



# Strike One: A Swing and A Miss

(3 Strikes and You're Out - Part 1 of 3)

**By David Samuels**

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

Kidnappings? Assaults? Sounds like any other day in Amthydor. You can't help but wonder who the targets are this time and how much you'll receive for stopping the villain's plans. This scenario is part 1 of the "Three Strikes and You're Out" series of events. This is a 1 round Legends of the Shining Jewel scenario for heroes of levels 1-15.

*(Updated October 2010)*

**WWW.THESHININGJEWEL.COM**

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



## CREDITS

Author ..... David Samuels  
Editor(s) ..... Nancy Lee Clark  
Plots Coordinator ..... David Samuels  
[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)  
Playtesters. . . David Isch, Robert Hitz, Ryan McDonald, Eric V. Clark

## LEGAL TEXT

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

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

## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

## CALCULATING ATL (AVERAGE TABLE LEVEL)

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

## A NOTE ABOUT ATLS AND THE POWER OF PCs

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

## ABOUT THE MODULE

“*Strike One*” is Part 1 of the “Three Strikes and You’re Out” Series. Each module in the series can be played individually. While it isn’t necessary to do so, for continuity purposes it is recommended to play this module after playing “**LSJ75Be Careful What You Wish For**” and “**LSJ84Double Vision**” as this module contains some spoilers

## 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*.

## WHAT HAS HAPPENED PREVIOUSLY

In “Be Careful What You Wish For” Noble House Bailey desired to have Alexander Breng removed from his position of High Warrior because they perceived him as being a liability to the city. They also figured that ousting Breng would weaken the Lord Monarch’s power. House Bailey knew that based on past events they could not be seen as having a role in this plan because the Lord Monarch and other noble houses would love to find evidence of wrongdoing, so that they could try to pin previous events on them as well. House Bailey hired an elf named Isador to blackmail three other noble houses into coming up with a plan to have Breng ousted, lest certain scandalous information be revealed about each of the houses. The unfortunate pawns in this plan were the Noble Houses Burkeley, Eisner and Sadhein.

Each of the noble houses reluctantly came up with a plan and, as luck would have, it all of their plans were similar. Each of them came up with a plan to frame Breng for treason, consorting with enemy operatives and assault on said enemy operatives. The city’s adventurers managed to find evidence of Breng’s innocence. The adventurers further discovered that someone named Isador was involved and heard rumors that a noble house was involved. Despite being exonerated, Alexander Breng decided that he was too much of a distraction to the men and women of the Legion and renounced his position. The Lord Monarch appointed Alaric Grimm as High Warrior.

In “Double Vision” the adventurers met Isador and his daughters, Drenella and Fiounella. The three believe themselves to be dragons because blue dragon blood courses through their veins. The adventurers learned that noble houses Burkeley, Eisner and Sadhein were involved in the plot to frame Breng, due to Isador blackmailing them to do so. Isador would not reveal the name of his employer nor the information that he used to blackmail the three houses.

## ADVENTURE BACKGROUND

Isador wants to bring the city to its knees so that he can take it over. He’s learned that the only chance he has of making that happen is to find a way to eliminate or control the Lord Monarch and his most trusted advisors. Isador deduced that the way to control the Lord Monarch was by targeting his wife, Alissa Grimm Wyndsong Torestyn, and his daughter, Jocelyn. With them in his clutches, the Lord Monarch would have no choice but to bow to his wishes.

Isador knew that the Lord Monarch would have guards surrounding his weak spot, rather his 2 most treasured assets. Isador knew that he would need to find a way to keep the Lord Monarch’s forces occupied. He proposed a competition to his daughters Drenella, and Fiounella. The competition would involve damaging the city and maiming and murdering its inhabitants. Whichever daughter caused the most damage to the city would have the honor of serving as his most trusted advisor once he was in control of the city. Isador reasoned that the damage to the city would occupy the Lord Monarch’s attention and that maiming, murdering, and kidnapping of citizens of the city, especially prominent ones known to be legionnaires or legion sympathizers, could draw away some of those guarding the royal family. Then he could make his move and obtain his prizes

Isador gathered his forces and waited for a signal from his daughters at which point he would put his plan into motion and capture Alissa and Jocelyn. While awaiting the opportune moment and to maximize his chances of capturing the Lord Monarch’s family, Isador began placing some of his people inside Castle Torestyn. His operatives researched the staff of the castle. If they were confident that they could pull off a convincing ruse, they captured and replaced those operatives or caused a situation where those operatives needed to be replaced and then applied for that opening.

Drenella took up her father’s challenge and came up with a way to keep the city’s leaders and its

adventurers occupied so that her father could implement his master plan. Drenella knows that once her plan succeeds she will be heralded as her father's most trusted advisor once he usurps control of the city.

Drenella discovered a way into the elemental planes of fire and earth and persuaded some of those planes most fiercest warriors and casters to help her implement her agenda. She promised the leaders of those planes a base of operations in Amthydor that they could use as a staging area for their conquest of other nations. Her only stipulation was that they served her and her father blindly. She also located tribes of cloud, fire, hill, stone, and storm giants to supplement the elemental forces. She managed to trick some acquaintances of hers with furnishing her with the golems, after promising them rewards beyond their wildest imagination later. Drenella knew that attacks on the temples, or their priests, prominent citizens, and Legionnaires will draw the attention of the Lord Monarch and the Diamond Legion, and ensure that her plans couldn't fail.

A little over an hour and a half ago, Drenella had her army assault Noble House Grimm, while at the same time sending troops to house Erikas. Drenella heard that Sgt. Kelson Ayers, a well respected member of the Diamond Legion was heading to house Erikas to meet with Shad and Xarina Erikas, 2 of his new wife's friends. He was bringing with him Tangee Vestra, Commander Vestra's nephew. Drenella realized that they would make perfect hostages as they were both connected to the Legion and could help to distract them. She also thought that if she targeted another noble house, House Bailey might let their guard down allowing her to retaliate against them easier.

Drenella also sent forces into the Poor District to obtain children that she could experiment on. She reasoned that sending forces into the Poor District also helped to create havoc in the city

Introduction – The PCs will be summoned to the Diamond Legion to meet with High Warrior Alaric Grimm.

Encounter 1: Temple of Hyperion. The PCs will be able to question Lord Consul Augustus Grimm about the attack on him. .

Encounter 2: House Krimpach anyone. The PCs will be able to question Gurge and Lady Tiffany

Encounter 2A: Grimm Estate. The PCs can visit the Grimm estate and get information.

Encounter 2b: House Erikas. The PCs will be able to question some of the Erika's guards.

Encounter 3: Poor District. The PCs can head to the Poor District to see firsthand the devastation plaguing the district.

Encounter 3A: Ogre Ogre. The PCs will encounter a band of inept ogres that can give them information.

Encounter 4 Cat got Your Tongue. The PCs will have a chance to learn some information on the villain's plans.

Encounter 5: The Day the Music Died. The PCs can go to the Society of Entertainers and Providers and find out about Cinnamon.

Encounter 6: Divinity At Your Disposal. PCs will head to some of the city's shrines looking for answers.

Encounter 7: Between a Rock And a Hard Place. The PCs will head to the warehouse in the Services District and can rescue Gillian Grimm.

Encounter 8: That Ship Has Sailed. The PCs will head to the docks and with the help of Alexander Breng attempt to stop Drenella

Conclusion – The PCs will report back to Legion HQ where they can be debriefed and receive their rewards.

Please pass out Player Handout 1 to the PCs.



## INTRODUCTION – SOMEONE’S KNOCKING

*It is early morning and the steady pounding on your door/window get’s your attention. Opening the door/window you find a black bear. The bear hands you a rolled up piece of parchment that bears the seal of the Diamond Legion. After handing you the parchment, the bear shifts form into a hawk and flies away.*

Once the PCs open the parchment they will see the following message:

*Brave Adventurer*

*“The city needs your help. You are to report to Diamond Legion HQ immediately. When you arrive there you will learn the details of your mission.*

*High Warrior Alaric Grimm”*

(Please pass them Player Handout 2)

If any PCs are Legionnaires, their message would be slightly different, and they would get Player Handout 5.

*Officer*

*“Your downtime is now canceled. Events of the past hour or so have mandated that you report to Diamond Legion HQ immediately. When you arrive there you will learn the details of your mission.*

*High Warrior Alaric Grimm”*

*Heading to Diamond Legion HQ you see the unmistakable signs of trouble in the streets, bodies of young men and women litter the streets. Some of the bodies appear to have been immolated (set afire).*

Any PC making a Heal DC 5 check will discover that the bodies that were burnt were alive when they were set afire and that they died from the burns. The bodies that weren’t set afire were killed

by incredibly strong adversaries, as their throats were crushed suffocating them.

*Arriving at the building housing Diamond Legion HQ you see squads of armed legionnaires deploying from the front of the building. The lieutenant tasking the officers informs you that High Warrior Grimm is waiting for you in his office. Entering the building, you find that it is surprisingly empty, although you do hear shouts coming from the direction of High Warrior Grimm’s office. Reaching the office, you hear the voices of High Warrior Grimm, Commander Ardent Vestra and Captain Bailey Collins. Opening the door, you see Commander Vestra and Captain Collins vanish.*

PCs that make a Knowledge (arcana) DC 5 check will know that the 2 women teleported.

*High Warrior Grimm instructs you to be seated. “Thank you for coming. I’m going to get right to the point of your being here. I’m asking you to wait until I’m finished speaking before asking your questions. The city, if you couldn’t tell, is under attack. The attackers are air, earth, fire and water elementals, as well as cloud, earth, fire, frost, stone and storm giants. There have even been sightings of clay, flesh, ice, iron, stone and wood golems. It started a few hours ago, completely unexpected. We have been trying to gather all of our resources, which is why I sent for you. I’m not sure exactly who is responsible for all these creatures attacking the city at the same time, although I wouldn’t be surprised if Isador, the mastermind behind Alexander Breng’s attempted framing last fall was involved, is behind it.”*

*“The Lord Monarch and I are tasking you with helping to defeat or drive these creatures out of our city, as well as trying to find those responsible for these creatures being here. Because these are trying times, you are being deputized as members of the Legion. This is not an excuse for law breaking. Although certain things can be overlooked, depending on how serious they are and whether or not you are successful.”*

If any of the PCs are already legionnaires, they will be tasked with leading the group for this mission. If none of the PCs are legionnaires, he will task nobles, members of the Quorum of Faith, PCs with the leadership feat, (or the highest level PC), in that order.

Alaric Grimm will continue:

*“Innocent citizens, Noble Houses, temples, Legionnaires, members of the Society of Entertainers and Providers, have been attacked. In addition, several legionnaires, nobles and ordinary citizens have been kidnapped or killed. Lord Consul Grimm was attacked as were Olek, the giant, and an adventurer named Gurge. Olek’s attack caused a tidal wave of water that flooded businesses in the Port District and sent several people screaming from the docks.”*

*He continues, “Among those kidnapped are Tangee Vestra, Sgt. Kelson Ayers, Cinnamon, and Gillian Grimm. We do not know where they are because everyone has been busy trying to stop these adversaries. I know that others have been kidnapped or wounded as well. I just don’t know whom at this moment. Now, I’m sure that you must have some questions, so ask them now so that I can answer them and send you on your way.”*

**Are you always this curt?:**

*“The city is in danger, this is not the time to dilly dally.”*

**What does this pay?:**

*“How can you think of money at a time like this? You will be adequately taken care of once this threat is dealt with.”*

**What exactly are we supposed to do?:**

*“Stop the attacks, find those responsible for these enemies attacking and rescue the kidnap victims.”*

**Which is the priority?:**

*“All are equally important. The safety of those in the city is paramount, but those that were kidnapped do need rescuing.”*

**Where do we start?:**

*“There are two possible leads that I know of, as there were witnesses to two of the kidnappings. My family’s home was attacked, Gillian Grimm was kidnapped and Lord Consul Augustus Grimm was seriously wounded. Lord Consul Grimm is recovering at the temple of Hyperion. In addition, Tangee Vestra and Kelson Ayers were both kidnapped. An adventurer named Gurge tried to help them. Gurge was seriously wounded and would be dead if it were not for the actions of Lady Tiffany Krimpach. It’s possible that the Poor District might also yield information, but there are no witnesses there that I am aware of. That doesn’t mean that there aren’t any.”*

**May we speak with Lord Consul Grimm or Gurge?:**

*“Lord Consul Grimm is at the Temple of Hyperion and he is expecting you. Gurge is at House Krimpach and he is also expecting you.”*

**Where did the attacks occur?:**

*“The Grimm estate and some other areas in the Noble District, the Poor District, the Society of Entertainers and Providers and the harbor are where the initial attacks occurred. There are reports that came in just before you arrived here that the shrine of Lohm has also been attacked.”*

**Who was attacked?:**

*“Gillian and Lord Consul Augustus Grimm, Kelson Ayers, Tangee Vestra, Gurge, and Cinnamon are some of those who were targeted by the villains.”*

**What is the connection between all of those targets?:**

*“Gillian and the Lord Consul are my family. They are extremely loyal to the city and to the Legion. Tangee Vestra is the nephew of Commander Vestra. Kelson Ayers is a Legion sergeant. Gurge is an adventurer who is friends with Commander Vestra, in addition to being the paramour of Lady Tiffany Krimpach. Cinnamon is a member of the Society of Entertainers and*

*Providers. Other than Cinnamon, all have a connection to the Diamond Legion.”*

☛ **What can you tell us about the attack on Olek?:**

*“From what I understand, Olek was targeted with a spell that caused him to become rigid and fall over in the harbor. Several people almost drowned during the resulting tidal wave.”*

☛ **How is Olek?:**

*“He is fine. Luckily for him a half-ogre adventurer named Shiana saw what happened and immediately leapt into the water. Shiana managed to grab hold of him and drag him to some place safe until the effects of the spell wore off. Shiana managed to summon a Legion patrol and alerted them to what happened.”*

☛ **Where is Olek?:**

*“He is back at work in the harbor.”*

☛ **Can we speak to him?:**

*“If you feel that it is necessary after I read you the statement that Olek gave to the Legionnaires investigating the attack on him.”*

☛ **What did Olek say?:**

*“The Legionnaires wrote down Olek’s exact message. Let me just find it for you. After you hear it, if you feel it is necessary to speak with him, you may do so.”*

☛ **What spell was Olek hit with?:**

*“I believe that it was a hold person spell. I’m pretty sure that’s what Shiana said that it was.”*

☛ **Who is Shiana?:**

*“Shiana is an adventurer of the city, much like you. She is also an apprentice to Leah Ayers, the recent bride of Kelson Ayers.”*

☛ **Is Shiana trustworthy?:**

*“Yes. After reporting the details of the attack on Olek, Shiana headed back out in the field to try to find those responsible. She mentioned that she wanted to find Kelson for Leah, before Leah got*

*angry and destroyed the city herself. That statement was made tongue in cheek, so to speak.”*

☛ **Was Shiana able to add anything?:**

*“While she saw Olek fall, she did not see the caster. We believe that Olek might have been targeted by one of Isador’s daughters in dragon form. Shiana also did not encounter any elementals or giants as she went to save Olek.”*

☛ **Dragon form?:**

*“Yes, Isador’s daughters Drenella and Fiounella are both powerful sorceresses with a draconic bloodline. They and their father are able to assume the forms of blue dragons.”*

☛ **Is there any equipment you can loan us?:**

*“Unfortunately not, every item in the Legion armory has been requisitioned by the Legionnaires out on the streets. What I can give you are some Legion whistles. If you run into trouble, using the whistle will summon Legionnaires to your location. Bear in mind that it might take them up to a half minute to reach you, depending on where they are when they receive your call. I don’t foresee it taking that long, as there are patrols mobilized throughout the city. Also, as you have now been deputized, should you hear a Legion whistle blown, you are bound to respond.”*

☛ **You don’t have any potions that we could use?:**

*“I wish that I did. As I mentioned everything in the armory, including all of our potions, scrolls and salves, have been requisitioned by the legionnaires in the field to help the masses.”*

☛ **Do the locations that were attacked have anything in common?:**

*“None that I can think of, the attacks seem to be attuned to the elements air, earth, fire and water for some reason.”*

☛ **What happened in the Poor District?:**

*“Earth elementals and stone golems stormed the gates of the Poor District and killed the*

Legionnaires stationed at there. The creatures also destroyed the gates, allowing any of the poor whom they didn't kill to flee the district. Now before you misread what I said, most of the poor are poor unfortunates who are down on their luck. The gate guards are there to help prevent people from trying to take advantage of them by offering them money to do things that they might not normally do. For example this past summer people from the Poor District were promised exorbitant amounts of money for a day's work, and it clouded the judgment of those who ultimately accepted that offer in another scheme Isador was involved in. None of them ever got paid, but all of them lost their lives for the chance to better themselves."

☛ **Earth elementals and stone golems working together, isn't that unusual?:**

"Yes, highly unusual. It's rare enough to find groups of elementals that work together. Finding them working with golems of any kind is unusual."

☛ **Have other elementals been spotted working with golems?:**

"Yes, with both golems and giants. There have also been sightings of all 3 working together."

☛ **Was anyone seen directing them?:**

"No one reported seeing people directing them."

☛ **Have all the Legionnaires within the city been mobilized to deal with this?:**

"Yes."

☛ **Is it possible that these attacks could be a diversion of some sort?:**

"Anything is possible."

☛ **Where is Alexander Breng?:**

"He is in the field commanding a squad of Legionnaires."

☛ **He's in the field, didn't he quit the Legion?:**

"He resigned from the position of High Warrior, but he didn't resign as a Legionnaire. These are

desperate times and I'm not going to refuse an offer of assistance from someone with Breng's credentials."

☛ **Were there any witnesses to the kidnappings?:**

"The only witnesses that I know about were Lord Consul Grimm and Gurge."

☛ **What happened to Commander Vestra and Captain Collins?:**

"After they briefed me, they returned to their squads."

☛ **Commander Vestra and Captain Collins are in the field leading squads of Legionnaires?:**

"Yes, every Legionnaire, other than myself, has been mobilized for action and is in the field trying to discover who is responsible for these creatures attacking the city."

☛ **Can we have a writ stating that we're working for the Legion?:**

"Yes."

He will hand the PCs a writ.

☛ **Can we have a pass into the Noble's District so that we may head to house Krimpach to interview Gurge, or speak with people at House Grimm?:**

"Yes. This pass will expire in 24 hours."

He will hand the PCs a pass into the Noble's District.

☛ **If we do encounter Isador, do we need to bring him in alive?:**

"While I would prefer you to bring him in alive so that we can gain information from him, I'm not going to tie your hands. If you need to use lethal force to save your lives you may do so. Even a dead body can provide information."

☛ **Do you know where they might strike next?:**

"No. I wish that I did. Based on where they're previously struck, they're likely to strike anywhere."



- ☛ Where is the Lord Monarch during all this?:/ How come the Lord Monarch isn't doing anything to alleviate this situation?:

*"The Lord Monarch is also hiring a group of adventurers to look into these attacks."*

- ☛ Is he paying his group the same rate that we're being paid?:

*"This is not the time to be worrying about something so trivial. The Lord Monarch is telling his group what I told you, that they'll be adequately compensated for their efforts."*

- ☛ So if we find the creatures and feel that we can't handle them, we can blow the whistle for help?:

*"Yes. While it is true that we wish the creatures defeated or driven from the city, we prefer it to be done without any additional loss of life."*

- ☛ Will the temples be available to get healing if we need it?:

*"They should be, but they'll be busy healing many people so you might need to wait to be seen. They'll probably be prioritizing injuries so people with more serious injuries will be seen first."*

- ☛ So we probably shouldn't go to the temples unless we absolutely need it?:

*"That might be a good idea. I'm not trying to discourage you from heading to the temples for healing because we'd like you to face these threats fully healed. I'm just suggesting that if you have only scratches, you'd be seen after someone that has life threatening injuries."*

- ☛ Is there anything else that you can tell us.? Or if the PC's are done asking questions:

*"I wish that there was. I've told you everything that I know. I wish you luck with your investigation. May Galvandt watch over you and keep you safe."*

Note if the PCs use the whistle given to them by High Warrior Grimm, it will summon legionnaires to the battle in 2 rounds. If the PCs don't use the whistle legionnaires will arrive in 3 rounds. Treat those legionnaires as

7<sup>th</sup> level fighters using the stats in GM aid 3, just give them armor.

- If the PCs want to speak with Lord Consul Grimm GO TO Encounter 1 - The Temple Of Hyperion (page 9).
- If the PCs want to speak with Gurge GO TO Encounter 2 - House Krimpach (page 12).
- If the PCs want to check the Grimm Estate GO TO Encounter 2A – Grimm Estate (page 14).
- If the PCs want to check the Erikas Estate GO TO Encounter 2B – Erikas Estate (page 15).
- If the PCs want to head to the Poor District GO TO Encounter 3 – The Poor District (page 15).
- When the PCs are ready to leave the Poor District GO TO Encounter 3A – Ogre Ogre (page 16)
- If the PCs have already been to two encounters GO TO Encounter 4 (page 17).
- If the PCs want to go to the Society of Entertainers and Performers, GO TO Encounter 5 (page 20).
- If the PCs want to go to another temple, GO TO Encounter 6A-6F (page 20).
- If the PCs want to go to the warehouse in the Services District, GO TO Encounter 7 (page 25).
- If the PCs want to head to Docks, GO TO Encounter 8 (page 35).

## ENCOUNTER 1 – TEMPLE OF HYPERION

*"You head towards the Temple District and the Temple of Hyperion to see Lord Consul Augustus Grimm. Along the way, you see legionnaires battling a group of stone golems, with bodies of fallen legionnaires strewn across the road. The seriousness of the battle makes your trip all the more important. When they see you coming, the legionnaires wave you off, claiming that they've got this under control, so you don't need to worry about it.*

*High Warrior Grimm wasn't sure whether the Lord Consul could shed some insight into the disappearance of Gillian Grimm, but if he can,*

*that could be a big help in driving these creatures from the city.*

*Reaching the Temple District, you notice the same scene in front of every temple, scores of screaming people trying to get into the temples and the security that the temples offer. You continue through the district until you reach the Temple of Hyperion. You work your way through the crowd until you reach the front door to the temple. You are greeted by a blond-haired priestess of Hyperion. “For those of you who don’t know me, I’m Syndella, one of Hyperion’s Chosen. How can I help you?”*

When the PCs mention Lord Consul Grimm continue:

*“Please follow me. Lord Consul Grimm is here recovering from his injuries. He is extremely lucky to be alive as both of his arms and legs were completely broken, every bone in them shattered as if someone very heavy had jumped on them. The rest of his body was battered and bruised. Through everything he kept his composure, a lesser man might have been overwhelmed by his injuries but not the Lord Consul. All he kept asking about was Gillian and if there was any news on where she was. He is able to answer your questions.” she leads you to a room in the rear of the temple.*

*“Lord Grimm, sir, these people are here to talk with you.”*

*Inside the room is an elderly human man who would stand six foot easily if he were not hunched over from old age. By his frame he used to be a warrior, but obviously he has fought more mental battles than physical as of late. His grey hair is thin, but his steel grey eyes mark him as a member of the Grimm family.*

*Lord Consul Grimm looks in your direction. “Let us dispense with the formalities, I’m Lord Consul Augustus Grimm, and I know why you’re here. Alaric told me that there would be people coming to investigate Gillian’s disappearance? That would be you correct?”*

If the PCs acknowledge that, Alaric will say:

*“Thank you. Now please ask whatever questions you may have. The sooner you find Gillian the happier we’ll all be.”*

● **Lord Consul Grimm is there anything you can tell us about what happened to you?:**

*“I’m not worried about what happened to me, you need to find Gillian.”*

● **What can you tell us about Gillian’s disappearance?:**

*“Gillian and I had just walked out of the estate when we were set upon by a quartet of earth elementals. We were holding our own against them when Gillian suddenly stopped moving. One of the elementals picked her up and started walking away. I tried to rescue her, but one of the elementals grabbed me, lifted me up, slammed me into the ground and then proceeded to jump on my arms and legs shattering them. Once I was strewn on the floor with 4 broken appendages, the elementals turned and left.”*

● **Did your house guards try to help?:**

*“Unfortunately, yes. The elementals grabbed the guards and pulled their appendages off.”*

● **Are the guards okay?:**

*“No, the elementals took the guards torsos and left their appendages behind. I don’t know what they did with the torsos once they left.”*

● **Why did they take the torsos?:**

*“I have no idea. Perhaps they wanted some sort of souvenir.”*

● **Did you try having someone search for the torsos?:**

*“Yes, but they weren’t able to find them. Either the torsos are in a location that’s protected against detection or the torsos are not intact any longer.”*

● **High Warrior Grimm didn’t mention that.:**

*"He probably didn't see any reason to. Knowing about the torsos would not help us find Gillian."*

☛ **Wouldn't knowing where the torsos are help find Gillian?:**

*"Only if the torsos and Gillian are both in the same location."*

☛ **The elementals seem to have acted strange compared to other elementals. Was someone directing them?:**

*"I didn't see anyone doing that, but I didn't have a lot of time to observe the elementals. However, you are correct when you mention that these elementals were stranger than other elementals. These elementals cast spells"*

☛ **Was Gillian targeted by a hold person spell before she stopped moving?:**

*"I did not see anyone casting spells against Gillian, but as I said I was a little preoccupied trying to stay alive. It's possible that she could have been hit by a poisoned dart."*

☛ **What do you mean the elementals were casting spells?:**

*"I saw the elementals cast some spells against the house guards. Some of the guards were hit by acid, and others were hit by fire. Now, I don't know if they cast any spells to make Gillian stop moving."*

☛ **What sort of spells were the elementals casting?:**

*"I don't know. I didn't have much time to observe the spells. I saw the elementals gesturing and speaking, but I couldn't tell you what the results of that were as I was being tossed around like a haversack full of potatoes. I do recall seeing scorch marks on one of the guards torsos before the elementals left with it, and we weren't fighting anyone other than elementals."*

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

*"Find Gillian, she's the priority."*

☛ **So you didn't see anyone other than the elementals casting spells?:**

*"No."*

After about 10-15 minutes of questioning, Syndella will say the following

*"The Lord Consul needs his rest, so I think it's best that you leave now."*

When the PCs are ready to depart Lord Consul Grimm will add.

*"May Hyperion guide you and keep you safe so that you may complete this mission. My daughter Gillian needs to be found, please do what you can to make that happen. Thank you"*

*As you're about to leave the Temple of Hyperion, a young woman runs into the temple. "The Shrine of Cyrene was attacked by elementals, but that's not the worst. As I was heading here, I saw Jalinor the Just being attacked outside the temple of Galvandt. The elementals attacked him and then picked him up and carried him away."*

☛ **Who attacked the Shrine of Cyrene?:**

*"From what I could see, the shrine was being attacked by fire elementals."*

☛ **Why was Jalinor at the Temple of Galvandt?:**

*"I don't know, perhaps one of the priests at the temple of Galvandt might know.."*

☛ **Was anyone else attacked/carried away?:**

*"I don't know."*

☛ **Who attacked Jalinor?:**

*"Jalinor was attacked by creatures made of earth, stone and flesh."*

☛ **Where did they take Jalinor?:**

*"I don't know."*

☛ **How many of those creatures were there?:**

*"I don't know."*

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

*"I've told you everything that I know."*

- 
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Krimpach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

## **ENCOUNTER 2 – HOUSE KRIMPACH**

*You head towards the Noble District and House Krimpach to speak with Gurge. As you reach the district's gates, you notice a disturbing sight, the bodies of the gate guards, or rather the pieces of what was once the guard's bodies lie strewn about the area, obvious signs that the Noble District was not spared the wrath of these attacks.*

If the PCs should examine the bodies they will discover with a **Heal DC 5+ATL check** that the body parts were torn off while the guards were still alive.

*Reaching House Krimpach, a knock on the door quickly gets a servant's attention and he opens*

*the door. After mentioning that you are here to see Gurge, the servant takes you to a sitting room. It's readily apparent to all who have been here before that things are definitely serious if the house is not playing any "pranks" on those visiting their estate.*

*The servant brings you to the sitting room and excuses himself and then leaves you alone in the room. A few minutes later, he returns with two young gnomes, one male and one female. "Lady Krimpach, please let me know if you, Gurge or your guests need anything." He turns and leaves the room.*

*Lady Krimpach begins speaking "I understand that you have questions for Gurge. You may ask them, but I beg you to not overtax him."*

☛ **Gurge, what can you tell us about what happened to you?:**

*"I had arranged to meet up with Sgt. Kelson Ayers. He had recently married Leah, one of my friends and I wanted to see him to make sure that he was treating her well. When I caught up with him in the Noble District, he was with Tangee Vestra, whom he was watching for Commander Vestra. When I managed to locate him Sgt Ayers was fighting fire, hill, and stone giants and flesh golems, as well as both earth and fire elementals. I tried my best to help Sgt. Ayers protect Tangee, but there were too many creatures. Both Sgt. Ayers and I were hampered in the battle because Tangee was there and we needed to stay close to him."*

☛ **So you're saying that it's Commander Vestra's fault/Tangee's fault that Sgt. Ayers was kidnapped?:**

*"No, no one is to blame. Perhaps I didn't choose my words as carefully as I thought. Tangee was an innocent in all this and as such isn't capable of defending himself. He also doesn't know how to react in a combat situation which meant that the actions of both Sgt. Ayers and I were limited. We could not move the battle to a more advantageous location and the odds against us were a little overwhelming."*



☛ **How many creatures did you face?:**

*“Two giant earth elementals, a huge fire elemental, 2 stone giants, 2 hill giants, 2 fire giants and a flesh golem.”*

☛ **How large an area did this battle occur in?:**

*“Unfortunately, the battle took place in an area that was open on all four sides, providing no tactical advantage as we had to guard against attacks on all 4 sides. I’m not exactly sure how large an area we fought in, just that it was large enough for us to be surrounded.”*

☛ **Do you have anything that you could loan us?:**

*Unfortunately, I already gave my weapons and armor to the house guards to use while they searched for Gillian Grimm. I do have a wand of cure light wounds that you may borrow*

☛ **Why were Sgt. Ayers and Tangee Vestra in the Noble’s District?:**

*<Gurge>“I never got the chance to ask them as it was a pitched battle. I’m guessing that since the battle took place a few blocks away from Noble House Erikas that they were on their way to visit Leah’s friends Shad and Xarina Erikas.”*

*<Lady Tiffany> That’s right. I seem to recall the Erikas guard and Mitch Erikas heading to help when the elementals tried to leave with Kelson and Tangee. When I was dragging Gurge into my family’s home to be healed, I heard that Mitch was kidnapped and that several of the guards were either wounded or dead.*

☛ **Did your house guards try to help?:**

*<Lady Tiffany> “Yes, luckily they weren’t able to hurt the elementals, so the elementals did not consider them a threat and ignored them. On the other hand perhaps when I told them to leave, my voice sounded like the one giving them their orders so they left without causing any additional damage”*

*Unfortunately, Mitch and his house guards got in the way of the elementals so they wound up having a fight.*

☛ **Are the guards okay?:**

*“Yes.”*

☛ **Can we speak with your guards??:**

*“I wish that you could. The Lord Monarch asked some of the noble houses to loan him some of our guards so I did. One does not turn down a request from the Lord Monarch to help find Gillian Grimm.”*

☛ **The elementals seem to have acted strange compared to other elementals. Was someone directing them?:**

*“The group did seem more coordinated than normal types of those creatures, but I didn’t see anyone controlling them. However, you are correct when you mention that these elementals were a stranger than other elementals. These elementals cast spells”*

☛ **What sort of spells were being cast?:**

*“I’m not exactly sure, spell use is not my specialty, and I was a little busy. Let me think for a moment, I believe that out of the corner of my eye I saw fire coming from the elementals hands, a ball of fire but it wasn’t as large as one of Leah’s balls of fire. I think that there was also a steam of fire that hit Kelson too.*

*[Lady Tiffany]”Gurge sweetie, aren’t you forgetting that you got hit by lightning during the fight?”*

*[Gurge]”Oh yeah, lightning too.”*

☛ **What do you mean the elementals were casting spells?:**

*“Exactly that, the elementals cast some spells.”*

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

*“I have never felt so useless in my adventuring career. With all my training, I was unable to help them. Please find Tangee and Sgt. Ayers.”*

☛ **So you didn't see anyone other than the elementals casting spells?:**

"No."

*Once Gurge finishes speaking, Lady Tiffany says, "My guards and I were walking through the district on the way home when we happened upon Gurge fighting those creatures. I ordered the villains to leave Gurge alone, so they picked up Sgt Ayers and Tangee and then left."*

☛ **Were the elementals casting spells?:**

*Lady Tiffany says, "I did not see any elementals or giants casting spells."*

☛ **Did you see which way they went?:**

*<Lady Tiffany> "No, I was concerned about Gurge. The guards at house Erikas might know."*

**When the PCs are done asking questions, continue here:**

*<Lady Tiffany> "I hope that's all the questions that you might have because I don't want my Gurge getting overtaxed. Good luck. We will all be safer once this nightmare is over."*

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16).**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**

- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

## **ENCOUNTER 2A – GRIMM ESTATE**

It's possible that the PCs might wish to visit the Grimm Estate. Here is a summary of what they may find:

- The staff is subdued. While they are concerned for the Grimm family, they are also mindful of the fact that several people lost their lives in this attack. They are concerned for the victims' families.
- Legionnaires stand guard on the estates grounds to prevent a repeat occurrence.
- No one knows where the villains went. Gilliam Grimm and the Lord Consul were attacked and then Sophia Grimm, Gillian's older sister, set out to find Gillian who has been kidnapped.
- There are white chalk outlines marking where the bloodied bodies of the victims were found.

No matter how much time the PCs wish to spend talking to the remaining staff, they don't have anything other than what's listed above to contribute and need to get back to their jobs. They need to make sure that everything is ready for when the Lord Consul, and Gillian return home.

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Krimpach (page 12).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**

- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17)**.
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20)**.
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20)**.
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25)**.
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35)**.

### **ENCOUNTER 2B –ERIKAS ESTATE**

It's possible that the PCs might wish to visit the Erikas Estate. Here is a summary of what they may find:

- The house guards are concerned about Mitch Erika's safety. They are grateful that they are alive, but upset that several of their number lost their lives in this attack. They are concerned for the victims' families.
- Several legionnaires stand guard on the estates grounds to prevent a repeat occurrence.
- No one knows exactly where the villains went, although they can point out the direction that they headed
- There are white chalk outlines marking where the bloodied bodies of the victims were found.

No matter how much time the PCs wish to spend talking to the remaining staff, they don't have anything other than what's listed above to contribute and need to get back to their jobs. They need to make sure that everything is ready for when the Mitch returns home.

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9)**.
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page 12)**.

- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14)**.
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15)**.
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17)**.
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20)**.
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20)**.
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25)**.
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35)**.

### **ENCOUNTER 3 – POOR DISTRICT**

*Heading towards the Poor District you aren't surprised, based on what you'd been told, to find men, women and children that obviously used to live in the district roaming the streets of the city. Arriving at the entryway into the district, you find that there are no guards nor gates barring entry and exit from the district. A trail of dead bodies, both whole and in pieces, litter the streets. The reconstruction of the Poor District was almost complete before these attacks, as evidenced by the number of whole buildings outnumbering the number of partially destroyed buildings.*

If the PCs should make a **Perception DC 25+ATL check** or a **Heal DC 20+ATL check** they will notice that one of the bodies on the ground, which is that of a young man in his mid twenties, is breathing. They will also notice that even though his body shows signs of being burned, the wounds are not serious. If they go to speak with him, he will talk with them as long as they promise to let him come with them.

☞ **Who are you?:**

*"My name is Zydin. I am, or rather I was, one of the adventurers in this fair city."*

☛ **What do you mean was an adventurer?:**

*"My wife Erabina got sick and I needed to stay around and take care of her and our two children, Tamaron our son and Nothela our daughter."*

☛ **Why were you pretending to be dead?:**

*"My family was taken by the creatures. I knew that I would be of no use to them if I were dead. I was hoping that adventurers would show up here. Will you help me get my family back?"*

☛ **Who exactly was taken?:**

*"My wife and two children were taken."*

☛ **What happened to the districts guards?:**

*"They were helping the creatures. They showed the creatures who to attack and which of the rebuilt homes to destroy."*

☛ **Are you saying that the gate guards were corrupt?:**

*"Well, these weren't the usual guards. I don't know what happened to those guards."*

☛ **When the gates were destroyed, why didn't you leave?:**

*"I figured that adventurers would head here. I wasn't sure where I could find adventurers outside of the district. I heard lots of fighting going on outside the district, so I knew that I would be safer here, especially with no weapons"*

☛ **If you were an adventurer, why don't you have any weapons?:**

*"Everything I had was sold to take care of my wife and children."*

☛ **Was anyone else taken?:**

*"Yes, several people were taken, mostly women and children. Although, there was an elderly gentleman that claimed that he was a retired legionnaire."*

☛ **Do you know where they were taken?:**

*"No, but I did hear something about a place called the Golden Ticket. I don't know what sort of place that is or if that's where the group was taking the captives."*

☛ **How many were there?:**

*"There were 4 men plus 5 earth elementals, 3 flesh golems, and 3 wood golems. The men were giving directions to the creatures."*

☛ **When was the last time that you saw the regular guards?:**

*"Earlier this morning, probably about 5 or 6 hours ago."*

☛ **Was there a woman with them?:**

*"I did not see a woman with them, but I did hear a booming voice from above. When I looked, up I saw a big blue form in the sky."*

☛ **Was it a dragon?:**

*"I don't know. I've heard of dragons, but I've never actually seen one."*

If the PCs should equip him and bring him with them, they will find that he'll be an excellent ally. He is a 7<sup>th</sup> level fighter. His stats are in GM Aid 3.

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**



- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

### **ENCOUNTER 3A – OGRE OGRE**

The PCs will see 3 extremely inept ogres carrying sacks. The ogres are heading towards the PCs and when they notice the PCs their jaws will drop, and then they'll drop their sacks

🗨 **What are you doing?:**

“Who us?”

🗨 **Yes, you?:**

“Nothing”

🗨 **What's in the bag?:**

“What bag. Oh, that bag. Takeout, if you want it it's yours” They start trying to backpedal as a way to try and extricate themselves from this situation.

🗨 **Open the bag?:**

“We said that you could have it.

If the PCs open the bag, they will find the bodies of 3 of House Reilly's guards

🗨 **Where did you get them, and where are you taking them?:**

“We found them, and we were taking them to the hideout. We just forgot that they moved the hideout.”

🗨 **Hideout, what hideout?:**

“You're trying to trick us. It's okay we're too smart to fall for that. We're not going to tell you that the new hideout is a warehouse in the Service District no matter how hard you torture us.”

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**

- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Krimpach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

### **ENCOUNTER 4 – CAT GOT YOUR TONGUE**

This encounter will be run after the PCs have been to two other locations after the Introduction.

Elsbeth will recognize any PCs that played *Animal Magnetism* and will greet those PCs by name. If the PCs should ask her, she can bring her mistress to them to get them healing if they need it, or potions that can help them hit the elementals

*As you're travelling to your destination a large tiger approaches you. “Greetings, my name is Elsbeth. Normally, I would let you figure this out on your own because you people always think that you know everything, but there isn't time to waste because the city is in danger. If you are the ones tasked with helping to save this city, then I need to speak with you.”*

If the PCs mention that they are, she will continue:

*“I've been travelling around the city and I've seen and heard some things that you'll need to*

know. For instance, I've seen the ones that you're looking for and know what her plans are."

☛ **How are you speaking?:**

"My mistress arranged to have a tongues spell placed on me, with a permanent duration, so that we could always communicate."

☛ **How many are we looking for?:**

"There are 2 main villains that I've seen, both of them female. Each of them has their own agenda for perpetrating evil in this city."

☛ **What are their plans?:**

"Their overall plan is to cause as much damage as possible, to help ease their father's takeover of Amthydor. The one that did most of the talking mentioned something about killing all of the people in Amthydor other than those on her list, until the Lord Monarch gives her father control of the city. I did manage to get a quick listen to the names on the list. I'm willing to tell them to you, but there is a cost."

☛ **What sort of cost?:**

"I'd like my neck rubbed and some scratching behind my ears."

☛ **What do they look like?:**

"Both of them looked like dragons, very large blue dragons. Their names are Drenella, and Fiounella. Drenella is the one that did most of the talking, while Fiounella was very quiet, almost as if she were taking mental notes."

☛ **Hostages?! Who are her hostages?:**

"Drenella said that she currently had Gillian Grimm, Sgt. Kelson Ayers, Cinnamon and Tangee Vestra. On the way to meet with Fiounella, her forces captured Sophia Grimm. Drenella adamantly stated that she wants more hostages, many more hostages."

☛ **Do you know who Drenella's going after next?:**

"Drenella said that the temples of Peliron, Galvandt, Hyperion, Lucor, Pietos and Meneon

were next on her long list of targets. Drenella said that she specifically wanted to add the high priests of those temples to her collection. The people that Drenella's targets to be hostages are ones that would either catch the Lord Monarch's attention, or that of the city's High Warrior. With that said, I think that Drenella's going to go after Jalinor the Just and Miekauf Nactrune next."

☛ **Why those two high Priests?:**

"Jalinor the Just is the current Patriarch of the Quorum of Faith and, in that position, oversees the functions of the other temples in the quorum. Miekauf is the High Guardian of the temple of Galvandt, most of the Legionnaires in the city worship Galvandt."

☛ **Did Drenella say where the hostages were being held?:**

"Drenella told her forces to bring any new hostages that they obtain, other than the Jalinor the Just and Miekauf Nactrune, to a warehouse in the Services District, or an abandoned building in the newly rebuilt Poor District. They should alternate between the two."

She gives the PCs the address to the warehouse in the Services District.

☛ **Did Drenella say where her forces should bring Jalinor and Miekauf?:**

"Not that I heard. She did tell her minions to bring both of them to the agreed upon place."

☛ **Did she say which hostages were being held at each of those locations?:**

"No, but she also reminded her forces that some of the children from the Poor District were to be handed over to her sister Fiounella so that she could use them for experiments."

☛ **Did she say what her father's plans were?:**

"No, just that he desired control of Amthydor and that she and her sister Fiounella were going to do their part to help him get that."

☛ **Did she say anything else?:**

*"She told her forces that she expected some of the city's adventurers to try to stop her and that she wanted their deaths to be as painful as possible."*

**What sort of forces does she have?:**

*"The forces that I saw were creatures made of fire and earth. She did mention having golems and giants at her disposal as well."*

**Do you know where we can find her?:**

*"No, perhaps if you defeat her forces at one of the two locations, they'll be able to tell you where to find her."*

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

*"Be careful, Drenella's forces don't appear to be pushovers. Some of those fire and earth creatures were casting spells."*

**How come you know so much about what's going on?:**

*"There are several reasons 1) I'm a druid's companion animal so I'm more observant than a typical animal; 2) I pay attention to details, even the slightest details; 3) I know how to stay out of sight. People are more inclined to say things if they don't see you."*

**Where is your druid now?:**

*"My druid Tiela is visiting her brother, Siriesh, at the city's newspaper. Siriesh is working on a story about these attacks."*

**Elementals casting spells?:**

*"Yes, the elementals cast both arcane and divine spells. Some of those included magic missile, fireball, lightning bolt, ice storm, and flame strike."*

**Is it possible that she had air and water elementals working for her as well?:**

*"Anything is possible, after all, I'm a talking cat."*

**Did Drenella mention who her father is? / What is the name of Drenella's father?:**

*"His name is Isador."*

**Do you know what Isador's planning?:**

*"No, but I know that he blackmailed 3 noble families into trying to frame Alexander Breng for treason."*

**Which noble families were blackmailed?:**

*"Burkeley, Eisner and Sadhein."*

**But weren't they committing treason by framing Breng for treason?:**

*"Yes, but they apparently had no choice as they were being blackmailed."*

**What were they blackmailed with?:**

*"That was never mentioned."*

**Why were they blackmailed?:**

*"Someone wanted Alexander Breng removed from his position as high Warrior, but didn't want to do the job themselves."*

**Who was behind this?:**

*"I'm not sure. I've only heard speculation and prefer not to spread information that has not been verified."*

**Weren't the three noble houses that you mentioned were attempting to frame Alexander Breng only rumored to have done so?:**

*"No. I have a reliable source that confirmed their involvement."*

**Who is your source?:**

*"I can't reveal that."*

**What else can you tell us?:**

*"Haven't I told you enough already. I think that it's time for you to head out to try and stop those villains now."*

Note: if the PCs should decide to attack Elsbeth 2 18<sup>th</sup> level druids will rush to Elsbeth's defense.

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

### **ENCOUNTER 5 – THE DAY THE MUSIC DIED**

*You arrive at the Society of Entertainers and Providers and are immediately ushered into an ornately decorated room. There is a sofa in the room as well as 6 chairs. A charismatic man with thick black hair and compelling dark brown eyes looks up at you. “My name is Jordan, how can I help you?”*

#### **☛ What happened to Cinnamon?:**

*“She tried to find information on the elementals that were going around the city casting spells. I heard that she was attacked by a group of fire elementals and taken prisoner.”*

#### **☛ Do you know where she is?:**

*“No. I wish that I did.”*

#### **☛ How was she dressed?:**

*“Cinnamon likes to dress in tight fitting leathers.”*

#### **☛ Have you had any divinations done to find her?:**

*“Yes and they yielded no information.”*

#### **☛ How can that happen?:**

*“If they’re being blocked by some sort of non-detection magic there would be no information gained.”*

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

*“Just that if you should happen to find Cinnamon, please do what you can to rescue her.”*

#### **☛ Does Cinnamon have any enemies?:**

*“Let me think for a moment. She used to have problems with Leah Ayers, but after Leah married Kelson Ayers last summer things seemed to be good between them. Cinnamon, in her desire to find new stories, can sometimes come across as opinionated, which might rub people the wrong way.”*

#### **☛ Do you think that the Jaguars could be behind Cinnamons disappearance?:**

*“No, I don’t and the reason why is because the Jaguars do not exist. One idiot decided last summer to make false claims about the existence of a secret group called the Jaguars and now everyone believes him.”*

Jordan is wearing a ring of mindshielding and has a bluff check of 40+ATL

#### **☛ How well did Cinnamon know the other kidnap victims?:**

*“While they don’t travel in the same circles she does have cordial relations with all of them.”*

As the PCs get ready to leave, continue here:

*I think that you’ll need to head out now and try to find Cinnamon and the others, because I’ve got a performance to give later tonight and I must prepare. The show must go on.*



- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to another temple, **GO TO Encounter 6A-6F (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

## **ENCOUNTER 6 – DIVINITY AT YOUR DISPOSAL**

Note: The PCs will only be able to visit one shrine in the interest of saving time. The difference between each shrine's information is in the table located in GM AID 2. After about 10 minutes game time, the priests will tell the PCs that they've told them all that they know, and that if they're on a mission they should go but with the blessings of the appropriate god upon them.

### **ENCOUNTER 6A – SHRINE OF LOHM**

*You make your way to the Shrine of Lohm in the Services District. As you arrive, you notice that the shrine has been attacked. There is a trail of bloodstains leading into a low building of what once was finely polished marble.*

*When you head into the shrine, you notice that the pews are shattered and that the bodies of several dwarven priests of Lohm litter the floor. You also find that the dim halls of this shrine merge into a stone courtyard dominated by an*

*ornate globe fashioned into an exact representation of Raia. The globe, large enough that it would take three men to encircle it with their arms joined, hovers above a waist-high granite pillar. Slivers of polished gemstones inlaid into the surface of the globe mark countries, mountains, plains, deserts, rivers, seas, and other geographic features.*

*The stone globe levitates only an inch or so above the top of the pillar and rotates freely. The pillar is slightly dished on top, complementing the curve of the globe.*

*The rest of the shrine is free from devastation and attacked priests.*

If the PCs decide to examine the dwarven priests' bodies, a **Heal check** will reveal the following information based on the DC attained.

**5** the bodies are dead.

**10** the bodies are battered and bruised

**15** the bodies appear to have been thrown into the walls

**20** one of the priests is not dead, although he does not look like he will last much longer.

A **Perception check** can reveal the following information based on the DC attained.

**15** it looks like the bodies were tossed against the walls of the shrine on more than one occasion.

**25** one of the priests is not dead, although he does not look like he will last much longer.

If the PCs heal him they will be able to learn the following information:

- His name is Copernicus Roundbottom
- The shrine was attacked by air elementals under the direction of a druid of Aurelian.
- The air elementals cast some spells at him and the other priests of the shrine, in addition to whipping them around the temple. I remember getting hit with a *magic missile* spell while another priest was hit with an *acid arrow*
- After the air elementals had their fun, some of them held the priests of the shrine down while another of their kind cast spells that made it hard to breathe. Well it was made harder to breathe as a result of *unseen servant* and *mage hand* spells as an

unseen servant stuffed cloth down their throats. Once our hearts stopped beating, or came close to stopping they removed the cloth so there wouldn't be any clue as to what happened.

- His heart began to race and felt like it was going to explode from the difficulty breathing. That was the last thing he remembered before waking up and trying to get help now.
- The druid of Aurelian seemed to enjoy the assault on the shrine and its priest by the air elementals.

Once the PCs arrive, they will have 1 round after discovering him, to heal him before he dies. If he dies, the PCs will be able to get some of the information, but not all of it. How much would depend on how many questions they can get with a *Speak with Dead* spell.

### **ENCOUNTER 6B –SHRINE OF AURELIAN**

*You make your way to the Shrine of Aurelian. As you arrive, you notice the obvious signs that the shrine has come under attack. There are scuff marks on the ground, as if something heavy was dragged across it. When you head into the shrine, you notice that the pews are overturned and underneath the pews are the bodies of several priests of Aurelian. A closer examination of the bodies reveals that they are battered and bruised and that their nostrils and mouths are filled with mud.*

A **Heal check** will reveal the following information based on the DC attained.

**5** the bodies are dead

**10** the bodies suffocated. Their nostrils and mouth were filled with mud making it hard to breathe.

**20** one of the priests is not dead, although he does not look like he will last much longer.

A **Perception DC25+ATL check** will reveal that one of the bodies is not dead, although he is in need of some healing, as well as removing the mud from her nose and mouth.

If the PCs heal him they will be able to learn the following information:

- His name is Dalwin Cloudwalker

- The shrine was attacked by earth elementals under the direction of a druid of Lohm.
- The earth elementals cast some spells at him and the other priests of the shrine, in addition to whipping them around the temple. They put rocks in our mouths and then cast *rock to mud*, after previously pelting us with *magic stones*.
- After the earth elementals had their fun, some of them held the priests of the shrine down while another of their kind cast spells that put mud in their mouths and noses making it hard to breathe.
- His heart began to race and felt like it was going to explode from the lack of air. That was the last thing he remembered before waking up and trying to get help now.
- The druid of Lohm seemed to enjoy the assault on the shrine and its priest by the earth elementals.

Once the PCs arrive, they will have 1 round after discovering her, to heal her before she dies. If she dies, the PCs will be able to get some of the information, but not all of it. How much would depend on how many questions they can get with a *Speak with Dead* spell.

### **ENCOUNTER 6C –SHRINE OF CYRENE**

*You make your way to the Shrine of Cyrene. As you arrive, you notice scorch marks on the ground, which seem to indicate that there was a battle here pretty recently. When you head into the shrine, you notice that the pews are overturned and that underneath the pews are the bodies of several priests of Cyrene. A closer examination of the bodies reveals that they are severely burned and that there is burnt skin around their mouths.*

A **Heal check** will reveal the following information based on the DC attained.

**5** the bodies are dead.

**10** the bodies suffocated and, if that wasn't bad enough, there is evidence that their lungs were burned, most likely from having fiery weapons rammed down their throats. Their breathing

became so painful that they probably prayed that they would die quickly.

**20** one of the priests is not dead, although she does not look like she will last much longer.

A **Perception DC25+ATL check** will reveal that one of the bodies is not dead, although she is in need of some healing.

If the PCs heal her they will be able to learn the following information:

- Her name is Millicent Turtlemaur
- She was attacked by some fire elementals that seemed to be guided by a druid of Zara.
- The fire elementals in addition to pounding her and the other priests, were casting spells.
- She and several of the other priests were held down by some of the fire elementals, while others cast fire spells and rammed burning weapons down their throats.
- Her lungs felt like they were on fire and she dreaded taking a breath, as every breath was extremely painful.
- The druid of Zara seemed to enjoy the assault on the temple and its priest by the fire elementals.

Once the PCs arrive, they will have 1 round after discovering her, to heal her before she dies. If she dies, the PCs will be able to get some of the information, but not all of it. How much would depend on how many questions they can get with a *Speak with Dead* spell.

### **ENCOUNTER 6D – SHRINE OF ZARA**

*You make your way to the Shrine of Zara. As you arrive, you notice that the shrine has seen better days. There are indications that there was a battle here pretty recently. When you head into the shrine, you notice that the pews are overturned and that underneath the pews are the bodies of several priests of Zara. A closer examination of the bodies reveals that they are battered and bruised and that their lungs are filled with water.*

A **Heal check** will reveal the following information based on the DC attained.

**5** the bodies are dead

**10** the bodies drowned, as evidenced by the water in their lungs

**20** one of the priests is not dead, although she does not look like she will last much longer.

A **Perception DC25+ATL check** will reveal that one of the priests is not dead, although she is in need of some healing as well as removing the water from her mouth.

If the PCs heal her they will be able to learn the following information:

- Her name is Morgana Flametogue
- She was attacked by some water elementals that seemed to be guided by a druid of Cyrene.
- The water elementals, in addition to pounding her and the other priests, were casting spells.
- She and several of the other priests were held down by some of the water elementals while others cast *create water*.
- Her lungs felt like they were going to explode from the influx of water dumped in them. The water came faster than she could swallow it and then she reached the moment when she couldn't swallow anymore.
- The druid of Cyrene seemed to enjoy the assault on the shrine and its priest by the water elementals.

Once the PCs arrive, they will have 1 round after discovering her to heal her before she dies. If she dies, the PCs will be able to get some of the information, but not all of it. How much would depend on how many questions they can get with a *Speak with Dead* spell.

### **ENCOUNTER 6E – TEMPLE OF GALVANDT**

*You head to the Temple of Galvandt, the trail of dead bodies littering the path proves how desperately this situation needs to be dealt with. You arrive at the temple and are met at the door by a blond haired blue eyed priest.*

The priest, Jesten, will acknowledge any PCs that played “Stolen Glances and Echoes of Long Ago”, “Fists of Fury” or “Beguiling Isn’t It”

*“Are you here to investigate what happened to High Guardian Miekauf Nactrune.”*

☛ **What happened to Miekauf Nactrune?:**

*“He heard the sounds of battle coming from outside the temple and went outside to offer assistance. As soon as he stepped outside the temple, he was immediately attacked.”*

☛ **Why was Jalinor at the Temple of Galvandt?:**

*“Patriarch Jalinor came to meet with the High Guardian about Quorum of Faith business.”*

☛ **What was he fighting? / What were they feeling?:**

*“He was fighting a combination of elementals, giants and golems.”*

☛ **What types of each of those?:**

*“Earth elementals, stone golems, flesh golems, as well as hill and stone giants.”*

☛ **Where did they take them?:**

*“I don’t know.”*

☛ **Did you see the battle?:**

*“No. I arrived at the end of the battle. I had gathered some potions in case they were needed before heading out to offer assistance. When I stepped out of the temple, I saw large earth elementals lift the bodies of both Jalinor and Miekauf into the air and then slam them into the ground. The earth elementals then passed the two battered and bloodied bodies of the high priests to the golems to carry, at which point the group left. The earth elementals seemed to be giving orders to the other creatures. ”*

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

*“I’ve told you everything that I know.”*

*As you’re about to leave the temple of Galvandt, a young woman runs into the temple. “The Shrine of Cyrene was attacked by fiery creatures, but that’s not the worst. As I was heading here I saw Jalinor the Just being attacked outside this temple. The earth creatures attacked him and then picked him up and carried him away. I would have been here sooner, but I was in shock”*

☛ **Do you know why they were attacked?:**

*“No. ”*

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

*“I wish that there were.”*

## **ENCOUNTER 6F –TEMPLE OF PELIRON**

*You head to the Temple of Peliron, travelling down streets littered with body parts. Closer observation reveals that the bodies were alive before their appendages were ripped off. When you reach the temple, you find the all too familiar sign of a scared populace, a lot more people seem to be turning to the temple for their salvation. With minimal pushing and shoving, you make your way to the front of the line and are met at the door by a young auburn haired human woman dressed in the religious vestments of Peliron. “Welcome to the Temple of Peliron. I am Selana and I am one of Peliron’s chosen. How may I help you?”*

☛ **Are you aware of what happened to Jalinor?:**

*“He left and headed to the Temple of Galvandt for a meeting with Miekauf Nactrune, the High Priest of the temple. He said that he needed to discuss some Quorum of Faith business with high Priest Nactrune and would be back as soon as he could. Unfortunately, I heard that he was attacked by elementals outside the Temple of Galvandt and subsequently kidnapped. ”*

☛ **Have any divinations been done to locate either Jalinor or Miekauf?:**

*“Yes, but we haven’t gotten any answers yet.”*



☛ **So, you don't have any clue where to find him?:**

"Unfortunately, that is correct."

☛ **Do you know why he was kidnapped?:**

"I don't know why. Perhaps, it was someone looking to make a name for themselves or someone with a grudge against Jalinor or the Temple of Peliron."

☛ **Were other Quorum of Faith members attacked?:**

"The only ones that I know of that were attacked are Jalinor and Miekauf."

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

"I wish that there were."

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page 9).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page 12).**
- If the PCs want to check the Grimm Estate **GO TO Encounter 2A – Grimm Estate (page 14).**
- If the PCs want to check the Erikas Estate **GO TO Encounter 2B – Erikas Estate (page 15).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page 15).**
- When the PCs are ready to leave the Poor District **GO TO Encounter 3A – Ogre Ogre (page 16)**
- If the PCs have already been to two encounters **GO TO Encounter 4 (page 17).**
- If the PCs want to go to the Society of Entertainers and Performers, **GO TO Encounter 5 (page 20).**
- If the PCs want to go to the warehouse in the Services District, **GO TO Encounter 7 (page 25).**
- If the PCs want to head to Docks, **GO TO Encounter 8 (page 35).**

### **ENCOUNTER 7 – BETWEEN A ROCK AND A HARD PLACE**

*You head to the Services District and the address of the warehouse that Elsbet told you about. The trail of crushed bodies definitely leaves no doubt that you're on the right trail. As you get closer, you notice that the door to the warehouse has been knocked down, obviously by someone in too much of a hurry to just open the door and enter. It also isn't hard to spot the bloody and large humanoid type footprints heading inside the building. The footprints are deep indicating that the person was carrying someone into the warehouse.*

Have the PCs make a **Perception DC 10+ATL check** to hear the muffled sounds of crying coming from inside the building. When the PCs enter the building, they will discover that the crying is coming from children that have been beaten and tossed into 2 piles. There are about 30 children in the piles, approximately 15 in each.

They will also notice, with a **Perception DC 15+ATL check**, that sticking out from underneath one of the piles of children are the bodies of Gillian Grimm and Mitch Erikas, while the bodies of Tangee Vestra and Sophia Grimm are at the bottom of the other.

None of the bodies that are in here are dead, although they are all in need of healing as elementals are not the most gentle people and even being picked up by one can cause a child injuries. The elementals seemed to have found a strategy that worked, if they keep piling bodies on top of Mitch and Gillian, they'll eventually have enough in the pile that neither noble will be able to extricate themselves from the pile.

The PCs will also notice that have not encountered any villains since they arrived at the warehouse.

If they brought Zydin with them, he will start screaming with delight as he has spotted the bodies of Erabina, Nothela and Taramon in the pile of children. Unfortunately, his family members are all in desperate need of healing, the results of being beaten and having a pile of bodies tossed upon you. He will sadly discover that his wife is not here. If the PCs should heal his children they can

learn that the villains split up his wife and the children. They took his wife elsewhere.

As the PCs are about to leave the warehouse, they will discover their opponents bringing new children here to be “toyed” with. Please describe to the PCs the appropriate ATLs worth of villains.

**Note: that because the battle is going to start in the streets and the Legion will show up at the end of the 3<sup>rd</sup> round unless the PCs blow the whistle so they show up sooner. At the end of the combat, they will escort the children and injured to safety.**

#### ATL 1

##### ⌘ Small Earth Elemental Fighter 1

N Small outsider (earth, elemental, extraplanar)

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

**AC** 19, touch 12, flat-footed 18 (+1 Dex, +7 natural, +1 size)

**hp** 34 (3d10+7)

**Fort** +7 **Ref** +0, **Will** +3

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

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

**Melee** slam +9 (1d6+6, 20/x2)

**Full Attack** slam +9 (1d6+6, 20/x2)

**Ranged** nil

**Full Attack** nil

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

**Special Attacks** earth mastery

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +7; **CMD** 17

**Feats** Improved Bull Rush, Power Attack, Improved Initiative,

**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

##### **Special Abilities**

**Earth Glide (Ex)** A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims

through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

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

##### ⌘ Small Earth Elemental cleric (Lohm) 2

N Small outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +8

**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 size)

**hp** 46 (2d10+2d8+14)

**Fort** +9, **Ref** +0, **Will** +8

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

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

**Melee** slam +6 (1d6+4, 20/x2)

**Full Atk** slam +6 (1d6+4, 20/x2)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery, channel positive energy 1d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 5 times (Domain – earth)),

**Spell-Like Abilities** none

**Spells Per Day** 4/4 (DC 12+spell level)

**Spells Known** 0lvl - *create water, guidance, resistance, virtue;*

**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic weapon*

**Str** 14, **Dex** 10, **Con** 17, **Int** 6, **Wis** 15, **Cha** 11

**Base Atk** +3; **CMB** +5; **CMD** 15

**Feats** Improved Bull Rush, Power Attack, Improved Initiative

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +2, Perception +8, Stealth +7

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

**Special Abilities** aura, strength surge (lasts 1 round, usable 5 times (Domain – strength)

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

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

**ATL 3****⚔ Small Earth Elemental Fighter 2 (2)**

N Small outsider (earth, elemental, extraplanar)

**Init**+5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5**AC** 19, touch 12, flat-footed 18 (+1 Dex, +7 natural, +1 size)**hp** 44 (4d10+10)**Fort** +8 **Ref** +0, **Will** +3 (+4 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil**Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +10 (1d6+6, 20/x2)**Full Atk** slam +10 (1d6+6, 20/x2)**Ranged** nil**Full Atk** nil**Space** 5ft.; **Reach** 5ft.**Special Attacks** earth mastery**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 12, **Con** 15, **Int** 6, **Wis** 11, **Cha** 9**Base Atk** +4; **CMB** +8; **CMD** 18**Feats** Improved Bull Rush, Power Attack, Improved Initiative, Improved Unarmed Strike**Skills** Appraise +1, Climb +10, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +5, Stealth +7**Languages** Terran, common**SQ** Nil**Gear** Nil**Special Abilities** bravery +1**Earth Glide (Ex)** See ATL 1.**Earth Mastery (Ex)** See ATL 1**⚔ Small Earth Elemental cleric (Lohm) 4**

N Small outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +10**AC** 19, touch 12, flat-footed 19 (+7 natural, +1 size, +1 dodge)**hp** 66 (2d10+4d8+22)**Fort** +10, **Ref** +0, **Will** +10**Defense Abilities** nil; **DR** nil; **Defense abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil**Speed** 20 ft., burrow 20 ft., earth glide**Melee** slam +6 (1d6+4, 20/x2)**Full Atk** slam +6 (1d6+4, 20/x2)**Ranged** nil**Full Atk** nil**Space** 5ft.; **Reach** 5ft.**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),**Spell-Like Abilities** none**Spells Per Day** 4/5/4 (DC 13+spell level)**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon***2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst***Str** 14, **Dex** 10, **Con** 17, **Int** 6, **Wis** 16, **Cha** 11**Base Atk** +5; **CMB** +7; **CMD** 17**Feats** Improved Bull Rush, Power Attack, Improved Initiative, Dodge**Skills** Appraise +2, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +2, Perception +10, Stealth +7**Languages** Terran, common**SQ** Nil**Gear** Nil**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain – strength))**Earth Glide (Ex)** See ATL 1.**Earth Mastery (Ex)** See ATL 1



**ATL 5**

**⚔ Medium Earth Elemental Fighter 2** (1 per 3 PCs rounded down)  
 N Medium outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +9  
**AC** 20, touch 10, flat-footed 19 (+1 Dex, +9 natural)  
**hp** 74 (6d10+26)  
**Fort** +11, **Ref** +2, **Will** +6 (7 vs. fear)  
**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +13 (1d8+9, 20/x2)  
**Full Atk** slam +13 (1d8+9, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Special Attacks** earth mastery  
**Spell-Like Abilities** none  
**Spells Per Day** none  
**Spells Known** none  
**Str** 24, **Dex** 12, **Con** 19, **Int** 6, **Wis** 11, **Cha** 9  
**Base Atk** +6; **CMB** +13; **CMD** 24  
**Feats** Cleave, Improved Bull Rush, Power Attack, Improved Initiative, Improved Unarmed Strike, Iron Will  
**Skills** Appraise +1, Climb +12, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +9, Stealth +5  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** bravery +1  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**⚔ Medium Earth Elemental cleric (Lohm) 4**  
 N Medium outsider (earth, elemental, extraplanar)  
**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +10  
**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 dodge)  
**Hp** 78 (2d10+4d8+34)  
**Fort** +13, **Ref** +2, **Will** +10  
**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +8 (1d6+4, 20/x2)  
**Full Atk** slam +8 (1d6+4, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Space** 5ft.; **Reach** 5ft.  
**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),  
**Spell-Like Abilities** none  
**Spells Per Day** 4/5/4 (DC 13+spell level)  
**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;  
**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*  
**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst*  
**Str** 18, **Dex** 10, **Con** 21, **Int** 4, **Wis** 16, **Cha** 13  
**Base Atk** +7; **CMB** +11; **CMD** 21  
**Feats** Improved Bull Rush, Power Attack, Improved Initiative, Dodge  
**Skills** Appraise +2, Climb +6, Knowledge (dungeoneering) +1, Knowledge (planes) +3, Perception +10, Stealth +6  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain – strength))  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**ATL 7**

**⚔ Medium Earth Elemental Fighter 2** (1 per 3 PCs rounded down)  
 N Medium outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +9  
**AC** 20, touch 10, flat-footed 19 (+1 Dex, +9 natural)  
**hp** 74 (6d10+26)  
**Fort** +11, **Ref** +2, **Will** +6 (7 vs. fear)  
**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +13 (1d8+9, 20/x2)  
**Full Atk** slam +13 (1d8+9, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Special Attacks** earth mastery  
**Spell-Like Abilities** none  
**Spells Per Day** none  
**Spells Known** none  
**Str** 24, **Dex** 12, **Con** 19, **Int** 6, **Wis** 11, **Cha** 9  
**Base Atk** +6; **CMB** +13; **CMD** 24  
**Feats** Cleave, Improved Bull Rush, Power Attack, Improved Initiative, Improved Unarmed Strike, Iron Will  
**Skills** Appraise +1, Climb +12, Knowledge (dungeoneering) +2, Knowledge (planes) +2, Perception +9, Stealth +5  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** bravery +1  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**⚔ Medium Earth Elemental cleric (Lohm) 4**  
 N Medium outsider (earth, elemental, extraplanar)  
**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +10  
**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 dodge)  
**Hp** 78 (2d10+4d8+34)  
**Fort** +13, **Ref** +2, **Will** +10  
**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +8 (1d6+4, 20/x2)  
**Full Atk** slam +8 (1d6+4, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Space** 5ft.; **Reach** 5ft.  
**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),  
**Spell-Like Abilities** none  
**Spells Per Day** 4/5/4 (DC 13+spell level)  
**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;  
**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*  
**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst*  
**Str** 18, **Dex** 10, **Con** 21, **Int** 4, **Wis** 16, **Cha** 13  
**Base Atk** +7; **CMB** +11; **CMD** 21  
**Feats** Improved Bull Rush, Power Attack, Improved Initiative, Dodge  
**Skills** Appraise +2, Climb +6, Knowledge (dungeoneering) +1, Knowledge (planes) +3, Perception +10, Stealth +6  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain – strength))  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**ATL 9**

**⚔ Large Earth Elemental Fighter 2** (1/3 PCs rounded down)  
 N Large outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +13  
**AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)  
**hp** 118 (10d10+42)  
**Fort** +13, **Ref** +3, **Will** +9 (10 vs. fear)  
**Defense abilities** nil; **DR** 5/—; **Immune** elemental traits, **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +18 (2d6+9, 20/x2)  
**Full Atk** 2 slams +18 (2d6+9, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** earth mastery  
**Spell-Like Abilities** none  
**Spells Per Day** none  
**Spells Known** none  
**Str** 28, **Dex** 12, **Con** 19, **Int** 6, **Wis** 13, **Cha** 9  
**Base Atk** +10; **CMB** +20; **CMD** 31  
**Feats** Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack, Improved Initiative, Improved Unarmed Strike, Iron Will  
**Skills** Appraise +6, Climb +17, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +13, Stealth +7  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** bravery +1  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**⚔ Large Earth Elemental cleric (Lohm (4))**  
 N Large outsider (earth, elemental, extraplanar)  
**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15  
**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 dodge)  
**Hp** 150 (8d10+4d8+64)  
**Fort** +15, **Ref** +2, **Will** +12  
**Defense Abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +16 (1d6+6, 20/x2)  
**Full Atk** 2 slams +16 (1d6+6, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Space** 5ft.; **Reach** 5ft.  
**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),  
**Spell-Like Abilities** none  
**Spells Per Day** 4/5/4 (DC 13+spell level)  
**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;  
**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*  
**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst*  
**Str** 22, **Dex** 10, **Con** 21, **Int** 6, **Wis** 16, **Cha** 13  
**Base Atk** +11; **CMB** +18; **CMD** 27  
**Feats** Improved Bull Rush, Power Attack, Improved Initiative, Dodge  
**Skills** Appraise +6, Climb +14, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +15, Stealth +7  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain – strength))  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**ATL 11**

⚔ **Huge Earth Elemental Fighter 2** (1 per 2 PCs rounded down)

N Large outsider (earth, elemental, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +16

**AC** 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

**hp** 152 (12d10+62)

**Fort** +11, **Ref** +2, **Will** +7 (8 vs. fear)

**Defense Abilities** nil; **DR** 5/—; **Immune** elemental traits; **SR** nil

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

**Melee** slam +21 (2d8+11, 20/x2)

**Full Atk** 2 slams +21 (2d8+11, 20/x2)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery

**Spell-Like Abilities** none

**Spells Per Day** none

**Spells Known** none

**Str** 32, **Dex** 12, **Con** 21 **Int** 6, **Wis** 13, **Cha** 9

**Base Atk** +12; **CMB** +25; **CMD** 36

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack, Improved Initiative, Improved Unarmed Strike, Iron Will

**Skills** Appraise +6, Climb +20, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +16, Stealth +6

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

**Special Abilities** bravery +1

**Earth Glide (Ex)** See ATL 1.

**Earth Mastery (Ex)** See ATL 1

⚔ **Huge Earth Elemental cleric (Lohm (4))**

N Huge outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15

**Defense**

**AC** 21, touch 9, flat-footed 21 (+12 natural, -2 size, dodge)

**hp** 188 (10d10+4d8+88)

**Fort** +17, **Ref** +4, **Will** +13

**Defense abilities** nil; **DR** 5/—; **Immune** elemental traits, **SR** nil

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

**Melee** slam +18 (2d8+8, 20/x2)

**Full Atk** 2 slams +18 (2d8+8, 20/x2)

**Ranged** nil

**Full Atk** nil;

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

**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain - earth)),

**Spell-Like Abilities** none

**Spells Per Day** 4/5/4 (DC 13+spell level)

**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;

**1<sup>st</sup> level** - *doom, enlarge (D - strength) entropic shield, magic stone, magic weapon*

**2<sup>nd</sup> level** - *bull's strength (D - strength) enthrall, hold person, sound burst*

**Str** 26, **Dex** 10, **Con** 23, **Int** 6, **Wis** 16, **Cha** 13

**Base Atk** +13; **CMB** +21; **CMD** 31

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

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +15, Stealth +4

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain - strength))

**Earth Glide (Ex)** See ATL 1.

**Earth Mastery (Ex)** See ATL 1



**ATL 13**

**⚔ Greater Earth Elemental Fighter 2** (1/2 PCs rounded down)  
N Huge outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +19  
**AC** 21, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)  
**hp** 203 (15d10+92)  
**Fort** +17, **Ref** +5, **Will** +11 (12 vs. fear)  
**Defense Abilities** nil; **DR** 5/—; **Immune** elemental traits; **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +33 (2d10+13, 20/x2)  
**Full Atk** 2 slams +33 (2d10+13, 20/x2)  
**Ranged** nil  
**Full Atk** nil  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery  
**Spell-Like Abilities** none  
**Spells Per Day** none  
**Spells Known** none  
**Str** 34, **Dex** 12, **Con** 23 **Int** 8, **Wis** 13, **Cha** 9  
**Base Atk** +15; **CMB** +26; **CMD** 37  
**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Improved Initiative, Improved Unarmed Strike, Iron Will  
**Skills** Appraise +10, Climb +27, Knowledge (dungeoneering), +10, Knowledge (planes) +13, Perception +19, Stealth +8  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** bravery +1  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**⚔ Greater Earth Elemental cleric (Lohm (4)**  
N Huge outsider (earth, elemental, extraplanar)  
**Init** +4; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +15  
**Defense**  
**AC** 23, touch 9, flat-footed 23 (+14 natural, -2 size, dodge)  
**hp** 258 (13d10+4d8+123)  
**Fort** +19, **Ref** +6, **Will** +14  
**Defense abilities nil; DR** 5/—; **Immune** elemental traits, **SR** nil  
**Speed** 20 ft., burrow 20 ft., earth glide  
**Melee** slam +25 (2d10+9, 20/x2)  
**Full Atk** 2 slams +25 (2d10+9, 20/x2)  
**Ranged** nil  
**Full Atk** nil;  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),  
**Spell-Like Abilities** none  
**Spells Per Day** 4/5/4 (DC 13+spell level)  
**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;  
**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*  
**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst*  
**Str** 28, **Dex** 10, **Con** 25, **Int** 8, **Wis** 16, **Cha** 13  
**Base Atk** +16; **CMB** +25; **CMD** 35  
**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack, Improved Initiative, Dodge  
**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4, Knowledge (planes) +7, Perception +15, Stealth +4  
**Languages** Terran, common  
**SQ** Nil  
**Gear** Nil  
**Special Abilities** aura, strength surge (lasts 1 round, usable 6 times (Domain – strength)  
**Earth Glide (Ex)** See ATL 1.  
**Earth Mastery (Ex)** See ATL 1

**ATL 15**

**⚔ Elder Earth Elemental Fighter 2** (1 per 2 PCs rounded down)

N Huge outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +22

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 242 (18d10+120)

**Fort** +21, **Ref** +8, **Will** +16 (17 vs. fear)

**Defense Abilities**; nil; **DR** 10/—; **Defense abilities nil**; **DR nil**; **Immune** elemental traits; **SR** nil

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

**Melee** slam +30 (2d10+14, 19–20/x2)

**Full Atk** 2 slams +30 (2d10+14, 19–20/x2)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery

**Spell-Like Abilities** none

**Spells Known** none

**Special Abilities**

**Str** 38, **Dex** 12, **Con** 23, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +18; **CMB** +34; **CMD** 45

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Appraise +20, Climb +36, Knowledge (dungeoneering) +22 Knowledge (planes) +22, Perception +22, Stealth +14

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

**Special Abilities** bravery +1

**Earth Glide (Ex)** see ATL 1.

**Earth Mastery (Ex)** see ATL 1

**⚔ Elder Earth Elemental cleric (Lohm) 4**

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +22

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 256 (16d10++4d8+144)

**Fort** +21, **Ref** +6, **Will** +16

**Defense Abilities** nil; **DR** 10/—; **Defense abilities nil**; **DR nil**; **Immune** elemental traits; **SR** nil

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

**Melee** slam +27 (2d10+11/19–20)

**Full Atk** 2 slams +27 (2d10+11/19–20)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),

**Spell-Like Abilities** none

**Spells Per Day** 4/5/4 (DC 13+spell level)

**Spells Known** 0lvl - *create water, guidance, resistance, virtue*;

**1<sup>st</sup> level** – *doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*

**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst*

**Str** 28, **Dex** 10, **Con** 25, **Int** 8, **Wis** 16, **Cha** 13

**Base Atk** +19; **CMB** +30; **CMD** 40

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull RushB, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack, Additional Domain (Adaptation)

**Skills** Appraise +20, Climb +33, Knowledge (dungeoneering) +21, Knowledge (planes) +21, Perception +22, Stealth +12

**Languages** Terran, common

**SQ** master of the elements (normal heat)

**Gear** silver holy symbol of Lohm (a mountain with an open cave mouth)

**Special Abilities** aura, strength surge (D – strength, usable 5 times/day),

**Earth Glide (Ex)** see ATL 1.

**Earth Mastery (Ex)** see ATL 1

**ATL 17**

⚔ **Elder Earth Elemental Fighter 2** (1 per 2 PCs rounded down)

N Huge outsider (earth, elemental, extraplanar)  
**Init** +5; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +24

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 290 (20d10+174)

**Fort** +23, **Ref** +9, **Will** +17 (18 vs. fear)

**Defense Abilities**; nil; **DR** 10/—; **Defense abilities** nil; **DR** nil; **Immune** elemental traits; **SR** nil

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

**Melee** slam +32 (2d10+14, 19–20/x2)

**Full Atk** 2 slams +32 (2d10+14, 19–20/x2)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery

**Spell-Like Abilities** none

**Spells Known** none

**Special Abilities**

**Str** 38, **Dex** 12, **Con** 24, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +20; **CMB** +36; **CMD** 47

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Critical (slam), Improved Overrun, Improved Sunder, Power Attack, Improved Initiative, Iron Will, Lightning Reflexes, Critical focus, Great Cleave

**Skills** Appraise +20, Climb +36, Knowledge (dungeoneering) +22 Knowledge (planes) +22, Perception +24, Stealth +14

**Languages** Terran, common

**SQ** Nil

**Gear** Nil

**Special Abilities** bravery +1, armor training 1

**Earth Glide (Ex)** see ATL 1.

**Earth Mastery (Ex)** see ATL 1

⚔ **Elder Earth Elemental cleric (Lohm) 8**

N Huge outsider (earth, elemental, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +22

**AC** 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

**hp** 332 (16d10++4d8+1196)

**Fort** +23, **Ref** +7, **Will** +17

**Defense Abilities** resist acid 10; **DR** 10/—

**Immune** elemental traits; **SR** nil

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

**Melee** slam +27 (2d10+11/19–20)

**Full Atk** 2 slams +27 (2d10+11/19–20)

**Ranged** nil

**Full Atk** nil

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

**Special Attacks** earth mastery, channel positive energy 2d6, (+2 CL vs. earth elementals, +0 vs. fire and water elementals, and -2 vs. air elementals), acid dart (usable 6 times (Domain – earth)),

**Spell-Like Abilities** none

**Spells Per Day** 4/6/5/5/3 (DC 13+spell level)

**Spells Known** 0lvl - *create water, guidance, resistance, virtue;*

**1<sup>st</sup> level** – *bless, doom, enlarge (D – strength) entropic shield, magic stone, magic weapon*

**2<sup>nd</sup> level** – *bull's strength (D – strength) enthrall, hold person, sound burst, spiritual weapon (heavy pick)*

**3<sup>rd</sup> level** – *continual flame, cure serious wounds, cure serious wounds, magic vestment (D – strength) prayer*

**4<sup>th</sup> level** – *chaos hammer, cure critical wounds, spell immunity (D – strength)*

**Str** 28, **Dex** 10, **Con** 26, **Int** 8, **Wis** 16, **Cha** 13

**Base Atk** +22/+17; **CMB** +33; **CMD** 43

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

**Skills** Appraise +20, Climb +33, Knowledge (dungeoneering) +21, Knowledge (planes) +21, Perception +22, Stealth +12

**Languages** Terran, common

**SQ** master of the elements (normal heat)

**Gear** silver holy symbol of Lohm (a mountain with an open cave mouth)

**Special Abilities** aura, strength surge (D – strength, usable 5 times/day), Might of the gods (D – Strength)

**Earth Glide (Ex)** see ATL 1.

**Earth Mastery (Ex)** see ATL 1

- If the PCs want to speak with Lord Consul Grimm **GO TO Encounter 1 - The Temple Of Hyperion (page Z).**
- If the PCs want to speak with Gurge **GO TO Encounter 2 - House Kripach (page Y).**
- If the PCs want to head to the Poor District **GO TO Encounter 3 – The Poor District (page X).**

Once the PCs defeat the elementals, and can speak to the hostages they can learn the following:

- They've been brought into the warehouse by elementals, or ogres.
- The elementals don't know how to be gentle. In addition to bruising us when they capture us, they also toss us on the pile.
- They did say something about bringing Miekau Naetrune and Patriarch Jalinor the Just to the docks and putting them on a ship known as the Tiger Blossom.
- They want to go home.

### **ENCOUNTER 8 – THAT SHIP HAS SAILED**

*You head to the docks and the ship known as the Tiger Blossom. As you reach the docks you notice a ship leaving the harbor. Inquiring with the crew at one of the other ships present, you learn that the ship leaving the harbor is indeed the Tiger Blossom. Unfortunately, it seems that this time, you might be a little late as the ship has sailed.*

*Before you have time to react to that, you notice that apparently the Tiger Blossom left some "baggage behind" in the form of (please describe the appropriate villains from their ATL - for ATLs that have more than 2 opponents listed, half will be in front of the PCs while the other half will try to come up on them from behind)*

**Note:** The fact that the villains are trying to come at the villains from behind, will not gain sneak against the PCS because they will be making enough noise that the PCs can react to them before they get there.

#### **ATL 1**

⚔ **Young Ogre (3)**  
 CE Medium humanoid (giant)  
**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +2  
**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)  
**hp** 32 (4d8+4)  
**Fort** +4, **Ref** +1, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 30 ft. (40 ft. base)  
**Melee** greatclub +7 (1d10+5)  
**Ranged** javelin +1 (1d6+3)  
**Space** 5 ft.; **Reach** 5 ft.  
**Str** 17, **Dex** 12, **Con** 11, **Int** 6, **Wis** 10, **Cha** 7  
**Base Atk** +3; **CMB** +6; **CMD** 17  
**Feats** Iron Will, Toughness  
**Skills** Climb +5, Perception +5  
**Languages** Giant

#### **ATL 3**

⚔ **OGRE (5)**  
 CE Large humanoid (giant)  
**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +2  
**AC** 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)  
**hp** 44 (4d8+15)  
**Fort** +6, **Ref** +0, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 30 ft. (40 ft. base)  
**Melee** greatclub +7 (2d8+7)  
**Ranged** javelin +1 (1d8+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7  
**Base Atk** +3; **CMB** +9; **CMD** 18  
**Feats** Iron Will, Toughness  
**Skills** Climb +7, Perception +5  
**Languages** Giant

#### **ATL 5**

⚔ **Troll (5)**  
 CE Large humanoid (giant)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8



**AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)  
**hp** 63 (6d8+36); regeneration 5 (acid or fire)  
**Fort** +11, **Ref** +4, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (2 claws, 1d6+7)  
**Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6  
**Base Atk** +4; **CMB** +10; **CMD** 22  
**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)  
**Skills** Intimidate +9, Perception +8  
**Languages** Giant

---

**ATL 7****⚔ Troll Fighter 2 (2)**

CE Large humanoid (giant)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10**AC** 18, touch 13, flat-footed 14; (+4 Dex, +5 natural, -1 size)**hp** 112 (6d8+2d10+58); regeneration 5 (acid or fire)**Fort** +14, **Ref** +6, **Will** +4 (+5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil; **Spd** 30 ft.**Melee** bite +12 (1d8+7), claws +12 (1d6+7)**Full Atk** bite +12 (1d8+7), 2 claws +12 (1d6+7)**Ranged** nil**Full Atk** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+9)**Spell-Like abilities** nil**Spells Known** nil**Str** 25, **Dex** 18, **Con** 25, **Int** 6, **Wis** 11, **Cha** 4**Base Atk** +6; **CMB** +14; **CMD** 28**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception), Power Attack, Cleave**Skills** Intimidate +9, Perception +10**Languages** Giant**SQ** nil**Gear** nil**Special Abilities** bravery +1**⚔ Troll Barbarian 2 (2)**

CE Large humanoid (giant)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9**AC** 17 (15 when raging), touch 12 (10 when raging), flat-footed 14 (12 when raging); (+3 Dex, +5 natural, -1 size)**hp** 63 (79 when raging) (6d8+2d12+66), regeneration 5 (acid or fire)**Fort** +16 (+18 when raging), **Ref** +5, **Will** +4 (+6 when raging)**Defense Abilities** uncanny dodge; **DR** nil;**Immune** nil; **SR** nil;**Spd** 45 ft.**Melee** bite +12 (14 when raging) (1d8+7 (9 when raging)), claw +12 (14 when raging) (1d6+7 (9 when raging))**Full Atk** bite +12 (14 when raging) (1d8+7 (9 when raging)), claw +12 (14 when raging) (1d6+7 (9 when raging))**Ranged** nil**Full Atk** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+9)**Spell-Like abilities** nil**Spells Known** nil**Str** 25 (29 when raging), **Dex** 16, **Con** 27 (31 when raging), **Int** 6, **Wis** 11, **Cha** 4**Base Atk** +6; **CMB** +13 (15 when raging); **CMD** 26 (28 when raging)**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception), Power Attack**Skills** Intimidate +9, Perception +9**Languages** Giant**SQ** fast movement, swift foot, rage (14 rounds remaining), rage power (swift foot)**Gear** nil**Special Abilities** nil**⚔ Troll Rogue 4 (2)**

CE Large humanoid (giant)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**AC** 19, touch 14, flat-footed 15; (+4 Dex, +5 natural, dodge, -1 size)**hp** 158 (10d8+94); regeneration 5 (acid or fire)**Fort** +15, **Ref** +9, **Will** +5**Defense Abilities** evasion, uncanny dodge; **DR** nil;**Immune** nil; **SR** nil;**Spd** 30 ft.**Melee** bite +13(1d8+6), claw +13 (1d6+6)**Full Atk** bite +13 (1d8+6), 2 claws +13 (1d6+6)**Ranged** nil**Full Atk** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+8), sneak attack (2d6), rogue (bleeding attack)**Spell-Like abilities** nil**Spells Known** nil**Str** 23, **Dex** 18, **Con** 28, **Int** 6, **Wis** 11, **Cha** 4**Base Atk** +7; **CMB** +13; **CMD** 27**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception), Dodge, Mobility**Skills** Disable Device +11, Intimidate +13, Perception +12, Stealth +11, Sleight of Hand +11,**Languages** Giant

**SQ** trap sense +1, rogue talent (resiliency)  
**Gear** nil  
**Special Abilities** trapfinding

**ATL 9****‡ Hill Giant fighter 2 (2)**

CE Large humanoid (giant)

**Init** +1; **Senses** low-light vision; Perception +6**AC** 23, touch 10, flat-footed 22 (+4 armor, +1

Dex, +9 natural, -1 size)

**hp** 156 (10d8+2d10+62)**Fort** +15, **Ref** +3, **Will** +3**Defense Abilities** rock catching; **DR** nil; **Immune** nil; **SR** nil**Spd** 40 ft. (30 ft. in armor)**Melee** greatclub +18 (2d8+12/19-20 x2) or slam +17 (1d8+9)**Full Atk** greatclub +18/+13 (2d8+12/19-20 x2) or 2 slams +17 (1d8+9)**Ranged** rock +10 (1d8+12)**Full Atk** rock +10 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spell-Like Abilities** nil**Spells Known** nil**Str** 29, **Dex** 12, **Con** 21, **Int** 8, **Wis** 10, **Cha** 5**Base Atk** +9; **CMB** +19; **CMD** 29**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Improved Critical (greatclub), Critical Focus**Skills** Climb +12, Intimidate +11, Perception +8**Languages** Giant**SQ** nil**Gear** hide armor, greatclub**Special Abilities** bravery +1**‡ Hill Giant barbarian 2 (2)**

CE Large humanoid (giant)

**Init** +4; **Senses** low-light vision; Perception +8**AC** 22 (20 when raging), touch 9 (7 when raging), flat-footed 22 (20 when raging) (+4 armor, +9 natural, -1 size)**hp** 172 (196 when raging) (10d8+2d12+74)**Fort** +16 (18 when raging), **Ref** +3, **Will** +4 (6 when raging)**Defense Abilities** rock catching, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;**Spd** 55 ft. (45 ft. in armor)**Melee** greatclub +18 (20 when raging) (2d8+12 (14 when raging)) or slam +17 (19 when raging) (1d8+9 (11 when raging))**Full Atk** greatclub +18/+13 (20/15 when raging) (2d8+12 (14 when raging)) or 2 slams +17 (19 when raging) (1d8+9 (11 when raging))**Ranged** rock +9 (1d8+12 (14 when raging))**Full Atk** rock +9 (1d8+12 (14 when raging))**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spell-Like Abilities** nil**Spells Known** nil**Str** 29 (33 when raging), **Dex** 10, **Con** 23 (27 when raging), **Int** 6, **Wis** 12, **Cha** 5**Base Atk** +9; **CMB** +19 (21 when raging); **CMD** 29 (33 when raging)**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Improved Initiative**Skills** Climb +10, Intimidate +13, Perception +8**Languages** Giant**SQ** fast movement, rage (12 rounds left), rage power (swift foot)**Gear** hide armor, greatclub**Special Abilities** nil**‡ Hill Giant rogue 4 (2)**

CE Large humanoid (giant)

**Init** +1; **Senses** low-light vision; Perception +6**AC** 24, touch 11, flat-footed 23 (+4 armor, +1 Dex, +9 natural, dodge, -1 size)**hp** 176 (14d8+88)**Fort** +14, **Ref** +7, **Will** +5**Defensive Abilities** rock catching**Defense Abilities** rock catching, evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;**Spd** 40 ft. (30 ft. in armor)**Melee** greatclub +14 (2d8+10) or slam +13 (1d8+7)**Full Atk** greatclub +14/+9 (2d8+10) or 2 slams +13 (1d8+7)**Ranged** rock +11 (1d8+12)**Full Atk** rock +11 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.), sneak attack (2d6), rogue talent (bleeding attack)**Spell-Like Abilities** nil**Spells Known** nil**Str** 27, **Dex** 12, **Con** 23, **Int** 6, **Wis** 12, **Cha** 5**Base Atk** +10; **CMB** +15; **CMD** 24



**Feats** Cleave, Intimidating Prowess, Martial  
Weapon Proficiency (greatclub), Power  
Attack, Weapon Focus (greatclub), Dodge,  
Mobility

**Skills** Climb +12, Disable Device +11,  
Intimidate +14, Perception +8, Sleight of Hand  
+11Stealth +11,

**Languages** Giant

**SQ** trap sense +1, rogue talent (resiliency)

**Gear** hide armor, greatclub

**Special Abilities** trapfinding

**ATL 11****⚔ Hill Giant fighter 4 (2)**

CE Large humanoid (giant)

**Init** +5; **Senses** low-light vision; Perception +9**AC** 23, touch 10, flat-footed 22 (+4 armor, +1

Dex, +9 natural, -1 size)

**hp** 180 (10d8+4d10+88)**Fort** +15, **Ref** +3, **Will** +3**Defense Abilities** rock catching; **DR** nil; **Immune** nil; **SR** nil**Spd** 40 ft. (30 ft. in armor)**Melee** greatclub +20 (2d8+14/19-20 x2) or slam +19 (1d8+9)**Full Atk** greatclub +20/+15 (2d8+14/19-20 x2) or 2 slams +19 (1d8+9)**Ranged** rock +12 (1d8+12)**Full Atk** rock +12 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spell-Like Abilities** nil**Spells Known** nil**Str** 29, **Dex** 12, **Con** 22, **Int** 8, **Wis** 10, **Cha** 5**Base Atk** +11; **CMB** +21; **CMD** 31**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Improved Critical (greatclub), Critical Focus, Improved Initiative, Weapon Specialization (greatclub)**Skills** Climb +12, Intimidate +12, Perception +9**Languages** Giant**SQ** nil**Gear** hide armor, greatclub**Special Abilities** bravery +1**⚔ Hill Giant barbarian 4 (2)**

CE Large humanoid (giant)

**Init** +4; **Senses** low-light vision; Perception +8**AC** 22 (20 when raging), touch 9 (7 when raging), flat-footed 22 (20 when raging)

(+4 armor, +9 natural, -1 size)

**hp** 202 (230 when raging) (10d8+4d12+102)**Fort** +22 (24 when raging), **Ref** +3, **Will** +7 (9 when raging)**Defense Abilities** rock catching, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;**Spd** 55 ft. (45 ft. in armor)**Melee** greatclub +20 (22 when raging) (2d8+12 (14 when raging)) or slam +19 (21 when raging)(1d8+9 (11 when raging))**Full Atk** greatclub +20/+15 (22/17 when raging) (2d8+12 (14 when raging)) or 2 slams +19 (21 when raging) (1d8+9 (11 when raging)) and bite +15 (17 when raging) (1d6+5 (7 when raging))**Ranged** rock +11 (1d8+12 (14 when raging))**Full Atk** rock +11 (1d8+12 (14 when raging))**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.), rage power (animal fury)**Spell-Like Abilities** nil**Spells Known** nil**Str** 29 (33 when raging), **Dex** 10, **Con** 24 (28 when raging), **Int** 6, **Wis** 12, **Cha** 5**Base Atk** +11; **CMB** +21 (23 whenraging); **CMD** 31 (35 when raging)**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Improved Initiative, Iron Will**Skills** Climb +10 (16 rounds left), Intimidate +13, Perception +8**Languages** Giant**SQ** fast movement, rage, rage power (swift foot)**Gear** hide armor, greatclub**Special Abilities** nil**⚔ Hill Giant rogue 8 (2)**

CE Large humanoid (giant)

**Init** +5; **Senses** low-light vision; Perception +10**AC** 24, touch 11, flat-footed 23 (+4 armor, +1

Dex, +9 natural, dodge, -1 size)

**hp** 214 (18d8+102)**Fort** +20, **Ref** +9, **Will** +6**Defensive Abilities** rock catching**Defense Abilities** rock catching, evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;**Spd** 40 ft. (30 ft. in armor)**Melee** greatclub +17 (2d8+10) or slam +16 (1d8+7)**Full Atk** greatclub +17/+12 (2d8+10) or 2 slams +16 (1d8+7)**Ranged** rock +14 (1d8+12)**Full Atk** rock +14 (1d8+12)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.), sneak attack (4d6), rogue talent (bleeding attack, slow reactions, surprise attack)**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 27, **Dex** 12, **Con** 24, **Int** 6, **Wis** 12, **Cha** 5

**Base Atk** +13/+8; **CMB** +18; **CMD** 27

**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub), Dodge, Mobility, Spring Attack, Improved Initiative

**Skills** Climb +14, Disable Device +15, Intimidate +16, Perception +10, Sleight of Hand +13, Stealth +13,

**Languages** Giant

**SQ** trap sense +2, rogue talent (resiliency)

**Gear** hide armor, greatclub

**Special Abilities** trapfinding

**ATL 13****☞ Cloud Giant fighter 2 (2)**

NE Huge humanoid (giant)

**Init** +7; **Senses** low-light vision, scent; Perception +19**AC** 27, touch 11, flat-footed 24 (+4 armor, +3

Dex, +12 natural, -2 size)

**hp** 242 (16d8+2d10+128)**Fort** +20, **Ref** +8, **Will** +10 (11 vs. fear)**Defense Abilities** rock catching; **DR** nil; **Immune** nil; **SR** nil;**Spd** 50 ft.**Melee** morningstar +27 (4d6+20, 20/x2) or slam +26 (2d6+14, 20/x2)**Full Atk** morningstar +27/+22/+17 (4d6+20, 20/x2) or 2 slams +26 (2d6+14, 20/x2)**Ranged** rock +14 (2d6+20, 20/x2)**Full Atk** rock +14 (2d6+20, 20/x2)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (140 ft.)**Spell-Like Abilities** (CL 18th)At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*1/day—*fog cloud***Str** 39, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 10**Base Atk** +14; **CMB** +30; **CMD** 43**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (morningstar), Improved Initiative**Skills** Climb +23, Craft (any one) +10, Diplomacy +10, Intimidate +26, Perception +19, Perform (string instruments) +8**Languages** Common, Giant**SQ** oversized weapon**Gear** Chain shirt, morningstar**Special Abilities** bravery +1**Oversized Weapon (Ex)** A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.**☞ Cloud Giant barbarian 2 (2)**

NE Huge humanoid (giant)

**Init** +6; **Senses** low-light vision, scent ; Perception +19**AC** 26 (24 when raging), touch 10 (8 when raging), flat-footed 24 (22 when raging) (+4 armor, +2 Dex, +12 natural, -2 size)**hp** 280 (16d8++2d12+162)**Fort** +21, **Ref** +7, **Will** +11**Defense Abilities** rock catching, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;**Spd** 60 ft.**Melee** morningstar +26 (28 when raging) (4d6+20 (22 when raging), 20/x2) or slam +26 (28 when raging) (2d6+14 (16 when raging), 20/x2)**Full Atk** bite +21 (23 when raging)(1d8+7 (9 when raging), 20/x2) and morningstar +26/+21/+16 (28/23/18 when raging) (4d6+20 (22 when raging), 20/x2) or 2 slams +26 (28 when raging)) (2d6+14 (16 when raging), 20/x2)**Ranged** rock +14 (2d6+18 (20 when raging), 20/x2)**Full Atk** rock +14 (2d6+18 (20 when raging), 20/x2)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (140 ft.), rage power (animal fury)**Spell-Like Abilities** (CL 18th)At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*1/day—*fog cloud***Str** 39 (43 when raging), **Dex** 15, **Con** 27 (31 when raging), **Int** 12, **Wis** 18, **Cha** 10**Base Atk** +14; **CMB** +30 (32 when raging); **CMD** 42 (46 when raging)**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Improved Initiative**Skills** Climb +23, Craft (any one) +10, Diplomacy +10, Intimidate +27, Perception +19, Perform (string instruments) +9**Languages** Common, Giant**SQ** oversized weapon, rage (14 rounds remaining), fast movement,**Gear** Chain shirt, morningstar**Special Abilities****Oversized Weapon (Ex)** A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.**☞ Cloud Giant rogue 4 (2)**

NE Huge humanoid (giant)

**Init** +3; **Senses** low-light vision, scent; Perception +17

**AC** 28, touch 12, flat-footed 25 (+4 armor, +3 Dex, +12 natural, -2 size, dodge)  
**hp** 308 (20d8+184)  
**Fort** +19, **Ref** +13, **Will** +12  
**Defense Abilities** rock catching, evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 50 ft.  
**Melee** morningstar +26 (4d6+19, 20/x2) or slam +26 (2d6+13, 20/x2)  
**Full Atk** morningstar +26/+21/+16 (4d6+19, 20/x2) or 2 slams +26 (2d6+13, 20/x2)  
**Ranged** rock +15 (2d6+19, 20/x2)  
**Full Atk** rock +15 (2d6+19, 20/x2)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** rock throwing (140 ft.), sneak attack (2d6), rogue talent (minor magic, major magic)  
**Spell-Like Abilities** (CL 20th)  
At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*  
1/day—*fog cloud*  
2/day – *magic missile* (CL 4)  
3/day – *acid splash* (CL 4)  
**Str** 37, **Dex** 17, **Con** 28, **Int** 12, **Wis** 18, **Cha** 10  
**Base Atk** +15; **CMB** +30; **CMD** 43  
**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Dodge, Mobility  
**Skills** Climb +23, Craft (any one) +13, Diplomacy +11, Intimidate +28, Perception +17, Perform (string instruments) +8, Knowledge (local) +9, Use Magic Device +9  
**Languages** Common, Giant  
**SQ** oversized weapon, trap sense +1  
**Gear** Chain shirt, morningstar  
**Special Abilities** trapfinding  
**Oversized Weapon (Ex)** A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.



**ATL 15****☞ Cloud Giant fighter 4 (2)**

NE Huge humanoid (giant)  
**Init** +7; **Senses** low-light vision, scent; Perception +21  
**AC** 27, touch 11, flat-footed 24 (+4 armor, +3 Dex, +12 natural, -2 size)  
**hp** 292 (16d8+4d10+164)  
**Fort** +22, **Ref** +9, **Will** +11 (12 vs. fear)  
**Defense Abilities** rock catching; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 50 ft.  
**Melee** morningstar +29 (4d6+22, 19-20/x2x) or slam +29 (2d6+14, 20/x2)  
**Full Atk** morningstar +29/+24/+19 (4d6+22, 19-20/x2x) or 2 slams +29 (2d6+14, 20/x2)  
**Ranged** rock +16 (2d6+20)  
**Full Atk** rock +16 (2d6+20)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** rock throwing (140 ft.)  
**Spell-Like Abilities** (CL 20th)  
 At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*  
 1/day—*fog cloud*  
**Str** 39, **Dex** 17, **Con** 26, **Int** 14, **Wis** 16, **Cha** 10  
**Base Atk** +16; **CMB** +32; **CMD** 45  
**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (morningstar), Improved Initiative, Weapon specialization (morningstar). Improved Critical (morningstar)  
**Skills** Climb +25, Craft (any one) +10, Diplomacy +10, Intimidate +28, Perception +21, Perform (string instruments) +8  
**Languages** Common, Giant  
**SQ** oversized weapon  
**Gear** Chain shirt, morningstar  
**Special Abilities** bravery +1, armor training 1  
**Oversized Weapon (Ex)** See ATL 13

**☞ Cloud Giant barbarian 4 (2)**

NE Huge humanoid (giant)  
**Init** +6; **Senses** low-light vision, scent ; Perception +20  
**AC** 26,(24 when raging) touch 10 (8 when raging), flat-footed 24 (22 when raging) (+4 armor, +2 Dex, +12 natural, -2 size)  
**hp** 320 (360 when raging) (16d8++4d12+184)

**Fort** +23 (25 when raging), **Ref** +8, **Will** +12 (14 when raging)

**Defense Abilities** rock catching, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;

**Spd** 60 ft.

**Melee** morningstar +29 (31 when raging) (4d6+20 (22 when raging), 20/x2) or slam +28 (30 when raging) (2d6+14 (16 when raging), 20/x2)

**Full Atk** bite +23 (25 when raging) (1d8+7 (9 when raging), 20/x2) and morningstar +29/+24/+19 (31/26/21 when raging)(4d6+20 (22 when raging), 20/x2) or 2 slams +28 (30 when raging) (2d6+14 (16 when raging), 20/x2)

**Ranged** rock +16 (2d6+18 (20 when raging), 20/x2)

**Full Atk** rock +16 (2d6+18 (20 when raging), 20/x2)

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

**Special Attacks** rock throwing (140 ft.), rage power (animal fury)

**Spell-Like Abilities** (CL 20th)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*

1/day—*fog cloud*

**Str** 39 (43 when raging) , **Dex** 15, **Con** 28 (30 when raging), **Int** 12, **Wis** 18, **Cha** 10

**Base Atk** +16; **CMB** +32 (34 when raging); **CMD** 44 (48 when raging)

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Improved Initiative, Weapon Focus (morningstar)

**Skills** Climb +24, Craft (any one) +10, Diplomacy +12, Intimidate +29, Perception +21, Perform (string instruments) +11

**Languages** Common, Giant

**SQ** oversized weapon, rage (18 rounds remaining), fast movement, rage power (renewed vigor), trap sense +1

**Gear** Chain shirt, morningstar

**Special Abilities**

**Oversized Weapon (Ex)** See ATL 13

**☞ Cloud Giant rogue 8 (2)**

NE Huge humanoid (giant)  
**Init** +8; **Senses** low-light vision, scent; Perception +17

**AC** 29, touch 13, flat-footed 25 (+4 armor, +4 Dex, +12 natural, -2 size, dodge)  
**hp** 372 (24d8+224)  
**Fort** +20, **Ref** +16, **Will** +13  
**Defense Abilities** rock catching, evasion, uncanny dodge improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 50 ft.  
**Melee** morningstar +29 (4d6+19, 20/x2) or slam +29 (2d6+13, 20/x2)  
**Full Atk** morningstar +29/+24/+19 (4d6+19, 20/x2) or 2 slams +29 (2d6+13, 20/x2)  
**Ranged** rock +18 (2d6+19, 20/x2)  
**Full Atk** rock +18/+13 (2d6+19, 20/x2)  
**Space** 15 ft.; **Reach** 15 ft.  
**Special Attacks** rock throwing (140 ft.), sneak attack (4d6), rogue talent (minor magic, major magic, surprise attack)  
**Spell-Like Abilities** (CL 24th)  
At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*  
1/day—*fog cloud*  
2/day – *magic missile* (CL 8)  
3/day – *acid splash* (CL 8)  
**Str** 37, **Dex** 18, **Con** 28, **Int** 12, **Wis** 18, **Cha** 10  
**Base Atk** +18/+13; **CMB** +33; **CMD** 47  
**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack, Dodge, Mobility, Spring Attack, Improved Initiative  
**Skills** Climb +23, Craft (any one) +13, Diplomacy +11, Intimidate +28, Perception +17, Perform (string instruments) +8, Knowledge (local) +9, Use Magic Device +9  
**Languages** Common, Giant  
**SQ** oversized weapon, trap sense +2  
**Gear** Chain shirt, morningstar  
**Special Abilities** trapfinding  
**Oversized Weapon (Ex)** See ATL 13.

### ⚔ Stone Golem (2)

N Large construct  
**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +0  
**AC** 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)  
**hp** 107 (14d10+30)  
**Fort** +4, **Ref** +3, **Will** +4

**Defense abilities** nil; **DR** 10/adamantine; **Immune** construct traits, magic; **SR** nil  
**Spd** 20 ft.  
**Melee** 2 slams +22 (2d10+9)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** slow  
**Str** 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1  
**Base Atk** +14; **CMB** +24; **CMD** 33  
**Special Abilities**  
**Immunity to Magic (Ex)** see ATL 13  
**Slow (Su)** see ATL 13

**ATL 17****☞ Cloud Giant fighter 6(2)**

NE Huge humanoid (giant)

**Init** +7; **Senses** low-light vision, scent;

Perception +23

**AC** 27, touch 11, flat-footed 24 (+4 armor, +3

Dex, +12 natural, -2 size)

**hp** 326 (16d8+6d10+184)**Fort** +23, **Ref** +10, **Will** +12 (14 vs. fear)**Defense Abilities** rock catching; **DR** nil; **Immune**nil; **SR** nil;**Spd** 50 ft.**Melee** morningstar +32 (4d6+23, 19-20/x2x) or

slam +31 (2d6+14, 20/x2)

**Full Atk** morningstar +32/+27/+22 (4d6+23, 19-

20/x2x) or 2 slams +31 (2d6+14, 20/x2)

**Ranged** rock +18 (2d6+20)**Full Atk** rock +18/+13 (2d6+20)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (140 ft.),**Spell-Like Abilities** (CL 24th)At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*1/day—*fog cloud***Str** 39, **Dex** 17, **Con** 26, **Int** 14, **Wis** 16, **Cha** 10**Base Atk** +18/+13; **CMB** +34; **CMD** 47**Feats** Awesome Blow, Cleave, Great

Cleave, Improved Bull Rush, Improved

Overrun, Intimidating Prowess, Iron Will, Power

Attack, Weapon Focus (morningstar), Improved

Initiative, Weapon specialization (morningstar).

Improved Critical (morningstar), Critical Focus,

Combat Reflexes

**Skills** Climb +27, Craft (any one)

+10, Diplomacy +10, Intimidate +30, Perception +

23, Perform (string instruments) +8

**Languages** Common, Giant**SQ** oversized weapon**Gear** Chain shirt, morningstar**Special Abilities** bravery +2, armor training 1,

weapon training (flails)

**Oversized Weapon (Ex)** See ATL 13**☞ Cloud Giant barbarian 6 (2)**

NE Huge humanoid (giant)

**Init** +6; **Senses** low-light vision, scent ;

Perception +23

**AC** 26 (24 when raging), touch 10 (8 when raging), flat-footed 24 (22 when raging) (+4 armor, +2 Dex, +12 natural, -2 size)**hp** 372 (416 when raging) (16d8++6d12+222)**Fort** +24 (26 when raging), **Ref** +9, **Will** +13 (15 when raging)**Defense Abilities** rock catching, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil;**SR** nil;**Spd** 60 ft.**Melee** morningstar +31 (33 when raging) (4d6+20

(22 when raging), 19-20/x2) or slam +30 (32 when

raging) (2d6+14 (16 when raging), 20/x2)

**Full Atk** bite +25 (27 when raging) (1d8+7 (9

when raging), 20/x2) and morningstar

+31/+26/+21 (33/28/23 when raging)(4d6+20 (22

when raging), 19-20/x2) or 2 slams +30 (32 when

raging) (2d6+14 (16 when raging), 20/x2)

**Ranged** rock +18 (2d6+18 (20 when raging),

20/x2)

**Full Atk** rock +18/+13 (2d6+18 (20 when raging),

20/x2)

**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (140 ft.), rage

power (animal fury, surprise accuracy)

**Spell-Like Abilities** (CL 24th)At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*1/day—*fog cloud***Str** 39 (43 when raging), **Dex** 15, **Con** 28 (32when raging), **Int** 12, **Wis** 18, **Cha** 10**Base Atk** +18/+13; **CMB** +34 (36 whenraging); **CMD** 46 (50 when raging)**Feats** Awesome Blow, Cleave, Great

Cleave, Improved Bull Rush, Improved

Overrun, Intimidating Prowess, Iron Will, Power

Attack, Improved Initiative, Weapon Focus

(morningstar), Improved Critical (Morningstar)

**Skills** Climb +26, Craft (any one)

+10, Diplomacy +14, Intimidate +31, Perception +

23, Perform (string instruments) +13

**Languages** Common, Giant**SQ** oversized weapon, rage (23 rounds remaining),

fast movement, rage power (renewed vigor), trap

sense +2

**Gear** Chain shirt, morningstar**Special Abilities****Oversized Weapon (Ex)** See ATL 13

### ☞ **Cloud Giant rogue 12 (2)**

NE Huge humanoid (giant)

**Init** +8; **Senses** low-light

vision, scent; Perception +17

**AC** 29, touch 13, flat-footed 25 (+4 armor, +4

Dex, +12 natural, -2 size, dodge)

**hp** 436 (28d8+264)

**Fort** +20, **Ref** +16, **Will** +13

**Defense Abilities** rock catching, evasion, uncanny

dodge improved uncanny dodge; **DR** nil; **Immune**

nil; **SR** nil;

**Spd** 50 ft.

**Melee** morningstar +31 (4d6+20, 19-20/x2) or

slam +31 (2d6+14, 20/x2)

**Full Atk** morningstar +31/+26/+21 (4d6+20, 19-

20/x2) or 2 slams +31 (2d6+14, 20/x2)

**Ranged** rock +20 (2d6+20, 20/x2)

**Full Atk** rock +20/+15 (2d6+20, 20/x2)

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

**Special Attacks** rock throwing (140 ft.), sneak attack (6d6), rogue talent (minor magic, major magic, surprise attack, slow reactions), advanced rogue talent (crippling strike)

**Spell-Like Abilities** (CL 28th)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*

1/day—*fog cloud*

2/day – *magic missile* (CL 12)

3/day – *acid splash* (CL 12)

**Str** 38, **Dex** 18, **Con** 28, **Int** 12, **Wis** 18, **Cha** 10

**Base Atk** +19/+14; **CMB** +35; **CMD** 49

**Feats** Awesome Blow, Cleave, Great

Cleave, Improved Bull Rush, Improved

Overrun, Intimidating Prowess, Iron Will, Power

Attack, Dodge, Mobility, Spring Attack, Improved

Initiative, Improved Critical (Morningstar)

**Skills** Climb +25, Craft (any one)

+13, Diplomacy +13, Intimidate +30, Perception +

19, Perform (string instruments) +10, Knowledge

(local) +11, Use Magic Device +11, Knowledge

(religion) +7

**Languages** Common, Giant

**SQ** oversized weapon, trap sense +4

**Gear** Chain shirt, morningstar

**Special Abilities** trapfinding

**Oversized Weapon (Ex)** See ATL 13.

As the last of the villains falls please read the following:

*Suddenly the sound of a Legion whistle echoes through the air and you see Alexander Breng, the former High Warrior, and a Legion private show up on a large ship. Breng taps the side of the ship and a gang plank extends from the ship to the dock. Breng motions for you to quickly board the ship, and once you do so you notice that there are (# of PCs+1) giant eagles and riders. Breng says “I was originally thinking of taking this ship out after the villains, but then I thought that we might do better with the element of surprise. If you’re willing, these giant eagles will take us to the destination, and faster than we could get there by ship. Alexander Breng climbs on of the majestic birds, sitting behind the rider and then he turns towards you, “Once you all get on your eagles we can start off after the villains. The villains won’t be expecting an aerial assault. Once the eagles get within proximity of the villain’s ship, they will do a strafing run at which point we can leap aboard the ship. The eagle riders will remain in the area to offer any necessary assistance.”*

Unless the PCs protest vehemently to going there by eagle he’ll take that as acceptance. If a PC doesn’t want to travel by eagle, or has an animal companion that can’t fly they can travel on “Swift Justice”

The PCs will need to make either a **Ride DC 10+ATL check** or a **Dex check DC 15+ATL** to remain seated on the giant bird as it’s flying. If they fall off, the eagle rider will lower the eagle and help them back up. Unless they fall off, they will only need to make 1 such check as the eagle riders are trying to make sure that they stay seated.

When the eagles reach the ship and do their strafing run, the PCs will need to do an **Acrobatics DC 10+ATL check**, or a **Dex check DC 15+ATL**.

The PCs will have enough time to do any buffs before they close with the Tiger Blossom. It’s possible that the PCs might have some questions for Breng, so information that he’s willing to share is listed below.

#### ☞ **How did you find us?:**

*“One of my informants said that they saw a dragon in the vicinity of the docks so I headed*

*down there to investigate. I saw some giants loading 2 chests onto a ship and figured that they would be trying to leave the city. I located a Legion pilot and we took the Legions newest ship 'Swift Justice', a large light galleon. It was luck that I saw you there."*

**☛ Do we need to take the villains alive?:**

*"I would prefer that they be brought in alive to face justice for what they've done. There are still some questions that need to be answered to properly close the case. "*

**☛ What sort of questions?:**

*"It has been said that 3 noble houses, Burkeley, Eisner, and Sadhein were blackmailed into framing me. Unfortunately, there is no proof that any of the houses mentioned were involved in anything. "*

**☛ Why do you need proof that those houses were involved?:**

*"Everyone is innocent until proven guilty, a fact that the person blackmailing the 3 noble houses seemed to forget. Having been falsely accused of a crime is not something that I wish anyone else to experience."*

**☛ Why did you step down as High Warrior?:**

*"I felt that my recent troubles, being kidnapped and framed for murder, created an undue distraction for the fine men and women of the Legion. I did not wish to continue being a distraction because a distraction in our line of work can often lead to injury or death."*

**☛ Are you still involved with the Legion?:**

*"Yes. Once a Legionnaire, always a Legionnaire. The Legion was, rather is, my life and it will always be that way."*

**☛ Does this ship have weapons?:**

*"Yes, but we can't risk using them. There might be hostages on that ship. If so, we can't cause any harm to them."*

If they came by the giant eagles use this box, if they decided to come by Swift Justice use the box below.

*As the eagles close on the ship, they begin their strafing run. Breng leaps off his eagle and lands nimbly on the Tiger Blossom.*

*As you land on the ship you notice that there are 15 human villains looking to take care of you.*

*"My friends, once you take care of these interlopers, it will be smooth sailing for all of us" says a booming voice from above. Looking up you suddenly see a large blue dragon hovering above you. You also see the villains on the ship draw their weapons.*

If they came by the giant eagles use this box, if they decided to come by Swift Justice use the box below. Note that if they came by ship and by eagle, the ship will arrive 5 rounds into the combat.

*As your ship pulls up alongside the Tiger Blossom, Breng taps a spot on the other side of your ship and 3 boarding planks extend from your ship to the Tiger Blossom. Breng quickly steps on the plank and charges onto the other ship.*

*As you board the ship you notice that there are 15 villains looking to take care of you.*

*"My friends, once you take care of these interlopers, it will be smooth sailing for all of us" says a booming voice from above. Looking up you suddenly see a large blue dragon hovering above you.*

**Note on this combat as things are not what they appear. – The humans are an illusion which the PCs might not discover until they actually swing at them and the blow goes through an opponent.**

**(Note: The first blue dragon is Drenella's cohort. She decided to use him first as he was expendable)**

A Perception DC 15+ATL check will reveal the illusion (the humans don't have proper shadows). Once a PC makes the Dc and points it out to their companions, the DC is 5. Once the PCs are all



aware of the illusion, please describe their actual enemies. The actual battle with the dragons will take place about 120' up, so it's possible for PCs to be part of both battles.

For ATLS 1-7 Breng will tell the PCs that he'll deal with the dragon while they deal with the villains. For ATLS 9+ Breng will offer the PCs the choice of whether they wish to deal with the dragon or the villains.

For ATLS 1-7, and 9+ where the PCs decide to deal with the villains, please read the following text if the PCs check on Breng's fight.

*Breng clicks his heels together and then leaps into the air, drawing a longsword as he does, and does an aerial charge at the blue dragon who responds by targeting him with a spell. Breng shrugs off the spell and continues forward striking her as he reaches her. The dragon shouts in agony as Breng's sword makes contact with her scales. The dragon bares her teeth and claws and goes into melee with her adversary. The dragon manages to connect with a bite which Breng shrugs off and launches his retaliation connecting 4 separate times. The dragon screams in agony and moves slightly back from him and unloads on him with everything that she has, claws, bite, wings. Breng shrugs that off as well and connects with 4 more shots dropping the dragon. At that point, a bolt of lightning strikes him momentarily staggering him as a second blue dragon emerges and streaks down to engage him.*

Now would be a good time to call for initiative.

For ATLS 9+ where the PCs decide to deal with the dragon please read the following text if they decide to check on Breng's actions:

*Breng draws a longsword and rushes your shipboard adversaries. He swings his sword and connects with the first villain. The creature seems to shudder at the force behind Breng's swing. The villains take their turns attacking Breng, with the majority of them missing. One of them hits him, but he shrugs off the damage. Breng launches his next attack and 3 of his 4 swings managed to connect, dropping one of his adversaries.*

Now would be a good time to call for initiative.

### ATL 1

#### ⚔ Young Ogre (3)

CE Medium humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

**AC** 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

**hp** 32 (4d8+4)

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

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

**Spd** 30 ft. (40 ft. base)

**Melee** greatclub +7 (1d10+5)

**Ranged** javelin +1 (1d6+3)

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

**Str** 17, **Dex** 12, **Con** 11, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Iron Will, Toughness

**Skills** Climb +5, **Perception** +5

**Languages** Giant

### ATL 3

#### ⚔ OGRE (3)

CE Large humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

**hp** 44 (4d8+15)

**Fort** +6, **Ref** +0, **Will** +3

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

**Spd** 30 ft. (40 ft. base)

**Melee** greatclub +7 (2d8+7)

**Ranged** javelin +1 (1d8

+5)

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

**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +3; **CMB** +9; **CMD** 18

**Feats** Iron Will, Toughness

**Skills** Climb +7, **Perception** +5

**Languages** Giant

**ATL 5****⚔ Troll (1)**

CE Large humanoid (giant)  
**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8  
**AC** 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)  
**hp** 63 (6d8+36); regeneration 5 (acid or fire)  
**Fort** +11, **Ref** +4, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 30 ft.  
**Melee** bite +8 (1d8+5), 2 claws +8 (1d6+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (2 claws, 1d6+7)  
**Str** 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6  
**Base Atk** +4; **CMB** +10; **CMD** 22  
**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception)  
**Skills** Intimidate +9, Perception +8  
**Languages** Giant

**⚔ OGRE (2)**

CE Large humanoid (giant)  
**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +2  
**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)  
**hp** 44 (4d8+15)  
**Fort** +6, **Ref** +0, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 30 ft. (40 ft. base)  
**Melee** greatclub +7 (2d8+7)  
**Ranged** javelin +1 (1d8+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7  
**Base Atk** +3; **CMB** +9; **CMD** 18  
**Feats** Iron Will, Toughness  
**Skills** Climb +7, Perception +5  
**Languages** Giant

**ATL 7+****⚔ Troll Fighter 2**

CE Large humanoid (giant)  
**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10  
**AC** 18, touch 13, flat-footed 14; (+4 Dex, +5 natural, -1 size)  
**hp** 112 (6d8+2d10+58); regeneration 5 (acid or fire)  
**Fort** +14, **Ref** +6, **Will** +4 (+5 vs. fear)  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 30 ft.  
**Melee** bite +12 (1d8+7), claws +12 (1d6+7)  
**Full Atk** bite +12 (1d8+7), 2 claws +12 (1d6+7)  
**Ranged** nil  
**Full Atk** nil  
**Space** 10 ft.; **Reach** 10 ft.  
**Special Attacks** rend (2 claws, 1d6+9)  
**Spell-Like abilities** nil  
**Spells Known** nil  
**Str** 25, **Dex** 18, **Con** 25, **Int** 6, **Wis** 11, **Cha** 4  
**Base Atk** +6; **CMB** +14; **CMD** 28  
**Feats** Intimidating Prowess, Iron Will, Skill Focus (Perception), Power Attack, Cleave  
**Skills** Intimidate +9, Perception +10  
**Languages** Giant  
**SQ** nil  
**Gear** nil  
**Special Abilities** bravery +1

**⚔ OGRE (2)**

CE Large humanoid (giant)  
**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +2  
**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)  
**hp** 44 (4d8+15)  
**Fort** +6, **Ref** +0, **Will** +3  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil;  
**Spd** 30 ft. (40 ft. base)  
**Melee** greatclub +7 (2d8+7)  
**Ranged** javelin +1 (1d8+5)  
**Space** 10 ft.; **Reach** 10 ft.  
**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7  
**Base Atk** +3; **CMB** +9; **CMD** 18  
**Feats** Iron Will, Toughness  
**Skills** Climb +7, Perception +5  
**Languages** Giant

**ALL ATLS**

**X Drenella Half-elf sorcerer 16 (draconic bloodline)( in large blue dragon form (form of the dragon bonuses in parens)**

NE Medium humanoid

**Init** +6; **Senses** Low light vision; Perception +21

**AC** 20 (26), touch 12, flat footed 18 (24) (+2 Dex, +6 (10) natural armor, +4 *mage armor*)

**hp** 132 (164) (16d6+64 (96))

Fort +9 (11) , Ref +7, Will +14

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity 10;

**DR** (5/magic); **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft., fly 60' (average) (90' poor)

**Melee** dagger +8 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2) (bite +11 (2d6+1, 20/x2) or claw +11 (1d8+1d6 electricity+3, 20/x2) or wing +11 (1d6+3, 20/x2) or tail slap +11 (1d8+3, 20/x2))

**Full Atk** dagger +8/+3 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) (bite +11 (2d6+1, 20/x2), 2 claws +11 (1d8+1d6 electricity+3, 20/x2), wing +11 (1d6+3, 20/x2), tail slap +11 (1d8+3, 20/x2))

**Ranged** light crossbow +10 (1d8, 19-20/x2)

**Full Atk** light crossbow +10/+5 (1d8, 19-20/x2)

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

**Special Attacks** breath weapon (60' line of electricity (damage 15d6 - reflex DC 22)) 1/day, can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR (breath weapon (80' line of electricity (damage 8d8- reflex DC 22)) 2/day),

**Spell-Like Abilities** Nil.

**Spells Per Day** 8/8/7/7/7/7/5/3 (DC 18 (20 vs. evocation +) + spell level)

**Spells Known** **0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;*

**1<sup>st</sup> level** - *burning hands*\*+, *magic missile*+, *shocking grasp*+, *summon monster I*, *true strike*;

**2<sup>nd</sup> level** - *cat's grace, eagle's splendor, flaming sphere*\*+, *mirror image, scorching ray*\*+;

**3<sup>rd</sup> level** - *flame arrow*\*, *fireball*\*+; *lightning bolt*+, *rage*;

**4<sup>th</sup> level** – *stoneskin, lesser, ice storm*+, *wall of ice*+; *wall of fire*\*+;

**5<sup>th</sup> level** -, *cone of cold*+, *feeblemind, summon monster V, wall of force*+;

**6<sup>th</sup> level** - *bull's strength – mass, chain lightning*+, *globe of invulnerability*;

**7<sup>th</sup> level** - *delayed blast fireball*\*+, *prismatic spray*+

**8<sup>th</sup> level** - *polar ray*+

Str 10 (16), Dex 14, Con 14 (18)

, Int 14, Wis 15, Cha 24

**Base Atk** +8/+3; **CMB** +8 (1`); **CMD** +20 (23)

**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus

(evocation)+, energy substitution (fire – electricity)\* , greater spell focus (evocation)+;

combat casting, spell penetration, toughness, iron will, greater spell penetration

**Skills** Knowledge (arcana) +19, perception +21, spellcraft +27

**Languages** common, elven

**SQ** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die), can grow wings as a standard action and gain ability to fly(dismissing them is a free action)

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts, *headband of mental superiority* +4

**Special Abilities** bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*),

---

**✂ Darouin Half-elf sorcerer 15 (draconic bloodline) Drenella's cohort (in large blue dragon form)**

NE Medium humanoid

**Init** +6; **Senses** Low light vision; Perception +19  
**AC** 20 (26), touch 12, flat footed 18 (24) (+2 Dex, +6 (10) natural armor, +4 *mage armor*)

**hp** 124 (154) (15d6+60 (90))

**Fort** +9 (11), **Ref** +7, **Will** +11

**Defense Abilities** +2 to save vs. enchantment spells and effects, resist electricity

10; **DR** (5/magic); **Immune** to magic sleep effects,; **SR** nil

**Spd** 30 ft., 60' fly (average) (90' poor)

**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2) (bite +10 (2d6+1, 20/x2) or claw+10 (1d8+1d6 electricity+3) or wing+10 (1d6, 20/x2) or tail slap+10 (1d8+3, 20/x2))

**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) (bite +10 (2d6+1, 20/x2) , 2 claws +10 (1d8+1d6 electricity+3) , wing+10 (1d6, 20/x2) , tail slap+10 (1d8+3, 20/x2))

**Ranged** light crossbow +9 (1d8, 19-20/x2)

**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)

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

**Special Attacks** breath weapon (60' line of electricity (damage 15d6 - reflex DC 22)) 1/day (breath weapon (80' line of electricity (damage 8d8 - reflex DC 22)) 2/day

**Spell-Like Abilities** Nil.

**Spells per day** 8/7/7/7/6/4 (DC 15 (17 vs. evocation (+)) + spell level)

**Spells 0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;*

**1<sup>st</sup> level** - *burning hands\*+, magic missile+, shocking grasp+, summon monster I, true strike;*

**2<sup>nd</sup> level**- *cat's grace, eagle's splendor, flaming sphere\*+, mirror image, scorching ray\*+;*

**3<sup>rd</sup> level** - *flame arrow\*, fireball\*+; lightning bolt+, rage;*

**4<sup>th</sup> level** - *enervation, ice storm+, wall of ice+, wall of fire\*+;*

**5<sup>th</sup> level** -, *cone of cold+, feeblemind, wall of force+;*

**6<sup>th</sup> level** - *bull's strength – mass, chain lightning+;*

**7<sup>th</sup> level** - *delayed blast fireball\*+, prismatic spray+*

**Str** 10 (16), **Dex** 14, **Con** 14 (18), **Int** 10, **Wis** 10, **Cha** 21

**Base Atk** +7/+2; **CMB** +7 (10); **CMD** +19 (22)

**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity) , greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration

**Skills** Knowledge (arcana) +11, perception +13, spellcraft +19

**Languages** common, elven

**SQ** nil

**Gear** dagger, light crossbow, quiver with 10 crossbow bolts

**Special Abilities** bloodline arcana (draconic - blue dragon - electricity based spells deal 1 extra point of damage per die); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

## **CONCLUSION**

*As the last villain either drops, or surrenders and you take a moment to survey the scene, you notice 2 crates. Opening the crates, you discover the barely breathing bodies of Jalinor the Just and Meikauf Nactrune. At least some more of those missing have been found.*

*The Legion ship "Swift Justice" shows up and her crew takes charge of the situation. The eagle riders that brought you here descend to see if any of you want to return to the docks. The legionnaires instruct you that you'll need to return to Legion HQ for debriefing.*

## **EPILOGUE**

*You head back to Diamond Legion HQ, and after being debriefed you are sent to meet with High Warrior Grimm. You notice that he is not alone, Lord Consul Augustus Grimm is here as are*

*Patriarch Jalinor the Just and High Guardian Miekauf. High Warrior Grimm begins speaking. “Thank you for helping to save the city. It is refreshing to know that when the city needs assistance, adventurers like yourselves are there to answer the call.*

*Drenella and her minions are defeated, in what was probably the first of many strikes that the city might experience. I’m thinking that we’ll have two more of these types of strikes to look forward to, one coming from her sister Fiounella and the other from her father Isador. I’m hoping that if and when they happen that you’ll be up to the challenges and overcome those assaults. If you can do so then the opposing team will have had their three strikes and struck out.*

*Patriarch Jalinor the Just and High Guardian Miekauf Nactrune step forward and then the Patriarch begins speaking. “Thank you for rescuing both myself and High Guardian Nactrune. The Quorum of Faith wishes to show our appreciation by granting you the casting of a single curative spell once per adventure. High Guardian Nactrune tells me that the Temple of Galvandt will cover the material cost for the first 3 castings.”*

*High Warrior Grimm continues “The Legion wishes to thank you and in conjunction with Lord Consul Grimm we are offering you the sum of 1000\*ATL played to use towards the purchase or creation of a magic item. We’re allowing you to keep the whistle that you got. Sophia and Gillian wish to gift you with this charm necklace of the elements.”*

At WISJ 2010 please add the following:  
*Commander Vestra is appreciative of the fact that you saved her nephew Tangee and is gifting you with a set of bracers of armor for doing so.*

## **THUS ENDS “STRIKE ONE: A SWING AND A MISS”**

**TIME UNIT COST: 5 TU**



## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>
Raising the Noble District guards	50	50	100	100	100	200	200	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>	<b>3100</b>	<b>4900</b>	<b>7400</b>	<b>11500</b>	<b>18000</b>

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

## TREASURE SUMMARY

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

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

- **Necklace of the elements**, This necklace has 4 charms, each of which may be used once per day to cast the following spells.

**Teardrop** – touching this charm casts a water breathing spell (CL 5)

**Mountain** – touching this charm casts a stone shape spell (CL 5)

**Tornado** – touching this charm casts a stinking cloud spell (CL 5)

**Volcano** – touching this charm casts a scorching ray spell (CL 3)

(Value: Varies Tradable: Yes Size: N/A Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

- **Being Right Doesn't Hurt Any Less**, 1 per PC. Your actions in thwarting the plans of Isador's daughter have attracted the attention of Amthydor's criminal element. The organized criminal element will treat you as an enemy and will direct their attacks towards you unless other party members have this cert as well. The villains will gain a +1 bonus to hit you due to their hatred of you. If you also has the cert “Notice of Those Who Shall Not Be Named” from “In the Eyes Of A child” the villains will treat you as a favored enemy, and will gain a +2 bonus to attack and damage rolls against you. You must show this cert to the judge when you sit down to play an LSJ event.

(Value: Priceless Tradable: No Size: N/A Rarity: Uncommon Validity: 2 years Real Value: \$0)

- **A Job Worth Doing Is Worth Doing Right**, 1 per PC that has the gotcha cert. (THIS CERT IS ONLY TO BE GIVEN OUT IF THE PC HAS THE “GOTHCHA” CERT FROM “FISTS OF FURY”). A message is delivered to your home. Your actions in thwarting the plans of Isador’s daughter, and rescuing the hostages caught my attention. If you decide that you would like to join the chameleons, an anonymous recommendation will be waiting for you.. The Gothca cert should be attached to the back of this cert.

(Value: Priceless Tradable: No Size: N/A Rarity: Uncommon Validity: 2 years Real Value: \$0)

- **When One Door closes, it Can Be Reopened**, 1 per PC. Your actions in thwarting the plans of Isador’s daughter have attracted the attention of the right people. When you fail a Diplomacy, Intimidate, or a skill check other than to disable traps, move stealthily or open locks you immediately gain a +20 bonus to that attempt. Note that this will not gain you information in a module that is not available to be learned. In simple terms if the modules doesn’t allow for information to be learned by either diplomacy or intimidate checks, then you cannot use it to do so in that module. You must show this cert to the judge when you sit down to play and he/she will let you know if you can use the cert for a diplomacy or intimidate check. If not, then you can’t use the cert to do so in that module. You may however use it for one of the other skills mentioned. The number of times that you may use this cert depends on your level

ATL 1-5: [ ]

ATL 7-11 : [ ] [ ]

ATL 13+ [ ] [ ] [ ]

(Value: Priceless Tradable: No Size: N/A Rarity: Uncommon Validity: 2 years Real Value: \$0)

- **Gratitude of the Quorum of Faith** 1 per PC In appreciation for your rescuing Jalinor the Just and Miekauf Nactrune, the Quorum of Faith will cast a first or second level divine spell for you once per adventure, provided that it has a material cost of 500gp or less. The level of the spell depends on the ATL that this module was played. The temple of Galvandt is covering any material costs associated with that spell for the first 3 spells cast, after that the PC would need to pay any material costs..

[ ]ATL 1-5: 1<sup>st</sup> level spell

[ ]ATL 7+ : 1<sup>st</sup> or 2<sup>nd</sup> level spell

(Value: Varies Tradable: No Size: Tiny

Rarity: Common Legality: Legal Real Value: \$0 )

- **Favor of the Diamond Legion and Lord Consul Grimm**, 1 per PC In appreciation for your efforts in rescuing the captured citizens and capturing Drenella, High Warrior Grimm and Lord Consul Grimm have arranged to pay you the sum of 500gp \* ATL played. You may this reward in conjunction with **one** other monetary reward cert from either the Diamond Legion towards the purchase/creation of a magic item.

ATL played \_\_\_\_\_ \* 500 = \_\_\_\_\_gps

(Value: Varies Tradable: Yes Size: N/A Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

# PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.  
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ73 "Ms Gnomer" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ76 "As You Wish" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..."

## **PLAYER'S HANDOUT #2**

**Brave Adventurer**

**The city needs your help. You are to report to Diamond Legion HQ immediately. When you arrive there you will learn the details of your mission.**

**High Warrior Alaric Grimm**

## **PLAYER'S HANDOUT #3**

Olek looked at the half-ogress that rescued him and said

“TANK YOU, HOOMIN. WAIT YOU IS NOT HOOMIN. WELL I TANK YOU ANYWAY.”

When asked what happened he replied

“I IS SAD. I WAS BY DOCK DOING JOB AND THEN I MAKE MESS AND WATER DOCKS.”

“I NOT KNOW WHY BUT I STOP MOVING AND FALL DOWN. PLEASE SAY OLEK VERY VERY VERY VERY VERY SORRY.”

“OLEK WISH I KNOW MORE BUT I NOT. I WANT TO HELP CITY NOT HURT IT”



# PLAYER'S HANDOUT #4

<i>Summary of info found at the shrines</i>				
<i>Shrine</i>	<i>Elemental type</i>	<i>Druid of</i>	<i>Cause of death</i>	<i>Survivor</i>
<i>Lohm</i>	<i>Air</i>	<i>Aurelian</i>	<i>Suffocation</i>	<i>Coppernicus Roundbottom</i>
<i>Aurelian</i>	<i>Earth</i>	<i>Lohm</i>	<i>Suffocation</i>	<i>Dalwin Cloudwalker</i>
<i>Cyrene</i>	<i>Fire</i>	<i>Zara</i>	<i>Suffocation, and throat burned</i>	<i>Milicent Turtlemaur</i>
<i>Zara</i>	<i>Water</i>	<i>Cyrene</i>	<i>drowning</i>	<i>Morgana Flametongue</i>

## **PLAYER'S HANDOUT #5**

**Officer \_\_\_\_\_**

**Your downtime is hereby rescinded. Events of the past hour or so have mandated that you report to Diamond Legion HQ immediately. When you arrive there you will learn the details of your mission.**

**High Warrior Alaric Grimm**

# GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

PC Name #1 _____	Player Name _____
PC Name #2 _____	Player Name _____
PC Name #3 _____	Player Name _____
PC Name #4 _____	Player Name _____
PC Name #5 _____	Player Name _____
PC Name #6 _____	Player Name _____

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ59 "Fists of Fury"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ63 "Beguiling Isn't It"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ65 "Dirty Laundry"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ73 "Ms Gnomer"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ75 "Be Careful What You Wish For"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ84 "Double Vision"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJINT06 "One Thing ..."</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

- |                              |  |
|------------------------------|--|
| <b>Sergeant Kelson Ayers</b> | - (Diamond Legion, LSJ65, LSJ75, LSJ76, LSJ86, LSJINT06)       |
| <b>Cinnamon</b>              | - (Society of Entertainers and Providers, LSJ63, LSJ75, LSJ86) |
| <b>Gurge</b>                 | - (LSJ59, LSJ75)   |
| <b>Tangee Vestra</b>         | - (LSJ59, LSJ76)   |
| <b>Lady Tiffany Kripach</b>  | - (LSJ73)  |
| <br>                         |  |
| <b>Places</b>                |  |
| <b>Golden Ticket</b>         | - (LSJ84)  |

# GM PLAY AID #1

## ⚔ **Zydin, human fighter 7**

NG Medium humanoid

---

**Init** +2; **Senses** nil; Perception +1 (untrained)

**AC** 12, touch 12, flat-footed 10 (+2 dex)

**hp** 76 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +2 (4)\*

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

**Spd** 30 ft.

**Melee** longsword +13 (1d8+8, 19-20/x2)

**Full Atk** longsword +13/+8 (1d8+8, 19-20/x2)

**Ranged** longbow +9 (1d8, 20/x3)

**Full Atk** longbow +9/+4 (1d8, 20/x3)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8

**Base Atk** +7/+2; **CMB** +11; **CMD** +23

**Feats** Weapon focus (longsword) power attack, deadly aim (trade ranged attack bonus for damage), blindfight; cleave; point blank shot; weapon specialization (longsword); lunge; rapid shot

**Skills** Climb +11; Handle animal +7, Ride +9

**Languages** common,

**SQ** nil

**Gear** nil

**Special Abilities** bravery +2\*; armor training 2 weapon training (heavy blades)

# CRITICAL EVENT SUMMARY: STRIKE ONE: A SWING AND A MISS

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

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

1. Did the PCs need healing, or item help from Elsbeth's mistress? Yes No
2. Did the PCs borrow the wand of cure light wounds? Yes No  
If the answer is yes, how many charges were used \_\_\_\_\_
3. Did the PCs meet the ogres to find out about the warehouse? Yes No
4. Did the PCs learn of the warehouse from Elsbeth? Yes No
5. Did the PCs raise any legionnaires, noble house guards, or gate guards? Yes No
6. Did the PCs take Zydin with them? Yes No
7. What ATL did you run? \_\_\_\_\_
8. Did the PCs need to use the whistle? Yes No
9. Did any PCs earn the chameleon's recommendation? Yes No  
If so, please list the PCs and email address of those that did

---

---

---

10. Did the PCs kill Drenella? Yes No

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

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

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



## ROSTER OF HEROES: STRIKE ONE: A SWING AND A MISS

**Judge Name:** \_\_\_\_\_

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

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:



## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

\*\*\*\* There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

## **OPEN GAME LICENSE Version 1.0**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Player's Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Strike One: A Swing And A Miss, Copyright 2010, The Shining Jewel, LLC, Author David Samuels.