report to headquarters and have an official investigation started.”

The officers are uninterested in helping foreigners who don't pay taxes here and that are likely to cause trouble.

You have to help us find the counterfeiters!

“Do you have proof there is such people based in Tranthus?”

PCs will get ignored unless they can convincingly prove that it's being done in Tranthus. If they can, they go above to the part about starting an investigation.

Adain is a criminal gold counterfeiter, please arrest him!

“This is a serious accusation, which requires serious proof. Adain is a respected citizen and many people would vouch for him. Do you have such proof?”

Previously police were simply uncooperative. They will become hostile to PC's that don't have something as substantial as the stamps or a large bag of tungsten blanks. If they have those things, the officers will question them and try to figure out if they committed a crime to get the proof, or if they were involved in the counterfeiting, and in general if they could be charged with something like possession of stolen property. PC's can get cooperation and effective police service without paying if they have those proofs, and make a Diplomacy check DC 15 + ATL/2. They will then arrest Adain. If the PC's leave Adain in Tranthus's custody, once they get back to Amthydor they will get news that he evaded jail with assistance from the Falgoth group; **go to conclusion B, “Falgoth's Ascendance”**. If they bring Adain back to Amthydor, **go to conclusion E, “Silent Prisoner”**.

- Meet or question local police, **GO TO Encounter 4A.**
- Find a jeweler's shop, **GO TO Encounter 4B.**
- Find a goldsmith, **GO TO Encounter 4C.**
- Question ore merchants, **GO TO Encounter 4D.**
- Question teamsters, **GO TO Encounter 4E.**
- Question ore merchants, **GO TO Encounter 4F.**
- Find the alchemist's guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

ENCOUNTER 4B: FAMILY JEWELS

A cute shop titled “Family Jewels”, painted in pastel colors, graces the sharp corner where two streets meet at a narrow angle. Windows are decorated with large metal reproductions of earrings, rings, and pendants, effectively barring the windows without being obnoxious. Entering, you quickly notice that the items are shown to their best advantage. The inside is painted in light pastel, with ornate, swiveling mirrors on stands of various heights in the middle. They distribute light from a bright source in the ceiling, allowing customers to view themselves. Counters in front of each wall are made of light colored wood.

Hanging on the walls behind the counters are many displays of jewelry pinned on padded midnight blue cloths. The jewelry twinkles like little stars in the night, beckoning you to reach for them. Earrings, necklaces, brooches and rings in different styles and stones each have their own appeal. Aromatic flowers are artfully displayed in the store. Behind the counters, two women -- an elven and a human female -- appear busy setting up displays taken down from the walls, and dusting. They look up when you enter.

If the party is elegantly dressed:

The elf gives you her full attention while the human sighs discreetly. "Welcome, please enter, what are you looking to buy today? We have a sale today on these beautiful gold bracelets."

If the party appears rough and "functionally dressed:

The elven woman discreetly sniffs and studiously looks at a small piece of jewelry. The human looks hopefully at the party: "Hello there! We have just received this beautiful semi-diamond brooch, see how it sparkles? And it's on sale too!"

This is the most upscale jewelry shop in Tranthus. Even though it may appear vulnerable, it is actually fortified with a custom-made contingency spell that produces a wall of force (with a top) going around the counters of the shop and covering the entrance, most likely capturing any would-be thieves in the middle area while leaving the women safe behind the counters. Any of the women working here only have to scream to activate it or they can pull hard on a necklace they wear. The women are very aware of rogues who might be tempted to pocket some of the jewelry. When they take displays from the walls to show customers, they know the number of pieces on it. The pieces are arranged in a familiar fashion so empty spots are obvious to them. They only allow a

customer to look at one display at a time and will only help two customers each at a time. More customers than that are asked to wait. The displays are not reachable through the barred windows from the outside, and telekinesis/teleportation/dimension door in and out of the shop won't work (because! because the enclosure is special -- so there).

Sales strategy: For any males asking, the women are "hotties". They are experts at making male customers feel inadequate for buying the low end stuff they carry, which they do mainly to contrast with the better jewelry. They will sexily encourage males to prove themselves by buying the jewelry that "only the successful" can afford, and will imply that any women would be theirs if... (but "unfortunately" *they* are already spoken for).

For women customers, they will emphasize how jewels would make them feel so special and good about themselves, that they deserve them, it fits with their dress, and definitely the males they want would be struck speechless to see them now, just imagine!

The women will not let PC's attempt to bend their jewelry to see if it's fake, without first purchasing it. None of it is fake.

What are semi-diamonds?

"They're new! They come from a secret mine that produces these stones that look just like diamonds, even though they aren't. With these, you can look classy and get respect and better service everywhere! Or are you looking for a gift for a friend without being broke? This will impress her! Other stores say that they're diamonds, but here we call them what they are, semi-diamonds."

The stones are scheelite, and indeed look like low quality diamonds. The PC's can buy almost anything they'd like, within reason,

made of scheelite at a cost 5x less than if it was made out of real diamonds (minimum subject to the price of other raw materials, like gold). None of the PC's have ever seen this before, no matter their skills.

Where do semi-diamonds come from?

“There's a mine that opened up in the mountains behind Tranthus. The location is secret, but it produces these stones that look just like diamonds even though they aren't. If you want to know more, you should talk to the merchants or miners. We don't know the details.”

The elf is the owner and the capable human is not just a pretty face. She was hired to deal with rogues and sell to (or bargain with) middle class people (the lower class is not expected in this shop). For the purposes of this module, the elf's appraisal skill is “ridiculously high”. The PCs can get the following answers from the elf:

What's your name?

(speaker is not elven): “You can call me Alice.”

(elven speaker): “I am Alisshel Raermil. Who are you?”

The elf is not condescending, but is tired of hearing her name being mispronounced. Of course, she'd rather deal with refined and wealthy people than adventurers, but she'll bear with this as with everything else in her life.

Has anyone tried to pay for your items with coins such as these?

“Corothian gold pieces? We get some.”

If the PCs explain that they're investigating fakes, see the answer about fake gold pieces.

Do you know anything about fake gold pieces? Have you seen any?

“Fake gold pieces? Oh my! Fortunately most of our clients are above trying such things with us, and one of our goldsmiths warned us. That's why we prefer payment in platinum pieces. Did you know a moneychanger will now charge 12 gold pieces to get a platinum one?”

Can we talk to {your| one of your} goldsmiths?

“Certainly. I suggest you go see Castor (and she gives directions)”

She is interested in ending the production of fake gold and will assist PC's if they seem trustworthy. If PC's made a good impression on her, she'll give them a handkerchief to hand over to the goldsmith:

“Present this to the good Castor, and he'll help you as best he can.”

If so, the goldsmith will support their efforts and introduce them to further people who are concerned about preserving sound currencies (the miners and ore merchants in particular).

- Meet or question local police, **GO TO Encounter 4A.**
- Find a jeweler's shop, **GO TO Encounter 4B.**
- Find a goldsmith, **GO TO Encounter 4C.**
- Question ore merchants, **GO TO Encounter 4D.**
- Question teamsters, **GO TO Encounter 4E.**
- Question ore merchants, **GO TO Encounter 4F.**
- Find the alchemist's guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

ENCOUNTER 4C: CASTOR THE GOLDSMITH

Meeting the goldsmith is a very different thing depending on whether or not the PCs were referred to him by Alissa at the FJs.

As stereotypes would dictate, the goldsmith is a dwarf. However, this one is somehow thinner and elegant. He is taller, has more delicate fingers, yet definitely is still a dwarf. His

workshop is obviously not designed to receive visitors; there is only standing room. Tools are small and there are many pots of polishing sands and creams. Slate stone covered boards are piled on a corner stand, with some chalk supplies on a shelf beneath.

If the PC's come from the Family Jewel or mention Alice, continue:

He becomes interested when you mention Alice. He positively brightens up when you show her handkerchief and will try to take it.

The dwarf has a crush on the elf, and so it's just as well that both are away from mostly elven or dwarven-populated areas. In exchange for the handkerchief, the goldsmith will do everything below for free. For laughs, have the goldsmith attempt a single disarm maneuver on the PC with the handkerchief (CMB 10 + ATL), which provokes an Attack of Opportunity. The goldsmith is unarmed -- if the PCs damage the dwarf, they won't get any cooperation and will become wanted criminals. If the dwarf gets the handkerchief, he'll thank the PCs and help them the best he can (no combat involved).

Do you know what the fakes are made of? Can you identify the substance in this (fake gold piece)?

"I'm sorry, it's nothing dwarves have ever made. (shrug)."

If the PCs haven't seen Alice yet:

"I could examine the metal if you give me some time and don't mind losing your sample."

If the PC's have the handkerchief:

"Ah, yes, this started showing up a few months ago. It's extraordinary. I've been able to soften it, but it won't melt even with the best charcoal I have. Very dense and hard, too. It's a real challenge to forge even

for a hard steel smith and I haven't got the equipment. I can't believe that the best they could come up with was to make fake gold pieces. I'm not sure what, just sayin'."

Without the handkerchief, he will charge 50 gp/ATL to "examine" the tungsten. He will provide correct information though, and all the related information.

Can we see samples of your work?

"Certainly, but I must warn you, my work isn't cheap. I'll be right back."

He has a few pieces he keeps for these occasions. However, Castor's attitude will depend on the lifestyle and appearance of the PC's. PC's not apparently rich and sporting jewelry of their own will **not be allowed** to handle the pieces he brings back. Yes, he is a little paranoid.

He will lock the door behind him and be back 30 seconds later. He will show a tastefully filigreed wristband, a four-leafed clover showing all the details of the leaf, and an incredibly detailed ship on a miniature stand with square sails full indicating it would be running downwind. The sails are inlaid with rubies, which give the whole piece movement and color. They are not intended for sale, although if the PC's want them badly enough they can have them for 10x their weight in gold (see certs). Stealing them will lead to the PC's becoming wanted criminals and most likely the tarred and feathered conclusion.

Who could have found or created/ this metal?

"My guess would be an alchemist. Aren't they always trying to convert lead into gold? Maybe this one got really close. If so, he's a lot smarter than the others."

Do you know of any alchemists in town?

"Not personally. However, there's an alchemist's shop that opened half a year ago. I've heard good things about it except it smells bad around there sometimes, but I

can't say it's unusual for an alchemist to smell bad. Now that I think about it, I wonder how he stays in business with that grumpy Lupaari helping customers.”

He'll give directions. Of course the bad smell may be when they're making their “eau de skunk”, or when they're extracting tungsten.

Can you make something for me?

“Certainly. Let's use these (pointing to the blackboards and chalk). What do you need?”

Castor will charge only the price of gold and any jewels, +10%, if they have the handkerchief. Otherwise, they'll pay a 50% premium. Castor is a master goldsmith. Assume the PC's will automatically receive the pieces when completed (give the certs even if there's no time to possibly complete the work during this mod).

- Meet or question local police, **GO TO Encounter 4A.**
- Find a jeweler's shop, **GO TO Encounter 4B.**
- Find a goldsmith, **GO TO Encounter 4C.**
- Question ore merchants, **GO TO Encounter 4D.**
- Question teamsters, **GO TO Encounter 4E.**
- Question ore merchants, **GO TO Encounter 4F.**
- Find the alchemist's guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

ENCOUNTER #4D: THE ORE MERCHANTS

A sea port close to the mountains of minerals of all kinds sounds good to miners and merchants transporting the ore. There are heavily built and dirty ships in the harbor, obviously made to be sturdy. Maybe you'll find something there?

Talking to merchants trading out or their sailors won't be useful, as the ore is used in Tranthus. Questions about imported ore will reveal nothing

unusual. Tranthus exports a lot of its ore unrefined. Questions about a new ore will require a **Gather Information (Diplomacy DC 5 + ATL/2)** check, and will reveal that someone found very low quality diamonds and is selling them to cheap jewelry stands. This is the ore used to refine tungsten. However, there is nothing unusual about purchasing it. The merchants don't know who the customers are because the miner who found the ore is an artisan who “thinks small”. He doesn't deal with them, selling locally only. They don't know where to find him, maybe they could ask his miner friends.

ENCOUNTER 4E: TEAMSTERS

There are people driving wagons all over town. How are you going to find someone transporting a new ore to the counterfeiter? After a while you get directed to a popular teamster at the edge of town. You could have found the place by smell, that is if Tranthus didn't already stink. A tired-looking, lean horse lazily glances at you as you approach. A woman abandons some chores to approach you: “Greetings gentles and ladies, do you need something transported?”

The teamsters are out on another job. Questions about what got transported where and to who gets a response of: “What is it to you?” If the PC's explain that they are working for law enforcement or are some kind of police, the naive woman will gladly help them. If the PC's don't even know the name of the ore or the name of the miner, they have no chance, unless they specify that the deliveries were made to the alchemist. With this information, she'll be able to give some information about dates and volume and the address of the alchemist. The miner hires a couple of teamsters to carry wagon loads to the alchemist every other week. Once the PC's have left, the woman will notify the Falgoth team that there's another “police team” in town and will repeat the conversation. It makes her feel important to be “part of an investigation”.

- Meet or question local police, **GO TO Encounter 4A.**

- Find a jeweler's shop, GO TO Encounter **4B.**
- Find a goldsmith, GO TO Encounter **4C.**
- Question ore merchants, GO TO Encounter **4D.**
- Question teamsters, GO TO Encounter **4E.**
- Question ore merchants, GO TO Encounter **4F.**
- Find the alchemist's guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

“He left a couple of days ago. He is incredibly secretive about. He should be back in a couple of weeks or so.”

There are no mountains. Where does the ore come from?

“We all do strip mining. It is harder than doin’ it in the mountains, but the pay-off is good.”

Who is buying the scheelite?

“A local alchemist. Don’t know which one. You know how they are. Always buyin’ strange things. Hard tellin’ what he is doin’ with it.”

ENCOUNTER 4F: MINERS

The miners are easily identified: men covered in dirt, and either leading a cart, a loaded donkey or carrying a sturdy basket or two, and a pickax. They can be found in pubs, taverns or on the road, although those on the road may be unfriendly, thinking you want to steal their ore or rob their mines.

Miners have no clue about the fake gold or tungsten and if PC’s are persistent, people will start looking troubled and take out a gold piece out of their pockets to stare at it (if they have any gold). Eventually a policeman will politely ask PC’s to “stop agitating the miners with rumors of fake gold”. PC’s not obeying or attacking the policeman can go to **Conclusion A, Tarred and Feathered.**

Most don't have any clue where it comes from. Bribing, offering drinks and so forth will eventually loosen tongues to reveal that (**DC 10+ATL/2 Diplomacy**):

What do you know about fake diamonds?

“They come from a new ore Jacob found. He is very secretive about it. We’ve all been looking for it, but with no luck. The ore that can’t be used for the fake diamonds is called scheelite.”

Where can we find Jacob?

- Meet or question local police, GO TO Encounter **4A.**
- Find a jeweler's shop, GO TO Encounter **4B.**
- Find a goldsmith, GO TO Encounter **4C.**
- Question ore merchants, GO TO Encounter **4D.**
- Question teamsters, GO TO Encounter **4E.**
- Question ore merchants, GO TO Encounter **4F.**
- Find the alchemist’s guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

ENCOUNTER 4G: ALCHEMIST’S GUILD

It doesn’t take you long to find the Alchemists’ Guild. It is bigger than any guild hall in Amthydor. The walls are made of a red brick and the door is made of a heavy pine. Once inside, it looks like any other office building. The foyer is quite large with a young female dwarf at a large desk in the center of the room. She smiles warmly, moving her loosely braided brown hair back over her shoulder and says, “Welcome to the Alchemists Hall. How may I assist you today?”

Once the PC’s have stated their purpose for being there, continue below.

After your explanation as to what you want, the female dwarf named Ginkara according to the

sign on her desk directs you to have a seat in the waiting area to the left. She makes sure you are comfortable, “I will let Director Helroog know you are here. Would you like something to drink or eat while you wait?”

She exits through a door through the back of the room and returns about ten minutes later with a tray covered with cookies, muffins, teas and juice. “Director Helroog is currently in a meeting. He will be with you as quickly as possible. If you need anything, please let me know.”

After a half hour of waiting, a tall, male dwarf with a striking resemblance to the female at the desk comes through the same door Ginkara used earlier. He hands her some papers and walks toward your group. “Hello, I am Director Alsaka Helroog. I understand you have an issue. Please follow me.”

He leads you through the door and down a hall. He opens a door with a sign that reads, ‘Alsaka Helroog, Director of Operations and Investigations.’ The office has a large, oak desk with a small framed painting of a female dwarf with two smaller dwarves. Nothing else is on the desk. There are two chairs in front of the desk and one behind it. He takes a seat behind the desk and asks, “So, I understand there is a problem. Please tell me the details of it.”

If the PC’s are pleasant and not rude, he will help in any way he can. If the PC’s ask him to investigate Adain, continue below:

“We assisted the police when they were investigating the charges and came up with nothing. Why do you think it is him?”

If the PC’s hit at least two valid points, see the boxed text below:

“This is quite disturbing. He does seem to fit the criteria. We have access to a couple of things here in the guild that should be of assistance. Please wait here.” He leaves the

room and returns shortly. “I have secured the proper documents for you to be able to investigate the workshop of Adain’s. Remember, you may look, but you can’t take anything and if you break it, you buy it.”

- Meet or question local police, **GO TO Encounter 4A.**
- Find a jeweler's shop, **GO TO Encounter 4B.**
- Find a goldsmith, **GO TO Encounter 4C.**
- Question ore merchants, **GO TO Encounter 4D.**
- Question teamsters, **GO TO Encounter 4E.**
- Question ore merchants, **GO TO Encounter 4F.**
- Find the alchemist’s guild, **Encounter 4G.**
- Find an alchemist's shop, **Encounter 5.**

ENCOUNTER 5: FALGOTH'S BID

GM NOTE: The NPC’s in this adventure are strongly built, which allows a GM to challenge players. To help GM’s use the NPC’s in an effective manner, actions taken by NPC’s in a typical fight are described round by round in the stat block section. However, they are not meant to be used to beat the PC’s to a pulp. The NPC’s have no motivation to do so, at least under normal circumstances. Some of them are even good-aligned.

The fake gold pieces were also discovered in the city of Falgoth, north east of Amthydor (note to the GM: Falgoth is not a pleasant place). Someone there had the bright idea of using tungsten for military purposes. They want more and they want to know how to make it. So, the military dispatched a party of spies (adventurers) to get it and if possible bring back someone who knows how to make tungsten and from which ore, etc... They arrived in Tranthus a couple of days before the PC’s. If the PC’s take too long to find the alchemist, then the Falgoth party will get the evidence they need, capture the alchemist and leave town (see **conclusion B**). PC’s may get their

last chance of preventing this ending by seeing smoke from the alchemist's shop or whatever strikes the GM's imagination to let PC's have a chance to rescue the alchemist from Falgoth. However, apathetic PC's should be allowed to fail.

The Falgoth party thinks that the alchemist could be the man they want but aren't sure yet and aren't ready to make their move. If the PCs question any of the ore merchants, teamsters or miners, the Falgoth party will know about it and will start watching the PC's. They are highly skilled at disguise and are stealthy. They know how to tail, and that they should change who is doing the tailing from time to time to avoid suspicion.

A raid by the PC's on the alchemist could force their hand and at the same time will confirm their suspicions. They will take a gamble on it and try to snatch the alchemist from the PC's. If the alchemist flees the confrontation with the PC's, the Falgoths will offer refuge. It's possible that the PC's would then have to fight an alliance between the alchemist and the Falgoth party.

The following dialog and QA is for circumstances where the Falgoth party attempts to pay the PC;s to hand over the alchemist:

As you pause to get your bearings and figure out your next step, a female gnome steps up to you. She adjusts the short bow on her back and pulls down her chain shirt before addressing you, "Ah, such stalwart adventurers! Little do you know, but you have apprehended a dangerous criminal, wanted for theft, forgery and treason in the city of Falgoth. If you hand him over to us for judgment in Falgoth, we'll give you a reward, especially if you have found his diary and notes."

How much are you offering?

"We are authorized to pay you up to (250 gp/ATL) if all the evidence is also turned over to us."

The Falgoth emissary will actually negotiate for up to 500 gp/ATL if the notes on how to make tungsten appear complete and the PC's have the

stamps used to create the fake money. If necessary, he will also offer that the PC's also keep a complete copy of all the notes and information about the tungsten refinement process. If the PC's accept to let Adain be "punished for his crimes in Falgoth" **go to conclusion F, For a Few Silver Pieces**. If the emissary fails, the Falgoth team will regroup and attack the PC's by surprise. Nothing is too dirty for them, although they are not evil. They will try to kill Adain and make sure he's really dead and can't be revived with a healing potion rather than let him go with the PC's. The cleric has the perfect spell for that at high levels: Destruction. Starting at level 8, the combination of his two auras should prove very effective as well (serial true strikes for his friends, and slow for the enemies).

GM NOTE: The NPCs in this adventure are strongly built, which allows a GM to challenge players. If your party isn't capable of handling them, you can tone them down, provided the ATL is already appropriate (don't tone down the NPCs if players insist on playing above their ATL!). Regardless, reckless PCs should still be allowed to die. To help GMs use the NPCs in an effective manner, actions taken by NPCs in a typical fight are described round by round in the stat block section. The NPCs have no motivation to kill PCs under normal circumstances. Some of them are even good-aligned.

ATL 1

✂ **Leia, Falgoth, 1st level bard**

N Gnome, female (Small)
Init +3; **Senses** Perception +1 (+2 scent, touch)
AC 18, touch 13, flat-footed 14;
hp 11
Fort +2, **Ref** +5, **Will** +0
Spd 20 ft.
Melee Sap +1 (1d4 20x2)
Ranged Shortbow, +4 (1d4 20x3), Point BS +5 (1d4+1 20x3)
Ray +4 (by spell)
Space 5 ft.; **Reach** 5 ft.
Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 7, **Cha** 19
Base Atk +0; **CMB** -1; **CMD** 12
Feats Point blank shot
Skills Acrobatics +5, Bluff +8, Diplomacy +8, Disguise +8, Knowledge (arcana) +6, Perform (oratory) +8, Sense Motive +3
Languages Common, Elven, Gnome, Sylvan
Gear Chain shirt, Sap, Shortbow, Buckler
Spells: Level 0: Detect Magic, Ghost Sound, Prestidigitation, Read Magic
Level 1 (DC 15) 2x: Grease, Hideous Laughter
Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage

✂ **Cal, Falgoth, 1st level ranger**

N Male half-orc (Medium)
Init +2; **Senses** Perception +6
AC 18, touch 12, flat-footed 16;
hp 12
Fort +4, **Ref** +4, **Will** +2

Spd 20 ft.
Melee Greatsword +6 2d6+6 19-20/x2,
Sap +5 1d6+4 20/x2
Ranged Composite Longbow, +4 (1d8+4)
Favored enemies Humanoid (elf) (+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Spells Known None
Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14 **Cha** 10
Base Atk +1; **CMB** +5; **CMD** 17
Feats Power Attack
Skills Acrobatics -1, Handle Animal +4, Knowledge (nature) +4, Perception +6, Stealth +2, Survival +6
Languages Common, Orc
Gear Greatsword (MW), Composite Longbow Str 18 (MW), Sap, Breastplate

✂ **XXX (a.k.a. "Triple Sec"), 1st level Cleric of Emerys**

N Aasimar (Medium)
Init +3 (+2 Dex, +1 Domain power); **Senses** Darkvision 60'; Perception +9
AC 16, touch 12, flat-footed 14;
hp 10
Fort +4, **Ref** +2, **Will** +7
Defense Abilities acid, cold, electricity resistance 5
Spd 30 ft.
Melee Morningstar +2 (1d8+1)
Ranged Heavy Crossbow +3 (1d10, 19-20x2, range 120')
Space 5 ft.; **Reach** 5 ft.
Concentration Check: d20+10 (1+5+4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 16): Cause Fear, Shield of Faith, Expeditious retreat (Domain spell)
Spell-Like Ability: Daylight
Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 9
Base Atk +0; **CMB** +1; **CMD** 13
Feats Combat Casting
Skills Heal +9, Diplomacy +3, Perception +9, Sense Motive +9, Spellcraft +6
Languages Common, Celestial
Gear Chain Shirt (MW), Heavy Crossbow (MW), Morningstar (MW)
Supernatural Ability: Aura of Insight (+1)

resistance, already counted), Hand of Time (+1 init, already counted)

Special Abilities Channel Energy 1d6 2/day
Effective level 1 vs Undead

Gear: Dagger, 20 throwing daggers, Breastplate, Heavy wooden shield, Sap

⚔ **Willem Falgoth, 1st level Fighter**

N Male Human (Medium)

Init +3; **Senses** Perception +1

AC 21, touch 13, flat-footed 18 (+6 armor, +2 shield, +3 Dex)

hp 13

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

Spd 20 ft.x3

Melee Flail +6, 1d8+5, 20/x2

Sap +6, 1d6+4, 20/x2

Ranged Sling +5, 1d4 +4, 20/x2

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7

Base Atk +1; **CMB** +5; **CMD** 18

Feats: Combat Expertise, Combat Reflexes, Fool's Fortune

Skills Knowledge dungeoneering +5, Perception +1, Ride -1

Languages Common, Auran

Gear Flail, Sap, Sling, BreastPlate, Heavy Shield

⚔ **Kenny, Falgoth 1st level Barbarian**

N Medium-size Humanoid (Tiefling);

Init +3 (+3 Dex); **Senses** Darkvision 60', Perception +4

AC 21 (+6 Armor, +2 shield, +3 Dex) touch 13, flat-footed 18

hp 15;

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

Spd 30ft

Special Defenses cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +5 (1d4+3), sap +4 (1d6+3)

Ranged dagger +5 (1d4+3);

Spell-Like Ability (caster level 1): Tieflings can use darkness once per day as a spell-like ability |

Str 16, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 17

Feats Weapon Focus (dagger)

Skills Acrobatics +1, Intimidate +2, Perception +4, Stealth +0, Survival +4;

Rage(Ex) Free Action. Can rage for 6 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

ATL 3

‡ Leia, Falgoth, 3rd level bard

N Gnome, female (Small)

Init +3; **Senses** Perception +1 (+2 scent, touch)

AC 20, touch 14, flat-footed 17;

hp 31

Fort +3, **Ref** +6, **Will** +1

Spd 20 ft.x4

Melee Sap +3 (1d4 20x2)

Ranged Shortbow, +7 (1d4 20x3), Point BS +8 (1d4+1 20x3)

Ray +6 (by spell)

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

Special Attacks None

Spells Known None

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 7, **Cha** 19

Base Atk +2; **CMB** +1; **CMD** 14

Feats Point blank shot, Precise shot

Skills Acrobatics +4, Bluff +9, Diplomacy +10, Disguise +10, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (geography) +6, Knowledge (history) +6, Perform (oratory) +9, Perform (sing) +9, Sense Motive +4, Stealth +8

Languages Common, Elven, Gnome, Sylvan

Spells: Level 0: Detect Magic, Ghost Sound, Prestidigitation, Read Magic

Level 1 (DC 15) 4x: Grease, Hideous Laughter

Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2

Gear Chain shirt (+1). Sap, Composite Shortbow (MW), Buckler

‡ Cal, Falgoth, 2nd level Ranger, 1st-level Rogue

N Male half-orc (Medium)

Init +2; **Senses** Perception +8

AC 18, touch 12, flat-footed 16;

hp 34

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

Spd 20 ft.x4

Melee Greatsword +7 2d6+7 19-20/x2, Power Attack +6 2d6+10

Sap +6 1d6+4 20/x2

Ranged Composite Longbow, +5 (1d8+4)

Favored enemies Humanoid (elf) (+2)

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

Special Attacks Sneak attack 1d6

Spells Known None

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

Base Atk +2; **CMB** +6; **CMD** 18

Feats Power Attack, Precise Shot, Point Blank Shot

Skills Acrobatics +4, Handle Animal +6, Knowledge (local) +4, Knowledge (nature) +4, Perception +8, Sense Motive +6, Stealth +4, Survival +8

Languages Common, Orc

Gear Greatsword (+1), Composite Longbow Str 18 (MW), Sap, Breastplate

‡ XXX (a.k.a. "Triple Sec"), 3rd level Cleric of Emerys

N Aasimar (Medium)

Init +3 (+2 Dex, +1 Domain power); **Senses** Darkvision 60'; Perception +7

AC 17, touch 12, flat-footed 15;

hp 31

Fort +5, **Ref** +3, **Will** +8

Defense Abilities acid, cold, electricity resistance 5

Spd 30 ft.x4

Melee Morningstar +4 (1d8+1)

Ranged Heavy Crossbow +4 (1d10, 19-20x2, range 120')

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

Concentration Check: d20+12 (3+5+4)

Spells Known

Level 1 (DC 16): 2xCause Fear, Shield of Faith, Expeditious retreat (domain spell)

Level 2 (DC 17): Bull's Strength, Sound Burst, Mirror Image (domain spell)

Spell-Like Ability: Daylight

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Combat Casting, Toughness

Skills Heal +9, Knowledge Arcana +6, Knowledge Local +4, Knowledge Nature +4, Knowledge Nobility +4, Knowledge Religion +4, Linguistics +4, Sense Motive +9, Spellcraft +6

Languages Common, Celestial, Elven

Gear Chain Shirt (+1), Heavy Crossbow, Morningstar (MW)

Supernatural Ability: Aura of Insight (+1)

resistance, already counted), Hand of Time (+1 init, already counted)

Special Abilities Channel Energy 2d6 2/day
Effective level 3 vs Undead

⚔ **Willem Falgoth, 3rd level Fighter**

N Male Human (Medium)

Init +3; **Senses** Perception +3

AC 22, touch 14, flat-footed 18 (+6 armor, +2 shield, +3 Dex, +1 Dodge)

hp 38

Fort +5, **Ref** +4, **Will** +3

Spd 20 ft.x4

Melee Flail +8, 1d8+4, 20/x2

Sap +8, 1d6+4, 20/x2

Ranged Sling +7, 1d4 +4, 20/x2

Str 18, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 21

Feats: Combat Expertise, Combat Reflexes, Dodge, Fool's Fortune, Dodge, Iron Will

Skills Climb +3, Handle Animal +2, Knowledge dungeoneering +5, Knowledge Engineering +5, Perception +3, Ride +3, Stealth +1

Languages Common, Auran

Gear Flail (MW), Sap (MW), Sling (MW), BreastPlate (MW), Heavy Shield

⚔ **Kenny, Falgoth 3rd level Barbarian**

N Medium-size Humanoid (Tiefling);

Init +3 (+3 Dex); **Senses** Darkvision 60', Perception +6

AC 22 (+7 Armor, +2 shield, +3 Dex) touch 13, flat-footed 18

hp 42;

Fort +5 **Ref** +4 **Will** +1;

Spd 30ft

Special Defenses cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +8 (1d4+3), sap +6 (1d6+3)

Ranged dagger +8 (1d4+3);

Spell-Like Ability (caster level 3): Tieflings can use darkness once per day as a spell-like ability |

Str 16, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 6

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

Feats Point blank shot, Weapon Focus (dagger)

Skills Acrobatics +4, Intimidate +4, Perception +6, Stealth +3, Survival +6;

Rage(Ex) Free Action. Can rage for 10 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.

Uncanny Dodge(Ex) Cannot be caught flat-footed.

Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps

Gear: Dagger MW, 20 throwing daggers, Breastplate (MW), ~~oil of magic armor +1~~, Heavy wooden shield, Sap

ATL 5**✞ Leia, Falgoth, 5th level bard**

N Gnome, female (Small)

Init +3; **Senses** Perception +1 (+2 scent, touch)**AC** 21, touch 14, flat-footed 18;**hp** 49**Fort** +3, **Ref** +7, **Will** +2**Spd** 20 ft.x4**Melee** Sap +5 (1d4 20x2)**Ranged** Shortbow, +8 (1d4+1 20x3), Rapid Shot + Point BS +7/+7 (1d4+2 20x3)

Ray +6 (by spell)

Space 5 ft.; **Reach** 5 ft.**Str** 10, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 18**Base Atk** +3; **CMB** +2; **CMD** 15**Feats** Point blank shot, Precise shot, Rapid Shot**Skills** Acrobatics +6, Bluff +9, Diplomacy +12, Disguise +11, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (religion) +7, Perform (oratory) +11, Perform (sing) +10, Sense Motive +6, Stealth +12**Languages** Common, Elven, Gnome, Sylvan**Spells:** Level 0: Dancing Lights, Detect Magic, Ghost Sound, Mending, Prestidigitation, Read Magic

Level 1 (DC 16) 6x: Charm person, Cure Light Wounds, Grease, Hideous Laughter

Level 2 (DC 17) 3x: Glitterdust, Invisibility, Mirror Image

Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2, lore master.**Gear** Chain shirt (+1), Sap (MW), Shortbow (+1), Buckler (+1)**✞ Cal, Falgoth, 2nd level Ranger, 3rd-level Rogue**

N Male half-orc (Medium)

Init +2; **Senses** Perception +10**AC** 19, touch 12, flat-footed 17;**hp** 50**Fort** +6, **Ref** +8, **Will** +3**Spd** 20 ft.x4**Melee** Greatsword +9 2d6+7 19-20/x2, Power Attack +7 2d6+ 13

Sap +9 1d6+4 20/x2

Ranged Composite Longbow, +7 (1d8+4)**Favored enemies** Humanoid (elf) (+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak attack 2d6**Spells Known** None**Str** 19, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14 **Cha** 10**Base Atk** +4; **CMB** +8; **CMD** 20**Feats** Power Attack, Precise Shot, Point Blank Shot, Rapid Shot**Skills** Acrobatics +7, Disguise +7, Handle Animal +8, Intimidate +6, Knowledge (dungeoneering) +4, Knowledge (local) +4, Knowledge (nature) +4, Perception +10, Sense Motive +8, Stealth +7, Survival +10**Languages** Common, Orc**Gear** Greatsword (+1), Composite Longbow Str 18 (MW), Sap (MW), Breastplate +1**Special:** Evasion (can't use due to breastplate)**✞ XXX (a.k.a. "Triple Sec"), 5th level Cleric of Emerys**

N Aasimar (Medium)

Init +4 **Senses** Darkvision 60'; Perception +9**AC** 18, touch 13, flat-footed 16;**hp** 49**Fort** +7, **Ref** +4, **Will** +12**Defense Abilities** acid, cold, electricity resistance 5**Spd** 30 ft.x4**Melee** Morningstar +5 (1d8+1)**Ranged** Heavy Crossbow +6 (1d10, 19-20x2, range 120')**Space** 5 ft.; **Reach** 5 ft.**Concentration Check:** d20+14 (5+5+4)**Spells Known**Level 1 (DC 16): Bless, Divine Favor, 2xCause Fear, Shield of Faith, Expeditious retreat (Domain spell)Level 2 (DC 17): Hold Person, Silence, Sound Burst, Mirror Image (domain spell)Level 3 (DC 18): Blindness, Wind Wall, Haste (domain spell)**Spell-Like Ability:** Daylight**Str** 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 9**Base Atk** +3; **CMB** +4; **CMD** 17

Feats Combat Casting, Toughness, Iron Will
Skills Heal +9, Knowledge Arcana +6, Knowledge Local +4, Knowledge Nature +6, Knowledge Nobility +4, Knowledge Religion +6, Linguistics +4, Sense Motive +9, Spellcraft +8
Languages Common, Celestial, Elven
Gear Chain Shirt (+1), Morningstar (MW), Heavy Crossbow (MW), Ring of protection +1, Cloak of resistance +1, potion of darkvision
Supernatural Ability: Aura of Insight (+2 resistance, already counted), Hand of Time (+2 init, already counted)
Special Abilities Channel Energy 3d6 2/day Effective level 5 vs Undead

⚔ Willem Falgoth, 5th level Fighter

N Male Human (Medium)
Init +3; **Senses** Perception +5
AC 27, touch 14, flat-footed 24 (+11 armor, +3 shield, +3 Dex, +1 Dodge)
hp 56
Fort +6, **Ref** +4, **Will** +3
Spd 20 ft.x3
Melee Flail +11, 1d8+6, 20/x2
Sap +10, 1d6+4, 20/x2
Ranged Sling +9, 1d4 +4, 20/x2
Space 5 ft.; **Reach** 5 ft.
Special Attacks
Trip with flail, **CMB** 15 (11 +1 (flail ench.) +2 (imp trip) +1 (weapon training))
Str 19, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7
Base Atk +5; **CMB** +9 but see above; **CMD** 24 (26 vs trip, 25 vs disarm)
Feats you need to take into account: Combat Expertise, Combat Reflexes, Dodge, Fool's Fortune
Feats already taken into account in stats somewhere: Armor Specialization (Heavy), Dodge, Improved Trip, Iron Will
Weapon Groups Flails+1
Skills Climb +3, Handle Animal +2, Knowledge dungeoneering +6, Knowledge Engineering +5, Perception +5, Ride +4, Sense Motive +2, Stealth +3
Languages Common, Auran
Gear Flail (+1), Sap (MW), Sling (MW), Full Plate +1, Heavy Shield +1

⚔ **Kenny, Falgoth 5th level Barbarian**
N Medium-size Humanoid (Tiefling);
Init +4 (+4 Dex); **Senses** Darkvision 60', Perception +8
AC 22 (+5 Armor, +3 shield, +4 Dex) touch 14, flat-footed 18
AC 20, touch 12, flat-footed 16 (raging)
hp 66 or 76 (raging)
Fort +6 **Ref** +5 **Will** +1/+3;
Spd 40ft
Special Defenses cold resistance 5, electricity resistance 5, and fire resistance 5
Melee dagger +12 (1d4+6; 19-20x2), sap +10 (1d6+5)
Ranged dagger +12 (1d4+5; 19-20x2);
Melee (raging) dagger +14 (1d4+8; 19-20x2), sap +12 (1d6+7); bite +7 (1d4+3)
Ranged (raging) dagger +11 (1d4+7; 19-20x2);
Spell-Like Ability (caster level 5): Tieflings can use darkness once per day as a spell-like ability |
Str 16 (20/24), **Dex** 18, **Con** 14 (18), **Int** 12, **Wis** 10, **Cha** 6
Base Atk +5; **CMB** +10/12; **CMD** 24/26
Feats Point blank shot, Weapon Focus (dagger), QuickDraw
Skills Acrobatics +10, Intimidate +6, Perception +8, Stealth +9, Survival +8;
Age(Ex) Free Action. Can rage for 14 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.
Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.
Animal Fury – Gain a bite attack while raging. If it hits, it grants a +2 on grapple checks that round.
Uncanny Dodge(Ex) Cannot be caught flat-footed.
Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps
Improved Uncanny Dodge(Ex) Can no longer be flanked, except by a Rogue 9 or higher.
Gear: Dagger MW, 20 throwing daggers, Chain shirt (MW), oil of magic armor +1, potion of Bull's Strength, oil of magic shield +1, oil of magic weapon +1, Heavy wooden shield, Sap

ATL 7**‡ Leia, Falgoth, 7th level bard**

N Gnome, female (Small)

Init +3; **Senses** Perception +5 (+2 scent, touch)**AC** 24, touch 15, flat-footed 21;**hp** 67**Fort** +4, **Ref** +8, **Will** +3**Spd** 20 ft.x4**Melee** Sap +7 (1d4 20x2)**Ranged** Shortbow, +10 (1d4+1 20x3); Rapid Shot + Point BS +9/+9 (1d4+2 20x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** None**Spells Known** None**Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 7, **Cha** 20**Base Atk** +5; **CMB** +5; **CMD** 18**Feats** Point blank shot, Precise shot, Rapid Shot, Weapon Focus (shortbow)**Skills** Acrobatics +6, Bluff +11, Diplomacy +14, Disguise +12, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8, Knowledge (religion) +8, Knowledge (planes) +8, Linguistics +5, Perception +5, Perform (oratory) +13, Perform (sing) +11, Sense Motive +8, Stealth +13**Languages** Common, Dwarven, Elven, Gnome, Sylvan**Spells:** Level 0: Dancing Lights, Detect Magic, Ghost Sound, Mending, Prestidigitation, Read Magic

Level 1 (DC 16) 6x: Charm person, Cure Light Wounds, Disguise Self, Grease, Hideous Laughter

Level 2 (DC 17) 4x: Glitterdust, Invisibility, Mirror Image, Sound Burst

Level 3 (DC 18) 2x: Haste, Slow

Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2, lore master, suggestion**Gear** Amulet of Natural Armor +1, Chain shirt (+2), Ring of protection +1, Sap (MW), Shortbow (+1), Buckler (+1)**‡ Cal, Falgoth, 4th level Ranger, 3rd-level Rogue**

N Male half-orc (Medium)

Init +2 (+4 urban); **Senses** Perception +12/+14 (urban)**AC** 19, touch 12, flat-footed 17;**hp** 70**Fort** +7, **Ref** +9, **Will** +4**Spd** 30 ft.x4**Melee** Greatsword +11/+6 2d6+7 19-20/x2, Power Attack +10/+5 2d6+ 14

Sap +11/+6 1d6+4 20/x2

Ranged Composite Longbow, +9/+4 (1d8+5)**Favored enemies** Humanoid (elf) (+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak attack 2d6**Spells Known** Level 1: Entangle**Str** 19, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14 **Cha** 10**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Cleave, Endurance, Power Attack, Precise Shot, Point Blank Shot, Rapid Shot**Skills** Acrobatics +7, Disguise +7, Handle Animal +8, Intimidate +6, Knowledge (dungeoneering) +4, Knowledge (local) +4, Knowledge (nature) +4, Perception +10, Sense Motive +8, Stealth +7, Survival +10**Languages** Common, Orc**Gear** Greatsword (+1), Composite Longbow Str 18 (+1), Sap (MW), Mithral Breastplate +1**Special:** Trap Sense (+1), Evasion**‡ XXX (a.k.a. "Triple Sec"), 7th level Cleric of Emerys**

N Aasimar (Medium)

Init +4 (+2 Dex, +2 Domain power); **Senses** Darkvision 60'; Perception +9**AC** 20, touch 13, flat-footed 18;**hp** 67**Fort** +8, **Ref** +5, **Will** +13**Defense Abilities** acid, cold, electricity resistance 5**Spd** 30 ft.x4**Melee** Morningstar +7 (1d8+2)**Ranged** Spiritual Dagger +10 (1d8+2 19-20x2, range 170'), Heavy Crossbow +8 (1d10, 19-20x2, range 120')**Space** 5 ft.; **Reach** 5 ft.**Concentration Check:** d20+16 (7+5+4)**Spells Known**

Level 1 (DC 16): Bless, Divine Favor, 2xCause Fear, Obscuring Mist, Shield of Faith, Expeditious retreat (Domain spell)

Level 2 (DC 17): Bull's Strength, Silence, Spiritual Weapon, Sound Burst, Mirror Image (domain spell)

Level 3 (DC 18): Blindness, Invisibility Purge, Wind Wall, Haste (domain spell)

Level 4 (DC 19): Divine Power, Freedom of Movement, Divine Eye (Domain)

Spell-Like Ability: Daylight

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

Base Atk +5; CMB +6; CMD 20

Feats Combat Casting, Toughness, Iron Will, Extra Channel

Skills Heal +9, Knowledge Arcana +6, Knowledge Local +4, Knowledge Nature +8, Knowledge Nobility +4, Knowledge Religion +8, Linguistics +4, Sense Motive +9, Spellcraft +10

Languages Common, Celestial, Elven

Supernatural Ability: Aura of Insight (+2 resistance, already counted), Hand of Time (+2 init, already counted)

Special Abilities Channel Energy 4d6 2/day Effective level 7 vs Undead

Gear Chain Shirt (+2), Morningstar +1, Heavy Crossbow (MW), Ring of protection +1, Amulet of Natural Armor +1, Cloak of resistance +1

⚔ **Willem Falgoth, 7th level Fighter**

N Male Human (Medium)

Init +3; **Senses** Perception +7

AC 30, touch 16, flat-footed 26 (+11 armor+specialization, +3 shield, +3 Dex, +1 Deflection, +1 Dodge, +1 Nat armor)

hp 76

Fort +8, **Ref** +6, **Will** +5

Spd 20 ft.x3

Melee Flail +13/+8, 1d8+6, 20/x2

Power Attack +11/+6, 1d8+10, 20/x2

Sap +12/+7, 1d6+4, 20/x2

Power Attack +10/+5, 1d6 +8, 20/x2

Ranged Sling +11/+6, 1d4 +4, 20/x2

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

Special Attacks

Trip with flail, **CMB** 17 (11 +1 (flail ench.) +4 (greater trip) +1 (weapon training)), 2xAoOs (once going down, once more getting up)

Str 19, Dex 16, Con 14, Int 13, Wis 11 Cha 7

Base Atk +7; **CMB** +11 but see above; **CMD** 27 (31 vs trip, 28 vs disarm)

Feats you need to take into account: Combat Expertise, Combat Reflexes, Dodge, Fool's Fortune, Greater Trip, Power Attack

Feats already taken into account in stats somewhere: Armor Specialization (Heavy), Dodge, Improved Trip, Iron Will

Weapon Groups Flails+1

Skills Climb +4, Fly +1, Handle Animal +2, Knowledge dungeoneering +7, Knowledge Engineering +5, Perception +7, Ride +6, Sense Motive +3, Stealth +6 (yes that includes armor and shield penalties and it's not mithral)

Languages Common, Auran

Gear Amulet of Natural Armor +1, Flail (+1), Sap (MW), Sling (MW), Full Plate +1, Ring of Protection +1, Cloak of resistance +1, Heavy Shield +1, Potion of Darkvision, Potion of Fly

⚔ **Kenny, Falgoth Knifemaster 2nd /Barbarian 5th**

N Medium-size Humanoid (Tiefling);

Init +4 (+4 Dex); **Senses** Darkvision 60', Perception +10

AC 27, touch 15, flat-footed 22

AC 25, touch 13, flat-footed 20 (raging)

hp 82 or 92 (raging)

Fort +7 **Ref** +6 **Will** +2/4;

Spd 35ft

Special Defenses cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +14/+9 (1d4+6; 19-20x2), sap +12/+7 (1d6+5)

Ranged dagger +15/+10 (1d4+5; 19-20x2);

Melee (raging) dagger +16/+11 (1d4+8; 19-20x2), sap +14/+9 (1d6+7); bite +9 (1d4+3)

Ranged (raging) dagger +15/+10 (1d4+7; 19-20x2);

Special Attacks juggle knives, hurl blades, sever straps

Spell-Like Ability (caster level 7): Tieflings can use darkness once per day as a spell-like ability

Str 16 (20/24), **Dex** 18 (22), **Con** 14 (18), **Int** 12, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +12/+14; **CMD** 28

Feats Point blank shot, Precise Shot, Quick Draw, Weapon Focus (dagger)

Skills Acrobatics +14, Intimidate +8, Perception +10, Stealth +16, Survival +10;

Rage(Ex) Free Action. Can rage for 14 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.

Animal Fury – Gain a bite attack. If it hits, it grants a +2 on grapple checks that round.

Uncanny Dodge(Ex) Cannot be caught flat-footed.

Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps

Improved Uncanny Dodge(Ex) Can no longer be flanked, except by a Rogue 9 or higher.

Gear: Dagger MW, 10 MW throwing daggers, 20 throwing daggers, Mithral breastplate, ~~oil of magic armor +1, potion of Bull's Strength, oil of magic shield +1, oil of magic weapon +1, Heavy wooden shield, Sap, potion of barkskin.~~

ATL 9

Leia, Falgoth, 9th level bard

N Gnome, female (Small)

Init +3; **Senses** Perception +5 (+2 scent, touch)

AC 26, touch 16, flat-footed 22

hp 85

Fort +7, **Ref** +12, **Will** +6

Spd 20 ft.x4

Melee Sap +8/+3 (1d4 20x2)

Ranged Composite Shortbow, +13/+8 (1d4+1 20x3) ; Rapid Shot + Point BS + Manyshot +12/+12/+12/+7 (1d4+2)

Ray +10/+5 By Spell

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

Str 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 7, **Cha** 20

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

Feats Point blank shot, Precise shot, Rapid Shot, Weapon Focus (shortbow), Manyshot

Skills Acrobatics +7, Bluff +11, Diplomacy +14, Disguise +12, Knowledge (arcana) +9, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Knowledge (nobility) +9, Knowledge (religion) +9, Knowledge (planes) +9, Linguistics +5, Perception +5, Perform (oratory) +13, Perform (sing) +11, Sense Motive +8, Stealth +14

Languages Common, Dwarven, Elven, Gnome, Sylvan

Spells: Level 0: Dancing Lights, Detect Magic, Ghost Sound, Mending, Prestidigitation, Read Magic

Level 1 (DC 16) 7x: Charm person, Cure Light Wounds, Disguise Self, Grease, Hideous Laughter

Level 2 (DC 17) 5x: Glitterdust, Invisibility, Mirror Image, Sound Burst

Level 3 (DC 18) 4x: Confusion, Good Hope, Haste, Slow

Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2, lore master, suggestion, dirge of doom, inspire greatness (1 ally)

Gear Amulet of Natural Armor +1, Belt of Dexterity +2, Chain shirt (+2), Cloak of resistance +2, Ring of protection +1, Sap (MW), Shortbow (+1), Buckler (+2)

\ Cal, Falgoth, 6th level Ranger, 3rd-level Rogue

N Male half-orc (Medium)

Init +2 (+4 urban); **Senses** Perception +12/+14 (urban)

AC 22, touch 15, flat-footed 19 (+7 armor, +2 Dex, +2 Deflection, +1 Dodge)

hp 90

Fort +10, **Ref** +12, **Will** +9

Spd 30 ft.x4

Melee Greatsword +14/+9 2d6+8 19-20/x2, Power Attack +12/+7 2d6+ 19

Sap +14/+9 1d6+5 20/x2

Ranged Composite Longbow, +11/+6 (1d8+5)

Favored enemies Elf (+4), Human (+2)

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

Special Attacks Sneak attack 2d6, Bleeding Attack

Spells Known Level 1: Entangle, Longstrider

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

Base Atk +8; **CMB** +13; **CMD** 28

Feats Cleave, Dodge, Endurance, Improved Precise Shot, Power Attack, Precise Shot, Point Blank Shot, Rapid Shot

Skills Acrobatics +12, Disguise +11, Handle Animal +12, Heal +7, Intimidate +7, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nature) +5, Perception +14, Sense Motive +9, Stealth +10, Survival +10

Languages Common, Orc

Gear Greatsword (+1), Composite Longbow Str 18 (+1), Sap (MW), Mithral Breastplate +1, Ring of Protection +2

Special: Trap Sense (+1), Evasion

\ XXX (a.k.a. "Triple Sec"), 8th level Cleric, 1st-level Divine Ascendant of Emerys

N Aasimar (Medium)

Init +4; **Senses** Darkvision 60'; Perception +17

AC 28, touch 12, flat-footed 27;

hp 87

Fort +10, **Ref** +5, **Will** +16

Defense Abilities acid, cold, electricity resistance 5

Spd 20 ft.x3

Melee Morningstar +8/+3 (1d8+2)

Ranged Spiritual Dagger +12/+7 (1d8+3 19-20x2, range 190'), Heavy Crossbow +9/+4 (1d10, 19-20x2, range 120')

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

Concentration Check: d20+20 (9+7+4)

Spells Known

Level 1 (DC 19): Bless, Divine Favor, Entropic Shield, Obscuring Mist, Protection from Good, Sanctuary, Expeditious retreat (Domain spell)

Level 2 (DC 20): 2xBull's Strength, Resist Energy, Silence, Sound Burst, Spiritual Weapon, Mirror Image (domain spell)

Level 3 (DC 21): Blindness, Invisibility Purge, Prayer, Protection from Energy, Wind Wall, Haste (domain spell)

Level 4 (DC 22): Divine Power, Freedom of Movement, Unholy Blight, Divine Eye (Domain)

Level 5 (DC 23): Flame Strike, Greater Command, Teleport (domain spell)

Spell-Like Ability: Daylight

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 24, **Cha** 9

Base Atk +6; **CMB** +7; **CMD** 23

Feats Combat Casting, Toughness, Iron Will, Extra Channel, Defensive Combat Training

Skills Heal +11, Knowledge Arcana +6, Knowledge Local +4, Knowledge Nature +8, Knowledge Nobility +4, Knowledge Religion +8, Linguistics +4, Sense Motive +13, Spellcraft +10

Languages Common, Celestial, Elven

Supernatural Ability: Aura of Insight (+2 resistance, already counted), Hand of Time (+2 init, already counted)

Aura of True Strike Free True Strike each round for 6 rounds on you and 2 allies, 1/day

Aura of Impediment Standard action to emit 30-ft aura lasting 6 rounds that gives -8 initiative to enemies, staggers them (move or single action), move at half speed, -2 on ability checks, attack, damage, saving throws and skill checks. Will save DC 21 (10 + 4 + 7) negates.

Special Abilities Channel Energy 4d6 2/day Effective level 7 vs Undead

Gear Amulet of Natural Armor +1, Cloak of Resistance +1, Headband of Wisdom +2, Morningstar (+1), Heavy Crossbow (MW), Ring of protection +1, Heavy Shield +2, Full Plate +2,

potion of darkvision

✂ **Willem Falgoth, 9th level Fighter**

N Male Human (Medium)

Init +3; **Senses** Perception +9

AC 32, touch 16, flat-footed 28 (+12 armor+specialization, +4 shield, +3 Dex, +1 Deflection, +1 Dodge, +1 Nat armor)

hp 96

Fort +9, **Ref** +7, **Will** +6

Spd 20 ft.x3

Melee Flail +18/+13, 1d8+9, 20/x2

Power Attack +15/+10, 1d8+15, 20/x2

Sap +16/+11, 1d6+6, 20/x2

Power Attack +13/+8, 1d6 +12, 20/x2

Ranged Sling +14/+9, 1d4 +7, 20/x2

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

Special Attacks Disarm with flail, **CMB** 22 (15 +2 (flail bonus) +1 (flail ench.) +2 (improved disarm) +2 (weapon training))

Trip with flail, **CMB** 22 (15 +1 (flail ench.) +4 (greater trip) +2 (weapon training)) , 2xAoOs (once going down, once more getting up)

Str 22, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7

Base Atk +9; **CMB** +15 but see above; **CMD** 31 (37 vs getting flail disarmed, 35 vs trip)

Feats you need to take into account: Combat Expertise, Combat Reflexes, Disruptive, Dodge, Fool's Fortune, Greater Trip, Improved Disarm, Power Attack, Stand Still

Feats already taken into account in stats somewhere: Armor Specialization (Heavy), Dodge, Improved Trip, Iron Will

Weapon Groups Flails+2, Thrown +1

Skills Climb +7, Fly +1, Handle Animal +4, Knowledge dungeoneering +8, Knowledge Engineering +5, Perception +9, Ride +7, Sense Motive +5, Stealth +8 (yes that includes armor and shield penalties and it's not mithral)

Languages Common, Auran

Gear Amulet of Natural Armor +1, Flail (+1), Sap (MW), Sling (MW), Full Plate +2, Ring of Protection +1, Belt of Strength +2, Cloak of resistance +1, Heavy Shield +2, Potion of Fly

✂ **Kenny, Falgoth Knifemaster 4th /Barbarian 5th**

N Medium-size Humanoid (Tiefling);

Init +5 (+5 Dex); **Senses** Darkvision 60', Perception +12

AC 26 (+7 Armor, +3 shield, +5 Dex, +1 Deflection)

hp 98;

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

Spd 35ft

Special Defenses Deflect arrow, Evasion, cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +15/+10(1d4+5 19-20/X2), sap +14/+9 (1d6 +4)

Raging bite +10 (1d4+3) (includes strength bonus from raging)

Ranged dagger (MW) +16/+11 (1d4+4 19-20/X2);

Special Attacks Sneak attack +1d6, juggle knives, hurl blades, sever straps, fistful of blades

Spell-Like Ability (caster level 9): Tieflings can use darkness once per day as a spell-like ability |

Str 18, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 29

Feats Deadly Aim, Point blank shot, Precise Shot, Quick Draw, Weapon Focus (dagger)

Skills Acrobatics +12, Intimidate +11, Perception +12, Stealth +15, Survival +12;

Rage(Ex) Free Action. Can rage for 14 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.

Animal Fury – Gain a bite attack (1d4+4). If it hits, it grants a +2 on grapple checks that round.

Uncanny Dodge(Ex) Cannot be caught flat-footed.

Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps

Improved Uncanny Dodge(Ex) Can no longer be flanked, except by a Rogue 9 or higher.

Gear: Dagger +1, 22 MW throwing daggers, Mithral breastplate +1, Large wooden shield +1, MW Sap, Belt of Dexterity +2, Ring of Protection +1, Cloak of Resistance +1, potion of barkskin.

ATL 11**\ Leia, Falgoth, 11th level bard**

N Gnome, female (Small)

Init +3; **Senses** Perception +5 (+2 scent, touch)**AC** 28, touch 17, flat-footed 24**hp** 103**Fort** +7, **Ref** +13, **Will** +7**Spd** 20 ft.x4**Melee** Sap +11/+6 (1d4 20x2)**Ranged** Shortbow +15/+10 (1d4+1 + 1d6 Merciful 20x3), Rapid Shot + Point BS + Manyshot

+14/+14/+14/+9 (1d4+2 + 1d6 Merciful 20x3)

Rapid Shot + Point BS + Manyshot + Deadly aim

+11/+11/+11/+6 (1d4+8 + 1d6 Merciful 20x3)

Ray +12/+7 By Spell**Space** 5 ft.; **Reach** 5 ft.**Str** 10, **Dex** 19, **Con** 14, **Int** 12, **Wis** 7, **Cha** 20**Base Atk** +8; **CMB** +8; **CMD** 23**Feats** Point blank shot, Precise shot, Rapid Shot, Weapon Focus (shortbow), Manyshot, Deadly Aim**Skills** Acrobatics +7, Bluff +14, Diplomacy +18, Disguise +15, Escape Artist +8, Knowledge

(arcana) +10, Knowledge (dungeoneering) +10,

Knowledge (engineering) +10, Knowledge

(geography) +10, Knowledge (history) +10,

Knowledge (local) +10, Knowledge (nature) +10,

Knowledge (nobility) +10, Knowledge (religion)

+10, Knowledge (planes) +10, Linguistics +5,

Perception +5, Perform (act) +11, Perform

(oratory) +15, Perform (sing) +14, Sense Motive

+12, Sleight of Hand +8, Stealth +15

Languages Common, Dwarven, Elven, Gnome, Sylvan**Spells:** Level 0: Dancing Lights, Detect Magic, Ghost Sound, Mending, Prestidigitation, Read Magic

Level 1 (DC 16), 7x: Charm person, Cure Light Wounds, Disguise Self, Grease, Hideous Laughter

Level 2 (DC 17), 5x: Glitterdust, Invisibility,

Mirror Image, Sound Burst

Level 3 (DC 18), 5x: Confusion, Good Hope, Haste, Slow

Level 4 (DC 19), 3x: Dimension Door, Dominate Person, Freedom of Movement

Special: bardic knowledge, bardic performance, countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2, lore

master, suggestion, dirge of doom, inspire greatness (1 ally), Jack of all trades

Gear Amulet of Natural Armor +2, Belt of Dexterity +2, Chain shirt (+2). Cloak of Resistance +2, Sap (MW), Shortbow (+1 Merciful), Buckler (+2), Ring of Protection +2**\ Cal, Falgoth, 8th level Ranger, 3rd-level Rogue**

N Male half-orc (Medium)

Init +2 (+4 urban); **Senses** Perception +16/+18 (urban)**AC** 24, touch 15, flat-footed 19 (+7 armor, +2 Dex, +2 Deflection, +1 Dodge)**hp** 110**Fort** +11, **Ref** +13, **Will** +9**Spd** 30 ft.x4**Melee** Greatsword +16/+11 2d6+8+1d6 Electric 17-20/x2, Power Attack +14/+9 2d6+ 19 +1d6 Electric 17-20/x2

Sap +16/+11 1d6+6 20/x2

Ranged Composite Longbow, +13/+8 (1d8+5 20x3)

Rapid Shot + Point BS + Manyshot,

+12/+12/+12/+7 (1d8+6 20x3)

Favored enemies Elf (+4), Human (+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak attack 2d6, Bleeding Attack**Spells Known** Level 1: Entangle, Longstrider (8 hours)

Level 2: 2x Spike Growth (8 hours)

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14 **Cha** 10**Base Atk** +10; **CMB** +15; **CMD** 30**Feats** Cleave, Dodge, Endurance, Improved Critical, Improved Precise Shot, Power Attack, Precise Shot, Point Blank Shot, Rapid Shot**Feats** Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Dodge, Manyshot, Combat

Reflexes, Iron Will, Endurance, Improved Critical (greatsword)

Skills Acrobatics +14, Disguise +11, Handle Animal +14, Heal +8, Intimidate +7, Knowledge (dungeoneering) +4, Knowledge (geography) +4,

Knowledge (local) +4, Knowledge (nature) +5,

Perception +16, Sense Motive +10, Stealth +12,

Survival +12

Languages Common, Orc**Gear** Amulet of Natural Armor +1, Greatsword

(+1 + Electric), Composite Longbow Str 20 (+1), Sap (+1), Mithral Breastplate +2, Ring of Protection +2, Cloak of resistance +2
Special: Trap Sense (+1), Evasion

⚔ XXX (a.k.a. "Triple Sec"), 8th level Cleric, 3rd-level Divine Ascendant of Emerys

N Aasimar (Medium)

Init +4; **Senses** Darkvision 60'; Perception +20

AC 31, touch 14, flat-footed 29

hp 107

Fort +11, **Ref** +6, **Will** +16

Defense Abilities acid, cold, electricity resistance 5

Spd 30 ft.x4 (boots)

Melee Morningstar +10/+5 (1d8+2 20x2)

Ranged Spiritual Dagger +14/+9 (1d8+3 19-20x2, range 210'), Heavy Crossbow +11/+6 (1d10, 19-20x2, range 120')

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

Concentration Check: d20+21 (11+7+4)

Spells Known

Level 1 (DC 19): Bless, Divine Favor, Entropic Shield, Obscuring Mist, Protection from Good, Sanctuary, Expeditious retreat (Domain spell)

Level 2 (DC 20): 2xBull's Strength, Hold Person, Silence, Sound Burst, Spiritual Weapon, Mirror Image (already cast, see contingency, domain spell)

Level 3 (DC 21): Blindness, Dispel Magic, Invisibility Purge, Prayer, Protection from Energy, Wind Wall, Haste (domain spell)

Level 4 (DC 22): 2xFreedom of Movement, Quickened Divine Favor, Quickened Expeditious Retreat (Domain), Unholy Blight

Level 5 (DC 23): Flame Strike, Greater Command, Quickened Resist Energy, Teleport (domain spell)

Level 6 (DC 24): Blade Barrier, Heal, Contingency (Mirror Image, subject of a targeted attack, domain spell)

Spell-Like Ability: Daylight

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 25, **Cha** 9

Base Atk +8; **CMB** +9; **CMD** 26

Feats Combat Casting, Toughness, Iron Will, Extra Channel, Defensive Combat Training, Ascendant bonus feat, Quicken (@+3 levels)

Skills Heal +11, Knowledge Arcana +6, Knowledge Geography +4, Knowledge Local +5,

Knowledge Nature +8, Knowledge Nobility +4, Knowledge Religion +8, Linguistics +4, Sense Motive +16, Spellcraft +10

Languages Common, Celestial, Elven

Supernatural Ability: Aura of Insight (+2 resistance, already counted), Hand of Time (+2 init, already counted),

Aura of True Strike Free True Strike each round for 6 rounds on you and 2 allies, 1/day

Aura of Impediment Standard action to emit 30-ft aura lasting 6 rounds that gives -8 initiative to enemies, staggers them (move or single action), move at half speed, -2 on ability checks, attack, damage, saving throws and skill checks. Will save DC 22 (10 + 5 + 7) negates.

Special Abilities Channel Energy 4d6 2/day Effective level 7 vs Undead

Gear Amulet of Natural Armor +2, Boots of Striding and Springing, Cloak of Resistance +1, Headband of Wisdom +2, Morningstar (+1), Heavy Crossbow (MW), Ring of protection +2, Large Shield +2, Mithral Full Plate +2

⚔ Willem Falgoth, 11th level Fighter

N Male Human (Medium)

Init +3; **Senses** Perception +11

AC 33, touch 17, flat-footed 29 (+12 armor, +5 shield, +3 Dex, +2 Deflection, +1 Dodge, +1 Nat armor)

hp 127

Fort +11, **Ref** +8, **Will** +7

Spd 20 ft.x3

Melee Flail +20/+15/+12, 1d8+9, 20/x2

Power Attack +17/+12/+7, 1d8+15, 20/x2

Sap +18/+13/+8, 1d6+6, 20/x2

Power Attack +15/+10/+5, 1d6 +12, 20/x2

Ranged Sling +16/+11/+6, 1d4 +7, 20/x2

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

Special Attacks Disarm with flail, **CMB** 26 (17 +2 (flail bonus) +1 (flail ench.) +4 (greater disarm) +2 (weapon training))

Trip with flail, **CMB** 24 (17 +1 (flail ench.) +4 (greater trip) +2 (weapon training)) , 2xAoOs (once going down, once more getting up)

Str 22, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7

Base Atk +11; **CMB** +17 but see above; **CMD** 33 (39 vs getting flail disarmed, 37 vs trip)

Feats you need to take into account: Combat Expertise, Combat Reflexes, Disruptive, Dodge,

Fool's Fortune, Greater Trip, Greater Disarm, Power Attack

Feats already taken into account in stats somewhere: Armor Specialization (Heavy), Dodge, Improved Trip, Improved Disarm, Iron Will, Toughness

Weapon Groups Flails+2, Thrown +1

Skills Climb +7, Fly +1, Handle Animal +4, Knowledge dungeoneering +8, Knowledge Engineering +5, Perception +11, Ride +9, Sense Motive +6, Stealth +11 (yes that includes armor and shield penalties and it's not mithral)

Languages Common, Auran

Gear Amulet of Natural Armor +1, Figurine of Wondrous Power (Ebony Fly), Flail (+1), Heavy Shield +2, Sap (MW), Sling (MW), Full Plate +2, Ring of Protection +2, Belt of Strength +2, Cloak of resistance +2, Potion of darkvision.

✂ **Ebony Fly figurine**

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 34 (4d10+12)

Fort +7, **Ref** +6, **Will** +4

Speed 60 ft., fly 120 ft. (average)

Melee doesn't attack.

Space 10 ft.; Reach 5 ft.

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +9; **CMD** 21 (25 vs. trip)

Feats Flyby Attack, Iron Will

Training: Combat Riding package

Skills Fly +5, Perception +11, Sense Motive +7; Racial Modifiers +4 Perception

Languages Common (cannot speak)

✂ **Kenny, Falgoth Knifemaster 6th /Barbarian 5th**

N Medium-size Humanoid (Tiefling);

Init +5 (+5 Dex); **Senses** Darkvision 60', Perception +14

AC 28 (+8 Armor, +4 shield, +5 Dex, +1 Deflection) touch 16, flat-footed 23;

hp 136;

Fort +10 **Ref** +10 **Will** +4;

Spd 35ft

Special Defenses Deflect arrow, Evasion, Miraculous reflexes, cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +18/+13/+8 (1d4+6 17-20/X2), sap +16/+11/+6 (1d6+4)

Ranged dagger (MW) +18/+13/+8 (1d4+4 17-20/X2);

Raging full attack bite +12 (1d4+3 20/X2); **hp** 169; **Fort** +12; **Will** +6; **AC** 26

Special Attacks Sneak attack +2d6, juggle knives, hurl blades, sever straps

Spell-Like Ability (caster level 11): Tieflings can use darkness once per day as a spell-like ability | **Str** 18, **Dex** 23, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8 **Base Atk** +11; **CMB** +15; **CMD** 32

Feats Deadly Aim, Improved Critical (Dagger), Point blank shot, Precise Shot, Quick Draw, Weapon Focus (dagger)

Skills Acrobatics +17, Intimidate +13, Perception +14, Stealth +17, Survival +14;

Rage(Ex) Free Action. Can rage for 14 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.

Animal Fury – Gain a bite attack (1d4+4). If it hits, it grants a +2 on grapple checks that round.

Uncanny Dodge(Ex) Cannot be caught flat-footed.

Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps

Improved Uncanny Dodge(Ex) Can no longer be flanked, except by a Rogue 9 or higher.

Gear: Dagger +2, 32 MW throwing daggers, Mithral breastplate +2, Large wooden shield +2, MW Sap, Belt of Dexterity +2, Ring of Protection +1, Cloak of Resistance +1, potion of barkskin +4, potion of fly.

ATL 13**\ Leia, Falgoth, 13th level bard**

N Gnome, female (Small)

Init +4; **Senses** Perception +5 (+2 scent, touch)**AC** 32, touch 19, flat-footed 27**hp** 121**Fort** +8, **Ref** +15, **Will** +8**Spd** 20 ft.x4**Melee** Sap +11/+6 (1d4 20x2)**Ranged** Shortbow, +17/+12 (1d4+1+1d6 Merciful 20x3), Rapid Shot + Point BS + Manyshot +16/+16/+16/+11 (1d4+2+1d6 Merciful 20x3)**Rapid Shot + Point BS + Deadly Aim + Manyshot**, (yes they stack) one attack @ +16 (2d4+4+2d6 Merciful 20x3) and others @ +16/+11 (1d4+2+1d6 Merciful 20x3)**Ray** +14/+9 By Spell**Space** 5 ft.; **Reach** 5 ft.**Str** 10, **Dex** 20, **Con** 14, **Int** 12, **Wis** 7, **Cha** 22**Base Atk** +9; **CMB** +8; **CMD** 30**Feats** Point blank shot, Precise shot, Rapid Shot, Weapon Focus (shortbow), Manyshot, Deadly Aim, Defensive Combat Training**Skills** Bluff +17, Diplomacy +21, Disguise +17, Escape Artist +9, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11, Knowledge (religion) +11, Knowledge (planes) +11, Linguistics +5, Perception +5, Perform (act) +13, Perform (oratory) +17, Perform (sing) +16, Sense Motive +14, Sleight of Hand +9, Stealth +17**Languages** Common, Dwarven, Elven, Gnome, Sylvan**Spells:** Level 0: Dancing Lights, Detect Magic, Ghost Sound, Mending, Prestidigitation, Read Magic

Level 1 (DC 17), x7: Charm person, Cure Light Wounds, Disguise Self, Grease, Hideous Laughter

Level 2 (DC 18), x7: Blur, Glitterdust, Invisibility, Mirror Image, Sound Burst

Level 3 (DC 19), x5: Confusion, Fear, Good Hope, Haste, Slow

Level 4 (DC20), x3: Dimension Door, Dominate Person, Freedom of Movement, Greater Invisibility

Level 5 (DC 21), x2: MindFog, Mass Suggestion

Special: bardic knowledge, bardic performance,

countersong, distraction, fascinate, inspire courage +1, well-versed +4, inspire competence +2, lore master, suggestion, dirge of doom, inspire greatness (1 ally), Jack of all trades

Gear Amulet of Natural Armor +2, Belt of Dexterity +2, Cloak of resistance +2, Headband of Charisma +2, Mithral shirt (+3), Sap (MW), Shortbow (+1 Merciful, small size), Buckler (+3), Ring of Protection +3, potion of barkskin +4, potion of fly**\ Cal, Falgoth, 10th level Ranger, 3rd-level Rogue**

N Male half-orc (Medium)

Init +2 (+6 urban, +4 forests); **Senses** Perception +18/+22 (urban)**AC** 25, touch 15, flat-footed 22 (+8 armor, +2 Dex, +2 Deflection, +1 Dodge, +2 Nat armor)**hp** 130**Fort** +12, **Ref** +14, **Will** +10**Spd** 30 ft.x4**Melee** Greatsword +19/+14/+9 2d6+10+1d6 Electric 17-20/x2, Power Attack +15/+10/+5 2d6+22 +1d6 Electric 17-20/x2

Sap +19/+14/+9 1d6+7 20/x2

Ranged Composite Longbow, +15/+10/+5 (1d8+7+1d6 Fire 20x3)**Rapid Shot + Point BS + Manyshot** (yes they stack) one attack @ +14(2d8+16+2d6 Fire 20x3) and others @ +14/+9/+4 (1d8+8+1d6 Fire 20x3)**Favored enemies** Dwarf (+2), Elf (+6), Human (+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak attack 2d6, Bleeding Attack (2 hp/round)**Spells Known** Level 1: 2x Entangle, Longstrider
Level 2: 2x Spike Growth**Str** 23, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14 **Cha** 10**Base Atk** +12; **CMB** +18; **CMD** 33**Feats** Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Dodge, Manyshot, Combat Reflexes, Iron Will, Endurance, Improved Critical (greatsword), Step up, Improved Precise Shot**Skills** Acrobatics +16, Bluff +4, Diplomacy +4, Disguise +11, Handle Animal +15, Heal +8, Intimidate +7, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nature) +5, Perception +18, Sense Motive +11, Stealth +14, Survival +14

Languages Common, Orc

Gear Amulet of Natural Armor +2, Greatsword (+1 +Electric), Composite Longbow Str 22 (+1 +Fire), Sap (+1), Mithral Breastplate +2, Ring of Protection +2, Belt of Strength +2, Cloak of resistance +2

Special: Trap Sense (+1), Evasion

Ex.: Hunter's Bond (move action to grant allies +1 vs Dwarves, +3 vs Elf, +1 vs Human for 2 rounds), Bleeding Attack (2 hp/round)

⚔ **XXX (a.k.a. "Triple Sec"), 8th level Cleric, 5th-level Divine Ascendant of Emerys**

N Aasimar (Medium)

Init +4; **Senses** Darkvision 60'; Perception +25

AC 34, touch 15, flat-footed 31;

hp 127

Fort +13, **Ref** +8, **Will** +21

Spell Resistance 25 (12+13); acid, cold, electricity resistance 5

Spd 30 ft.x4 (boots)

Melee Morningstar +11/+6 (1d8+2 20x2)

Ranged Spiritual Dagger +16/+11 (1d8+4 19-20x2, range 230')

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

Concentration Check: d20+25 (13+8+4)

Spells Known

Level 1 (DC 20): Bless, Divine Favor, Entropic Shield, Obscuring Mist, Protection from Good, Sanctuary, Expeditious retreat (Domain spell)

Level 2 (DC 21): 2xBull's Strength, Hold Person, Silence, Sound Burst, Spiritual Weapon, Mirror Image (domain spell)

Level 3 (DC 22): Blindness, 8xDispel Magic, Invisibility Purge, Prayer, Protection from Energy, Stone Shape, Wind Wall, Haste (domain spell)

Level 4 (DC 23): Freedom of Movement, Freedom of Movement (already cast, see contingency), Quickened Divine Favor, Quickened Expeditious Retreat (Domain), Unholy Blight

Level 5 (DC 24): Greater Command, Quickened Resist Energy, 2x Spell Resistance (for the barbarian or ranger), Teleport (domain spell)

Level 6 (DC 25): Blade Barrier, Harm, Heal, Contingency (Freedom of movement, impeded movement, domain spell)

Level 7 (DC 26): Destruction, Repulsion, Delayed Blast Fireball (Domain)

Spell-Like Ability: Daylight

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 27, **Cha** 9

Base Atk +9; **CMB** +10; **CMD** 29

Feats Combat Casting, Toughness, Iron Will, Extra Channel, Defensive Combat Training, Ascendant bonus feat, Quicken (@+3 levels), Dodge

Skills Heal +12, Knowledge Arcana +6, Knowledge Geography +4, Knowledge Local +5, Knowledge Nature +8, Knowledge Nobility +4, Knowledge Religion +8, Linguistics +4, Sense Motive +21, Spellcraft +10

Languages Common, Celestial, Elven

Supernatural Ability: Aura of Insight (+2 resistance, already counted), Hand of Time (+2 init, already counted),

Aura of True Strike Free True Strike each round for 6 rounds on you and 2 allies, 1/day

Aura of Impediment Standard action to emit 30-ft aura lasting 6 rounds that gives -8 initiative to enemies, staggers them (move or single action), move at half speed, -2 on ability checks, attack, damage, saving throws and skill checks. Will save DC 25 (10 + 6 + 9) negates.

Special Abilities Channel Energy 4d6 2/day Effective level 7 vs Undead, Ascendant Focus +1

Gear Amulet of Natural Armor +2, Boots of Striding and Springing, Cloak of Resistance +2, Headband of Wisdom +4, Morningstar (+1), Heavy Crossbow (MW), Ring of protection +2, Large Shield +3, Mithral Full Plate +3, potion of Flying, potion of Darkvision

⚔ **Willem Falgoth, 13th level Fighter**

N Male Human (Medium)

Init +3; **Senses** Perception +13

AC 35, touch 17, flat-footed 22 (+12 armor, +5 shield, +3 Dex, +2 Deflection, +1 Dodge, +2 Nat armor)

hp 149

Fort +12, **Ref** +9, **Will** +8

Spd 30 ft.x4 (boots)

Melee Flail +24/+19/+14, 1d8+19, 20/x2

Power Attack +20/+15/+10, 1d8+19, 20/x2

Sap +21/+16/+11, 1d6+6, 20/x2

Power Attack +17/+12/+7, 1d6 +15 , 20/x2

Ranged Sling +19/+14/+9, 1d4 +8, 20/x2

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

Special Attacks Disarm with flail, **CMB** 30 (19 +2 (flail bonus) +2 (flail ench.) +4 (greater disarm) +3 (weapon training))

Trip with flail, **CMB** 28 (19 +2 (flail ench.) +4 (greater trip) +3 (weapon training)) , 2xAoOs (once going down, once more getting up)

Str 23, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11 **Cha** 7
Base Atk +13; **CMB** +19 but see above; **CMD** 35 (42 vs getting flail disarmed, 39 vs trip)

Feats you need to take into account: Combat Expertise, Combat Reflexes, Disruptive, Fool's Fortune, Greater Trip, Greater Disarm, Power Attack, Step Up

Feats already taken into account in stats somewhere: Armor Specialization (Heavy), Dodge, Improved Trip, Improved Disarm, Iron Will, Shield Focus, Toughness

Weapon Groups Flails+3, Thrown +2, Close +1

Skills Climb +7, Fly +3, Handle Animal +5, Knowledge dungeoneering +8, Knowledge Engineering +5, Perception +13, Ride +10, Sense Motive +6, Stealth +13 (yes that includes armor and shield penalties and it's not mithral)

Languages Common, Auran

Gear Amulet of Natural Armor +2, Flail (+2), Sap (MW), Sling (MW), Full Plate +2, Ring of Protection +2, Belt of Strength +2, Cloak of resistance +2, Heavy Shield +2, Winged Helm (as Winged Boots), Boots of Striding and Springing, Potion of darkvision.

⚔ Kenny, Falgoth Knifemaster 8th /Barbarian 5th

N Medium-size Humanoid (Tiefling);

Init +6 (+6 Dex); **Senses** Darkvision 60', Perception +16

AC 35 (+9 Armor, +5 shield, +5 Dex, +2 Deflection, +4 Natural) touch 17, flat-footed 28;

hp 143;

Fort +12 **Ref** +13 **Will** +6;

Spd 35ft

Special Defenses Deflect arrow, Evasion, Miraculous reflexes, cold resistance 5, electricity resistance 5, and fire resistance 5

Melee dagger +21/+16/+11 (1d4+7 17-20/X2), Sap +19/+14/+9 (1d6+5)

Raging full attack bite +15 (1d4+3 20/X2); **hp** 169; **Fort** +14; **Will** +8; **AC** 30

Ranged dagger (MW) +21/+16/+11 (1d4+5 17-20/X2);

Special Attacks Sneak attack +3d6, juggle knives, hurl blades, sever straps, fistful of blades

Spell-Like Ability (caster level 13): Tieflings can use darkness once per day as a spell-like ability | **Str** 20, **Dex** 22, **Con** 16, **Int** 12, **Wis** 10, **Cha** 8
Base Atk +13; **CMB** +17; **CMD** 35

Feats Deadly Aim, Improved Critical (Dagger), Imp Precise shot, Point blank shot, Precise Shot, Quick Draw, Weapon Focus (dagger)

Skills Acrobatics +20, Intimidate +15, Perception +16, Stealth +19, Survival +16;

Age(Ex) Free Action. Can rage for 14 rnds/day, +4 morale bonus to Str and Con, +2 morale bonus to Will saves, -2 penalty to AC.

Intimidating Glare – Move action; make Intimidate checks to demoralize 1 adjacent foe; if successful, foe is shaken for 1d4 rounds + 1 rnd per 5 points exceeding DC.

Animal Fury – Gain a bite attack (1d4+4). If it hits, it grants a +2 on grapple checks that round.

Uncanny Dodge(Ex) Cannot be caught flat-footed.

Trap Sense(Ex) Gain a +1 on reflex saves vs traps, and a +1 dodge bonus to AC vs traps

Improved Uncanny Dodge(Ex) Can no longer be flanked, except by a Rogue 9 or higher.

Gear: Dagger +2, 32 MW throwing daggers, Mithral breastplate + ~~oil of magic armor~~ +3, Large wooden shield + ~~oil of magic shield~~ +3, MW Sap, Belt of physical perfection +2, ~~Potion of shield of faith, potion of Resistance +2, potion of barkskin +4, potion of fly~~

ENCOUNTER 6: THUNDERSTRUCK – SPECIALTY ITEMS

The shop titled “Thunderstruck -- Specialty Items” has no windows on the first floor. There are steel bars on the second floor windows and guardrails on the roof. It is built against a larger and taller building (40x40) with multiple chimneys. It appears strongly built, but not much attention is given to make it pretty or particularly inviting. It sports a reinforced door. (From noon to 4 PM: A sign hanging on the door laconically

says "Open"). A brass sign carefully screwed on the door indicates:

"Heures d'affaires:

Business Hours:

Horas de Oficina:

10-4PM" (respectively in Elven, Common and Dwarven). A wooden sign says "Open".

The door is 4 inches thick. Walls are thicker, but the door frame is reinforced and has several latches and 1 inch thick steel deadbolts. As long as the door is open, a bell rings sedately from a contraption connected to the door with a wire from which several weights hang. The sequence of "Ding, pause, ding, pause, ding" reminds one of a bell marking the hour. The sound is echoed deeper into the building.

Inside is a 20 by 20 room containing shelves bearing standard alchemist products: flasks with various labels ("Acid", "Alkali", "Soda", "Sulfur", "Mercury", "Vitriol", "Acetate", "Copper sulfate", "Alchemist's Fire", "Adain's Stain Remover", Adain's Skin Cleaner), tanglefoot bags, smokesticks, and an assortment of thunderstones. There are also little pots of various sizes and colors (expensive cosmetics). Along with this are some wood sculptures on the shelves. The shelves are lit by numerous, systematically placed continual light spells that overall provide a bright, but diffuse, light. The room smells of furnace, sweat, and chemicals. There is another door at the back of the room.

Perception check DC 15: the furnace fire must be charcoal, not wood. A noble or aristocrat, or someone paying the cost of an elite lifestyle will recognize this as high quality charcoal.

Knowledge Engineering, craft alchemy or any craft metalworking: DC 20: it's high temperature charcoal.

Craft Alchemy DC 25: There's something other than charcoal, a bitter alkali smell.

A big Lupaari sits in a rocking chair, carving a piece of wood. He nods at you, turns to a nearby wolf and commands, "Trooper. Stay. Sit." The wolf obeys, but watches your every move from under the counter flap.

When the PC's will exit the shop, they will have a chance to notice that they are being watched by the Falgoth's gnome disguised as a child (DC 20 +ATL perception check when not specifically looking for watchers, DC 15 +ATL if the PCs specify that they are looking).

Some items in the shop are of masterwork quality (10% chance), with the appropriate prices. Adain doesn't mind if he gets no business, he has other interests, things to do (alchemical science calls), and other sources of income. The shop allows him to hide them.

Lingott (the ranger) mans the shop and can answer questions about alchemy and the items on display. He carved the sculptures as a way to express his dual canine/human nature and observations on the role of dogs in society and the fear of werewolves (see his Craft: sculpting skill appropriate for the ATL). The sculptures are insightful and original, but of average execution.

The counter provides time and opportunity for Lingott to flee if the PCs are aggressive. Part of the counter is just a flap, and underneath it the wolf can watch the PCs. The wolf companion has been taught a non-standard trick: if a customer hides a store item (e.g., in a pocket) he will get up and growl at the customer. Lingott and the wolf are not intentionally making customers go away, unless they are halflings (they're all thieves and troublemakers in his opinion), but they have few customers. Lingott would rather talk with animals than people anyway (as in the spell *Speak with Animals*), and feels a strong connection with dogs and wolves. Adain doesn't mind. ***If the PCs buy anything, Lingott won't bother to check if it's real or fake gold.***

If Lingott has already met the PCs, make him react appropriately, possibly pulling a rope that will activate the **SRDS** (Skunk Robbery Deterrent System), depending on their prior interaction. At most ATLs he has protection against the effects, and the wolf knows that the workshop is safe.

🗨 **What's your name? Who are you?**

"I am Lingott. How may I help you?"

☞ **Are you the owner of this shop?**

"No, but I make the sculptures."

☞ **Do you make the items on display?**

"No, the owner does."

☞ **It smells bad around here sometimes. What could be causing it?**

"We do experiments in the back, and sometimes they go wrong. Once, the owner was working on isolating what makes skunks stink. I almost quit. But, now you can buy here our exclusive vials that will help non-fighters fend off attacks and identify their attackers later! Want to see?" The Lupaari delicately grabs a small vial from a secure box.

If no one objects, continue:

He briefly opens the stopper and plugs it back. Even that brief opening makes your nose wrinkle.

The PCs can purchase the vials for 50 gp + 50 gp/ATL/3 (50 gp at ATL 1, 100 gp at ATL 3, 150 at ATL 7, etc...). When shaken at an attacker, use holy water sprinkler mechanics. Each vial is a single dose and will have the same effect as the first round of activating the "essence of skunk" contraption (see later). There are only 6 vials that can be bought.

☞ **Can we meet the owner?**

"Yes." He pulls a rope, which rings a bell far away.

Adain will come and look at the PC's before entering. If necessary, note that Adain will prefer escaping with a dimension door straight up and fly away with his raven familiar, if the ATL is high enough for him to have those spells (as an air elem, he has a permanent featherfall effect as well).

Assuming the PC's don't threaten him and aren't being ruder than a somewhat arrogant noble, Adain will enter the room:

A small, square panel, defended by a grill, opens in the wall and someone peers at you.

You hear bolts being moved and chains unhooked. A thin and tall man enters the room. He is so pale that you wonder for a moment if he is really alive or going to perform on a stage. His skin looks like white cream, although there doesn't seem to be any cream or cosmetics. He has gray hair and blue eyes.

"Welcome strangers. Are you here for our special Möbius strip with glue on one side and grease on the other? Haha. (if the PCs don't laugh: "Nevermind"). How may I help you?"

Adain is a bit of a nerd. If the PC's didn't laugh, he'll think they're slow mentally and will start talking more slowly and explaining things in simple terms. Adain will refuse to admit anything about fake gold pieces or help the PC's in any way, unless they have a strong proof of his activities. If the PC's have proof, he will attempt to negotiate with them a reward for letting him go, will give them the information they want on the process, and promise (sincerely at the time) not to do it ever again.

(If the PCs are rude and threatening):

"Go Away!"

The panel closes. After two more rounds, if the PC's stick around, there will be puffs of air blowing in the room (less than one round). While Adain is preparing for a confrontation (buffs and summoning spells) and yelling at Lingott for help, another of his contraptions is sending concentrated "essence of skunk" into the room. PCs must leave the room immediately. Those who wish to remain must make a **DC 10 +ATL/3 (round down) Will** save on the first round only and make a **DC 10+ATL/3 (round down) Fortitude** save to avoid being nauseated. Every round thereafter, another puff will automatically be sent in the room and PC's must make another, more difficult Fortitude saving throw (increase the DC by 1 every round). PC's that stay in the room will have their clothes

smell faintly of skunk for 1d6 hours, enough for people to notice. Nauseated PC's can leave the room, but will remain nauseated for 1d3 extra rounds, starting after they left the room. PC's with protection against poison aren't nauseated, but must still make the first Will saving throw.

The door to the workshop can be broken down (ATL 1-5: hardness 5, 5 hp/ATL reinforced wood or darkwood; ATL 6-10: hardness 10, 5 hp/ATL iron; ATL 11-15: hardness 10, 10 hp/ATL steel-tungsten alloy. This alloy is no good for wearable armor, because the extra hp are paid for in extra weight). Only 2 PC's at a time can attack the door. A PC can locate (DC 12 + ATL/2, round up) and destroy the injection apparatus with a magic missile, scorching ray or similar spell, or a piercing weapon (1 hp/ATL, 0 hardness, and autofails any damage spell saving throws). If the apparatus is destroyed, PCs do not need to make further saving throws. If the PCs break down the door, **go to the Encounter "Adain's Workshop"**. The apparatus can't be disassembled, moved and reassembled without breaking it.

Adain is not initially hostile to the PCs. However, he will "protect his privacy".

☞ **What's your name? Who are you?**

"I am Adain. I designed all the excellent products you see here."

Adain is highly skilled, but a sense motive check (DC 10 + ATL) will reveal that Adain is not keen on selling to the PCs or taking orders from them.

☞ **Can you make something for me?**

"All I make is on display here, sorry."

Adain has better things to do.

☞ **Do you make gold pieces? How much business do you get? How long have you been in this city? etc...**

"I'm sorry, but the details of my operations and private life are not acceptable topics of conversation."

☞ **Do you have anything to hide? or Why don't you tell us if you have nothing to hide?**

"Ah, you must be from Amthydor, where the law is everything and crushes the rights of private citizens? Everyone in their right mind has plenty to hide from agents of the law. First, not all laws are good laws, just laws or fair laws. Second, law agents make mistakes, which are usually very costly for the private citizen but cost nothing to the agent. Therefore law agents have little incentive to avoid mistakes. Third, (no offense intended if some of you are Diamond Legion) corruption is everywhere. The more law agents know of opportunities to abuse their position, the more they will be tempted and it will happen. So, no, I don't have anything to tell you of my private life. Now, please purchase something or leave."

Lingott will get up and motion for the PCs to leave, while Adain leaves through the door he came through. If Adain is threatened in any way, Lingott and Trooper will cover his retreat and close and bar the door behind them. Adain will activate the SRDS (skunk robbery deterrent system) once outside the front room, regardless of whether Lingott is still in it.

☞ **Do you know anything about fake gold pieces? Have you seen any?**

"I've seen a few. Whoever made them is fairly clever. I don't hang on to them, though, if you know what I mean."

Adain will not volunteer information or make further comments about the fake gold pieces, not wanting to reveal anything by mistake.

☞ **Do you know what the fakes are made of? Can you identify the substance in this (fake gold piece)?**

"I'm sorry, I've never seen anything like it. (shrug). I could be commissioned to examine it in my workshop and see how it reacts with acids and alkali, if you give me some time and don't mind losing your sample."

Adain will charge 50 gp/ATL to “examine” the tungsten. He will provide correct information though, but not on how to obtain it.

If PCs wish to :

- Break in, GO TO Encounter **7A**.
- Try a “Backdoor approach” such as a delivery or some such, GO TO Encounter **7B**.
- Use a spell such as **Locate Object or the Temple of Destine**, GO TO Encounter **7C**.
- Have Amthydor use diplomatic means to get Adain, GO TO Encounter **7D**.

ENCOUNTER 7: HOW TO CATCH A COUNTERFEITER

ENCOUNTER 7A: BREAKING AND ENTERING ADAIN'S WORKSHOP

The workshop is where Adain creates the fake gold, amongst other things. Mention the smells as described in the Thunderstruck section.

Opportunities to get into the workshop:

PCs can wait until Adain and Lingott are asleep, or when they leave for a meal in town (e.g., dinner). Lingott's animal companion (Trooper) and Adain's raven familiar guard the place. They will alert the city guard (see the paragraph on the city guard -- note that the raven has full command of common and other languages as well). Adain and Lingott will show up one round after the city guard. Adain goes to bed early and gets up very early, a little before sunrise. Lingott is about an hour behind, doing some horseplay and training with the wolf in the workshop (well away from the workbenches though) before going to bed.

At night the wolf companion is loose in the workshop. He has instructions to howl if he perceives an intruder, including if even by smell or sound only, and stay as far away from the intruder as possible. At night, Adain will take a few rounds to cast protective spells (e.g., invisibility, shield, fly, and quaff potions). Note that depending on

ATL, some are Quickened. He will then start summoning silently. Meanwhile, Lingott *hastily dons armor* (p. 153 *PfRPG core*). This makes it one (1) armor class worse than normal and takes one minute (10 rounds).

Breaking into the workshop: The workshop can be entered through the front shop area (see encounter 2, “Thunderstruck”), through the back door directly in the workshop area, through a door on the roof, or through a bird flap.

The **back door** to the workshop area can be picked when Adain and Lingott aren't there (DC 20 + ATL). In that case, there is a trap that makes a loud noise and projects soot towards the lock picker (**perception DC 20, Disable Device DC 20**). It doesn't do any damage but attracts the attention of police. Avoiding being marked by the soot (5' radius) is a **DC 20 Reflex** save. The soot is designed by Adain and requires soap to take off. The trap doesn't cause any damage.

If they are there and throw the deadbolts, there is nothing a lock picker can do. In that situation, forcing the door open is a **DC 20 + ATL/2 strength check**. Even though the workshop's floor is dirt, wall foundations extend deep into the earth (10').

It can also be broken down by attacking it (ATL 1-5: hardness 5, 5 hp/ATL reinforced wood or darkwood; ATL 6-10: hardness 10, 5 hp/ATL iron; ATL 11-15: hardness 10, 10 hp/ATL steel-tungsten alloy that resists magical lightning and magical fire -- treat it as if the door always made a saving throw and has 10 points of resistance). Up to 4 PCs at a time can attack the door. Every round, during daytime there is a 20% chance (5% chance at night) that the commotion will attract the attention of a citizen who will alert the city guards (see city guards paragraph). At low levels, Adain will prepare, possibly by casting a Grease spell near the door (see appropriate spell selections) to give him time to summon help (including the local police, for which there is no Summon Police yet unfortunately).

Regarding knock spells, there are one means of closure /2 ATLS, so a single knock spell will work only at ATLS 3 or 5. Otherwise, each “knock” will weaken the door by removing braces and deadbolts , which we model by lowering the DC of a strength check to force open the door (DC 25 + ATL/2 -10 for each “knock”; if this DC seems high to you, remember that other PCs can assist).

The **door on the roof** is similarly constructed, but has only one (big, well oiled) deadbolt to allow a quick escape (DC 20 + ATL/4 strength check to force it open). It has no lock to pick, however. The fact that it has fewer braces and deadbolts is not visible from the outside. It is also trapped when the deadbolt is engaged (as per the back door).

In addition, there is a **trapdoor in the roof** in the workshop's area, for the raven. As the raven is fairly smart, it has a small bolt too that it can draw with its beak to prevent other birds from entering. A PC could break it discreetly (stealth vs perception of anybody present in the workshop at that time) to peek in the workshop. It really is only strong enough to prevent birds from entering, and so the raven can manipulate it easily. However, only something raven-sized or smaller can fit through. A small creature can make a DC 20 +ATL Escape artist check to get in; DC 25 +ATL for medium-sized creatures.

Adain's workshop is warm. A very large furnace glows from heat in a corner. The ceiling is the roof, cathedral style, some 30-40 feet high. This provides space for light fumes and heat to move up and dissipate. The back door is 6 inches thick and hangs on strong, overbuilt hinges. Walls are the same thickness, but the door frame is reinforced and has several latches and 1 inch thick steel deadbolts. The floor is dirt. There are large numbers of disorganized crates and containers of various sizes in one area. There are also large drums and a coal pile not too far (and not too close) to a furnace.

Workbenches methodically spaced throughout the workshop glint with glassware. Continual light spells above each workbench and above a desk

area guarantee some illumination. In the center is circle of sandbags stacked up to shoulder height, presumably a blast area. There is also a large summoning circle.

A little light enters from openings apparently designed more for ventilation while keeping the weather out, than for viewing. Off-center and not quite in a corner is a furnace with multiple little doors at various heights, as well as a tall door and a few funnels. Bags of various supplies are arranged against a wall. There are also a few bookshelves in a corner, and a desk. Chests of drawers and furniture line the rest of the walls.

*There are (or were) stairs leading to a space above the front shop area.
(Give out player handouts)*

See Appendix 1 for details as to what is in the shop and where.

ENCOUNTER 7B: IN THROUGH THE BACK DOOR

Let the PC's make a plan. If they want to disguise themselves and such, give them ample opportunity to do so, then continue below:

A few seconds after you knock, the backdoor opens.

If the PC's have already seen Adain, continue here:

Adain is standing there, his face covered with goggles and a heavy leather apron covers his clothes while his hands are encased in heavier leather gloves. “What do you want?”

If the PC's have not seen Adain before, continue here:

A man stands in front of you, his face covered with goggles and a heavy leather apron covers his clothes while his hands are

encased in heavier leather gloves. “What do you want?”

Let the PC’s use whatever ruse they have planned. He will acknowledge he is Adain the Alchemist. He will allow them to bring a large or multiple packages into the shop. He will sign whatever is presented to him after he reads it. He will not answer questions about what he is working on.

Adain's workshop is warm. A very large furnace glows from heat in a corner. The ceiling is the roof, cathedral style, some 30-40 feet high. This provides space for light fumes and heat to move up and dissipate. The back door is 6 inches thick and hangs on strong, overbuilt hinges. Walls are the same thickness, but the door frame is reinforced and has several latches and 1 inch thick steel deadbolts. The floor is dirt.

There are large numbers of disorganized crates and containers of various sizes in one area. There are also large drums and a coal pile not too far (and not too close) to a furnace.

Workbenches methodically spaced throughout the workshop glint with glassware. Continual light spells above each workbench and above a desk area guarantee some illumination. In the center is circle of sandbags stacked up to shoulder height, presumably a blast area. There is also a large summoning circle.

A little light enters from openings apparently designed more for ventilation while keeping the weather out, than for viewing. Off-center and not quite in a corner is a furnace with multiple little doors at various heights, as well as a tall door and a few funnels. Bags of various supplies are arranged against a wall. There are also a few bookshelves in a corner, and a desk. Chests of drawers and furniture line the rest of the walls

If the delivery ruse is used, continue here:

After the package/packages has been delivered, Adain rummages in his pocket under the heavy apron. He comes up empty. He looks at you, “Wait here. I don’t seem to have any coins on me. I will have to run upstairs to get your tip. Please wait here and don’t touch anything. Some of these things are pretty explosive and you could lose a finger or worse.”
Adain leaves you standing there while he goes to up the stairs at the back of the workshop.

The PC’s will have 10 rounds to search before Adain reappears at the top of the stairs. If the PC’s are caught, go to appendix 1 for the Adains’s statistics and tactics.

See Appendix 1 for details as to what is in the shop and where.

ENCOUNTER 7C: LOCATE OBJECT

If the PC’s attempt to cast **Locate Object** or go to the Temple of Destine for guidance, see below:

Locate Object on the refined ore will direct the PC’s to Adain’s workshop and the workbenches. Once inside the workshop, the DC to locate these blanks is reduced by 10. See Appendix 1 for tactics and searching.

ENCOUNTER 7D: TALK, TALK

You return to the Guild House and are quickly shown to the room with the frame. The same gnome is there with a large board with numbers and symbols written all over it. He looks up at you and says, “On your way to Amthydor? Are you sure I can’t interest you in a trip to the moon? I think I have the coordinates and trajectory worked out.”

Let the PC's say whatever they want before continuing:

The gnome shows you the circle on the ground in front of the portal. He does a couple of things to the frame and that quickly becoming familiar feeling comes over you again. Your skin tries to run away from your skeleton. Your stomach is also trying to escape from your body. Before you know it, you are standing in the circle at the League in Amthydor.

Allow the PC's to make up their minds where they want to go and go to **Conclusion H.**

- If the PC's get caught breaking in, go to **Conclusion A.**
- If the Falgoth Party captures Adain from the party, go to **Conclusion B.**
- If Adain died in the fight without Adain revealing his secrets since Falgoth would rather kill him than allow him to go to Amthydor, go to **Conclusion C.**
- If the PC's fight off the Falgoth party and convince Adain to return with them to Amthydor, go to **Conclusion D.**
- If the PC's take Adain back to Amthydor, but he refuses to talk, go to **Conclusion E.**
- If the PC's give Adain to the Falgoth party, go to **Conclusion F.**
- If Adain died in the fight and did reveal his secrets to the party, go to **Conclusion G.**

Note on Role-Playing Adain: Adain, despite being bright, is easily influenced. Yet, he strongly believes in socialist and communist ideas, inasmuch as they relate to the state providing to the individual and "redistributing rich people's wealth to worthy causes" (that is, him and the pursuit of alchemy). He is not arrogant, giving equal attention to all members of a party (probably to the annoyance of the leader). He would of course be delighted if a noble would commit to sponsor his experiments and lab expenses for several years, in which case he would cease making fake coins. If he gets excited he can change languages mid-sentence. If you know Spanish, French, etc..., feel

free to say half of your sentences in English and the other half in the other language, or insert various foreign words. Feel free to make him spout various socialist or communist ideas, or discuss intensely alchemy with any interested PC. He has no special loyalty to Tranthus and will consider offers to work for any non-evil, rich employer. Of course, should a PC manage to hire him, the PC will become responsible for his activities, which may get the PC in various troubles with Amthydor.

Lingott will defend Adain with strong, committed loyalty. However, Adain will leave Lingott to fend for himself. Lingott provides security for Adain so "it's his job". Lingott doesn't know how to make or process tungsten. Lingott is loyal to Adain, because when he was deeply indebted and gangs of "collectors" were after him, Adain paid them off. Adain pays him well and regularly (with real silver and gold), equips him, gives him attention and respect, and hired Lingott when he was down on his luck.

ATL Independent Notes

Social Context: Adain has made donations to many social causes (orphans, police veteran funds, etc...) and so is well regarded in town. Any accusation against Adain needs to be well supported by evidence, or the PCs will be told to stop making trouble and asked to leave town. This could escalate to the "tarred and feathered" conclusion.

CONCLUSION A: INKED AND SMEARED IN MUD

Adain makes sure all of your wounds are treated, without using healing. Then he looks at you and smirks. With the help of several Tranthus citizens and police who hold you still, you are stripped to your essential underwear, then tarred and feathered. You are then transported to the outskirts of Tranthus, dumped there with your possessions, and told never to come back. Your mission is an utter failure, and if the Tranthus mayor learns that you were employed by Amthydor, this could cause frictions. Amthydor is unlikely to hire you again.

The tar is Adain's special formulation, which will stick to a PC's skin for 10 Time Units after the end of this adventure, unless some form of strong magical cleaning is used. Hand to the PCs the "Tarred and Feathered" certificates. Note that the PCs aren't officially banned from Tranthus. However, getting service of any kind in Tranthus will be impossible for anyone having received this treatment, unless they are skillfully disguised. The PCs have failed their mission, although Adain will be more discreet in the future. In addition, the PCs take a long time to get home, avoiding being seen, so this adventure costs them 10 time units instead of 5.

CONCLUSION B: FALGOTH'S ASCENDANCE

The agents of Falgoth are elated about their success. Thanks to your blunders, they found Adain and are bringing him to Falgoth. Once there, he will be forced or convinced to reveal all his secrets and use his genius for them. Falgoth will now get respect and power!

CONCLUSION C: DIRGE FOR A GENIUS

A few people pay their respects to Adain's corpse, mostly business partners not realizing

they were paid in fake money. Nobody seems to know his next of kin. Paid mourners chant a woeful dirge about lost futures and opportunities. You return to Amthydor empty handed, but at least you stopped the production of fake gold pieces. That should be worth something?

CONCLUSION D: TENTATIVELY SPEAKING

Adain seems relieved, and he explains that at least now he doesn't have to wonder anymore who will find him out. Your argument for Amthydor made Adain hope that he might earn absolution for his economic crimes in return for his cooperation. Certainly, it would be a waste to not let him perform community service.

CONCLUSION E: SILENT PRISONER

You captured Adain and stopped the production of fake gold pieces, so one could say your mission was successful. However, Adain won't tell you his secret. Let's hope people in Amthydor are more persuasive.

CONCLUSION F: FOR A FEW SILVER PIECES

You gave Adain away to the Falgoth representatives, and everyone is happy (except the alchemist of course). You got a reward from Amthydor, and a payment from Falgoth. Must be nice to be you.

CONCLUSION G: EASY COME, EASY GO

Adain revealed his secrets to you, but he was captured or killed by the Falgoth party. You stopped the production of fake gold pieces and know how they were made, but without Adain, it's not certain that the process can be replicated. Good cooks often omit,

intentionally or because they think it's obvious, crucial details from recipes. Still, you should get a good reward from Amthydor.

Conclusion H: Diplomacy for All

After several run-arounds and other bureaucracy, you finally get someone who can help you. By the time the diplomats all get together and start talking out a solution, Adain found out what was going on and fled the country. His location is unknown and probably will remain that way until more fake coins start showing up.

Thus Ends “Must Be Nice”

TIME UNIT COST: 10 TU for conclusion A, 5 TU otherwise.

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	600	850	1200	1800	2900	4500	7000	10500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500
Maximum Possible XP	650	900	1300	1900	2100	4700	7200	11000

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

TREASURE SUMMARY

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

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

All Conclusions (for PCs that chose to spend money on it)

- **Masterwork Jewelry from Castor (1 Per PC)** - The PC may have one piece of fine, complex jewelry valued at least 1,000 gp custom-made for only the price of metals and stones (half price) if they provided the handkerchief to Castor. Otherwise Castor's prices are at a 50% premium.

On the lines below, write in the item purchased, the gold spent, and the value. While the item may be traded after purchase, this cert may not.

Item: _____

Cost: _____

Value: _____ (Cost x2)
(Value: Varies, Tradable: No, CL: Nil, Rarity: Common, Legality: Legal)

Conclusion A:

- There is no treasure for this conclusion as the PCs utterly failed.

Conclusions B, F and G:

- The PCs get 100 gp *ATL for temporarily stopping the manufacture of fake gold pieces.

Conclusion C

- 200gp *ATL for permanently stopping the manufacture of fake gold pieces.

Conclusions D, E, and H:

- 200gp *ATL for permanently stopping the manufacture of fake gold pieces.
- **Favor of the Merchant's Guild (1 Per PC)** - In reward for your help with the merchant's guild of Amthydor, the next item purchased at an LSJ Shopping Spree will be at a 20% discount. (Value: Varies, Tradable: No, CL: Nil, Rarity: Common, Legality: Legal)

Conclusions D and E:

- **Composite Strength Shortbow** - This bow is crafted for a strength of _____. (Fill in the blank. It may not be changed)

[] ATL 1: Masterwork (Value: 375 gp)
[] ATL: 3-5: +1 (Value: 2,375 gp; CL 5)
[] ATL: 7-9: +2 (Value: 8,375 gp; CL 6)
[] ATL 11+: +3 (Value: 18,375 gp; CL 9)
(Value: Varies, Tradable: No, CL: Varies, Rarity: Common, Legality: Legal)

- **Dagger**

[] ATL 1: Masterwork (Value: 302 gp)
[] ATL: 3-5: +1 (Value: 2,302 gp; CL 5)
[] ATL: 7-9: +2 (Value: 8,302 gp; CL 6)
[] ATL 11+: +3 (Value: 18,302 gp; CL 9)
(Value: Varies, Tradable: No, CL: Varies, Rarity: Common, Legality: Legal)

- **Honest Rewards For Honest Money (Number of PCs-2 (Note that Cohorts count as PCs for this cert))**

[] ATL 1: 2 Flasks of Universal Solvent (Value: 50 gp; CL 3; unslotted)
[] ATL:3: Amulet of Natural Armor +1 (Value: 2,000 gp; CL 5; Neck slot)
[] ATL:5: Metamagic rod (lesser) silent (Value: 3,000 gp; CL 17; unslotted)
[] ATL:7: Headband of Vast Intelligence +2 (Value: 4,000 gp; CL 8; Knowledge (local); Headband slot)
[] ATL 9: Amulet of Natural Armor +2 (Value: 8,000 gp; CL 6; Neck slot)
[] ATL: 11: Metamagic rod (normal) silent (Value: 11,000 gp; CL 17; unslotted)

[] ATL 13: Helm, Winged (as per Boots Winged) (Value: 16,000 gp; CL 8; Head slot) (Value: Varies, Tradable: No, CL: Varies, Rarity: Common, Legality: Legal)

- **Potion(s) 1 Per PC)**

[] ATL 1: Potion of Cure Light Wounds (Value: 50 gp; CL 1)
[] ATL: 3: Potion of Cure Moderate Wounds (Value: 300 gp; CL 3)
[] ATL: 5: Potion of Cure Serious Wounds (Value: 750 gp; CL 5)
[] ATL: 7: Potion of Cure Serious Wounds (Value: 750 gp; CL 5), and a Potion of Cure Light Wounds (Value: 50 gp; CL 1)
[] ATL 9: Potion of Cure Serious Wounds (Value: 750 gp; CL 5), and a Potion of Cure Moderate Wounds (Value: 300 gp; CL 3)
[] ATL: 11: 2 Potions of Cure Serious Wounds (Value: 750 gp; CL 5)
[] ATL 13: 3 Potions of Cure Serious Wounds (Value: 750 gp; CL 5)
(Value: Varies, Tradable: No, CL: Varies, Rarity: Common, Legality: Legal)

Conclusions D and E, Premiere event only:

- **Boon of the Merchant's Guild.** Through a master weaponsmith member of the Merchant's Guild, you receive a prototype tungsten thrown weapon or ammunition of your choice. This includes exotic ammunition or an exotic thrown weapon. Ammunition can be used with unmodified ranged weapons. Ammunition (arrows, blowgun darts, bolts, or sling bullets) will be given in a set of 20. Thrown weapons that are treated as ammunition (shuriken) will be given in a set of 10. Magical ammunition, and thrown weapons that are treated as ammunition are expendable. This prototype tungsten ammunition bypasses 1 point of damage reduction or hardness. At ATL 7 and above, you may opt to replace one '+' with the Distance special ability.
[] ATL 1 Masterwork (Value +500gp)
[] ATL 3-5 +1 (value +2,500gp CL 5)

[]ATLs 7-9: +2 (value +8,500gp, CL 6),
[]ATLs 11-13:+3 (value +18,500, CL 9)
(Value: Varies, Tradable: No, CL:
Varies, Rarity: Common, Legality:
Legal)

APPENDIX 1

Searching Adain's workshop

The furnace. There is a fire elemental in the furnace. It will get out of the furnace if attacked or if the PCs open the large door. It will then attack any PCs. It is there as a service to Adain, using something similar to Planar Binding (see stat blocks). After fighting the PCs, it will return to its home plane.

The blast area: The stamps are normally hidden between sandbags. The sandbags are used to provide cover from the blast area used when mixing dangerous things. PCs walking past the blast area can notice that the bags are of different ages. A few seem out of place as they don't have quite exactly the same pattern of chemical burns as the others (DC 25 +ATL perception). Actively searching lowers the DC to 20 +ATL). "Taking 20" for the search (e.g., turning and searching every bag) is not possible under normal circumstances. If police is there, they won't let the PC's do that unless the PC's have already found something.

The desk: There are miscellaneous notes on experiments. Notes on making tungsten can easily be found but they are obfuscated, which means they are difficult to figure out on purpose unless one knows how to interpret them. Adain is very good at linguistics; essentially they are encoded. Figuring out that they refer to how to make tungsten requires a linguistics check DC 1 + Adain's linguistics skill, although one could guess from the circumstances. Understanding the general idea of how it's done requires a linguistics check DC 5 + Adain's linguistics skill. Deciphering them fully requires a linguistics check DC 10 + Adain's linguistics skill (see stat blocks). Using the spell comprehend languages gives a +5 bonus -- it isn't an automatic success, because this isn't simply another language.

Adain's Apartment: Adain's spellbooks are hidden in his apartment, but due to their size are fairly easy to find (DC 10 +ATL perception check while actively searching). It is otherwise a regular apartment with a comfortable chair. Lingott has his own apartment, of equal size.

The workbenches: There are tungsten blanks hidden in drawers with secret compartments (DC 15 +ATL to find). The workshop contains various experiments in progress, as well as bottles of various chemicals in flasks. Some of these resemble potions. PCs ingesting the contents of the vials indiscriminately risk: nausea (vomiting or violent diarrhea), and a change in their skin color until their next adventure (5% chance, either yellow or blue). Nothing is magical.

<i>Roll (d10)</i>	<i>Result of ingesting vial</i>
1	Nauseated (2d4 rounds)
2	Sickened (1d6 rounds)
3	PC burps <i>and</i> farts loudly (1d6 rounds)
4	Skin color change
5	Hair falls out (will regrow)
6	PC feels hungry
7-10	Randomly sweet, salty,

bitter, etc... or just
plain bad taste

Manipulating experiments in progress may result in hisses, bad smells or explosions.

<i>Roll (d10)</i>	<i>Result of disturbed experiment</i>
1-7	Hiss (nothing else happens, experiment is ruined)
8	Cloud of smoke (treat as Obscuring Mist, 1 round duration)
9	Acid (1d6) (creature only)
10	Explosion (1d6), 10' radius

Large or huge creatures fighting in the workshop will destroy experiments randomly -- describe the effects for story-telling's sake or to create a special atmosphere for the fight. Feel free to ignore the damage if time is short or the PCs are already in bad shape.

The stairs are collapsible. If Adain had advance warning, Lingott and him retreated to the second floor balcony (above the shop) and collapsed the stairs. The balcony railings are solid and provide **cover (+4 AC)** from those below. The collapsed stairs become basically timber. PCs could at best take the main beams, lean them against the balcony, and attempt to climb (DC 15 climb roll, as the beam is not secured). Acrobatic PCs can also jump up and pull themselves over the railings (two separate rolls: jump up to catch the 11 feet high floor with the tips of fingers, then climb). A monk might be able to simply jump up by spending a ki point, if Adain hasn't had time to put up another barrier.

From there Adain and Lingott can pepper spells and arrows on intruders. The blast area can provide partial cover to tactically minded PCs; it's only partial because Adain and Lingott have a view from above. Adain can also create a Wall of Stone to defeat climbers and jumpers, yet leave arrow slits through which to shoot and cast with **improved cover (+8 AC)**.

Behind the balcony are Adain and Lingott's living quarters, arranged into independent small apartments of equal size. Noise in the shop below or in each other's apartments is very likely to wake up Adain or Lingott. Stairs from the balcony lead to a door to the roof over the shop. The roof has been organized into a sunbathing and relaxation area. This is where Adain will escape if there's any chance the PCs will seriously hurt him. He would then jump off (remember the air elem's feather fall) or fly away if he has cast the spell, or dimension door, etc... Lingott is security so it's "his job" to help Adain escape and delay pursuers. **In each stat block there are suggested tactics appropriate for the ATL. Please use them.**

City guards are assumed to be beyond the PC's ATL and are a fight PCs can't win. They appear no more than 3 minutes (30 rounds) after an alarm is raised and will whistle for reinforcements if the PC's appear troublesome.

A

Appendix 1 Continued

Note on Adain's strategies: Adain is not a violent person, and will summon monsters to defend himself. He abhors killing (at least directly), so most of his spells aim at disabling, delaying or debuffing enemies while summoned monsters deal with them, while the police is on its way, or while he escapes with his familiar. He believes unwisely that he has done "nothing really wrong" but realizes that others will not

see it that way, so he will hide his activities and won't volunteer information. However, he will surrender to powerful enemies if given a chance instead of dying in combat. If adventurers attack him in the city and he manages to flee, he will seek aid from local police and any fighters-types he encounters. Unfortunately for him, if this happens he may get captured or turned by agents of a foreign power (Falgoth) who deceive him and seize the occasion (see encounter "Falgoth's Bid"). If he unexpectedly wins the fight, he will try to keep the PCs alive. Any PC who gets captured by Adain or police will be tarred, feathered, and paraded through Tranthus and out.

ATL 1

✂ Fire Elemental in the Furnace (Augmented CR1)

N Small outsider (elemental, extraplanar, fire)

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

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

hp 13 (2d10)

Fort +5, **Ref** +4, **Will** +0

Immune elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee slam +6 (1d4+2 plus burn)

Special Attacks burn (1d4, DC 11)

Str 14, **Dex** 13, **Con** 14, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +5, Climb +4, Escape Artist +5,

Intimidate +4, Knowledge (planes) +1, Perception +4

✂ Adain, 4th level Wizard (Conjurer)

CG Air Elem (Medium)

Init +4; **Senses** normal; Perception +1 or +3 (familiar Alertness)

AC 18, touch 14, flat-footed 14;

AC 22, touch 18, flat-footed 18; (Shield spell);

hp 28

Fort +3, **Ref** +5, **Will** +1

Defense Abilities +2 to all saves against air spells and effects; **DR 2 vs electricity**

Spd 30 ft.

Melee Light Mace (1d6-2)

Ranged Sling 1d4 (range 50')

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

Special Attacks None

Concentration Check: d20+13 (4+5+4)

Spells Known Level 0: Detect Magic,

Prestidigitation, Light, Read Magic, Ghost Sound

Level 1 (DC 16): Grease (4 min), Color Spray,

Obscuring Mist (4 min), Shield (4 min), Silent

Image (con)

Level 2 (DC 17): Glitterdust (6 rnds), 2x Summon Monster 2 (6 rnds), Invisibility (4 min)

Str 7, Dex 18, Con 14, Int 21, Wis 5, Cha 11

Base Atk +2; CMB +0; CMD 14

Feats Toughness, Combat Casting, Alertness

Skills Acrobatics +4, Appraise +12, Bluff +4, Craft (Alchemy) +12, Craft (Goldsmithing) +10, Craft (Traps) +9, Knowledge (arcana) +10, Knowledge (engineering) +9, Linguistics +12, Perception +1/+3(familiar), Sense Motive +0, Spellcraft +9, Stealth +5

Languages Auran, Common, Aedaran, Athyran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Terran (2 racial, 5 Int bonus, 4 ranks linguistics)

Gear Lesser metamagic rod, silent, Potion of Cure Light Wounds, ~~Scroll of Mage Armor~~

Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells

Special Abilities Acid dart 1d6+2, 8/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

✂ **Adain's Raven Familiar:**

N Tiny Animal

Init +2; **Senses** low-light vision; Perception +12

hp 18 (4 hit dice)

AC 16, **touch** 14, **flat-footed** 14 (+2 Dex, +2 size, +2 nat.)

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

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +4 (1d3-4)

Space 2-1/2 ft. **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 7, **Wis** 15, **Cha** 7

Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse

Skills Fly +5, Perception +12 (4+3+2+3), Appraise +0, Bluff +2, Craft (Alchemy) +2, Craft (Goldsmithing) 0, Craft (Traps) -1, Knowledge (arcana) +0, Knowledge (engineering) -1, Linguistics +2 (4 ranks), Sense Motive +5, Spellcraft -1, Stealth +3

Languages Common, Auran, Dwarven, Elven, Gnome

✂ **Lingott, 3rd level ranger**

N Lupaari (Medium)

Init +3(+5 Urban); **Senses** low-light vision; Perception +9/+11 (Urban) /+13 (Halflings)/+15

(scent, sight, sound)

AC 20, **touch** 13, **flat-footed** 17;

hp 36

Fort +5, **Ref** +6, **Will** +4

Spd 20 ft.(x4)

Melee Falchion +7 (2d4 +4, 18-20 x2)

Ranged Composite Longbow, +6 (1d8+3, range 110') Point Blank Shot + Rapid Shot +5/+5 (1d8+6, range 110')

Favored enemies Halflings (+2)

(Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival)

Favored Terrain Urban (+2)

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

Str 17, **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5

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

Feats Endurance, Point Blank Shot, Rapid Shot, Additional Domain (Animal), Endurance, Precise Shot

Skills Craft Alchemy +2, Craft Sculpting +4, Diplomacy -2, Handle Animal +1, Heal +7, Sense motive +4, Stealth +4/+6 (Urban)

Languages Common, Lupaari

Gear Breastplate (MW), Falchion (MW),

Composite Longbow Str 16

Ex: Woodland stride

✂ **Celestial Ant Worker** (summoned):

NG Medium Vermin

Init +0; **Senses** darkvision 60 ft., scent; Perception +5

AC 15, **touch** 10, **flat-footed** 15; (+5 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

Defense Abilities **ER** Cold, Acid, Electricity 5

Spd 50 ft, **Climb** 20 ft

Melee bite +3 (1d6+2)

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats Toughness

Skills Climb +10, Perception +5, Survival +5;

Racial Modifiers +4 Perception, +4 Survival

✂ **Small Earth Elemental** (summoned):

N Small outsider (earth, elemental, extraplanar)

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

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

hp 13 (2d10+2)

Fort +4, **Ref** −1, **Will** +3

Immune elemental traits (Immunity to paralysis, poison, sleep effects, and stunning).

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.)

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

Melee slam +6 (1d6+4) or +7 (1d6+5) (earth mastery)

Special Attacks earth mastery

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

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

Feats Improved Bull Rush, Power Attack

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. The workshop's floor is dirt, BTW!

Tactics

Adain's raven compensates nicely for Adain's weaknesses (perception, sense motive) during non-violent activities. Should there be a fight, the raven flies (there's a tiny trapdoor for it on the second floor to come and go) to get help from police. As it speaks common, it can explain to police that Adain needs help. As Adain is an upstanding citizen (see social context), police will be eager to help and will arrive running at the start of the 15th round, counting from when Adain or Lingott retreated from the front shop (if applicable). Should the PCs fight the police, they will become wanted criminals, resulting in at least the **tarred and feathered** conclusion or more dire consequences.

Adain and Lingott will fight defensively from the 2nd floor balcony. Lingott will collapse the stairs so PCs will have to jump and climb, DC 10 (2.5 feet to reach the ledge with hands for a medium-size creature) followed by DC 15, or for a monk, an unassisted jump, DC 40. They will gladly let PCs escape if the fight turns against the PCs (and then contact police). Otherwise escape to get local

police to capture PCs who will become wanted criminals, possibly leading to the “tarred and feathered” conclusion. First use debuffs (Glitterdust for AoE blindness, Color Spray to disable them). Use Grease to make climbing PCs fall before reaching the balcony and take falling damage. Then, turn invisible and silently (metamagic rod) cast non-attack spells (monster summoning, silent image). Summon elementals to go after the slow, high AC party members, and worker ants to go after the faster, softer ones. Cover escape (e.g., to roof) with Obscuring Mist. Jump down and run (Feather fall SU). Note that Adain can talk to the elemental.

ATL 3

⚔ Fire Elemental in the Furnace (Augmented CR3)

N Medium outsider (elemental, extraplanar, fire)

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

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

hp 36 (4d10+8)

Fort +8, **Ref** +7, **Will** +1

Immune elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee slam +9 (1d6+3 plus burn)

Special Attacks burn (1d6, DC 14)

Str 16, **Dex** 17, **Con** 18, **Int** 4, **Wis** 11, **Cha** 11

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

Feats Dodge, Improved Initiative, Mobility, Weapon Finesse

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

⚔ Adain, 5th level Wizard (Conjurer), 1st level Elem Paragon

CG Air Elem (Medium)

Init +4; **Senses** normal; Perception +6 or +8 (familiar Alertness)

AC 18, **touch** 14, **flat-footed** 14;

AC 22, touch 18, flat-footed 18; (Shield spell);
hp 46
Fort +5, **Ref** +6, **Will** +3
Defense Abilities +2 to all saves against air spells and effects; **DR** 5 vs electricity
Spd 30 ft. **Fly** 60 ft
Melee Light Mace (1d6-2)
Ranged Sling 1d4 (range 50')
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Concentration Check: d20+16 (6+6+4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 16): Grease (6 min), Color Spray, Obscuring Mist (6 min), Shield (6 min), Silent Image (con)
Level 2 (DC 17): Glitterdust (8 rnds), Hideous Laughter (6 rnds), Invisibility (6 min), Mirror Image (1d4+2 images), Web (60 min)
Level 3 (DC 18): 3x Summon Monster 3 (8 rnds), Fly
Str 7, **Dex** 18, **Con** 14, **Int** 21, **Wis** 5, **Cha** 11
Base Atk +3; **CMB** +1; **CMD** 15
Feats Toughness, Combat Casting, Quicken, Spell Focus (Conjuration), Alertness (Raven familiar)
Skills Appraise +12, Bluff +5, Craft (Alchemy) +14, Craft (Goldsmithing) +11, Craft (Traps) +9, Fly +8/+11 (Fly spell), Knowledge (arcana) +13, Knowledge (engineering) +9, Knowledge (Planes) +13, Linguistics +14, Perception +6/+8(familiar), Sense Motive -2, Spellcraft +13, Stealth +5
Languages Auran, Common, Aedaran, Athyr, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Rhenese, Sylvan, Terran (2 racial, 5 Int bonus, 6 ranks linguistics)

Gear Lesser metamagic rod, silent, Potion of Cure Moderate Wounds, ~~Scroll of Mage Armor~~
Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells
Special Abilities Acid dart 1d6+2, 8/day.

✂ Adain's Raven Familiar:

N Tiny Animal
Init +2; **Senses** low-light vision; Perception +14
hp 27 (6 hit dice)
AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)

Fort +2, **Ref** +4, **Will** +8
Speed 10 ft., **fly** 40 ft. (average)
Melee bite +5 (1d3-4)
Space 2-1/2 ft. **Reach** 0 ft.
Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7
Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse
Skills Appraise 0, Fly +6, Perception +14 (6+3+2+3), Bluff +4, Craft (Alchemy) +5, Craft (Goldsmithing) +2, Craft (Traps) 0, Knowledge (arcana) +4, Knowledge (engineering) 0, Linguistics +5 (6 ranks), Sense Motive +5, Spellcraft +4, Stealth +6 (1+3+2)
Languages Common, Auran, Celestial, Dwarven, Draconic, Elven, Gnome
Special Abilities Speak with Master, Deliver touch spells, share spells, empathic link

✂ Lingott, 5th level ranger

N Lupaari (Medium)
Init +3(+5 Urban); **Senses** low-light vision; Perception +13/+15 (Urban) /+17 (Halflings)/+19 (scent, sight, sound)
AC 20, touch 13, flat-footed 17;
hp 56
Fort +6, **Ref** +7, **Will** +4
Spd 20 ft.(x4)
Melee Falchion +10 (2d4 +6, 18-20 x2)
Power Attack +8 (2d4 + 12, 18-20 x2)
Ranged Composite Longbow, +9 (1d8+5, range 110') Rapid Shot + Point BS +8/+8 (1d8+6, range 110')
Favored enemies Halflings (+4), Humans (+2) (Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival)
Favored Terrain Urban (+4), Mountain
Space 5 ft.; **Reach** 5 ft.
Spells Known Resist Energy (20 min), Longstrider (2hours), Calm Animals (domain spell)
Str 18, **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5
Base Atk +5; **CMB** +9; **CMD** 22
Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Endurance, Precise Shot
Skills Climb +5, Craft Alchemy +2, Craft Sculpting +6, Diplomacy -1, Handle Animal +2, Heal +7, Sense motive +5, Stealth +4/+6 (Urban), Survival +3
Languages Common, Lupaari
Gear Breastplate (MW), Falchion (MW),

Composite Longbow Str 18 (MW), Potion of Cure
Moderate Wounds
Ex: Woodland stride

⚔ "Trooper", Lingott's Companion Wolf

N Medium Animal
Init +3; **Senses** Scent, Perception +6
hp 29 (4 hit dice)
AC 23, touch 14, flat-footed 19
Fort +6, **Ref** +7, **Will** +2
Speed 50 ft.
Melee bite +6 (1d8+4 +**trip free action!**)
Space 5 ft. Reach 5 ft.
Str 16, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +6; **CMD** 20
Feats Armor proficiency, light; Dodge
Skills Acrobatics +6, Climb +6, Perception +6
Gear Animal Chain shirt +1
Special Abilities: Link, Share Spells, Evasion
Tricks: Attack, Down, Guard, Heel

Tactics

Summon two small earth elementals (note that Adain can talk to the elementals) or two ant workers per summoning spell. Fly, invisibility and a silent metamagic rod, with a little bit of stealth and monster summoning spells should prove quite a challenge to the PCs. They will gladly let PCs escape if the fight turns against the PCs (and then contact police). Otherwise escape to get local police to capture PCs who will become wanted criminals, possibly leading to the "tarred and feathered" conclusion. First use debuffs (Glitterdust for AoE blindness, Color Spray to disable them). Use Grease to make climbing PCs fall before reaching the balcony and take falling damage. Then, turn invisible and silently (metamagic rod) cast non-attack spells (monster summoning, silent image). Summon elementals to go after the slow, high AC party members, and worker ants to go after the faster, softer ones. Cover escape (e.g., to roof) with Obscuring Mist. Jump down and run (Feather fall SU). Note that Adain can talk to the elemental.

ATL 5

⚔ Fire Elemental in the Furnace (Augmented CR5)

N Large outsider (elemental, extraplanar, fire)
Init +9; **Senses** darkvision 60 ft.; Perception +11
AC 19, touch 15, flat-footed 13 (+5 Dex, +1 dodge, +4 natural, -1 size)
hp 70 (8d10+16)
Fort +10, **Ref** +11, **Will** +4
DR 5/—; Immune elemental traits, fire
Weaknesses vulnerability to cold
Speed 50 ft.
Melee 2 slams +14 (1d8+4 plus burn)
Space 10 ft.; Reach 10 ft.
Special Attacks burn (1d8, DC 16)
Str 18, **Dex** 21, **Con** 18, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +11; **CMD** 27
Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +14, Climb +11, Escape Artist +12, Intimidate +9, Knowledge (planes) +5, Perception +11

N Medium outsider (elemental, extraplanar, fire)
Init +7; **Senses** darkvision 60 ft.; Perception +7
AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)
hp 36 (4d10+8)
Fort +8, **Ref** +7, **Will** +1
Immune elemental traits, fire
Weaknesses vulnerability to cold
Speed 50 ft.
Melee slam +9 (1d6+3 plus burn)
Special Attacks burn (1d6, DC 14)
Str 16, **Dex** 17, **Con** 18, **Int** 4, **Wis** 11, **Cha** 11
Base Atk +4; **CMB** +5; **CMD** 18
Feats Dodge, Improved InitiativeB, Mobility, Weapon FinesseB
Skills Acrobatics +8, Climb +7, Escape Artist +8, Intimidate +5, Knowledge (planes) +1, Perception +7

⚔ Adain, 5th level Wizard (Conjurer), 2nd level Elem Paragon, 1st level Arcane Ascendant

CG Air Elem (Medium)
Init +4; **Senses** normal; Perception +8 or +10 (familiar Alertness)
AC 20, touch 14, flat-footed 16;

AC 24, **touch** 18, **flat-footed** 20; (Shield spell);
hp 62
Fort +6, **Ref** +6, **Will** +5
Defense Abilities +2 to all saves against air spells and effects; **DR** 2 vs electricity
Spd 30 ft. **Fly** 60 ft
Melee Light Mace (1d6-2)
Ranged Sling 1d4 (range 50')
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Concentration Check: d20+21 (8+9+4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 20): Grease (8 min), Magic Missile (4x 1d4+1), Obscuring Mist (8 min), Shield (8 min), Silent Image (con), ~~Mage Armor~~ (8 hours)
Level 2 (DC 21): Glitterdust (10 rnds), Hideous Laughter (8 rnds), 2x Invisibility (8 min), Mirror Image (1d4+2 images), Web (80 min)
Level 3 (DC 22): Haste (8 rnds), Slow (8 rnds), Fly, Stinking Cloud (10 rnds)
Level 4 (DC 23): 3x Summon Monster 4 (10 rnds), Black Tentacles (10 rnds, CMB 13, CMD 23)
Str 7, **Dex** 18, **Con** 14, **Int** 24 (28), **Wis** 5, **Cha** 11
Base Atk +4; **CMB** +2; **CMD** 16
Feats Toughness, Combat Casting, Spell Focus (Conjuration), Quicken, Augment Summoning, Alertness
Skills Appraise +13, Bluff +10, Craft (Alchemy) +17, Craft (Goldsmithing) +13, Craft (Traps) +10, Diplomacy +7, Fly +11/+14 (Fly spell), Knowledge (arcana) +14, Knowledge (engineering) +10, Knowledge Planes +14, Linguistics +17, Perception +8/+10(familiar), Sense Motive +0, Spellcraft +14
Languages Auran, Common, Aedaran, Athyran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Ramanthan, Rhenese, Sadaharan, Sylvan, Terran (2 racial, 5 Int bonus, 8 ranks linguistics)

Gear Normal metamagic rod: silent, Potion of Cure Serious Wounds, ~~potion of Fox Cunning~~, ~~potion of Barkskin~~

Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells, Ascendant Focus
Special Abilities Acid dart 1d6+2, 10/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

✂ **Adain's Raven Familiar:**

N Tiny Animal
Init +2; **Senses** low-light vision; Perception +16
hp 36 (8 hit dice)
AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)
Fort +1, **Ref** +4, **Will** +8
Speed 10 ft., **fly** 40 ft. (average)
Melee bite +6 (1d3-4)
Space 2-1/2 ft. **Reach** 0 ft.
Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7
Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse
Skills Appraise 0, Fly +9, Perception +16 (8+3+2+3), Bluff +6, Craft (Alchemy) +7, Craft (Goldsmithing) +3, Craft (Traps) +0, Diplomacy +2, Knowledge (arcana) 4, Knowledge (engineering) +0, Linguistics +7 (8 ranks), Sense Motive +9, Spellcraft 4, Stealth +6 (1+3+2)
Languages Common, Auran, Celestial, Dwarven, Draconic, Elven, Gnome, Sylvan, Terran
Special Abilities Speak with Master, Deliver touch spells, Share spells, Empathic link, Speak with animals of its kind (birds)

✂ **Celestial Grizzly Bear** (summoned, augmented):

N Large animal
Init +1; **Senses** Darkvision 60 ft, scent ; Perception +6
AC 16, **touch** 10, **flat-footed** 15 (+1 Dex, +6 natural, -1 size)
hp 52 (5d8+30)
Fort +10, **Ref** +5, **Will** +2
Defense Abilities ER Cold, Acid, Electricity 10;
DR 5/evil
Speed 40 ft.
Melee 2 claws +9 (1d6+7 plus grab), bite +9 (1d6+7)
Space 10 ft.; **Reach** 5 ft.
Str 25, **Dex** 13, **Con** 23, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +11 (+15 grapple); **CMD** 22 (26 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +6, Survival +5, Swim +14; Racial Modifiers +4 Swim

✂ **Lingott, 7th level ranger**

N Lupaari (Medium)

Init +3(+5 Urban); **Senses** low-light vision; Perception +15/+17 (Urban) /+19(Halflings)
AC 22, touch 15, flat-footed 19;
hp 76
Fort +8, **Ref** +9, **Will** +6
Spd 20 ft.(x4)
Melee Falchion +12/+7 (2d4 +6, 18-20 x2)
Power Attack +10/+5 (2d4 + 12, 18-20 x2)
Ranged Composite Longbow, +11/+4 (1d8+4, range 110') Rapid Shot + Point BS + Manyshot +10/+10/+10/+5 (1d8+6, range 110')
Favored enemies Halflings (+4), Humans (+2) (Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival)
Favored Terrain Urban (+4), Mountain
Space 5 ft.; **Reach** 5 ft.
Spell-Like Ability (sp): Speak with animals for 7 rounds/day
Spells Known Resist Energy (40 min), Longstrider (4 hours), Calm Animals (domain spell)
Level 2: Barkskin (40 min), Hold Animal (domain spell)
Str 18, **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5
Base Atk +7; **CMB** +11; **CMD** 26
Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Endurance, Power Attack, Precise Shot, Manyshot
Skills Climb +5, Craft Alchemy +2, Craft Sculpting +7, Diplomacy +0, Handle Animal +3, Heal +7, Sense motive +7, Stealth +4/+6 (Urban), Survival +7, Swim +2, Tracking +10/+12 (Urban)
Languages Common, Lupaari
Gear Breastplate (MW), Falchion (MW), Composite Longbow Str 18 (MW), ~~Potion of Shield of Faith, Potion of Resistance +1, Potion of Darkvision, Potion of Cure Serious Wounds~~
Ex: Woodland stride

✂ "Trooper", Lingott's Companion Wolf

N Medium Animal
Init +3; **Senses** Scent, Perception +8
hp 42 (6 hit dice)
AC 24, touch 13, flat-footed 20
Fort +7, **Ref** +8, **Will** +5
Speed 50 ft.
Melee bite +7 (1d8+4 +trip free action!)
Space 5 ft. **Reach** 5 ft.
Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +7; **CMD** 21

Feats Armor proficiency, light; Dodge, Iron Will, Toughness
Skills Acrobatics +6, Climb +6, Perception +8
Gear Animal Chain shirt (MW)
Special Abilities: Link, Share Spells, Evasion, Devotion
Tricks: Attack, Defend, Down, Guard, Heel, Stay

Tactics

The combination of Stinking Cloud, Web, and Black Tentacles should prove quite potent at disabling and capturing most PCs. For the others, there's Summon Monster cast silently (rod) while invisible (not an attack). Summon Grizzly bears. See ATL1 and 3 for for general goals. Trooper is a strong companion due to the Additional Domain Feat. He can trip without any risk if the bite attack hits. This should provide AoOs for summoned monsters.

ATL 7

✂ Fire Elemental in the Furnace (Augmented CR7)

N Huge outsider (elemental, extraplanar, fire)
Init +11; **Senses** darkvision 60 ft.; Perception +13
AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size)
hp 99 (10d10+44)
Fort +12, **Ref** +14, **Will** +5
DR 5/—, Immune elemental traits, fire
Weaknesses vulnerability to cold
Speed 60 ft.
Melee 2 slams +17 (2d6+6 plus burn)
Space 15 ft.; **Reach** 15 ft.
Special Attacks burn (2d6, DC 18)
Str 22, **Dex** 25, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11
Base Atk +10; **CMB** +16; **CMD** 34
Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +16, Climb +15, Escape Artist +16, Intimidate +9, Knowledge (planes) +7, Perception +13

✂ Adain, 5th level Wizard (Conjurer), 3rd level Elem Paragon, 2nd level Arcane Ascendant
CG Air Elem (Medium)

Init +8; **Senses** normal; Perception +10 or +14 (familiar Alertness)
AC 20, touch 14, flat-footed 16;
AC 24, touch 18, flat-footed 20; (Shield spell);
hp 78
Fort +9, **Ref** +10, **Will** +7
Defense Abilities +3 to all saves against air spells and effects; **DR** 5 vs electricity
Spd 30 ft. **Fly** 60 ft
Melee Light Mace (1d6-2)
Ranged Sling 1d4 (range 50')
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Concentration Check: d20+23 (10+9+4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 21): Grease (10 min), Magic Missile (5x 1d4+1), Obscuring Mist (10 min), Shield (10 min), Silent Image (con), ~~Mage Armor~~ (10 hours)
Level 2 (DC 22): Glitterdust (12 rnds), Hideous Laughter (10 rnds), 2x Invisibility (10 min), Mirror Image (1d4+3 images), Web (80 min)
Level 3 (DC 23): Haste (10 rnds), Slow (10 rnds), Fly, Stinking Cloud (12 rnds)
Level 4 (DC 24): Black Tentacles (12 rnds, CMB 15, CMD 25), Confusion, Dimension Door, Greater Invisibility
Level 5 (DC 25): 3x Summon Monster 5 (12 rnds), Wall of Stone
Str 7, **Dex** 18, **Con** 14, **Int** 24 (28), **Wis** 5, **Cha** 11
Base Atk +6; **CMB** +4; **CMD** 19 (6 + 10 +3)
Ray Spells: +10 attack bonus total
Feats Toughness, Combat Casting, Spell Focus (Conjuration), Augment Summoning, Alertness, Quicken, , Improved Initiative
Skills Appraise +15, Bluff +13, Craft (Alchemy) +21, Craft (Goldsmithing) +16, Craft (Traps) +12, Diplomacy +8, Fly +12/+15 (Fly spell), Knowledge (arcana) +16, Knowledge (engineering) +12, Knowledge Nobility +12, Knowledge Planes +16, Linguistics +21, Perception +10/+14(familiar), Sense Motive +7/+11(Familiar), Spellcraft +16, Stealth +12
Languages Auran, Common, Aedaran, Aquan, Athyran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Lupaari, Ramanthan, Rhenese, Sadaharan, Sylvan, Terran (2 racial, 5 Int bonus, 10 ranks linguistics)

Gear Normal metamagic rod, silent, Potion of Cure Critical Wounds, ~~potion of Fox Cunning~~, ~~potion of Barkskin~~, ~~potion of Resistance~~ +2
Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells, Ascendant Metamagic, Ascendant Focus +1
Special Abilities Acid dart 1d6+2, 10/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

✂ Adain's Raven Familiar:

N Tiny Animal
Init +2; **Senses** low-light vision; Perception +18
hp 43 (10 Hit Dice)
AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)
Fort +3, **Ref** +5, **Will** +10
Speed 10 ft., **fly** 40 ft. (average)
Melee bite +8 (1d3-4)
Space 2-1/2 ft. **Reach** 0 ft.
Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7
Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse
Skills Appraise 0, Fly +10, Perception +18 (10+3+2+3), Bluff +8, Craft (Alchemy) +9, Craft (Goldsmithing) +4, Craft (Traps) +0, Diplomacy +3, Knowledge (arcana) +4, Knowledge (engineering) +0, Linguistics +9, Sense Motive +12, Spellcraft 4, Stealth +13 (8+3+2)
Languages Common , Auran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Lupaari, Sylvan, Terran
Special Abilities Speak with Master, Deliver touch spells, Share spells, Empathic link

✂ Large Earth Elemental (summoned, augmented):

N Large outsider (earth, elemental, extraplanar)
Init -1; **Senses** darkvision 60 ft., tremor sense 60 ft.; Perception +11
AC 18, **touch** 8, **flat-footed** 18 (-1 Dex, +10 natural, -1 size)
hp 88 (8d10+44)
Fort +11, **Ref** +1, **Will** +6
DR 5/—; **Immune elemental traits** (Immunity to paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based

attacks, such as sneak attack.)

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

Melee 2 slams +16 (2d6+9)

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

Special Attacks earth mastery

Str 28, **Dex** 8, **Con** 21, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +18; **CMD** 27

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

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

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. The workshop's floor is dirt, BTW!

✂ **Large Air Elemental** (summoned, augmented):

N Large outsider (air, elemental, extraplanar)

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

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 88 (8d10+44)

Fort +11, **Ref** +13, **Will** +2

Defensive Abilities air mastery; **DR** 5/—;

Immune elemental traits (Immunity to paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.)

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (1d8+6)

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

Special Attacks whirlwind (DC 18)

Str 22, **Dex** 25, **Con** 20, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +15; **CMD** 33

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +15, Escape Artist +15, Fly +21, Knowledge (planes) +5, Perception +11, Stealth +11

✂ **Lingott, 9th level ranger**

N Lupaari (Medium)

Init +3(+7 Urban); **Senses** low-light vision; Perception +17/+23 (Urban) /+27(Halflings)

AC 25, touch 15, flat-footed 22;

AC 28, touch 15, flat-footed 25 (Barkskin +3);

hp 96

Fort +9, **Ref** +10, **Will** +7

Spd 20 ft.(x4)

Melee Falchion +16/+11 (2d4 +10, 18-20 x2)

Power Attack +13/+8 (2d4 + 19, 18-20 x2)

Ranged Composite Longbow, +13/+8 (1d8+4, range 110')

Rapid Shot + Point BS + Manyshot

+12/+12/+12/+7 (1d8+5, range 110')

Favored enemies Halflings (+4), Humans (+2) (Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival)

Favored Terrain Urban (+4), Mountain

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

Spell-Like Ability (sp): Speak with animals for 9 rounds/day

Spells Known Resist Energy (60 min), Delay Poison, Longstrider (6 hours), Calm Animals (domain spell)

Level 2: 2xBarkskin (60 min), Hold Animal (domain spell)

Str 19 (23), **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5

Base Atk +9; **CMB** +13; **CMD** 27

Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Endurance, Power Attack, Heavy Armor Proficiency, Precise Shot, Manyshot

Skills Climb +6, Craft Alchemy +2, Craft Sculpting +7, Diplomacy +1, Handle Animal +4, Heal +7, Knowledge Geography +2/+6 (Urban), Knowledge Nature +2, Sense motive +9, Stealth +4/+10 (Urban), Survival +7, Swim +2, Tracking +11/+15 (Urban)

Languages Common, Lupaari

Gear Mithral Full Plate, Falchion (MW),

Composite Longbow Str 18 (MW), oil of magic weapon +1, ~~potiion of Shield of Faith, potiion of~~

~~Resistance +1, potiion of Bull Strength~~, Potion of

Darkvision, 2x Potion of Cure Serious Wounds

Ex: Woodland stride, Evasion

✂ **"Trooper", Lingott's Companion Wolf**

N Large Animal

Init +3; **Senses** Scent, Perception +8

hp 70 (7 hit dice)

AC 24, touch 13, flat-footed 22;

AC 27, touch 13, flat-footed 25 (Barkskin +3);

Fort +9, **Ref** +7, **Will** +5

Speed 50 ft.

Melee bite +11 (1d8+10 +**trip free action!**)

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

Str 25, Dex 15, Con 19, Int 2, Wis 12, Cha 6
Base Atk +5; CMB +13; CMD 26
Feats Armor proficiency, light; Dodge, Iron Will, Toughness
Skills Acrobatics +5, Climb +10, Perception +8, Stealth 1
Gear Animal Chain shirt (MW)
Special Abilities: Link, Share Spells, Evasion, Devotion
Tricks: Attack, Defend, Down, Guard, Heel, Stay, Track

Adain & Lingott Tactics

A Wall of Stone should be erected, circumstances permitting, to prevent PCs to climb, jump or fly onto the balcony, with two murder holes for him to cast through and Lingott to shoot through. Mass Confusion with Black Tentacles and Stinking Cloud should keep the PCs busy. Summon two Grizzly bears to go after the low AC and high mobility party members. Summon a large earth elemental to go after the slower, high AC ones in heavy armors. Summon a large Air elemental to go after fliers. See ATL1 and 3 for general goals. Note that Adain can talk to the elemental.

ATL 9

⚡ Fire Elemental in the Furnace (Augmented CR9)

N Huge outsider (elemental, extraplanar, fire)
Init +12; Senses darkvision 60 ft.; Perception +16
AC 23, touch 17, flat-footed 14 (+8 Dex, +1 dodge, +6 natural, -2 size)
hp 141 (13d10+70)
Fort +14, **Ref** +16, **Will** +6
DR 10/—, Immune elemental traits, fire Weaknesses vulnerability to cold
Speed 60 ft.
Melee 2 slams +21 (2d8+9 plus burn)
 Space 15 ft.; Reach 15 ft.
Special Attacks burn (2d8, DC 20)
Str 28, Dex 27, Con 22, Int 8, Wis 11, Cha 11
Base Atk +13; **CMB** +22; **CMD** 41
Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Wind Stance

Skills Acrobatics +23, Climb +22, Escape Artist +21, Intimidate +15, Knowledge (planes) +10, Perception +16

⚡ Adain, 5th level Wizard (Conjurer), 3rd level Elem Paragon, 4th level Arcane Ascendant

CG Air Elem (Medium)
Init +10; **Senses** normal; Perception +12 or +16 (familiar Alertness)
AC 24, touch 18, flat-footed 20;
AC 28, touch 22, flat-footed 24 (Quickened Shield spell);
hp 92
Fort +7, **Ref** +10, **Will** +6
Spell Resistance 24 (12+12), +3 to all saves against air spells and effects; **DR** 5 vs electricity,
Spd 30 ft. **Fly** 60 ft
Melee Light Mace (1d6-2)
Ranged Sling 1d4 (range 50')
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Concentration Check: d20+ 25 (12 +9 +4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 21): Grease (12 min), 2x Magic Missile (5x 1d4+1), Obscuring Mist (12 min), Silent Image (con), ~~Mage Armor~~ (12 hours)
Level 2 (DC 22): Glitterdust (14 rnds), Hideous Laughter (12 rnds), 2x Invisibility (12 min), Mirror Image (1d4+4 images), Web (120 min)
Level 3 (DC 23): Haste (12 rnds), Slow (12 rnds), Stinking Cloud (12 rnds), Ray of exhaustion
Level 4 (DC 24): Black Tentacles (12 rnds, CMB 17, CMD 27), Dimension Door, Quickened Shield, Confusion, Greater Invisibility
Level 5 (DC 25): Magic Jar, Feeblemind, Wall of force, Quickened Invisibility, Wall of Stone
Level 6 (DC 26): 3x Summon Monster 6 (14 rnds), Quickened Fly

Str 7, Dex 18 (22), Con 14, Int 25 (29), Wis 5, Cha 11
Base Atk +7; **CMB** +5; **CMD** 25 (12 + 10 +3)
Ray Spells: +11 attack bonus total
Feats Toughness, Combat Casting, Spell Focus (Conjuration), Augment Summoning, Alertness (Familiar), Defensive Combat Training, Quicken (-3 lvls), Improved Initiative

Skills Acrobatics +19, Appraise +15, Bluff +15, Craft (Alchemy) +23, Craft (Goldsmithing) +17, Craft (Traps) +12, Diplomacy +9, Escape Artist +4, Fly +13/+16 (Fly spell), Knowledge (arcana) +16, Knowledge (engineering) +12, Knowledge Local +12, Knowledge Nobility +12, Knowledge Planes +16, Linguistics +23, Perception +12/+16(familiar), Sense Motive +7/+11(Familiar), Spellcraft +16, Stealth +12
Languages Auran, Common, Abyssal, Aedaran, Aquan, Athyran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Infernal, Lupaari, Ramanthan, Rhenese, Sadaharan, Sylvan, Terran (2 racial, 5 Int bonus, 12 ranks linguistics)

Gear Normal metamagic rod, silent, Ring (magic jar focus), Potion of Cure Critical Wounds, ~~potion of Fox Cunning~~, ~~potion of Shield of Faith~~, ~~potion of Barkskin~~, ~~potion of Cat's Grace~~

Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells, Ascendant Metamagic, Ascendant Focus +1

Special Abilities Acid dart 1d6+2, 11/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

✂ **Adain's Raven Familiar:**

N Tiny Animal

Init +2; **Senses** low-light vision; Perception +18

hp 53 (12 Hit Dice)

AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)

Fort +4, **Ref** +6, **Will** +11

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +9 (1d3-4)

Space 2-1/2 ft. **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7

Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +17, Appraise 0, Fly +11, Perception +20 (12+3+2+3), Bluff +10, Craft (Alchemy) +11, Craft (Goldsmithing) +4, Craft (Traps) +0, Diplomacy +4, Knowledge (arcana) +4, Knowledge (engineering) +0, Linguistics +11, Sense Motive +12, Spellcraft 4, Stealth +13 (8+3+2)

Languages Common, Aquan, Auran, Celestial, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan, Lupaari, Sylvan, Terran

Special Abilities Speak with Master, Deliver touch spells, Share spells, Empathic link

✂ **Celestial Dire Tiger (Smilodon)** (summoned, augmented):

N Large animal

Init +6; **Senses** darkvision 60 ft, scent; Perception +12

AC 17, **touch** 11, **flat-footed** 15 (+2 Dex, +6 natural, -1 size)

hp 133 (14d8+70)

Fort +12, **Ref** +11, **Will** +5

DR 10/evil **Resist** Cold, Acid, Electricity 15

Speed 40 ft.

Melee 2 claws +20 (2d4+10 plus grab), bite +20 (2d6+10/19-20 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +18, 2d4+10)

Str 31, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 33 (37 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Iron Will, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)

Skills Acrobatics +6, Perception +12, Stealth +8 (+14 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

✂ **Lingott, 11th level ranger**

N Lupaari (Medium)

Init +3(+9 Urban); **Senses** low-light vision; Perception +19/+25 (Urban) /+29(Humans or Halflings)

AC 26, **touch** 16, **flat-footed** 22;

AC 30, **touch** 16, **flat-footed** 26 (Barkskin +4);

hp 116

Fort +10, **Ref** +11, **Will** +7

Spd 20 ft.(x4)

Melee Falchion +18/+13/+8 (2d4 +9, 15-20 x2)

Power Attack +15/+10/+5 (2d4 + 18, 15-20 x2)

Ranged Composite Longbow, +15/+10/+5 (1d8+4, range 110')

Rapid Shot + Point BS + Manyslot

+14/+14/+14/+9/+4 (1d8+5, range 110')

Favored enemies Halflings (+4), Humans (+4), Monstrous humanoids (+2)

(Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival)

Favored Terrain Urban (+6), Mountain, Forest
Space 5 ft.; **Reach** 5 ft.

Spell-Like Ability (sp): Speak with animals for 9 rounds/day

Spells Known Resist Energy (80 min), Delay Poison, Longstrider (8 hours), Calm Animals (domain spell)

Level 2: 2xBarkskin (80 min), Hold Animal (domain spell)

Level 3: Greater Magic Fang (+2, 8 hours), Dominate Animal (domain spell)

Str 19 (23), **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5
Base Atk +11; **CMB** +17; **CMD** 33

Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Dodge, Endurance, Power Attack, Heavy Armor Proficiency, Improved Precise Shot, Precise Shot, Manyshot

Skills Climb +7, Craft Alchemy +3, Craft Sculpting +7, Diplomacy +3, Handle Animal +5, Heal +7, Knowledge Geography +2/+8 (Urban), Knowledge Nature +2, Sense motive +11, Stealth +4/+10 (Urban), Survival +7, Swim +3, Tracking +12/+18 (Urban)

Languages Common, Lupaari

Gear Mithral Full Plate (MW), Falchion (MW), Composite Longbow Str 18 (MW), ~~potion of Shield of Faith, potion of Resistance +1, potion of Bull's Strength, Oil of keenness, Potion of Darkvision, 2x Potion of Cure Serious Wounds~~
Ex: Woodland stride, Evasion, Quarry

⚔ **"Trooper", Lingott's Companion Wolf**

N Large Animal

Init +3; **Senses** Scent, Perception +9

hp 89 (9 hit dice)

AC 27, touch 14, flat-footed 23

Fort +10, **Ref** +9, **Will** +6

Speed 50 ft.

Melee bite +14 (1d8+12 **+trip free action!**)

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

Str 26, **Dex** 16, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +15; **CMD** 30

Feats Armor proficiency, light; Dodge, Iron Will, Toughness, Weapon Focus (bite)

Skills Acrobatics +6, Climb +11, Perception +9, Stealth +2, Survival +2

Gear Animal Chain shirt (MW)

Special Abilities: Link, Share Spells, Evasion, Devotion

Tricks: Attack, Come, Defend, Down, Guard, Heel, Stay, Track

Tactics

At this level, Adain gets spell resistance. Meanwhile, Lingott has evasion and should cast barkskin on himself and Trooper, given the chance. Trooper has become large, mean, and a good tripper. He has a better AC than Lingott!

The plan for Adain is to get the Quickened defensive spells going (Shield!) while casting offensive ones. Keep summoning spells for after Invisibility. Summon 2 Large Earth Elementals for high AC slow moving PCs, 2 Large Air Elementals for flying PCs, or a Dire Tiger for the faster moving ones on the ground. If things go really bad and you can't avoid capture, you could try magic jar as an apparent "suicide before dishonor" maneuver... Feel free to use the Magic Jar at any time with imagination, for example to distract, delay and cause infighting.

ATL 11

⚔ **Fire Elemental in the Furnace (Augmented CR11)**

N Huge outsider (elemental, extraplanar, fire)

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

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

hp 174 (16d10+86)

Fort +16, **Ref** +19, **Will** +7

DR 10/—, Immune elemental traits, fire Weaknesses vulnerability to cold

Speed 60 ft.

Melee 2 slams +25 (2d8+10 plus burn)

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

Special Attacks burn (2d10, DC 22)

Str 30, **Dex** 29, **Con** 22, **Int** 10, **Wis** 11, **Cha** 11

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

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

Skills Acrobatics +28, Climb +29, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

⚡ Adain, 5th level Wizard (Conjurer), 3rd level Elem Paragon, 6th level Arcane Ascendant

CG Air Elem (Medium)

Init +10; **Senses** normal; Perception +14 or +18 (familiar Alertness)

AC 25, touch 19, flat-footed 20;

AC 29, touch 23, flat-footed 24 (Quickened Shield spell);

hp 106

Fort +8, **Ref** +11, **Will** +7

Defense Abilities +3 to all saves against air spells and effects; **DR** 5 vs electricity, **Spell Resistance** 24 (12+12)

Spd 30 ft. **Fly** 60 ft (Fly spell)

Melee Light Mace (1d6-2)

Ranged Sling 1d4 (range 50')

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

Special Attacks None

Concentration Check: d20+26 (14+8+4)

Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound

Level 1 (DC 22): Grease (14 min), 2x Magic Missile (5x 1d4+1), Obscuring Mist (14 min), Silent Image (Con), ~~Mage Armor~~ (14 hours)

Level 2 (DC 23): 2x Glitterdust (16 rnds), Blur (for Lingott), Invisibility (14 min), Hideous Laughter (14 rnds), Mirror Image (1d4+4 images), Web (140 min)

Level 3 (DC 24): Haste (14 rnds), Slow (14 rnds), Stinking Cloud (16 rnds), Heroism (for Lingott), Wind Wall, Greater Magic Weapon (+3, for Lingott), Magic Circle against Law, 8x Ray of exhaustion

Level 4 (DC 25): Black Tentacles (16 rnds, CMB 19, CMD 29), ~~Dimension Door~~ (already cast with Contingency), Quickened Shield, Confusion, Fear, Resilient Sphere

Level 5 (DC 26): Magic Jar, Quickened Invisibility, Wall of Stone, Teleport, Feeblemind

Level 6 (DC 27): Contingency (Dimension Door, less than 30 hp), Quickened Slow, Forceful hand, Quickened Fly, Flesh to Stone (Fort: pick a bard, rogue, sorc or wiz)

Level 7 (DC 28): 3x Summon Monster 7 (16 rnds), Limited Wish

Str 7, **Dex** 18 (22), **Con** 14, **Int** 25 (29), **Wis** 5,

Cha 11

Base Atk +8; **CMB** +6; **CMD** 30 (14 +10 +5+1)

Ray Spells: +13 attack bonus total

Feats Toughness, Combat Casting, Spell Focus (Conjuration), Augment Summoning, Alertness, Defensive Combat Training, Quicken (-3 lvls), Improved Initiative, Improved counterspell, Dodge

Skills Acrobatics +22, Appraise +16, Bluff +17, Craft (Alchemy) +26, Craft (Goldsmithing) +19, Craft (Traps) +13, Diplomacy +10, Escape Artist +20, Fly +15/+18 (Fly spell), Knowledge (arcana) +17, Knowledge (engineering) +13, Knowledge Local +13, Knowledge Nobility +13, Knowledge Planes +17, Linguistics +26, Perception +14/+18(familiar), Sense Motive +7/+11(Familiar), Spellcraft +17, Stealth +13

Languages Auran, Common, Abyssal, Aedaran, Aquan, Athyran, Celestial, Draconic, Dwarven, Elven, Gnome, Gnoll, Goblin, Halfling, Ignan, Infernal, Lupaari, Orc, Ramanthan, Rhenese, Sadaharan, Sylvan, Terran, Undercommon (2 racial, 8 Int bonus, 14 ranks linguistics =24)

Gear Greater metamagic rod, silent, Ring (magic jar focus), 2x Potion of Cure Serious Wounds, ~~potion of Fox Cunning, potion of Shield of Faith, potion of Barkskin, potion of Cat's Grace~~

Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells, Ascendant Metamagic, Ascendant Focus +2

Special Abilities Acid dart 1d6+2, 11/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

⚡ Adain's Raven Familiar:

N Tiny Animal

Init +2; **Senses** low-light vision; Perception +18

hp 61 (14 Hit Dice)

AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)

Fort +5, **Ref** +7, **Will** +12

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +10 (1d3-4)

Space 2-1/2 ft. **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 8, **Wis** 15, **Cha** 7

Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +19, Appraise 0, Fly +11, Perception +22 (14+3+2+3), Bluff +14, Craft

(Alchemy) +13, Craft (Goldsmithing) +6, Craft (Traps) +0, Diplomacy +4, Escape Artist +14, Knowledge (arcana) +4, Knowledge (engineering) +0, Linguistics +13, Sense Motive +12, Spellcraft 4, Stealth +13 (8+3+2)

Languages Common, Aquan, Auran, Celestial, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan, Infernal, Lupaari, Sadaharan, Sylvan, Terran

Special Abilities Speak with Master, Deliver touch spells, Share spells, Empathic link

✂ **2x Huge Air Elementals** (summoned, augmented):

N Large outsider (air, elemental, extraplanar)

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

AC 22, **touch** 18, **flat-footed** 12 (+9 Dex, +1 dodge, +4 natural, -2 size)

hp 115 (10d10+60)

Fort +11, **Ref** +16, **Will** +5

Defensive Abilities air mastery; **DR** 5/—;

Immune elemental traits (Immunity to paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.)

Speed fly 100 ft. (perfect)

Melee 2 slams +19 (2d6+8)

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

Special Attacks whirlwind (DC 23)

Str 26, Dex 29, Con 22, Int 6, Wis 11, Cha 11

Base Atk +10; **CMB** +18; **CMD** 38

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

Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

✂ **Lingott, 13th level ranger**

N Lupaari (Medium)

Init +3(+9 Urban); **Senses** low-light vision; Perception +21/+27 (Urban) /+31(Humans or Halflings)

AC 26, touch 16, flat-footed 22;

AC 31, touch 16, flat-footed 27 (Barkskin +5);

hp 136

Fort +11, **Ref** +12, **Will** +8

Spd 20 ft.(x4)

Melee Falchion +21/+16/+11 (2d4 +11, 15-20 x2)

Power Attack +17/+12/+7 (2d4 + 23, 15-20 x2)

Ranged Composite Longbow, +18/+13/+8 (1d8+7, range 110')

Rapid Shot + Point BS + Manyshot

+17/+17/+17/+12/+7 (1d8+8, range 110')

Deadly Aim, Rapid Shot + Point BS + Manyshot +13/+13/+13/+8/+3 (1d8+16, range 110')

Favored enemies Halflings (+4), Humans (+4), Monstrous humanoids (+2)

(Bonus to Attack and Damage rolls, Bluff, Knowledge, Perception, Sense Motive and Survival)

Favored Terrain Urban (+6), Mountain, Forest

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

Spell-Like Ability (sp): Speak with animals for 9 rounds/day

Spells Known 2xResist Energy (130 min), Delay Poison, Longstrider (13 hours), Calm Animals (domain spell)

Level 2: 2xBarkskin (130 min), Spike Growth (13 hours), Hold Animal (domain spell)

Level 3: Cure Moderate Wounds, Greater Magic Fang (+3, 13 hours), Dominate Animal (domain spell)

Str 20 (24), **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5

Base Atk +13; **CMB** +20; **CMD** 36

Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Dodge, Endurance, Power Attack, Heavy Armor Proficiency, Improved Precise Shot, Precise Shot, Manyshot, Deadly Aim
Skills Climb +8, Craft Alchemy +4, Craft Sculpting +7, Diplomacy +4, Handle Animal +7, Heal +7, Knowledge Geography +2/+8 (Urban), Knowledge Nature +2, Sense motive +13, Stealth +4/+10 (Urban), Survival +7, Swim +4, Tracking +13/+19 (Urban)

Languages Common, Lupaari

Gear Mithral Full Plate (MW), Falchion (MW), Composite Longbow Str 24 (+1 Merciful), ~~potion of Shield of Faith, potion of Resistance +1, potion of Bull's Strength, Oil of keenness (Falchion), oil of magic weapon +2 (on the Bow)~~, Potion of Darkvision, 2x Potion of Cure Serious Wounds
Ex: Woodland stride, Evasion, Quarry

✂ **"Trooper", Lingott's Companion Wolf**

N Large Animal

Init +3; **Senses** Scent, Perception +9
hp 98 (10 hit dice)
AC 34, touch 16, flat-footed 30
Fort +11, **Ref** +10, **Will** +6
Speed 50 ft.
Melee bite +14 (1d8+12 +trip free action!)
Space 10 ft. Reach 10 ft.
Str 27, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +7; **CMB** +16; **CMD** 32
Feats Armor proficiency, light; Dodge, Iron Will, Toughness, Improved Natural Armor 1
Skills Acrobatics +6, Climb +11, Perception +9, Stealth +2, Survival +2, Swim +11
Gear Animal Chain shirt (+2), Pawband of protection +2
Special Abilities: Link, Share Spells, Evasion, Devotion
Tricks: Attack, Come, Defend, Down, Guard, Heel, Stay, Track

Tactics

Adain has now 34 spell resistance. Again, get the Quickened defensive spells going while casting offensive ones. Keep summoning spells for after Invisibility. Summon 2 huge Air Elementals for flying PCs, or 2 Dire Tigers. You can use the Limited Wish as a Heal spell, for example.

ATL 13

✂ Fire Elemental in the Furnace (Augmented CR11)

N Huge outsider (elemental, extraplanar, fire)
Init +13; **Senses** darkvision 60 ft.; Perception +19
AC 26, touch 18, flat-footed 16 (+9 Dex, +1 dodge, +8 natural, -2 size)
hp 174 (16d10+86)
Fort +16, **Ref** +19, **Will** +7
DR 10/—, Immune elemental traits, fire Weaknesses vulnerability to cold
Speed 60 ft.
Melee 2 slams +25 (2d8+10 plus burn)
Space 15 ft.; Reach 15 ft.
Special Attacks burn (2d10, DC 22)
Str 30, **Dex** 29, **Con** 22, **Int** 10, **Wis** 11, **Cha** 11
Base Atk +16; **CMB** +26; **CMD** 46
Feats Blind-Fight, Combat Reflexes, Dodge, Improved InitiativeB, Iron Will, Lightning Stance,

Mobility, Spring Attack, Weapon FinesseB, Wind Stance
Skills Acrobatics +28, Climb +29, Escape Artist +28, Intimidate +19, Knowledge (planes) +19, Perception +19

✂ Adain, 5th level Wizard (Conjurer), 3rd level Elem Paragon, 8th level Arcane Ascendant

CG Air Elem (Medium)
Init +10; **Senses** normal; Perception +16 or +20 (familiar Alertness)
AC 27, touch 20, flat-footed 20;
AC 31, touch 24, flat-footed 24 (Quickened Shield spell);
hp 120
Fort +9, **Ref** +12, **Will** +8
Spell Resistance 28 (12+16), Spell Damage Reduction (-1 damage per die), +3 to all saves against air spells and effects; **DR** 5 vs electricity
Spd 30 ft. **Fly** 60 ft (Fly spell)
Melee Light Mace (1d6-2)
Ranged Sling 1d4 (range 50')
Space 5 ft.; **Reach** 5 ft.
Special Attacks None
Concentration Check: d20+29 (16+9+4)
Spells Known Level 0: Detect Magic, Prestidigitation, Light, Read Magic, Ghost Sound
Level 1 (DC 23): Grease, Resist Energy, Obscuring Mist, Silent Image, ~~Mage Armor~~ (16 hours)
Level 2 (DC 24): 2x Glitterdust, Blur (for Lingott), Invisibility, Hideous Laughter, Mirror Image (1d4+5 images), Web (160 min)
Level 3 (DC 25): Quickened Shield, Haste (16 rnds), Slow (16 rnds), Stinking Cloud (16 rnds), Heroism (for Lingott), Wind Wall, Greater Magic Weapon (+4, for Lingott), 8x Ray of exhaustion
Level 4 (DC 26): Black Tentacles (18 rnds, CMB 21, CMD 31), 2x Dimension Door (one already cast with Contingency), Quickened Invisibility, Confusion, Fear, Resilient Sphere
Level 5 (DC 27): Magic Jar, Quickened Slow, Quickened Fly, Wall of Stone, Feeblemind, Teleport
Level 6 (DC 28): Contingency (Dimension Door, less than 30 hp), Mass Suggestion, Quickened Black Tentacles (18 rnds, CMB 21, CMD 31),

Chain Lightning (16d6=56hp), Flesh to Stone (Fort: pick a bard, rogue, sorc or wiz)
Level 7 (DC 29): 3x Summon Monster 7 (18 rnds), Limited Wish, Waves of Exhaustion
Level 8 (DC 30): Summon Monster 8 (18 rnds), Quickened Forceful hand, Horrid Wilting (16d6 Fort so no evasion!), Maze (Int: use on clerics, sorcs, paladins, monks but not wizards)

Str 7, Dex 18 (22), Con 14, Int 26(30), Wis 5, Cha 11

Base Atk +9; CMB +7; CMD 33 (16+10+6+1)

Ray Spells: +13

Feats Toughness, Combat Casting, Spell Focus (Conjuration), Augment Summoning, Alertness, Defensive Combat Training, Quicken (-3 lvls), Heighten, Improved Initiative, Improved counterspell, Dodge, Improved Familiar
Skills Acrobatics +25, Appraise +17, Bluff +19, Craft (Alchemy) +29, Craft (Goldsmithing) +21, Craft (Traps) +14, Diplomacy +11, Fly +17/+19 (Fly spell), Escape Artist +25, Knowledge (arcana) +18, Knowledge Engineering +14, Knowledge Geography +14, Knowledge Local +14, Knowledge Nobility +14, Knowledge Planes +18, Linguistics +29, Perception +16/+20 (familiar), Sense Motive +13/+17(Familiar), Spellcraft +18, Stealth +17

Languages Auran, Common, Abyssal, Aedaran, Aquan, Athyran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Infernal, Lupaari, Ramanthan, Rhenese, Sadaharan, Sylvan, Terran, and many others

Gear Greater metamagic rod, silent, Ring (magic jar focus), 2x Potion of Cure Serious Wounds, ~~potion of Fox Cunning, potion of Shield of Faith +3, potion of Barkskin +3, potion of Cat's Grace~~
Supernatural Ability: Feather Fall; +2 rounds duration on all conjuration spells, Ascendant Metamagic +2, Ascendant Focus +2

Special Abilities Acid dart 1d6+2, 13/day. (Raven familiar): Alertness, share spells, empathic link, deliver touch spells

✂ Adain's Celestial Raven Familiar:

N Tiny Animal

Init +2; Senses Darkvision 60'; Perception +24

hp 68 (14 Hit Dice)

AC 17, **touch** 14, **flat-footed** 15 (+2 Dex, +2 size, +3 nat.)

DR 10/evil, **Resist** Cold, Acid, Electricity 15

Fort +5, **Ref** +7, **Will** +12

Speed 10 ft., **fly** 40 ft. (average)

Melee bite +10 (1d3-4)

Space 2-1/2 ft. **Reach** 0 ft.

Str 2, Dex 15, Con 8, Int 8, Wis 15, Cha 7

Feats Improved Evasion, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +21, Appraise 0, Bluff +14, Craft (Alchemy) +15, Craft (Goldsmithing) +7, Craft (Traps) +0, Diplomacy +6, Escape Artist +18, Fly +13, Knowledge (arcana) +4, Knowledge Engineering +0, Knowledge Geography +0, Knowledge Local +0, Knowledge Nobility +0, Knowledge Planes +4, Linguistics +15, Perception +24 (16+3+2+3), Sense Motive +18, Spellcraft 4, Stealth +16 (11+3+2)

Languages Common, Auran, Celestial, Dwarven, Draconic, Elven, Gnome, Ignan, Lupaari, Sylvan, Terran

Special Abilities Speak with Master, Deliver touch spells, Share spells, Empathic link

✂ 2x Bebiliths (summoned):

CE Huge outsider (chaotic, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., scent;

Perception +16

AC 22, touch 9, flat-footed 21 (+1 Dex, +13 natural, -2 size)

hp 150 (12d10+84)

Fort +15, **Ref** +11, **Will** +7

DR 10/good

Speed 40 ft., **climb** 20 ft.

Melee bite +19 (2d6+9 plus rot) and 2 claws +19 (2d4+9/19-20)

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

Special Attacks dismantle armor, penetrating strike, web (+11 ranged, DC 23, 12 hp)

At will—plane shift (bebilith only)

Str 28, Dex 12, Con 24, Int 11, Wis 13, Cha 13

Base Atk +12; **CMB** +23; **CMD** 34 (46 vs. trip)

Feats Cleave, Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +16, Survival +16; Racial Modifiers +8 Stealth
Languages Abyssal (cannot speak); telepathy 100 ft.

\ Lingott, 15th level ranger

N Lupaari (Medium)

Init +3(+9 Urban); **Senses** low-light vision; Perception +21/+27 (Urban) /+31(Humans or Halflings)

AC 30, touch 16, flat-footed 26;

AC 35, touch 16, flat-footed 30 (Barkskin +5);

hp 156

Fort +13, **Ref** +14, **Will** +10

Spd 20 ft.(x4)

Melee Falchion +21/+16/+11 (2d4 +10, 15-20 x2)

Power Attack +19/+14/+9 (2d4 + 22, 15-20 x2)

Ranged Composite Longbow, +20/+15/+10 (1d8+8, range 110')

Rapid Shot + Point BS + Manyshot

+19/+19/+19/+14/+9 (1d8+8, range 110')

Deadly Aim, Rapid Shot + Point BS + Manyshot

+15/+15/+15/+10/+5 (1d8+16, range 110')

Favored enemies Halflings (+4), Humans (+4), Monstrous humanoids (+2)

(Bonus to Attack and Damage rolls, Bluff, Knowledge, Perception, Sense Motive and Survival)

Favored Terrain Urban (+6), Mountain, Forest

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

Spell-Like Ability (sp): Speak with animals for 11 rounds/day

Spells Known 2xResist Energy (130 min), Delay Poison, Longstrider (13 hours), Calm Animals (domain spell)

Level 2: 2xBarkskin (130 min), Spike Growth (13 hours), Hold Animal (domain spell)

Level 3: Cure Moderate Wounds, Greater Magic Fang (+3, 13 hours), Dominate Animal (domain spell)

Str 20 (24), **Dex** 16, **Con** 14, **Int** 7, **Wis** 16, **Cha** 5

Base Atk +15; **CMB** +22; **CMD** 38

Feats Point Blank Shot, Rapid Shot, Additional Domain (Animal), Dodge, Endurance, Power Attack, Heavy Armor Proficiency, Improved Precise Shot, Precise Shot, Manyshot, Deadly Aim, Improved Natural Armor

Skills Climb +8, Craft Alchemy +4, Craft

Sculpting +7, Diplomacy +4, Handle Animal +7, Heal +7, Knowledge Geography +2/+8 (Urban), Knowledge Nature +2, Sense motive +13, Stealth +4/+10 (Urban), Survival +7, Swim +4, Tracking +13/+19 (Urban)

Languages Common, Lupaari

Gear Mithral Full Plate (MW), Falchion (MW),

Composite Longbow Str 20 (MW), ~~poti~~

~~Shield of Faith, potion of Resistance +2, potion of~~

~~Bull's Strength, Oil of keenness (Falchion), oil of~~

~~magic weapon +2 (on the Bow), oil of magic armor~~

+3, Potion of Darkvision, 2x Potion of Cure

Serious Wounds

Ex: Woodland stride, Evasion, Quarry

CRITICAL EVENT SUMMARY: MUST BE NICE

Convention: _____ **Date:** _____

1. Did Adain survive? (Circle one) No Yes

2. Did Lingott survive? No Yes

3. The module ended with which conclusion (circle one)?

A B C D E F G H

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

5. What is the status of the Falgoth party? (Make an "X" where appropriate, or describe)

	Alive	Dead	Other
Bard			
Cleric			
Barbarian			
Ranger			

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

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



ROSTER OF HEROES: MUST BE NICE

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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