



Strike Two: Fowl Ball

(3 Strikes and You're Out - Part 2 of 3)

By David Samuels

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

Another day in Amthydor brings intrigue and danger. The call for assistance was not specific, but the location you were told to report to was. The Gilded Cage, what sort of problems can be found there, only the gods themselves know. This is Part 2 of the Three Strikes and You're Out series. It is recommended to play this module after playing Strike One: A Swing and a Miss. This is a 1 round Legends of the Shining Jewel scenario for heroes of levels 1-15.

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WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

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

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

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

CALCULATING ATL (AVERAGE TABLE LEVEL)

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

A NOTE ABOUT ATLS AND THE POWER OF PCS

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

ABOUT THE MODULE

Strike Two: Fowl Ball is Part 2 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***, ***LSJ84Double Vision***, and ***LSJ96Strike One: A Swing and a Miss*** 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 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 interim 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.

Isador decided that he wanted to bring the city to its knees so that he could take it over. He 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 Isador began placing some of his people inside castle Torestyn, to maximize his chances of capturing the Lord Monarch’s family. His operatives researched the staff of the castle and once 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.

In “Strike One: A Swing and a Miss” 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. She used elementals, giants and golems to implement her plan while causing as much destruction and devastation as possible. Drenella knew that once her plan succeeded she would be heralded as her father’s most trusted advisor once he usurped control of the city.

ADVENTURE BACKGROUND

Fiounella came up with an idea that she just knew would help her earn the respect of her father while furthering his agenda. She had the plan to see the plan that her sister was implementing and knew that she could do better. While her sister used elementals, giants and golems in her plans, Fiounella decided on a more demonic plan.

She did research on demons and managed to locate a half fiend named Tepesch. After speaking with Tepesch she realized that he would be the answer to her plans, as he had almost succeeded in attaining immeasurable power. Unfortunately for him when his plan was thwarted he was barred from ever setting foot in the city again.

Fiounella offered Tepesch the following proposition; if he was willing to help with her plans than once her father assumed control of Amthydor he would be free to enter the city, and could even use its citizens to achieve his plans for divine power. She also told him about a ritual that she’d discovered, and would share with him, which would give him considerable power, power on the scale of a god. Tepesch salivated at the mention of divine power because he’d been ultimately seeking to be a demigod.

Fiounella told Tepesch that her plans needed some demonic help to succeed. Tepesch assured her that his patrons would be more than willing to provide that. Tepesch informed Fiounella that there was an additional condition for his assistance, when her father took control of Amthydor he wanted to be worshipped. In fact,

he wanted a temple dedicated to him in the Temple District. Fiounella readily agreed to this demand.

Fiounella let Tepesch know that for her father to succeed the Lord Monarch needed to be kept occupied, and that while he and his demonic associates helped with that, she would gather those ingredients necessary to perform the ritual that would empower him.

She provided him with a list of targets that his minions needed to concentrate on. She told him that he would need to wait for her signal to proceed, because in order for their plan to succeed Mistress Jade from the shrine of Dymora would need to be dealt with since she has ways of dealing with demons.

Having done her research on Amthydor and its more prominent people, Fiounella disguised herself as Lady Kylene Reilly while her cohort disguised himself as Lord Valice Jal Darin. Lady Reilly and her fiancé Lord Jal Darin were both well known to Mistress Jade and would not arouse suspicion by seeking a meeting with her. At their meeting “Lady Reilly” and Lord Jal Darin” attacked Mistress Jade and managed to incapacitate her. They then spirited her off.

Unfortunately for them, their actions did not go unnoticed. A horned devil named Morasica who was arriving at the shrine for a scheduled meeting with Mistress Jade noticed their departure Morasica informed Lorelei, Mistress Jade’s assistant about the abduction, as well as the fact that he had information that needed to be acted upon immediately.

Lorelei recalled hearing that Nileena Quinn was allowing her establishment, the Gilded Cage, to be used to hire adventurers to deal with attacks against the city, so she sent word of Mistress Jade’s abduction asked that Nileena Quinn send those adventurers here

Introduction – The PCs will be summoned to the Gilded Cage to meet with Gurge and Lady Tiffany Krimpach.

Encounter 1: Shrine of Dymora. The PCs will head to the Shrine to learn information about the abduction of Mistress Jade. .

Encounter 1A Dinner is served. When the PCs leave the shrine of Dymora, they The PCs will head to the Shrine to learn information about the abduction of Mistress Jade. .

Encounter 2: Legion of One. The PCs will head to the Diamond Legion in the hopes of gaining information.

Encounter 3: One If By Air. The PCs will learn about an attack on the Giant Eagle Stables, and will have the chance to deal with those responsible.

Encounter 4: Religion 101. The PCs can go to the temples to try to find out which high priests and acolytes might be missing.

Encounter 5 Innocence Lost. The PCs can head to the Moonstar Cavalcade to find out if any children have disappeared.

Encounter 6: Ritually Speaking. The PCs will head to the Silver Swan Inn and attempt to stop the ritual that will empower Tepesch.

Conclusion – There are multiple conclusions depending on the level of success that the PCs achieve.

Epilogue – There is one epilogue.

INTRODUCTION – SOMEONE’S KNOCKING

While enjoying a momentary respite from helping the city cleanup the aftermath of its most recent trouble, courtesy of Isador’s daughter Drenella, the sound of a bugle blaring outside your door/window catches your attention this early afternoon. Opening the door/window you find a young child. The child stops playing upon seeing you and hands you a rolled up piece of parchment that bears the seal of Noble House Krimpach. After handing you the parchment the child scampers off.

If the PCS attempt t talk to the child, he will tell them that he needs to deliver another (# of PCs - 1 messages. Once the PCs open the parchment they will see the following message

Dear Adventurer

The city needs your help. Your presence is needed at the Gilded Cage. Everything will be explained when you arrive.

Lady Tiffany Krimpach

(Please pass them Player Handout 2)

Heading to the Gilded Cage you can still the signs of recent troubles that the city experienced. The dead bodies of several young men and women still littler the streets. Some of those bodies appear to have been immolated (set afire).

Any PC making a **Heal DC 5 check** will discover that the bodies that were set afire were alive when they were set afire, and that they died from the burns. The bodies that weren’t set afire were killed by someone incredibly strong adversaries, as their throats were crushed suffocating them.

Arriving at the Gilded Cage you are quickly ushered into one of the establishments private function rooms. Inside the room is a table with 5 chairs, 2 in front of the table and 3 behind it. Nileena Quinn, the proprietress of the establishment, quickly has her employees bring in additional chairs. After enough chairs have been brought in to accommodate your group, Nileena sends her employees out before closing the door. After waiting for you to be seated, she takes her place in one of the seats behind the table. Once she’s seated there is a moment of silence as you see movement behind the table as 2 gnomes, one male the other female climb the chair onto the table. The male gnome helps the female gnome onto the table, at which point they both sit down.

The female gnome begins speaking "Thank you for coming. For those of you that don't know me, my name is Lady Tiffany Krimpach, and this is my Paramour Gurge. We are here because the city needs your help. Nileena Quinn has allowed us the use of this establishment to recruit people to deal with this latest crisis so that we can do so without arousing too much suspicion.

As you may know, the city is under attack by Isador and his daughters. We're tasking you to thwart their plans. Gurge perhaps you can enlighten them.

The male gnome begins speaking "Both of Isador's daughters have launched attacks on the city, Drenella targeted people and places that were likely to draw the attention of either high Warrior Grimm or the Lord Monarch. It's probably a safe bet that her sister Fiounella will follow suit. Also, Sgt. Kelson Ayers and Cinnamon are still missing and a group of children from the Poor District are also unaccounted for. If you should happen to encounter them, please do what you can to save them.

Now I'm sure that you must have some questions.

☛ **What does this mission pay?:**

<Gurge> "I cannot give you an exact amount, but I can promise that you will be adequately compensated once this threat has been dealt with."

☛ **What exactly is her plan?:**

<Gurge> "I don't know what her exact plan is, but I've heard that she plans to target Noble houses Berkeley, Eisner, Sadhein, Reilly, as well as the temple of Galvandt."

☛ **Why were those houses chosen?:**

<Gurge> "From what I've heard, Noble Houses Berkeley, Eisner and Sadhein were rumored to be involved in the plot to frame former High Warrior Breng. No evidence has been found to confirm that as of this time, but Isador and his children seem to have a sense of consistency"

☛ **Didn't her sister target High Guardian Miekauf Nactrune of the Temple of Galvandt? / Didn't we just rescue High Guardian Miekauf Nactrune?:**

<Gurge> "Yes, however since Galvandt is the deity that most of the Legionnaires worship I'm not surprised that they'd try again."

☛ **Are there any other temples or Noble Houses that you think might be targets?:**

"Any temple could be a target, especially those in the Quorum of Faith. With regards to the noble houses, any house that gets along well with either House Grimm or House Torestyn could be targets."

☛ **Which temples are members of the Quorum of Faith?:**

<Gurge> I have prepared a list.

Please pass the PCs Player Handout 3

☛ **Which Noble Houses get along well with Grimm or Torestyn?:**

<Tiffany> All of the noble houses try to have civil relations with one another. The three that have the best with those two houses are Harquith, Sturnhammer, and Reilly."

☛ **Do you know whether Fiounella will be using elementals giants, and golems in her plans like her sister?:**

"I don't know. I'm guessing that she'd use different types of underlings."

Suddenly, the door opens and one of the employees from the Gilded Cage, a human male dressed in tight fitting leather enters the room and runs towards Nileena Quinn. He whispers something in her ear and then departs the room just as quickly as he entered. Nileena slams her fist on the table, while rising to her feet and screaming "no". Gurge and Lady Tiffany both stare at her.

Nileena Quinn starts speaking "I just received word that Mistress Jade is missing. Lady Kylene Reilly and her fiancé Lord Valice Jal Darin met with Mistress Jade, and that was the

last time that she was seen. It seems as if this Fiounella person has just upped the ante. Mistress Jade must be found.”

Nileena looks at Gurge and Lady Tiffany and apologizes for interrupting the meeting. They tell her that they understand.

☛ **Is there someone at the Shrine of Dymora that we could talk to?:**

“Lorelei, Mistress Jade’s assistant is waiting to talk to you.”

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

“It seems as if time is of the essence. Please bring an end to this nightmare striking the city. Actually, there is one last thing that I just remembered. While I’m not a member of the Legion, I did manage to arrange for you to use some Legion whistles. If you run into trouble and blow the whistle, Legionnaires should arrive in less than 30 seconds”

- If the PCs want to visit the Shrine of Dymora **GO TO Encounter 1 (page 7).**
- If the PCs want to speak with the Diamond Legion **GO TO Encounter 2 (page 9).**
- Once the PCs have been to either Encounter 1 or 2 **GO TO Encounter 3 (page 10).**
- If the PCs want to head to the temples or shrines **GO TO Encounter 4 (page 10).**
- If the PCs want to head to the Moonstar Cavalcade **GO TO Encounter 5 (page 13).**

ENCOUNTER 1 – SHRINE OF DYMORA

“Arriving at the Shrine of Dymora, you manage to squeeze your way through the throngs of people at the shrine’s doors and are quickly entered into a functionary room to meet with Lorelei. The room has a bed and several couches. A young woman is sitting on a couch, a 9’ tall winged creature with horns, weighing about 700lbs standing next to her. “I am Lorelei, but you may call me Lori. Are you here to investigate what happened to Mistress Jade?”

Once Lorelei verifies that the PCs are here to investigate the disappearance she will continue

“Mistress Jade told me that she had a meeting with Lady Kylene Reilly and her fiancée Lord Valice Jal Darin. They were meeting with Mistress Jade to discuss a personal matter. The next thing that I knew was that Mistress Jade was missing. This individual here was on his way to meet with Mistress Jade when he saw Lady Reilly and Lord Jal Darin fly off on a carpet with Mistress Jade. This individual here has pledged to answer your questions I only ask that you treat him civilly as he is a guest here. If you can’t abide by this request, I’ll need to find others to locate Mistress Jade.

Once the PCs agree, they may question the individual

☛ **Why are you here?:**

“As the young lady said I was coming here to meet with Mistress Jade when I saw a man and woman spiriting her off.”

☛ **Are you a devil?:**

<Lori> “Let there be no name calling.”

☛ **Why didn’t you try to stop them?:**

“There were two reasons for that. The first is that I knew that it was important that my information got to people so that it could be acted upon. I think that there might be a connection between the kidnapping and my information. The second, and more important of the two reasons is that I couldn’t guarantee that Jade would not be harmed if I were to try to stop them, and didn’t want to risk that.”

☛ **What is your information?:**

“Fiounella, the one whom you are seeking, has sought out aid for her plan against the city. She has allied herself with Tepesch, a half-fiend with a thirst for power.”

☛ **Tepesch, that name sounds familiar / Who is this Tepesch?:**

“Several years ago Tepesch sought power, and as a means of trying to obtain that sowed the seeds of discontent among some of Amthydor’s more impressionable teens. His plans were thwarted and he was banished from the city.”

☛ **Why would they join forces? What could they gain by working together?:**

“Fiounella wants to help her father take control of Amthydor. It’s likely that Tepesch offered her demonic assistance. Tepesch craves power, and ultimately godhood. It’s possible that Fiounella Found a ritual that could help with that.”

☛ **Are there rituals that can do so?:**

“Yes, most rituals like that involve innocents or those pure of heart.”

☛ **Do you know of a specific ritual that can do so?:**

“There is a ritual that can convey immunity to good, or more precisely the ability to resist attacks by forces of good. That would be a godsend, pardon the pun, to someone like Tepesch.”

☛ **What is needed for that ritual?:**

“Tepesch would need to consume a broth made from the essences of a dozen people that are either pure of heart, totally innocent, selfless, or do noble deeds or actions.”

☛ **What do you mean by essence?:**

“The broth would be made from the blood and bones of those individuals.”

☛ **Are you saying that he’d be targeting children?:**

“Children are a possibility, as are people in noble professions such as Legionnaires, or priests of certain gods.”

☛ **Do you know of any specific people they might target?:**

<Lori> “Priests of Galvandt, Meneon, Pietos, Legionnaires, or children. I remember reading this morning that the Moonstar Cavalcade is back in Amthydor. The Cavalcade could also

be a target because their whole purpose is to get children adopted.”

☛ **Do you know if the Cavalcade has been warned?:**

“No, this is the first I’m hearing of these details.”

☛ **Would any priest do?:**

<Lori> “I’m thinking that the idea priests would either be the temples high priests, or an acolyte because they’re not jaded yet.”

☛ **Do you know where the ritual will take place?:**

“No.”

☛ **Do you know where Tepesch can be found?:**

“No.”

☛ **Why do you know so much about this ritual?:**

“I’m always interested in anything that could benefit me.”

☛ **What is your name?:**

“That’s not anything that you need to concern yourself with.”

☛ **Why would someone kidnap Mistress Jade?:**

“Mistress Jade was responsible for helping to keep demonic activity in check. With her out of the way, the power of the Dymorans to continue to do so would be severely crippled. Demonic activity within the city will most definitely increase.”

☛ **If you were going about creating this ritual, where would you do it? / What sort of location would be a good place to perform this ritual?:**

“I would choose a sewer, an abandoned building, a abandoned or desecrated temple, or the basement of an inn.”

☛ **Do you know what sort of demonic assistants Tepesch will be suing?:**

“No, I do not know if he’s thought about that yet.”

☛ **Can tell us about the vulnerabilities of demons?:**

“I could, but there are too many different types of demons for Tepesch to choose from, and we don’t have the time to waste going through all of them.”

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

“Nothing other than you must rescue Mistress Jade, and prevent Tepesch from completing the ritual.”

➤ When the PCs leave the shrine of Dymora **GO TO Encounter 1A (page 9).**

ENCOUNTER 1A – DINNER IS SERVED

“As you leave the Shrine of Dymora, on the way to your next destination, you hear a sizzling sound followed by a scream. Suddenly one of the Legions prized Diamond Eagles plummets to the ground landing at your feet and tossing its rider onto the ground. You hear a roar and then notice (insert appropriate number based on ATL) 3 headed creature(s) about 60’ away and moving closer. The (creature has/ creatures have) the body of a lion, and three heads. The heads are those of a lion, a goat and a blue dragon.

Now would be a good time for initiative. The stats for this encounter are located in GM Aid 3.

Note that if PCs blow the a Legion whistle, the Legionnaires will be here at the end of the 2nd round, otherwise they will be here at the end of the third round as one of the Legion patrols in the city will get word of the battle.

After the battle is over the PCs can examine the bodies of the legionnaire and the eagle rider. A **Heal DC 5 check** will reveal that the giant eagle is dead, and that the eagle rider is near death. His breathing is extremely shallow and labored. If the PCs heal him they can learn the following information:

- He’d been heading out for his patrol when he was set upon by these chimeras.
- He doesn’t know where they came from.
- They probably were just hungry and the giant eagles could make a decent meal for them.
- Thank you for healing me. I need to get someone to help me with Percy my eagle.

Note, if the PCs don’t have the ability to heal the legionnaire, the arriving legionnaires will have a potion of cure light wounds. The PCs would then be able to get the information listed above.

- If the PCs want to speak with the Diamond Legion **GO TO Encounter 2 (page 9).**
- If the PCs have been to 2 encounters other than encounter 1A and have not had encounter 3 **GO TO Encounter 3 (page 10).**
- If the PCs want to head to the temples or shrines **GO TO Encounter 4 (page 10).**
- If the PCs want to head to the Moonstar Cavalcade **GO TO Encounter 5 (page 13).**

ENCOUNTER 2 – LEGION OF ONE

“Arriving at the building housing Diamond Legion HQ you find the area relatively empty. There are no Legionnaires outside the building, or in the halls, in fact the building is eerily quiet. Approaching the office of High Warrior Grimm you hear 3 distinct voices. Based on the snippets that you hear you can tell that the voices belong to High Warrior Grimm and Sergeants Kenness and Kyle. The door opens and the two sergeants exit the room.

If the PCs should attempt to talk with them the 2 Legionnaires will politely inform the PCs that they are on an assignment right now and need to get back to it.

If the PCs attempt to talk to High Warrior Grimm

“I wish that I had the time to talk, but it’s very busy here right now. We’ve already mobilized every officer trying to find Fiounella to stop her plans. Now Mistress Jade has been

kidnapped, and we've no clue as to who kidnapped her. I seriously doubt that either Lady Kyrene Reilly or Lord Valice Jal Darin was involved, despite what Lorelei said. I'm also concerned that if Mistress Jade was not found, we could soon see an increase in demonic activity within the city. Now, I'm sorry to say it, but I must get back to work considering every possibility."

- If the PCs want to visit the Shrine of Dymora **GO TO Encounter 1 (page 7).**
- If the PCs have been to 2 encounters other than encounter 1A and have not had encounter 3 **GO TO Encounter 3 (page 10).**
- If the PCs want to head to the temples or shrines **GO TO Encounter 4 (page 10).**
- If the PCs want to head to the Moonstar Cavalcade **GO TO Encounter 5 (page 13).**

ENCOUNTER 3 – ONE IF BY AIR

"As you head out to your next destination, you hear some screams and notice people pointing towards the sky. Out of the corner of your eye you notice some more chimeras in the sky, possibly as many as 6 of them. The chimeras appear to be heading in the direction of the Diamond Legion Giant Eagles stables.

A Legion whistle sounds and 3 giant eagles take to the sky from the direction of the Giant Eagle Stables. The Eagle Riders aboard their giant eagles are moving to engage the chimeras. The Eagle Riders are putting up a good fight, but they are outnumbered, and probably won't survive the fight without help.

If the PCs should head to help continue, otherwise go to the appropriate next encounter from the options at the end of this encounter.

If they move forward to help continue

As you get closer you notice the bodies of 6 legionnaires and 4 Giant Eagles all lying non-moving on the ground. The creatures attacking the Giant Eagles and their riders have the body of a lion, and three heads. The heads are those of a lion, a goat and a blue

dragon. The creatures see you and appear ready to start heading towards you.

Now would be a good time for initiative. The stats for this encounter are located in GM Aid 3.

Note that if PCs blow the a Legion whistle, the Legionnaires will be here at the end of the 2nd round, otherwise they will be here at the end of the third round as one of the Legion patrols in the city will get word of the battle.

- If the PCs want to visit the Shrine of Dymora **GO TO Encounter 1 (page 7).**
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Encounter 4 – Religion 101

Regardless of which temple(s) or shrine(s) the PCs choose to go to they will find the same atmosphere. The temples and shrines are filled to capacity with people seeking protection from the recent crisis plaguing the city while the grounds are filled with just as many people trying to get inside. The information that the PCs can learn from some of the temples is summarized under that temple.

If the PCs should go to a temple not listed here, what they will be told is listed on Player Handout 4, which you may hand them once they've gone to a few temples.. Note that the information list is the only thing that the temples will talk about and that none of them have potions to load out. They will provide the PCs with any healing needed.

The priests at the temples will also mention that there have been reports of people being attacked, and in some instances captured by demons. They will also be able to provide the PCs with Player Handout 5.

Encounter 4a – Temple Of Meneon

You arrive at the temple of Meneon, and after making your way through the mob trying to gain entrance to the shrine you are greeted by a young brown-haired brown-eyed female acolyte. She leads you into one of the temple's meeting rooms and then begins speaking.

"I am Sister Xon, welcome to the Temple Of Meneon. I wish that your visit here was under better circumstances, please let me know what sort of injuries you have so that I can help you?"

☛ **Is Delenia Lanasole here? / May we speak with Delenia Lanasole?:**

"She is not here. She and several acolytes are out in the field saying prayers for those that have died and helping to ease the suffering of those with fatal wounds."

☛ **Are all of the temples acolytes accounted for?:**

"We currently have 5 acolytes out in the field. I do not know exactly where they are."

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

"I do have this as you receive a piece of paper. Player's Handout 5 Other than that, no, I need to get back to tending to those that need assistance. May Meneon bless you and keep you safe,"

Encounter 4b – Temple of Lucor

You arrive at the temple of Lucor, and after making your way through the assembled crowd trying to force its way inside the temple, you gain entrance. A young blond-haired female acolyte greets you. "I am Kindra, priestess of Lucor. How may I help you?"

☛ **Is Arbill Crythien here? / May we speak with Arbill Crythien?:**

"He is not here. He is meeting with priests of some of the other temples and shrines to help them properly allocate their resources during this crisis."

☛ **Are all of the temples acolytes accounted for?:**

"We have 3 acolytes out in the field, I do not know exactly where they are."

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

"I do have this as you receive a piece of paper. Player's Handout 5 Other than that, no, I need to get back to tending to those that need assistance. May Lucor bless you and keep you safe."

Encounter 4c: The Temple of Emerys

Arriving at the Temple of Emerys, you are ushered into a room where a dwarven woman dressed in robes embossed with the symbols of Emerys sits. She motions for you to be seated on a pew, and then begins speaking. "I am Tamaranda, and I am one of Emerys' chosen. How may I help you?"

☛ **Is Lady of Mystery Lilyra here? / May we speak with Lady of Mystery Lilyra?:**

"She is not here. She and several acolytes are out in the field helping those victims of this crisis that aren't able to make it to the temples."

☛ **Are all of the temples acolytes accounted for?:**

"We currently have 4 acolytes out in the field. I do not know exactly where they are."

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

"I do have this as you receive a piece of paper. Player's Handout 5 Other than that, no, I need to get back to tending to those that need assistance. May Emerys bless you and keep you safe,"

Encounter 4d – Temple of Peliron

You arrive at the temple of Peliron, and manage to make your way through the mob trying to gain entrance to the temple. You are escorted in to talk to one of the acolytes. The acolyte begins speaking.

“Welcome to the temple of Peliron. As you can see the city is in the midst of a crisis, and in order for me to prioritize things, I need to know how serious your injuries are and what sort of help you require?”

☛ **Is Jalinor the Just here? / May we speak with Jalinor the Just?:**

“He is in meetings right now with the rest of the priests from this temple. They want to make sure that the temple has the resources at its disposal to deal with this crisis.”

☛ **Are all of the temples acolytes accounted for?:**

“Yes, they are all at the temple,”

☛ **Has Jalinor been acting any different since he was rescued from Isador’s daughter?:**

“No.”

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

“I do have this as you receive a piece of paper. Player’s Handout 5 Other than that, no, I need to get back to tending to those that need assistance. May Peliron bless you and keep you safe.”

Encounter 4e – Temple of Galvandt

You arrive at the temple of Galvandt, and manage to make your way through the mob trying to gain entrance to the temple. A young blond-haired blue-eyed acolyte greets you, and leads you into one of the temple’s meeting rooms before he begins speaking.

“I am brother Jesten, welcome to the temple of Galvandt. I wish that your visit was under better circumstances. How may I help you?”

☛ **Is Miekaufr Nactrune here? / May we speak with Miekaufr Nactrune?:**

“He is not here. He is out in the field with some of the temples acolytes trying to help those that have been affected by this crisis.”

☛ **Are all of the temples acolytes accounted for?:**

“We have 3 acolytes out in the field with Miekaufr Nactrune, but I do not know exactly where they are.”

☛ **How has Miekaufr been doing since his kidnapping?:**

“He’s been doing his best to make it up to the people of this city for not being available to help them while he was kidnapped. It’s like he thinks that the populace will hold his being kidnapped against him.”

☛ **Has he taken any precautions to prevent being kidnapped again?:**

“Yes. The 3 acolytes went with him to keep him safe.”

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

“I do have this as you receive a piece of paper. Player’s Handout 5 Other than that, no, I need to get back to tending to those that need assistance. May Galvandt bless you and keep you safe.”

Encounter 4f – Shrine of Elianna

You arrive at the shrine of Elianna, the newest member of the Quorum of Faith, and manage to make your way through the mob trying to gain entrance to the shrine. A young brown-haired brown-eyed acolyte greets you, and leads you into one of the temple’s meeting rooms before he begins speaking.

“I am sister Tyliyan, welcome to the shrine of Elianna. How bad are your injuries?”

☛ **Is Remond Lucerne here? / May we speak with Remond Lucerne?:**

“He is here. He is working to make sure that the priests of this shrine have access to all the supplies and spells necessary to do help heal the populace from this current threat.”

☛ **Are all of the temples acolytes accounted for?:**

“All of our acolytes are at the temple.”

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

*"I do have this as you receive a piece of paper. Player's Handout 5 **Other than that, no, I need to get back to tending to those that need assistance. May Elianna bless you and keep you safe.**"*

Encounter 4g– Temple of Hyperion

You arrive at the temple of Hyperion, and after pushing your way through the crowd you gain entrance. A young blond-haired female acolyte greets you. "I am Syndella, priestess of Hyperion. How may I help you?"

☛ **Is Highborn Tameron Slidell here? / May we speak with Tameron Slidell?:**

"He is not here. He is in the field, more precisely the Noble District helping those in the district that were affected by this crisis."

☛ **Are all of the temples acolytes accounted for?:**

☛ *"Three of our acolytes are out in the field."*

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

"Unfortunately not, I need to get back to tending to those that need assistance. May Hyperion bless you and keep you safe"

Encounter 4h - Shrine of Pietos

You arrive at the shrine of Pietos and manage with some effort to squeeze past the mob of people trying to enter the shrine. A young acolyte comes up to you "I am Latham, how may I help you?"

☛ **Is High Priestess Reva here? / May we speak with High Priestess Reva?:**

"She is not here. She is in the field, trying to make sure that those that need help receive it whether they can make it to the temple or not."

☛ **Are all of the temples acolytes accounted for?:**

☛ *"Three of our acolytes are out in the field."*

☛ **Do you know where we can find them?:**

"No, I only know that high Priestess Reva and the acolytes are out in the field."

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

*"I do have this as you receive a piece of paper. Player's Handout 5 **Other than that, no, I need to get back to tending to those that need assistance. May Pietos bless you and keep you safe.**"*

- If the PCs want to visit the Shrine of Dymora **GO TO Encounter 1 (page 7).**
- If the PCs want to speak with the Diamond Legion **GO TO Encounter 2 (page 9).**
- If the PCs have been to 2 encounters other than encounter 1A and have not had encounter 3 **GO TO Encounter 3 (page 10).**
- If the PCs want to head to the Moonstar Cavalcade **GO TO Encounter 5 (page 13).**
- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 6 (page 14).**

Encounter 5 – Innocence Lost

Arriving at the Moonstar Cavalcade, just outside the city's south gate you see a big tent, and several smaller tents. You can hear the sounds of the Cavalcade's animals. A beautiful blonde-haired blue-eyed woman in her early 20's greets you at the entrance to the Cavalcade.

"Greetings, I am Dawn Moon, and thank you for coming. I assume that you're the adventurers that Opal went into the city to hire?"

Once the PCs inform her that Opal didn't hire them she will continue.

"I'm so sorry. You looked like adventurers so I thought Where are my manners, how can I help you?"

☛ **Why do you need adventurers?:**

"Several of the Cavalcade's children have been kidnapped. Opal went to ask the Diamond Legion to look into this, and to head

to the Dauntless Dolphin if the Legion wasn't able to help."

☛ **Why did she go to the Dauntless Dolphin?:**

"We've heard that the Dauntless Dolphin is a favorite gathering place for groups of 4-6 adventurers, so we thought it a good place to start."

☛ **Why do you think that the children were kidnapped?:**

"The children were here earlier this morning doing their chores, and then we had a visit from a Legionnaire and his fiancée. They said that they were interested in starting a family and were looking to adopt some children. They said they were interested in adopting about a dozen children."

☛ **Did they mention their names?:**

"Sergeant Kelson Ayers and his fiancée Cinnamon. They were a beautiful couple, but it struck me odd that they would be seeking about a dozen children, most people looking to start a family tend to start with one or two children to determine their suitability as parents."

☛ **Are you sure that it was Sergeant Ayers and Cinnamon?:**

"I'd met both of them before, and it certainly seemed like them. I don't know them well enough to be able to tell if someone were impersonating them, if that's what you mean. I also thought that I heard something about Sergeant Ayers getting married recently."

☛ **Are you sure that they took the children?:**

"The children were seen a few hours ago doing their chores, but then not seen after Sergeant Kelson Ayers and Cinnamon left."

☛ **How many children were kidnapped? / How many children are missing?:**

"Three children "disappeared"; Calayopee, a brown haired brown eyed girl, Migdalmina, a brown haired brown eyes girl, and Iberto, a blond haired blue eyed boy. All three children

were 5 years old and have been orphans for about a year."

☛ **Why has the cavalcade returned to Amthydor?:**

"We're still trying to get children adopted, and this was where we had the most success?"

☛ **Were Kelson and Cinnamon the last people to see the children before they disappeared?:**

"Yes."

☛ **Is it possible that the children have run away?:**

"No, they are all responsible young children and would never do that."

"If you could look into this for me and let me know what happened to the children, it would be greatly appreciated."

If the PCs should tell her that they'll look into this she will thank them, otherwise she'll say the following boxed text.

If you can't help me, then, I'll just need to hope that Opal manages to find some "real" adventurers to look into this, and rescue the children. You'll need to go now as I have things to do for the remaining children."

- If the PCs want to visit the Shrine of Dymora **GO TO Encounter 1 (page 7).**
- If the PCs want to speak with the Diamond Legion **GO TO Encounter 2 (page 9).**
- If the PCs have been to 2 encounters other than encounter 1A and have not had encounter 3 **GO TO Encounter 3 (page 10).**
- If the PCs want to head to the temples or shrines **GO TO Encounter 4 (page 10).**
- If the PCs want to head to the Moonstar Cavalcade **GO TO Encounter 5 (page 13).**
- If the PCs want to head to the Silver Swan Inn **GO TO Encounter 6 (page 14).**

Encounter 6– Ritually Speaking

You head to the Silver Swan Inn, and possibly the chance to end these threats to the city. Along the way, you can't help but notice the swath of dead bodies littering the path there. Arriving there you have no problem determining the specific part of the inn that you need to be in based on the chanting coming from the basement. A cursory look around the room reveals that the front desk clerk is dead.

Heading to the basement you soon discover the source of the voices. An individual that might be Tepesch, is holding high Guardian Miekau Nactrune the high priest of the temple of Galvandt, over a boiling cauldron, with one hand, and a glistening dagger is in his other hand. Above the cauldron, on hooks are the bodies of several young children whose blood is dripping into the cauldron. The creature inserts the dagger into the high priest's heart at which point the body turns to dust and falls into the cauldron.

The creature smiles at you and says "My friends, for those of you that do not know me, my name is Tepesch. My moment of ascension is almost upon us, and you are about to witness history. Please come in and enjoy yourselves, but be mindful of the fact that if you should interfere in this process my friends here will obliterate you.

Looking around, you see (insert the based on ATL) tieflings, 2 half-elves and a cheetah suddenly step out of the shadows. Five quasits also appear and one of them begins the process of stirring the broth, while the others ferry broth from the cauldron to Tepesch.

Now would be a good time to roll initiative.

Notes on the battle: The PCs are not expected to fight everyone here on their own, especially not at the lower ATLS.

Some notes on the assembled are presented here.

1. Please keep track of the number of rounds that Tepesch gets to drink the

“broth” as it will determine how much additional power he winds up with. He does not need to consume all of it for the ritual to work. It is a standard action for him to drink a cup of the broth, and a move action for him to fill a cup of broth.

2. The quasits will not fight, and at the first sign of trouble will flee. No amount of favor carried from a potential new deity is worth being slaughtered.
3. Fiounella and her druid friend will not fight the PCs if they try to stop Tepesch, they will attempt to use that opportunity to make their exits.
4. If the PCs should attack the tieflings, Fiounella and her druid friend will not help them battle the PCs. Instead they will attempt to use that opportunity to make their exits.
5. At the lower ATLS (1,3,5, & 7) Fiounella and her druid friend will not fight back, preferring to escape if possible.
6. If the PCs should attack Fiounella and her druid friend, they will fight the PCs but will concentrate on using their abilities to try to escape.
7. The tieflings owe nothing to Fiounella, and once Tepesch leaves they will attempt to flee as well
8. If Tepesch should be attacked, he has an active *contingency teleport* spell upon him that will teleport him away if he loses 50% or more of his hit points. He is a valuable asset that his benefactors do not wish to lose
9. In the event that the PCs are having difficulty with the villains a contingent of legionnaires will show up to help them deal with the villains. How soon they arrive will depend on the PCs. If the PCs blow a Legion whistle, the legionnaires will be here at the end of the second round of combat, otherwise they'll be here at the end of the third round.
10. You'll want to roll an initiative for the quasits (to see how many cups they can give Tepesch before battle starts.

11. If the quasits are driven away, Tepesch will go to the cauldron himself to get a cup of broth unless he still has some.

Melee longsword +3 (1d8+2, 19-20/x2)
Full Atk longsword +3 (1d8+2, 19-20/x2)
Ranged short bow +3 (1d8, 20/x3)

ATL 1

⚔ **Tiefling bard 2**

NE Medium humanoid

Init +2; Senses darkvision 60'; Perception +2

AC 20, touch 12, flat-footed 18 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler)

hp 22 (2d8+6)

Fort +2, **Ref** +5, **Will** +3

Defense Abilities well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Full Atk short bow +3 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 2nd level caster).

Spells Per Day 3

Spells Known 0 level - *daze, lullaby, prestidigitation, read magic, resistance*; 1st level - *cure light wounds, hideous laughter, summon monster I* (DC 12+ spell level)

Str 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14

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

Feats Skill focus (perform - sing)

Skills Bluff +4, diplomacy +4, disguise +4, escape artist +4, perception +2, perform (oratory) +4, perform (sing) +7, Spellcraft +3, stealth +4; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage +1, versatile performance

⚔ **Tiefling fighter 2**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +0 (untrained)

AC 23, touch 13, flat-footed 20 (+3 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 26 (2d10+6)

Fort +5, **Ref** +3, **Will** +0 (+1 vs. fear)

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

Resist Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee longsword +8 (1d8+5, 19-20/x2)

Full Atk longsword +8 (1d8+5, 19-20/x2)

Ranged longbow +5 (1d8, 20/x3)

Full Atk longbow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 2nd level caster).

Spells Known none

Str 18, **Dex** 16, **Con** 14, **Int** 9, **Wis** 11, **Cha** 5

Base Atk +2; **CMB** +6; **CMD** +19

Feats Weapon Focus (longsword) Power Attack, Deadly Aim

Skills Climb +6; Handle animal +0, Ride +5;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chainmail armor, longsword, longbow, quiver with 10 arrows, light steel shield, holy symbol of Oblivion (a full solar eclipse), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bravery +1*

⚔ **Tiefling rogue 2**

NE Medium humanoid

Init +7; **Senses** darkvision 60'; Perception +2

AC 19, touch 14, flat-footed 15 (+4 Dex, +2 natural armor, +3 leather armor,)

hp 22 (2d8+6)

Fort +2, **Ref** +6, **Will** +0

Defense Abilities

evasion; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee short sword +6 (1d6+2, 19-20/x2)

Full Atk short sword +6 (1d6+2, 19-20/x2)

Ranged shortbow +5 (1d6/x3)

Full Atk shortbow +5 (1d6/x3)

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

Special Attacks rogue talent (finesse rogue), sneak attack (1d6)

Spell-Like Abilities darkness 1x/day (as 2nd level caster).

Spells Known nil

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** +15

Feats Weapon Finesse, Improved Initiative

Skills Acrobatics +8, Bluff +3, Diplomacy +3, Disable Device +9, Disguise +3, Escape Artist +8, Knowledge (local) +7, Perception +2, Stealth +8, Use Magic Device +3; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, infernal

SQ nil

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities trapfinding

ATL 3

Tiefling bard 3

NE Medium humanoid

Init +2; Senses darkvision 60'; Perception +3

AC 20, touch 12, flat-footed 18 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler)

hp 31 (3d8+9)

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

Defense Abilities, well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Melee longsword +4 (1d8+2, 19-20/x2)

Full Atk longsword +4 (1d8+2, 19-20/x2)

Ranged short bow +4 (1d8, 20/x3)

Full Atk short bow +4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 3rd level caster).

Spells Per Day 4

Spells Known 0 level - *daze, flare, lullaby, prestidigitation, read magic, resistance*; 1st level - *charm person, cure light wounds, hideous laughter, summon monster I* (DC 12+ spell level)

Str 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 14

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

Feats Skill focus (disguise), skill focus (perform - sing)

Skills Bluff +5, diplomacy +4, disguise +8, escape artist +5, perception +3, perform (oratory) +5, perform (sing) +8, Spellcraft +4, stealth +4; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage +1, versatile performance, inspire competence +2.

⚔ Tiefling fighter 3

NE Medium humanoid

Init +2; Senses darkvision 60'; Perception +0 (untrained)

AC 23, touch 13, flat-footed 20 (+3 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 36 (3d10+9)

Fort +5, **Ref** +4, **Will** +1 (+2 vs. fear)

Defense Abilities resist cold 5, resist electricity 5, resist fire 5; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5**

Spd 30 ft.

Melee longsword +9 (1d8+5, 19-20/x2)

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

Ranged longbow +6 (1d8, 20/x3)

Full Atk longbow +6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 3rd level caster).

Spells Known none

Str 18, **Dex** 16, **Con** 14, **Int** 9, **Wis** 11, **Cha** 5

Base Atk +3; **CMB** +7; **CMD** +20

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave

Skills Climb +7; Handle animal +0, Ride +5;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chainmail armor, longsword, longbow, quiver with 10 arrows, light steel shield, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~

Special Abilities bravery +1*, armor training 1

⌘ Tiedfling rogue 3

NE Medium humanoid

Init +7; **Senses** darkvision 60'; Perception +6
AC 19, touch 14, flat-footed 15 (+4 Dex, +2 natural armor, +3 leather armor,)

hp 31 (3d8+9)

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

Defense

Abilities

evasion; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5**

Spd 30 ft.

Melee short sword +7 (1d6+2, 19-20/x2)

Full Atk short sword +7 (1d6+2, 19-20/x2)

Ranged shortbow +6 (1d6, 20/x3)

Full Atk shortbow +6 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue), sneak attack (2d6)

Spell-Like Abilities darkness 1x/day (as 3rd level caster).

Spells Known nil

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** +17

Feats Weapon Finesse, Improved Initiative, Skill focus (perception)

Skills Acrobatics +9, Bluff +4, Diplomacy +4, Disable Device +10, Disguise +4, Escape Artist +9, Knowledge (local) +8, Perception +6, Stealth +9, Use Magic Device +4; ; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, infernal

SQ trap sense +1

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities trapfinding

ATL 5

⌘ Tiedfling bard 5

NE Medium humanoid

Init +6; **Senses** darkvision 60'; Perception +4

AC 20, touch 12, flat-footed 18 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler)

hp 49 (3d8+9)

Fort +3, **Ref** +6, **Will** +4

Defense Abilities well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5**
Spd 30 ft.

Melee longsword +5 (1d8+2, 19-20/x2)

Full Atk longsword +5 (1d8+2, 19-20/x2)

Ranged short bow +5 (1d8, 20/x3)

Full Atk short bow +5 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 5th level caster).

Spells Per Day 5/3

Spells Known 0 level - *daze, flare, lullaby, prestidigitation, read magic, resistance*; 1st level - *charm person, cure light wounds, hideous laughter, summon monster I*; 2nd level - *cat's grace, heroism, cure moderate wounds* (DC 12+ spell level)

Str 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** +16

Feats Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative

Skills Bluff +6, diplomacy +5, disguise +9, escape artist +6, perception +4, perform (oratory) +6, perform (sing) +9, Spellcraft +6, stealth +4; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage, +2 versatile performance, inspire competence +2, loremaster 1/day

⚔ **Tiefling fighter 5**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +1 (untrained)

AC 23, touch 13, flat-footed 20 (+3 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 56 (5d10+15)

Fort +6, **Ref** +4, **Will** +2 (+3 vs. fear)

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

Resist Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee longsword +10 (1d8+6, 19-20/x2)

Full Atk longsword +10 (1d8+6, 19-20/x2)

Ranged longbow +8 (1d8, 20/x3)

Full Atk longbow +8 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities darkness 1x/day (as 5th level caster.)

Spells Known none

Str 18, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5

Base Atk +5; **CMB** +9; **CMD** +22

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot

Skills Climb +7; Handle animal +1, Ride +5;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chainmail armor, longsword, longbow, quiver with 10 arrows, light steel shield, holy symbol of Oblivion (a full solar eclipse), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*

Special Abilities bravery +1, armor training 1, weapon training (blades, heavy)

⚔ **Tiefling rogue 5**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +8

AC 20, touch 14, flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, +1 dodge)

hp 49 (5d8+20)

Fort +4, **Ref** +8, **Will** +1

Defense Abilities evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee short sword +8 (1d6+2, 19-20/x2)

Full Atk short sword +8 (1d6+2, 19-20/x2)

Ranged shortbow +7 (1d6, 20/x3)

Full Atk shortbow +7 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack), sneak attack (3d6)

Spell-Like Abilities darkness 1x/day (as 5th level caster).

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** +18

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge

Skills Acrobatics +11, Bluff +6, Diplomacy +6, Disable Device +12, Disguise +6, Escape Artist +11, Knowledge (local) +10, Perception +8, Stealth +11, Use Magic Device +6; ; **Racial**

Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ trap sense +1

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), *oil of magic weapon*, *potion of magic vestment*, *potion of barkskin*

Special Abilities trapfinding

ATL 7**⚔ Tiefling bard 7**NE Medium humanoid**Init** +6; Senses darkvision 60'; Perception +8**AC** 20, touch 12, flat-footed 18 (+2 Dex, +2 natural armor, +5 chain shirt, +1 buckler)**hp** 67 (7d8+21)**Fort** +4, **Ref** +9, **Will** +5**Defense Abilities** well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5**
Spd 30 ft.**Melee** longsword +7(1d8+2, 19-20/x2)**Full Atk** longsword +7 (1d8+2, 19-20/x2)**Ranged** short bow +7 (1d8, 20/x3)**Full Atk** short bow +7 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** darkness 1x/day (as 7th level caster).**Spells Per Day** 5/4/2**Spells Known** 0 level - *daze, flare, lullaby, prestidigitation, read magic, resistance*; 1st level - *charm person, cure light wounds, grease, hideous laughter, summon monster I*; 2nd level - *cat's grace, heroism, cure moderate wounds, hold person*; 3rd level - *crushing despair, haste* (DC 12+ spell level)**Str** 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 15**Base Atk** +5; **CMB** +6; **CMD** +18**Feats** Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting**Skills** Bluff +8, diplomacy +7, disguise +11, escape artist +6, perception +8, perform (oratory) +8, perform (sing) +11, Spellcraft +8, stealth +4**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~**Special Abilities** bardic knowledge, countersong, distraction, fascinate, inspire courage, +2 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense motive)), inspire competence +3, loremaster 1/day, suggestion**⚔ Tiefling fighter 7 (2)**NE Medium humanoid**Init** +2; Senses darkvision 60'; Perception +1 (untrained)**AC** 25, touch 13, flat-footed 22 (+3 Dex, +2 natural armor, +8 splint mail armor, +2 heavy steel shield)**hp** 76 (7d10+21)**Fort** +7, **Ref** +5, **Will** +3 (+5 vs. fear)**Defense Abilities** resist cold 5, resist electricity 5, resist fire 5; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5****Spd** 30 ft.**Melee** longsword +13 (1d8+6, 19-20/x2)**Full Atk** longsword +13/+8 (1d8+6, 19-20/x2)**Ranged** longbow +10 (1d8, 20/x3)**Full Atk** longbow +10/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** darkness 1x/day (as 7th level caster).**Spells Known** none**Str** 18, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5**Base Atk** +7/+2; **CMB** +11; **CMD** +24**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid shot**Skills** Climb +8; Handle animal +2, Ride +5;**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** splint mail armor, longsword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~**Special Abilities** bravery +2, armor training 2, weapon training (blades, heavy)**⚔ Tiefling rogue 7**NE Medium humanoid**Init** +8; Senses darkvision 60'; Perception +10**AC** 20, touch 14, flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, +1 dodge)**hp** 67 (7d8+21)**Fort** +4, **Ref** +9, **Will** +2**Defense Abilities** evasion, uncanny dodge, dodge; **DR** nil; **Immune** nil; **SR** nil; **Resist Cold 5, Electricity 5, Fire 5**

Spd 20 ft.

Melee short sword +10 (1d6+2, 19-20/x2)

Full Atk short sword +10 (1d6+2, 19-20/x2)

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

Full Atk shortbow +9 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic), sneak attack (4d6)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day (as 7th level caster).

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

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

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility

Skills Acrobatics +13, Bluff +8, Diplomacy +8,

Disable Device +14, Disguise +8, Escape Artist

+13, Knowledge (local) +12, Perception +10,

Stealth +13, Use Magic Device +8

Languages common, infernal

SQ trap sense +2

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon*~~, ~~*potion of magic vestment*~~, ~~*potion of barkskin*~~

Special Abilities trapfinding

ATL 9

⚔ Tiefling bard 9

NE Medium humanoid

Init +6; Senses darkvision 60'; Perception +10

AC 23, touch 12, flat-footed 21 (+2 Dex, +4 natural armor, +6 chain shirt, +1 buckler)

hp 85 (9d8+27)

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

Defense Abilities well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Melee longsword +8(1d8+2, 19-20/x2)

Full Atk longsword +8/+3 (1d8+2, 19-20/x2)

Ranged short bow +8 (1d8, 20/x3)

Full Atk short bow +8/+3 (1d8, 20/x3)

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

Special Attacks dirge of doom

Spell-Like Abilities *darkness* 1x/day (as 9th level caster).

Spells Per Day 6/5/4

Spells Known 0 level - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level** - *charm person, cure light wounds, grease, hideous laughter, summon monster I*; **2nd level** - *cat's grace, heroism, cure moderate wounds, hold person*; **3rd level** - *crushing despair, cure serious wounds, haste* (DC 13+ spell level)

Str 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +6/+1; **CMB** +7; **CMD** +19

Feats Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting, Arcane Strike

Skills Bluff +10, diplomacy +9, disguise +12, escape artist +7, perception +10, perform (oratory) +10, perform (sing) +13, Spellcraft +10, stealth +4

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage, +2 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense motive)), inspire competence +3, loremaster 1/day, suggestion, inspire greatness

⚔ **Tiefling fighter 9**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +1 (untrained)

AC 28, touch 13, flat-footed 25 (+3 Dex, +4 natural armor, +9 splint mail armor, +2 heavy steel shield)

hp 96 (9d10+27)

Fort +9, **Ref** +6, **Will** +4 (+6 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee longsword +18 (1d8+8, 17-20/x2)

Full Atk longsword +18/+13 (1d8+8, 17-20/x2)

Ranged longbow +13 (1d8+1, 19-20/x3)

Full Atk longbow +13/+8 (1d8+1, 19-20/x3)

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

Special Attacks nil

Spell-Like Abilities *darkness* 1x/day (as 9th level caster).

Spells Known none

Str 19, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5

Base Atk +9/+4; **CMB** +13; **CMD** +25

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid Shot, Improved Critical (longsword), Improved Critical (longbow)

Skills Climb +9; Handle animal +2, Ride +6;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear splint mail armor, longsword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities bravery +2, armor training 2, weapon training (blades, heavy), weapon training (bows)

⚔ **Tiefling rogue 9**

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +10

AC 24, touch 15, flat-footed 24 (+5 Dex, +4 natural armor, +4 leather armor, +1 dodge)

hp 85 (9d8+27)

Fort +5, **Ref** +11, **Will** +3

Defense Abilities evasion, uncanny dodge, dodge,

improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Melee short sword +12 (1d6+2, 19-20/x2)

Full Atk short sword +12/+7 (1d6+2, 19-20/x2)

Ranged shortbow +11 (1d6, 20/x3)

Full Atk shortbow +11/+6 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic), sneak attack (5d6)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day (as 9th level caster).

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

Base Atk +6/+1; **CMB** +7; **CMD** +22

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility, Spring Attack

Skills Acrobatics +15, Bluff +10, Diplomacy +10, Disable Device +16, Disguise +10, Escape Artist +15, Knowledge (local) +14, Perception +12, Stealth +15, Use Magic Device +10

Languages common, infernal

SQ trap sense +3, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities trapfinding

ATL 11

⚔ Tiedfling bard 11

NE Medium humanoid

Init +6; Senses darkvision 60'; Perception +12

AC 23, touch 12, flat-footed 21 (+2 Dex, +4 natural armor, +6 chain shirt, +1 buckler)

hp 103 (11d8+33)

Fort +5, **Ref** +9, **Will** +7

Defense Abilities well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Melee longsword +11(1d8+3, 19-20/x2)

Full Atk longsword +11/+6 (1d8+3, 19-20/x2)

Ranged short bow +10 (1d8, 20/x3)

Full Atk short bow +10/+5 (1d8, 20/x3)

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

Special Attacks dirge of doom

Spell-Like Abilities *darkness* 1x/day (as 11th level caster).

Spells Per Day 6/5/5/3

Spells Known 0 level - *daze, flare, lullaby, prestidigitation, read magic, resistance*; 1st level - *charm person, cure light wounds, expeditious retreat, grease, hideous laughter, summon monster I*; 2nd level - *cat's grace, heroism, cure moderate wounds, enthrall, hold person*; 3rd level - *crushing despair, cure serious wounds, haste, slow*; 4th level - *freedom of movement, shout, summon monster IV* (DC 13+ spell level)

Str 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +8/+3; **CMB** +9; **CMD** +21

Feats Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting, Arcane Strike, Skill Focus (perform - oratory)

Skills Bluff +12, diplomacy +11, disguise +14, escape artist +9, perception +12, perform (oratory) +15, perform (sing) +15, Spellcraft +10, stealth +4

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)*~~

Special Abilities bardic knowledge, countersong, distraction, fascinate, inspire courage, +3 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense

motive), act (in place of bluff and disguise)), inspire competence +4, loremaster 2/day, suggestion, inspire greatness, jack of all trades

⚔ Tiedfling fighter 11 (2)

NE Medium humanoid

Init +2; Senses darkvision 60'; Perception +1 (untrained)

AC 28, touch 13, flat-footed 25 (+3 Dex, +4 natural armor, +9 splint mail armor, +2 heavy steel shield)

hp 116 (11d10+33)

Fort +10, **Ref** +6, **Will** +4 (+7 vs. fear)

Defense Abilities resist cold 5, resist electricity 5, resist fire 5; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee longsword +20 (1d8+11, 17-20/x2)

Full Atk longsword +20/+15/+10 (1d8+11, 17-20/x2)

Ranged longbow +15 (1d8+1, 19-20/x3)

Full Atk longbow +15/+10/+5 (1d8+1, 19-20/x3)

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

Special Attacks bleeding critical

Spell-Like Abilities *darkness* 1x/day (as 11th level caster).

Spells Known none

Str 20, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5

Base Atk +11/+6/+1; **CMB** +16; **CMD** +29

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid Shot, Improved Critical (longsword), Improved Critical (longbow), Critical Focus

Skills Climb +10; Handle animal +3, Ride +6;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear splint mail armor, longsword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)*~~

Special Abilities bravery +3, armor training 3, weapon training (blades, heavy), weapon training (bows)

⚔ **Tiefling rogue 11**

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +14
AC 24, touch 15, flat-footed 24 (+5 Dex, +4 natural armor, +4 leather armor, +1 dodge)

hp 103 (11d8+33)

Fort +5, **Ref** +12, **Will** +3

Defense Abilities evasion, uncanny dodge, dodge, improved uncanny dodge; **DR** nil; **Immune** nil;

SR nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee short sword +15 (1d6+2, 19-20/x2)

Full Atk short sword +15/+10 (1d6+2, 19-20/x2)

Ranged shortbow +13 (1d6, 20/x3)

Full Atk shortbow +13/+11 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic, major magic), sneak attack (6d6), advanced talent (crippling strike)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day, magic missile 2x/day (as 11th level caster).

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 14, **Wis** 11, **Cha** 8

Base Atk +8/+3; **CMB** +9; **CMD** +24

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance

Skills Acrobatics +17, Bluff +12, Diplomacy +12, Disable Device +18, Disguise +12, Escape Artist +17, Knowledge (local) +16, Perception +14, Stealth +17, Use Magic Device +12

Languages common, infernal

SQ trap sense +3, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~*oil of magic weapon (CL 8)*~~, ~~*potion of magic vestment (CL 8)*~~, ~~*potion of barkskin (CL 9)*~~

Special Abilities trapfinding

ATL 13**⚔ Tiedfling bard 13****NE Medium humanoid****Init** +6; Senses darkvision 60'; Perception +14**AC** 25, touch 12, flat-footed 23 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler)**hp** 121 (13d8+39)**Fort** +6, **Ref** +10, **Will** +8**Defense Abilities** well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.**Melee** longsword +12(1d8+3, 19-20/x2)**Full Atk** longsword +12/+6 (1d8+3, 19-20/x2)**Ranged** short bow +11 (1d8, 20/x3)**Full Atk** short bow +11/+5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** dirge of doom**Spell-Like Abilities** *darkness* 1x/day (as 13th level caster).**Spells Per Day** 6/6/5/4/2**Spells Known** **0 level** - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level** - *charm person, cure light wounds, expeditious retreat, grease, hideous laughter, summon monster I*; **2nd level** - *cat's grace, heroism, cure moderate wounds, enthrall, hold person*; **3rd level** - *confusion, crushing despair, cure serious wounds, haste, slow*; **4th level** - *cure critical wounds, freedom of movement, shout, summon monster IV*; **5th level** - *cure light wounds - mass, greater heroism* (DC 13+ spell level)**Str** 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17**Base Atk** +9/+4; **CMB** +9; **CMD** +21**Feats** Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting, Arcane Strike, Skill Focus (perform - oratory), Spell Penetration**Skills** Bluff +13, diplomacy +12, disguise +15, escape artist +11, perception +14, perform (act) +12, perform (oratory) +17, perform (sing) +17, Spellcraft +12, stealth +4**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** bardic knowledge, countersong, distraction, fascinate, inspire courage, +3 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense motive), act (in place of bluff and disguise)), inspire competence +4, loremaster 2/day, suggestion, inspire greatness, jack of all trades, soothing performance**⚔ Tiedfling fighter 13 (2)****NE Medium humanoid****Init** +2; Senses darkvision 60'; Perception +1 (untrained)**AC** 31, touch 13, flat-footed 28 (+3 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield)**hp** 136 (13d10+39)**Fort** +11, **Ref** +7, **Will** +5 (+8 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5**Spd** 30 ft.**Melee** longsword +24 (1d8+12, 17-20/x2)**Full Atk** longsword +24/+19/+14 (1d8+12, 17-20/x2)**Ranged** longbow +18 (1d8+2, 19-20/x3)**Full Atk** longbow +18/+13/+8 (1d8+2, 19-20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** bleeding critical**Spell-Like Abilities** *darkness* 1x/day (as 13th level caster).**Spells Known** none**Str** 21, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5**Base Atk** +13/+8/+3; **CMB** +18; **CMD** +31**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid Shot, Improved Critical (longsword), Improved Critical (longbow), Critical Focus, Lunge, Vital Strike**Skills** Climb +11; Handle animal +4, Ride +6;**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** half plate armor, longsword, longbow, quiver with 10 arrows, heavy steel shield, holy symbol of Oblivion (a full solar eclipse), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** bravery +3, armor training 3,

weapon training (blades, heavy), weapon training (bows), weapon training (blades light)

⚔ Tiefling rogue 13

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +16
AC 25, touch 15, flat-footed 25 (+5 Dex, +5 natural armor, +4 leather armor, +1 dodge)

hp 121 (13d8+39)

Fort +6, **Ref** +13, **Will** +5

Defense Abilities evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil;

SR nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee short sword +17 (1d6+3, 19-20/x2)

Full Atk short sword +17/+12 (1d6+3, 19-20/x2)

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

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

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions), sneak attack (7d6), advanced talent (crippling strike)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day, magic missile 2x/day (as 13th level caster).

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +9/+4; **CMB** +10; **CMD** +25

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes

Skills Acrobatics +19, Bluff +14, Diplomacy +14, Disable Device +20, Disguise +14, Escape Artist +19, Knowledge (local) +18, Perception +16, Stealth +19, Use Magic Device +14

Languages common, infernal

SQ trap sense +4, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon* (CL 12)~~, ~~*potion of magic vestment* (CL 12)~~, ~~*potion of barkskin* (CL 12)~~

Special Abilities trapfinding

ATL 15**⚔ Tiefling bard 15**

NE Medium humanoid

Init +6; Senses darkvision 60'; Perception +16**AC** 25, touch 12, flat-footed 23 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler)**hp** 139 (15d8+45)**Fort** +7, **Ref** +11, **Will** +9**Defense Abilities** well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.**Melee** longsword +15(1d8+3, 19-20/x2)**Full Atk** longsword +15/+9 (1d8+3, 19-20/x2)**Ranged** short bow +13 (1d8, 20/x3)**Full Atk** short bow +13/+8 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** dirge of doom**Spell-Like Abilities** *darkness* 1x/day (as 15th level caster).**Spells Per Day** 6/6/6/5/4**Spells Known** **0 level** - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level** - *charm person, cure light wounds, expeditious retreat, grease, hideous laughter, summon monster I*; **2nd level** - *cat's grace, eagle's splendor, heroism, cure moderate wounds, enthrall, hold person*; **3rd level** - *confusion, crushing despair, cure serious wounds, haste, slow*; **4th level** - *cure critical wounds, freedom of movement, shout, summon monster IV*; **5th level** - *cure light wounds - mass, greater heroism, song of discord, summon monster V* (DC 13+ spell level)**Str** 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 17**Base Atk** +11/+6/+1; **CMB** +12; **CMD** +24**Feats** Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting, Arcane Strike, Skill Focus (perform - oratory), Spell Penetration, Skill Focus (perform - act)**Skills** Bluff +15, diplomacy +14, disguise +17, escape artist +13, perception +16, perform (act) +17, perform (oratory) +19, perform (sing) +19, Spellcraft +12, stealth +4**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** chain shirt, longsword, short bow, quiver with 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), *oil of greater magic weapon*~~(CL 12), *potion of magic vestment* (CL 12), *potion of barkskin* (CL 12)~~**Special Abilities** bardic knowledge, countersong, distraction, fascinate, inspire courage, +3 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense motive), act (in place of bluff and disguise),), inspire competence +5, loremaster 2/day, suggestion, inspire greatness, jack of all trades, soothing performance, frightening tune, inspire heroics**⚔ Tiefling fighter 15 (2)**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +1 (untrained)**AC** 31, touch 13, flat-footed 28 (+3 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield)**hp** 156 (15d10+45)**Fort** +11, **Ref** +7, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5**Spd** 30 ft.**Melee** longsword +27 (1d8+12, 17-20/x2)**Full Atk** longsword +27/+22/+17 (1d8+12, 17-20/x2)**Ranged** longbow +20 (1d8+2, 19-20/x3)**Full Atk** longbow +20/+15/+10 (1d8+2, 19-20/x3)3+2**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** bleeding critical, sickening critical**Spell-Like Abilities** *darkness* 1x/day (as 15th level caster).**Spells Known** none**Str** 21, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5**Base Atk** +15/+10/+5; **CMB** +18; **CMD** +31**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid Shot, Improved Critical (longsword), Improved Critical (longbow), Critical Focus, Lunge, Vital Strike, Improved Vital Strike**Skills** Climb +12; Handle animal +5, Ride +6;**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** half plate armor, longsword, longbow, quiver

with 10 arrows, heavy steel shield, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 12)*~~, ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~

Special Abilities bravery +4, armor training 4, weapon training (blades, heavy), weapon training (bows), weapon training (blades light)

⚔ **Tiefling rogue 15**

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +18
AC 25, touch 15, flat-footed 25 (+5 Dex, +5 natural armor, +4 leather armor, +1 dodge)
hp 154 (15d8+60)

Fort +7, **Ref** +14, **Will** +6

Defense Abilities evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil;
SR nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.

Melee short sword +17 (1d6+3, 19-20/x2)

Full Atk short sword +17/+12/+7 (1d6+3, 19-20/x2)

Ranged shortbow +16 (1d6, 20/x3)

Full Atk shortbow +16/+11/+6 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, surprise attack), sneak attack (8d6), advanced talent (crippling strike)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day, magic missile 2x/day (as 15th level caster).

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +11/+6/+1; **CMB** +12; **CMD** +27

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes, toughness

Skills Acrobatics +21, Bluff +16, Diplomacy +16, Disable Device +22, Disguise +16, Escape Artist +21, Knowledge (local) +20, Perception +18, Stealth +21, Use Magic Device +16

Languages common, infernal

SQ trap sense +5, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~*oil of greater magic weapon (CL 12)*~~, ~~*potion of magic vestment (CL 12)*~~, ~~*potion of barkskin (CL 12)*~~

Special Abilities trapfinding

ATL 17**☞ Tiefling bard 17**

NE Medium humanoid

Init +6; Senses darkvision 60'; Perception +18**AC** 25, touch 12, flat-footed 23 (+2 Dex, +5 natural armor, +7 chain shirt, +1 buckler)**hp** 174 (17d8+68)**Fort** +7, **Ref** +12, **Will** +12**Defense Abilities** well versed; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5
Spd 30 ft.**Melee** longsword +16 (1d8+3, 19-20/x2)**Full Atk** longsword +16/+11 (1d8+3, 19-20/x2)**Ranged** short bow +14 (1d8, 20/x3)**Full Atk** short bow +14/+9 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** dirge of doom**Spell-Like Abilities** *darkness* 1x/day (as 17th level caster).**Spells Per Day** 6/6/6/5/5/3**Spells Known** **0 level** - *daze, flare, lullaby, prestidigitation, read magic, resistance*; **1st level** - *charm person, cure light wounds, expeditious retreat, grease, hideous laughter, summon monster I*; **2nd level** - *cat's grace, eagle's splendor, heroism, cure moderate wounds, enthrall, hold person*; **3rd level** - *confusion, crushing despair, cure serious wounds, displacement, haste, slow*; **4th level** - *cure critical wounds, freedom of movement, greater invisibility, shout, summon monster IV*; **5th level** - *cure light wounds - mass, greater heroism, song of discord, summon monster V*; **6th level** - *cure light wounds - mass, greater heroism, heroes feast* (**DC** 14+ spell level)**Str** 12, **Dex** 14, **Con** 14, **Int** 13, **Wis** 10, **Cha** 18**Base Atk** +12/+7/+2; **CMB** +13; **CMD** +25**Feats** Skill Focus (disguise), Skill Focus (perform - sing), Improved Initiative, Combat Casting, Arcane Strike, Skill Focus (perform - oratory), Spell Penetration, Skill Focus (perform - act), Toughness, Iron Will**Skills** Bluff +18, diplomacy +17, disguise +18, escape artist +13, perception +18, perform (act) +20, perform (oratory) +22, perform (sing) +22, Spellcraft +14, stealth +6**Racial Modifiers** +2 Bluff, +2 Stealth**Languages** common, infernal**SQ** nil**Gear** chain shirt, longsword, short bow, quiverwith 10 arrows, buckler, holy symbol of Oblivion (a full solar eclipse), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** bardic knowledge, countersong, distraction, fascinate, inspire courage, +4 versatile performance (sing (in place of bluff and sense motive), oratory (in place of diplomacy and sense motive), act (in place of bluff and disguise),), inspire competence +5, loremaster 3/day, suggestion, inspire greatness, jack of all trades, soothing performance, frightening tune, inspire heroics**☞ Tiefling fighter 17 (2)**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +1 (untrained)**AC** 31, touch 13, flat-footed 28 (+3 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield)**hp** 176 (15d10+51)**Fort** +12, **Ref** +8, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil; **Resist** Cold 5, Electricity 5, Fire 5**Spd** 30 ft.**Melee** longsword +30 (1d8+13, 17-20/x2) or short sword +24 (1d6+7, 19-20/x2) or unarmed +23 (1d3, 20/x2)**Full Atk** longsword +30/+25/+20 (1d8+13, 17-20/x2) or short sword +24/+19/+14 (1d6+7, 19-20/x2) or unarmed +23/+18/+13 (1d3, 20/x2)**Ranged** longbow +23 (1d8+3, 19-20/x3) 17+3+3**Full Atk** longbow +23/+18/+13 (1d8+3, 19-20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** bleeding critical, sickening critical, blinding critical**Spell-Like Abilities** *darkness* 1x/day (as 15th level caster).**Spells Known** none**Str** 21, **Dex** 16, **Con** 14, **Int** 9, **Wis** 12, **Cha** 5**Base Atk** +17/+12/+7; **CMB** +22; **CMD** +35**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave, Blindfight, Point Blank Shot, Weapon Specialization (longsword), Rapid Shot, Improved Critical (longsword), Improved Critical (longbow), Critical Focus, Lunge, Vital Strike, Improved Vital Strike, Critical Mastery**Skills** Climb +13; Handle animal +5, Ride +7;

Racial Modifiers +2 Bluff, +2 Stealth

Languages common, infernal

SQ nil

Gear half plate armor, longsword, longbow, quiver with 10 arrows, heavy steel shield, short sword, holy symbol of Oblivion (a full solar eclipse), ~~oil of greater magic weapon (CL 12), potion of magic vestment (CL 12), potion of barkskin (CL 12)~~

Special Abilities bravery +4, armor training 4, weapon training (blades, heavy), weapon training (bows), weapon training (blades light), weapon training (natural)

⚔ **Tiefling rogue 17**

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +20

AC 25, touch 15, flat-footed 25 (+5 Dex, +5 natural armor, +4 leather armor, +1 dodge)

hp 174 (17d8+68)

Fort +7, **Ref** +15, **Will** +6

Defense Abilities evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil;

SR nil; **Resist** Cold 5, Electricity 5, Fire 5

Spd 30 ft.

Melee short sword +21(1d6+3, 19-20/x2)

Full Atk short sword +21/+16/+11 (1d6+3, 19-20/x2)

Ranged shortbow +18 (1d6, 20/x3)

Full Atk shortbow +18/+13/+8 (1d6, 20/x3)

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

Special Attacks rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, surprise attack, weapon training), sneak attack (9d6), advanced talent (crippling strike)

Spell-Like Abilities *darkness* 1x/day, *acid splash* 3x/day, magic missile 2x/day (as 17th level caster).

Spells Known none

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

Base Atk +12/+7/+2; **CMB** +13; **CMD** +28

Feats Weapon Finesse, Skill Focus (perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes, Toughness, Weapon Focus (short sword), Weapon Focus (Shortbow)

Skills Acrobatics +23, Bluff +18, Diplomacy +18, Disable Device +24, Disguise +18, Escape Artist +23, Knowledge (local) +22, Perception +20, Stealth +23, Use Magic Device +18

Languages common, infernal

SQ trap sense +5, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, quiver with 10 arrows, holy symbol of Oblivion (a full solar eclipse), ~~oil of greater magic weapon (CL 12), potion of magic vestment (CL 12), potion of barkskin (CL 12)~~

Special Abilities trapfinding

ALL ATLS

⚔ **Fiounella Half-elf sorcerer 15 (draconic bloodline)**

NE Medium humanoid

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

AC 20 (+2 Dex, +4 natural armor, +4 *mage armor*), touch 12 (+2 Dex), flat-footed 18 (+4 natural armor, +4 *mage armor*)

hp 124 (15d6+60)

Fort +9, **Ref** +7, **Will** +14

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

10; **DR** nil; **Immune** to magic sleep

effects.; **SR** nil

Spd 30 ft., 60' fly (average)

Melee dagger +7 (1d4, 19-20/x2) or claw +7

(1d6+1d6 electricity, 20/x2)

Full Atk dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 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

Spell-Like Abilities Nil.

Spells Per Day 7/7/7/7/6/4 (DC 17 (19 vs. evocation +) + spell level)

Spells Known 0 level – *acid splash*, *bleed*, *daze*, *flare*, *ghost sound*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; 1st level - *burning hands**+, *magic missile*+, *shocking grasp*+, *summon monster I*, *true strike*; 2nd level - *cat's grace*, *eagle's splendor*, *flaming sphere**+, *mirror image*, *scorching ray**+; 3rd level - *flame arrow**, *fireball**+; *lightning bolt*+, *rage*; 4th level - *enervation*, *ice storm*+, *wall of ice*+; *wall of fire**+; 5th level -, *cone of cold*+, *feeblemind*, *wall of force*+; 6th level - *bull's strength – mass*, *chain lightning*+; 7th level - *delayed blast fireball**+, *prismatic spray*+

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 15, **Cha** 23

Base Atk +7/+2; **CMB** +7; **CMD** +19

Feats Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity)*, greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration

Skills Knowledge (arcana) +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)

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*), 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)

⚔ **Male human druid of Briana 15**

NE Medium humanoid

Init +2; **Senses** Perception +5 (untrained)

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

hp 154 (15d8+60)

Fort +11, **Ref** +7, **Will** +16 (20 vs. spells and spell-like abilities from fey)

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

Spd 30 ft.

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

Full Atk scimitar +11/+6/+1 (1d6, 18-20/x2)

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

Full Atk sling +13/+8/+3 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

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

Str 10, Dex 14, Con 14, Int 10, Wis 21, Cha 14
Base Atk +11/+6/+1; **CMB** +11; **CMD** +23
Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +19, heal +22, knowledge (nature) +12, knowledge (religion) +11, spellcraft +19, survival +20
Languages common
SQ a thousand faces, timeless body, trackless step, wild empathy, wild shape (6/day), woodland stride
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers), *headband of inspired wisdom*
Special Abilities nature's bond, resist nature's lure,

⚔ Leopard

N Medium Animal
Init +7; **Senses** lowlight vision; Perception +2
AC 29 (+11 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 21 (+11 natural armor)
hp 89 (12d8+24+12)
Fort +10, **Ref** +15 **Will** +5
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft
Melee bite +14(1d8+5 plus trip) or claw +14 (1d4+5)
Ranged nil
Full Atk bite +14 (1d8+5 plus trip) and 2 claws +12 (1d4+5)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none
Str 21, Dex 24, Con 15, Int 2, Wis 12, Cha 6
Base Atk +9; **CMB** +16; **CMD** 31
Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness
Skills Acrobatics +11, perception +2, stealth +11
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

⚔ Tepesch rogue 8/assassin 10

NE Medium outsider (half fiend, native)
Init +9; **Senses** darkvision 60', Perception +20
AC 22, touch 15, flat-footed 18 (+5 Dex, +1 natural armor, +5 chain shirt, +1 buckler)
hp 156 (18d8+44)
Fort +7 (+12 vs. poison), **Ref** +16, **Will** +7
Defense Abilities resistance to: acid 10, resistance to electricity 10, resistance to fire 10, evasion, uncanny dodge, improved uncanny dodge;
DR 10/magic; **Immune** immunity to poison; **SR** 29
Spd 30 ft., fly 60 ft. (good)
Melee rapier +18 (1d6+3, 18-20/x2) or claw +13 (1d4+3, 20/x2)
Ranged long bow +14 (1d8, 20/x3)
Full Atk rapier +18/+13/+8 (1d6+3, 18-20/x2) or 2 claws +13 (1d4+3, 20/x2) and bite +8 (1d6+4, 20/x2) or long bow +14/+9/+4 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks sneak attack (9d6), smite good 1/day, rogue talent (finesse rogue, combat trick (lunge)), bleeding attack, surprise attack), poison use, angel of death, death attack, quick death, quiet death, swift death, true death
Spell-Like Abilities *darkness* 1x/day, *desecrate* 1x/day, *unholy blight* 1x/day, *poison* 3x/day, *contagion* 1x/day *blasphemy* 1x/day *unholy aura* 3x/day, *unhallow* 1x/day, *horrid wilting* 1x/day, *summon monster IX* (fiends only) 1x/day (all abilities as 18th level caster).
Spells Known nil
Str 17, Dex 21, Con 14, Int 16, Wis 15, Cha 22
Base Atk +13/+8/+3; **CMB** +18; **CMD** +31
Feats Improved Initiative, Weapon Finesse, Dodge, , Mobility, Spring Attack , Bleeding Critical, Combat Reflexes, Deadly Stroke, Deflect Arrows, , Point Blank Shot
Skills Acrobatics +17, Bluff +18, Diplomacy +18, Disable Device +21, Disguise +18, Escape Artist +17, Intimidate +18, Perception +15, Stealth +17, Knowledge (Local) +15, Linguistics +16, Sleight of Hand +17, Use Magic Device +18
Languages common, elven, infernal
SQ trap sense +2
Gear chain shirt +4
Special Abilities trapfinding, hidden weapons, hide in plain sight

CONCLUSION A – VILLAINS (INCLUDING FIOUNELLA) ARE DEFEATED (WITHOUT THE HELP OF LEGIONNAIRES)

As the last villain falls (or surrenders if appropriate), you hear the familiar sounds of a Legion whistle and footsteps heading down the stairs. Sgt. Eloise Kyle enters the room with a contingent of Legionnaires.

“We heard that you were here and wanted to back you up. Unfortunately, on our way here we ran into some demons. I’m sorry that we weren’t here to provide assistance during the battle, but I’m glad that you were more than capable of defeating them on your own. I’d like to take your statements and then assist in a search of this location, unless you’ve already located Mistress Jade.

After taking your statements, it only takes a few moments for you to locate the secret room where Mistress Jade is being helped. She thanks you for rescuing her and then asks you to meet her in an hour at the Gilded Cage once she’s had the chance to regain her composure.

Please go to the epilogue

CONCLUSION B – PCS DEFEAT VILLAINS (OTHER THAN FIOUNELLA) (WITHOUT THE HELP OF LEGIONNAIRES)

As the last villain falls (or surrenders if appropriate), you hear the familiar sounds of a Legion whistle and footsteps heading down the stairs. Sgt. Eloise Kyle enters the room with a contingent of Legionnaires.

“We heard that you were here and wanted to back you up. Unfortunately, on our way here we ran into some demons. I’m sorry that we weren’t here to provide assistance during the battle, but I’m glad that you were more than capable of defeating them on your own. The good part was that our delay allowed us to catch the mastermind of this plot when she attempted to slink away. I’d like to take your statements and then assist in a

search of this location, unless you’ve already located Mistress Jade.

After taking your statements, it only takes a few moments for you to locate the secret room where Mistress Jade is being helped. She thanks you for rescuing her and then asks you to meet her in an hour at the Gilded Cage once she’s had the chance to regain her composure.

Please go to the epilogue

CONCLUSION C – PCs DEFEAT VILLAINS (INCLUDING FIOUNELLA) WITH THE HELP OF LEGIONNAIRES

This conclusion will be run if the PCs need the help of the legionnaires, or if they bring the legionnaires with them. The only difference will be the starting boxed text.

If the PCs need to be saved by the Legion use this box, otherwise use the 2nd box.

The battle appears as if it’s starting to get away from you when you hear the familiar sounds of a Legion whistle and footsteps heading down the stairs. Sgt. Eloise Kyle enters the room with a contingent of Legionnaires. They quickly assess the situation and join in the battle. The tide quickly turns and with the Legion’s help you manage to capture the villains.

Proceed to the boxed text labeled continue

The PCs brought the Legion with them.

The battle winds to a close with you and the Legion victorious. Suddenly you hear the familiar sounds of a Legion whistle and footsteps heading down the stairs. Sgt. Eloise Kyle enters the room with a contingent of Legionnaires.

Continue

Sgt Kyle begins speaking “We heard that you were here and wanted to back you up. Unfortunately, on our way here we ran into some demons, or we would have been here sooner. I’d like to take your statements and then assist in a

search of this location, unless you've already located Mistress Jade.

After taking your statements, it only takes a few moments for you to locate the secret room where Mistress Jade is being helped. She thanks you for rescuing her and then asks you to meet her in an hour at the Gilded Cage once she's had the chance to regain her composure.

EPILOGUE

You arrive at the Gilded Cage and are quickly ushered in to meet with Mistress Jade, at which point you find that she is not alone, Gurge, Lady Tiffany Krimpach, Nileena Quinn and a woman whom you've never met are here as well.

Mistress Jade begins speaking "Thank you for rescuing me. Thanks to you the second strike from Isador's family has been defeated. I have spoken with the priests at the Shrine of Dymora and we will work on reigning in the current wave of demonic activity.

While you defeated her plans, there were heavy costs associated with this attack. Tepesch escaped which means that we can expect he'll be back in the future. Many people have lost their lives in these "strikes" from Isador's family. Some of them have managed to come back with the aid of the gods, while others remain dead. High Guardian Miekauf Nactrune was killed in a extremely horrific manner by Tepesch in his latest power grabbing attack. While the High Guardian has had his life restored, the whole incident has left him shaken. Miekauf has decided to do some soul searching outside of Amthydor, and has stepped down from the position of High Guardian. When those inner demons are dealt with I believe that Miekauf Nactrune will return to Amthydor and his duties.

Oh, where are my manners? This is Laestra Adiran. She is replacing Miekauf Nactrune as High Guardian, and knowing her background I can definitely say that the temple of Galvandt is in very capable hands. High Guardian Adiran,

wishes to say something to you. I'm going to ask you not to discuss her qualifications right now, because I'm sure that the city's papers will have a feature on her soon.

Laestra steps forward. "Thank you Mistress Jade. My name is Laestra Adiran and I'm the new High Guardian of the Temple of Galvandt. Let me put your minds at ease. I know that Miekauf made commitments to some of you, in the name of this temple. Those commitments will be honored. While I welcome this opportunity to prove myself, I wish that it did not come at Miekauf's expense. I wish Miekauf Nactrune all the best during this time of reflection.

Gurge begins speaking "Lady Tiffany and I thank you for proving that our selection of you was up to the task at hand. As I was telling Lady Tiffany, in my completely biased opinion, Amthydor's adventurers are the best in Raia. The tougher the challenge the deeper they dig to find the means to defeat the enemy. I'm hoping that when Isador plays his hand, adventurers such as you will rise to the occasion and kick his butt.

Mistress Jade begins speaking again "The shrine of Dymora and I owe you a big debt. I have come up with a way to repay it. This debt can be used to settle any debts that you might owe the shrine. It can be used to obtain a free 1st level curative spell every adventure. I am willing to teach you about demons. If you spend 100 TUs you have the option of having Demons as a favored enemy, having Knowledge (planes) become a class skill.

Gurge adds." Lady Tiffany and I have spoken to Nileena Quinn and arranged 6 months of free time there for you. I also spoke with Commander Vestra who allowed us to choose 2 wands, a cloak and an amulet from the legion armory.

Dawn Moon from the Moonstar Cavalcade asked me to pass on to you that you're all welcome to adopt a child.

At WISJ Premiere only

Commander Vestra said that the Eagle Riders wanted to give something to show their

appreciation for what you've done so they're giving your group 1 magic longbow.

**THUS ENDS "STRIKE TWO: FOWL
BALL"**

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
Module Experience	600	850	1200	1800	2900	4500	7000	10500	17000
Raising the Legionnaires, or Giant Eagles	50	50	100	100	100	200	200	500	500
Raising any of the dead children	50	50	100	100	100	200	200	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500
Maximum Possible XP	750	1000	1500	2100	3200	5100	7600	12000	18500

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.

Conclusion

- ATL 1-5 200gp
 - ATL 7-11 400 gp
 - ATL 13+ 600gp
 - **Debt of Dymora, 1 per PC** Mistress Jade and the Shrine of Dymora appreciate your part in securing her rescue. They are offering you their favor which can be redeemed in 4 distinct ways
 - a) It can be used to cancel the debt To Dymora cert.
 - b) It can be used to obtain a free 1st level curative spell every module
 - c) Mistress Jade will teach you about demons. If you spend 100 TUs you have the option of having Demons as a favored enemy, or
 - d) Knowledge (planes) will become a class skill
- (Value: Priceless Tradable: Yes Size: N/A
Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

➤ **Wand of magic missiles**, The value of this wand is dependent on the ATL played
 ATL 1 wand of magic missiles (CL 1, Value 750)
 ATL 3-5 wand of magic missiles (CL 3, Value 2250)
 ATL 7-9 wand of cure moderate wounds (CL 3, Value 4500)
 ATL 11-13 wand of cure moderate wounds (CL 5, Value 7500)
 ATL 15+ wand of cure serious wounds (CL 5, Value 11250)
(Value: Varies Tradable: Yes Size: N/A
Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

➤ **Wand of curative magic**, The value and type of this wand is dependent on the ATL played
 ATL 1 wand of cure light wounds (CL 1, Value 750)
 ATL 3-5 wand of cure light wounds (CL 3, Value 2250)
 ATL 7-9 wand of magic missiles (CL 5, Value 3750)
 ATL 11-13 wand of magic missiles (CL 7, Value 5250)
 ATL 15+ wand of magic missiles (CL 9, Value 6750)
(Value: Varies Tradable: Yes Size: N/A
Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

➤ **Cloak of resistance**, The value of this cloak is dependent on the ATL played
 ATL 1 cloak of resistance +1 (CL 3, Value 1000)
 ATL 3-5 cloak of resistance +2 (CL 6, Value 4000)
 ATL 7-9 cloak of resistance +3 (CL 9, Value 9000)
 ATL 11-13 cloak of resistance +4 (CL 12, Value 16000)
 ATL 15+ cloak of resistance +5 (CL 15, Value 25000)
(Value: Varies Tradable: Yes Size: N/A
Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

➤ **Amulet of Natural Armor**
 ATL 1-3 amulet of natural armor +1 (CL 3, Value 1000)
 ATL 5-7 amulet of natural armor +2 (CL 6, Value 4000)
 ATL 9-11 amulet of natural armor +3 (CL 9, Value 9000)
 ATL 13+ amulet of natural armor +4 (CL 12, Value 16000)
[Value: Varies Tradable: Yes Size: N/A Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0]

➤ **There's No Place Like Gnome**
In appreciation for everything that you did to keep the city safe, and recover Mistress Jade, Lady Tiffany Krimpach, Gurge and Nileena Quinn are rewarding you with 6 months free time at the Gilded Cage
[Value: Varies Tradable: Yes Size: N/A Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0]

➤ **Adoption Papers**
The Moonstar Cavalcade has arranged for you to adopt one of the children. The children are all human and are between the ages of 5 and 9. The benefits and costs associated with this adoption are listed below:
All lifestyle costs are now 1.5 times that listed in a scenario.
In recognition of your new parenting abilities you gain a +2 CS bonus to both intimidate (due to your stern parental voice) and sense motive (to discern lie) checks involving children.
(Value: Priceless Tradable: Yes Size: N/A
Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

WISJ Premier Only
Longbow
 ATL 1: +1 longbow (Value: 2,315 gp)
 ATL 3-5: +1 longbow of frost (Value: 8,315 gp)
 ATL 7-9: +2 longbow of frost (16,315 gp)
 ATL 11-13: +2 icy burst longbow (Value: 32,315 gp)
 ATL 15+ +3 icy burst shortbow (Value 50,315gp)

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"/> LSJ46 "The End of Innocence" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <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 ..." <input type="checkbox"/> LSJ96 "Strike One: a Swing and a Miss"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ46 "The End of Innocence" <input type="checkbox"/> LSJ59 "Fists of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <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 ..." <input type="checkbox"/> LSJ96 "Strike One: a Swing and a Miss"
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PLAYER'S HANDOUT #2

Dear Adventurer

*The city needs your help. Your presence is needed at the Gilded Cage.
Everything will be explained when you arrive..*

Lady Tiffany Krimpach

PLAYER'S HANDOUT #3

The following temples are present in Amthydor, as part of the Quorum of Faith, and provide complete services to the faithful of these deities:

<u>Temple</u>	<u>Deity</u>	<u>Portfolio</u>
Hall of Prosperity	Ardra	Goddess of Life, fertility, athletics
Grove of the Lady	Ayla	Goddess of Flora, plants, wilderness, forests
Grove of the White Hart	Brianna	Goddess of Fauna, animals, hunting, journeys
House of Abundance	Cerion	God of Agriculture, farmers, wine, shepherds
Fountain of Serenity	Cyrene	Goddess of Water, purification, rain
Hall of Enlightenment	Destine	Goddess of Knowledge, education, quests, lore, travel, prophecy, fate
House of Sensation	Dymora	Goddess of Desire, lust, temptation, intrigue, pain, secrets
House of the Rose	Elianna	Goddess of Love, beauty, romance, vanity
Hall of Mysteries	Emerys	God of Magic, runes, arcane study
Tower of Vigilance	Galvandt	God of Vigilance, guardians, defenders, strategy
Dome of the Arts	Glissande	Goddess of Art, performance, communication
Highlord's Cathedral	Hyperion	God of Nobles, divine right of noble rule
Crafter's Hall	Kalek	God of Crafts, smithing, invention, engineering
Golden Pavilion	Lucor	God of Wealth, merchants, commerce, gambling
The Moonlight Pavilion	Meneon	God of the Moon, peaceful death, grieving
House of Judgment	Peliron	God of Justice, law, honor, judgment
Lady's Radiant Hall	Sorena	Goddess of Light, sun, royalty, truth

The following shrines, while not part of the Quorum of Faith, provide basic services to the faithful of these deities in Amthydor:

Hall of the Four Winds	Aurelian	God of the Air, sky, weather, freedom
House of Fortune	Illudra	Goddess of Tricksters, pranks, luck, illusion, lies
Stone Hall	Lohm	God of the Earth, mining, underground, caverns
House of Mercy	Pietos	God of Mercy, solace, endurance, healing
The Sacred Hearth	Zara	Goddess of Fire, cleansing, consumption, zeal

PLAYER'S HANDOUT #4

Temple/Shrine	Deity	High Priest's Status	Acolyte's status
Quorum of Faith Temples and Shrines			
Hall of Prosperity	Ardra	High Priestess Bamiya Dolester out in the field	3 acolytes in the field
Grove	Ayla	High Druid Elran out in field	6 acolytes in the field
Grove	Brianna	High Druidess Rycine Nighfeather out in the field	5 acolytes in the field
House of Abundance	Cerion	High Sheperdress Myriah Starflower out in the field	4 acolytes in the field
Fountain of Serenity	Cyrene	Essential Servant Pergamea in the temple	All acolytes at the temple
Hall of Enlightenment	Destine	High Priest Epirotes at golden Pavilion	All acolytes at the temple
House of Sensation	Dymora	Mistress Jade kidnapped	All acolytes at the temple
House of the Rose	Elianna	High Priest Remond Lucerne at shrine	All acolytes at the temple
Hall of Mysteries	Emerys	Lady of Mystery Lilyra in the field	4 acolytes in the field
Tower of Vigilance	Galvandt	High Guardian Miekau Nachtrune n the field	2 acolytes in the field
Dome of the Arts	Glissande	High Priestess Felice Morningstar at the temple	All acolytes at the temple
Highlord's Cathedral	Hyperion	Highborn Tameron Slidell was in the Noble District	3 acolytes in the field
Crafter's Hall	Kalek	Wonderer Querq Krimpach in the field	3 acolytes in the field
Golden Pavilion	Lucor	High Priest Arbill Crythien meeting with other priests	All acolytes at the temple
The Moonlight Pavilion	Meneon	High Priestess Delenia Lunasole in the field	5 acolytes in the field
House of Judgment	Peliron	Jalinator the Just at the temple coordinating spells	All acolytes at the temple
Lady's Radiant Hall	Sorena	High Priest Alyn Taeger at the Golden Pavilion	All acolytes at the temple
Non Quorum of Faith Temples and Shrines			
Hall of the Four winds	Aurelian	High Priestess Zyrinna in the field	3 acolytes in the field
House of Fortune	Illudra	High Priest Keevon Swiftsure in the field	4 acolytes in the field
Stone Hall	Lohm	High Priest Boren at the shrine	All acolytes at the temple
House of Mercy	Pietos	High Priestess Reva in the field	3 acolytes in the field
The Sacred Hearth	Zara	High Priestess Berashna at shrine	All acolytes at the temple

PLAYER'S HANDOUT #5

wHen you nEed your plAn to succeeD
the righT types Of allies are whaT you'll need
tHE correct targetS are chosen for a reason
to send a message, to leave them wheezen

vIctims are a weLcome treat
blood and guts can be so sweet
choose your targets to do the most harm
you desperately want to cause them alarm

nobles, commoners and even a legionnaire
can help when you want to achieVE despaiR
priests of godS chosen to spread panic
help you smile as they cause havoc.

everything has a time and place
soon in amthydor We'll dominAte every race
the lord moNarch's chIld aNd his wife
capturiNg them WIll cause him much sTrife

He will have no choice but to give in wiTH his dEMands
by using his voice he can bring peace to these lands
once we have control of this city
those misguided adventurers will feel our pity

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>LSJ46 "End of Innocence"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<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>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>LSJ76 "As You Wish"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ79 "A Bird In The Hand"</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"/>
<i>LSJ95 "Strike One: A Swing and a Miss"</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.

Gurge	- (LSJ59, LSJ75, LSJ95)
Tepesch	-(LSJ46)
Tangee Vestra	- (LSJ59, LSJ76)
Lady Tiffany Krimpach	- (LSJ73, LSJ95)
Dawn Moon	- (LSJ72)
Jordan	-(LSJ79, LSJINT06)

GM AID #2

The Uppercase letters when placed in order spell out the message “Head to the Silver Swan Inn with them”

wHen you nEed your plAn to succeeD
the righT types Of allies are whaT you’ll need
tHE correct targetS are chosen for a reason
to send a message, to leave them wheezen

vIctims are a weLcome treat
blood and guts can be so sweet
choose your targets to do the most harm
you desperately want to cause them alarm

nobles, commoners and even a legionnaire
can help when you want to achieVE despaiR
priests of godS chosen to spread panic
help you smile as they cause havoc.

everything has a time and place
soon in amthydor We’ll dominAte every race
the lord moNarch’s chIld aNd his wife
capturiNg them Will cause him much sTrife

He will have no choice but to give in wiTH his dEMands
by using his voice he can bring peace to these lands
once we have control of this city
those misguided adventurers will feel our pity

GM AID #3

GM NOTE: The chimeras are the offspring of a pair of chimera's that Isador and his daughters have as pets. The young chimera has used its breath weapon and will not be able to use it again for 3 rounds.

ATL 1

✂ Young Chimera

CE medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 87 (9d10+18)

Fort +7, **Ref** +11, **Will** +6

Speed 30 ft., fly 50 ft. (poor)

Melee bite +10 (2d4+2), bite +10 (1d6+2), gore +10 (1d6+2), 2 claws +10 (1d4+2)

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

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 15, **Dex** 16, **Con** 13, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +4, Perception +10, Stealth +6 (+10 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in

scrubland or brush

Languages Draconic

ATL 3 & 5

✂ Chimera (ATL 3 (2), ATL 5 (3))

CE Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 105 (9d10+36)

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

Speed 30 ft., fly 50 ft. (poor)

Melee bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 19, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +2, Perception +10, Stealth +4 (+8 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in

scrubland or brush

Languages Draconic

ATL 7

⚔ Advanced Chimera (2)

CE Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

AC 23, touch 12, flat-footed 20 (+3 Dex, +11 natural, -1 size)

hp 105 (9d10+36)

Fort +11, **Ref** +9, **Will** +8

Speed 30 ft., fly 50 ft. (poor)

Melee bite +14 (2d6+6), bite +14 (1d8+6), gore +14 (1d8+6), 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 23, **Dex** 16, **Con** 21, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +16; **CMD** 29 (33 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +4, Perception +12, Stealth +6 (+10 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

ATL 9

⚔ Advanced Giant Chimera (3)

CE Huge magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

AC 24, touch 10, flat-footed 22 (+2 Dex, +14 natural, -2 size)

hp 105 (9d10+36)

Fort +11, **Ref** +9, **Will** +8

Speed 30 ft., fly 50 ft. (poor)

Melee bite +14 (2d6+6), bite +14 (1d8+6), gore +14 (1d8+6), 2 claws +14 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 27, **Dex** 14, **Con** 25, **Int** 8, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +18; **CMD** 31 (35 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +6, Perception +12, Stealth +8 (+12 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

ATL 11

⚔ Advanced Giant Chimera/Fighter 2 (3)

CE Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

AC 27, touch 12, flat-footed 23 (+4 Dex, +15 natural, -2 size)

hp 195 (11d10+112)

Fort +11, **Ref** +9, **Will** +8 (+9 vs. fear)

Speed 30 ft., fly 50 ft. (poor)

Melee bite +17 (2d6+7), bite +17 (1d8+7), gore +17 (1d8+7), 2 claws +17 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 29, **Dex** 18, **Con** 29, **Int** 8, **Wis** 19, **Cha** 12

Base Atk +11; **CMB** +18; **CMD** 31 (35 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Power Attack, Cleave, Improved Natural Armor

Skills Fly +8, Perception +14, Stealth +10 (+14 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SQ nil

Gear nil

Special Abilities bravery +1

ATL 13

⚔ Advanced Giant Chimera/Fighter 4 (3)

CE Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

AC 27, touch 12, flat-footed 23 (+4 Dex, +15 natural, -2 size)

hp 244 (13d10+137)

Fort +13, **Ref** +12, **Will** +9 (+10 vs. fear)

Speed 30 ft., fly 50 ft. (poor)

Melee bite +19 (3d6+7), bite +19 (1d8+7), gore +19 (1d8+7), 2 claws +19 (1d6+7)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 29, **Dex** 18, **Con** 30, **Int** 8, **Wis** 19, **Cha** 12

Base Atk +13; **CMB** +20; **CMD** 33 (37 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Power Attack, Cleave, Lightning Reflexes, Improved Natural Armor, Improved Natural Attack (bite)

Skills Fly +8, Perception +14, Stealth +10 (+14 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SQ nil

Gear nil

Special Abilities bravery +1, armor training 1

ATL 15

Advanced Giant Chimera/Fighter 6 (3)

CE Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

AC 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

hp 282 (15d10+171)

Fort +16, **Ref** +13, **Will** +10 (+12 vs. fear)

Speed 30 ft., fly 50 ft. (poor)

Melee bite +25/+20 (2d6+8), bite +25/+20 (1d8+8), gore +25/+20 (1d8+8), 2 claws +25/+20 (1d6+8)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 29, **Dex** 18, **Con** 30, **Int** 8, **Wis** 19, **Cha** 12

Base Atk +15/+10; **CMB** +25; **CMD** 39 (43 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Power Attack, Cleave, Lightning Reflexes, Great Fortitude, Improved Natural Armor, Improved Natural Attack, Improved Natural Armor

Skills Fly +8, Perception +16, Stealth +10 (+14 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SQ nil

Gear nil

Special Abilities bravery +2, armor training 1, weapon training (natural)

ATL 17

Advanced Giant Chimera/Fighter 8 (3)

CE Huge magical beast

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, -2 size)

hp 320 (17d10+195)

Fort +17, **Ref** +13, **Will** +10 (+12 vs. fear)

Speed 30 ft., fly 50 ft. (poor)

Melee bite +28/+23 (3d6+9), bite +28/+23 (1d8+9), gore +28/+23 (1d8+9), 2 claws +28/+23 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40' line, DC 17, 6d8 lightning) usable 1x/4 rounds

Str 30, **Dex** 18, **Con** 30, **Int** 8, **Wis** 19, **Cha** 12

Base Atk +17/+12; **CMB** +31; **CMD** 45 (47 vs. trip)

Feats Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness, Power Attack, Cleave, Lightning Reflexes, Great Fortitude, Blindfight, Improved Natural Armor, Improved Natural Attack, Improved Natural Armor, Improved Natural Armor

Ski

Skills Fly +8, Perception +18, Stealth +10 (+14 in scrubland or brush);

Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

Languages Draconic

SQ nil

Gear nil

Special Abilities bravery +2, armor training 2, weapon training (natural)

CRITICAL EVENT SUMMARY: STRIKE TWO: FOWL BALL

Convention: _____ Date: _____

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

1. What ATL did you run? _____
2. How many rounds did Tepesch get to drink? _____
4. What was Fiounella's status at the end of the module?: Alive Dead
5. Did the PCs get Tepesch to at least half- hit points?: Yes No
6. Note any other important information on the back of this form (PC arrests, etc.).

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

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



ROSTER OF HEROES: STRIKE ONE

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

* 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.

<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

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